

Growlanser (Import) Disc 1 Story Translation

by borgor

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Growlanser
Disc 1 translation guide by borgor and Inverse1983
silmeria_silverbell at yahoo.com (borgor)
mhconrad at hotmail.com (Inverse1983)
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Credits

Thanks to :
Career soft for this excellent game.
GameFAQs for hosting this file.
Allesthair for the menu translation. And also for coming up with the silly idea of translating that game I guess.

This was written by Inverse and myself. I did the translating, while Inverse edited it, fixing errors and arranging stuff that just "didn't translate". Future versions will be done by the same members hopefully but due to the sheer size of Growlanser' script, any additionnal help would be VERY MUCH welcome. Especially on the translation aspect but any help would be appreciated. So this is basically a message to all of you Growlanser fans (yes the whole ten of you) : "Please, help us. There's no reward for you in

this but surely, God will love you for doing so". Juste leave a message on the board if you want to help or mail us. Thanks.

Version history

v 1.00 (04/11/2007) : 100% finally. There'll be more updates though, once the script will be edited and also once Rhayn will finally muster enough willpower to reach the post office and send the guidebook. That may take quite a while though.

v 0.90 (04/06/2007) : 90% of the script here, not edited/barely spellchecked. Same reasons as the previous update.

v 0.80 (04/04/2007) : 80% of the script here but not yet edited as Inverse has been busy. Still I'll start working on disc 2 soon so I want to upload the first disc completely before.

v 0.60 (02/27/2007) : 60% of the script translated and edited. Nothing else to say this time. Next versions should be up in not too long at least :D

v 0.55 (02/15/2007) : Minor update. Added the third vacation events, some missing skills and the menu translation section so that people stop whining about Tippi's voice in battle.

v 0.50 (01/23/2007) : 50% of the script translated and edited. I thought this would be up sooner but exams got in the way. Added the small character section.

v 0.40 (12/07/2006) : 40% of the script translated and edited. Vacation events translation section added. Usual typo fixing. It's been while since last update but hopefully next one will be much quicker.

v 0.30 (08/03/2006) : 30% of the script translated and edited. A few typos fixed. Oh and this time I really added the vacation events since I forgot them in the last version. Also note that Grolanser V is released today! :)

v 0.25 (05/10/2006) : 25% of the script translated and edited. Vacation events list section added. Also, as usual, a few typos were fixed too.

v 0.15 (04/24/2006) : 15% of the script translated and edited. Spells and skills section added. Also a few typos were fixed too.

v 0.10 (04/20/2006) : 10% of the script translated and edited.

Foreword

Since Grolanser isn't a game that have been extensively covered yet, this translation will contain various gameplay-related hints and we'll detail the non-obvious stuff such as how to get optionnal events, characters, etc... Most of the time those indications will be indicated between brackets. If there's anything in particular you want to be explained about the game that we seem to have forgotten, do feel free to ask about it. In the end, the

, Message Speed Fast (Fast / Slow)

> Select the speed for the dialogues in game

, Help command On (On / Off)

> Enable or disable pop up help

, Range circle in battle On (On / Off)

> In battle, set if you want to use the range of the spell before charging it.

, Tippy's possibilities Normal Tippi

> In order to change the curser's shape you need to obtain different Tippi.

Translation

~~~~~  
Prologue  
~~~~~

===== At night on a cliff =====

Woman : This is....the ring which is so important to you.... I've always found it so beautiful. It's almost as if a mysterious light shines from it.

Man : I'd like you to have it.

Woman : Ehh...so you mean...

Man : I'm nothing but a mercenary, a man who fights just for money. But if...if you don't mind, I'd...like for us to get married.

Woman : I'm happy...so happy. I have been waiting for those words for so long.

Man : ...Sheila....

===== Carmaine's room =====

Ruise :...Say...Wake up...oniichan, wake up!! Mother is calling you!
Come on, oniichan!

? : ...Ruise-chan, let me handle this...

Ruise : ...eh, Tippi...?

? : This is how it's done...Here goes!

Ruise : ...ah...!

? : Tippi-chaaan Kiiiickk!

Fairy : You're finally up. Stop looking stupid and get in gear!

Ruise : Teeheehee, he still doesn't know anything and you speak to him like that. But I think oniichan is pretty cute that way. Are you surprised oniichan? We'll give you the full details downstairs so come down quickly. It's been so long since mother came back!

Fairy : And that's how it is so come down quick!

(downstairs)

Ruise : This way, Oniichan!

(in the central room)

Sandra : Good morning. Did anything happen while I was away?

Ruise : Same as always, right oniichan?

Sandra : I see. I'm relieved to hear that.

Fairy : More importantly master, isn't it time to introduce me?

Sandra : You haven't been introduced yet? Her name is Tippi. She's a being born of magic, a homunculus.

Tippi : I'm Tippi! Nice to meetcha! And what's your name?

(pick a name)

Tippi : What a hard name to pronounce...guess I'd stick to just saying "you".

- 1) Ignore Tippi
- 2) What an interesting little thing
- 3) What a bad mouthed little thing

(1)

Tippi : What's with this guy? I don't like you!

(2)

Tippi : Why do I detect sarcasm here?

(3)

Tippi : Arrgh! This guy wants a piece of me!

Ruise : (nervous laughter) Isn't Tippi cute, oniichan? She looks just like a fairy!

- 1) I don't care
- 2) I think she's cute
- 3) I don't think she's cute

(1)

Tippi : (grumbles) Making such a "I don't give a damn" face...

(2)

Tippi : Ain't I? Ain't I? Thanks so much Master!

(3)

Tippi : Whaaat?! You want me to kick you again?

Sandra : Since I'm the court sorceress, you can imagine there are some reasons behind my visit today. The first reason I'm here is for Ruise's magic practice.

Tippy : What's that "magic practice"?

Ruise : It's the first part of the curriculum for the magic academy I'm attending, where we get experience helping famous sorcerers with their magic research. I'm lucky, since Mother's the court sorceress.

Sandra : Don't delude yourself. It's precisely because you're my child that I won't go easy on you.

Ruise : ...understood...

Sandra : And there's one other reason I've returned, the main reason, in fact. It's been 17 years since I found you abandoned. I'd like to talk to you about why you've never been allowed outside of the royal capital all this time. It all relates to a prophecy made about your future. You will become either the cause of the destruction of the world, or the light which will save it.

Tippi : Whoa, extreme...

Sandra : Indeed. People always have good and evil in their hearts and this is what decides their future. But it is rare that one's own future should have such a strong influence. That's why I've done all I could to keep you out of contact with the outside world while you were growing up, until you had developed a strong heart.

Ruise : But you think he'll be fine now?

Sandra : I've done all I could to show you the proper way to live. From here on, you'll be the one to choose your own path. Starting today, you'll go on a journey outside of the capital. You'll meet many people, have a variety of experiences, and learn all sorts of things. And from that, you'll decide what road you'll walk down, on your own. But first, you need to get ready for your journey.

(received 75 Elm!)

Sandra : Return after you've finished shopping. We'll continue this conversation then.

(Starting now is the character making part. Depending on what you do, your initial stats, the rate at which they'll grow after each level up, the weapon type you can equip and which spells and skills you'll be able to learn will be determined by your behaviour during that part of the game. This guide won't cover all choices because there are far too many but will stick to one of the strongest builds you can get. But if you don't feel like

following this, feel free to experiment by yourself. Also, run while moving.
It gives you points)

(north west district - outside home)

Tippi : Uwah...there are tons of shining things...what are those
shiny floaty things?

(talking to the counter left of the item shop)

Old dude : Welcome to the shop in the gap! Are you surprised? We use all the
room that is available! Even though it's pretty cramped we carry goods other
shops don't!

(buy and equip a bandana here)

Old dude : From now on please continue to visit the shop in the gap!

(talking to guy with the yellow cape on the same screen)

Citizen : ...crap. I heard a shop moved into the area, but where in the world
could it be? Do you know where it is?

- 1) Yes
- 2) No

(1)

Citizen : For real!? Can you show me where?

Lead him there?

- 1) Yes
- 2) No

(1)

Citizen : Thanks! Please take me right there.

(lead him to the shop where you bought the bandana but do not run!)

Citizen : This!? This is the place! Thanks! You've saved me!

(now go south from here to the south west district)

(talking to blue haired girl)

LLM magic lecturer : I'm a teacher for that Magic Study Hall over there.
Right now I'm giving this old man a private lesson. Since you're here,
would you like to give our test a try?

- 1) Yes
- 2) No

(1)

LLM : First, an easy question. Do you know the name of the royal capital we're in?

- 1) Rolesia
- 2) Rolandia
- 3) Rosaria

(3)

LLM : Correct. Yes, the royal capital's name is Rosaria, while the country's name is Rolandia. Next question. What kind of job does your mother, Lady Sandra, have?

- 1) Fortune Teller
- 2) Alchemist
- 3) Court Sorceress

(3)

LLM : Correct. So, what button do you press to talk to people?

- 1) O
- 2) triangle
- 3) square
- 4) X

(1)

LLM : Correct. How do you display help screens for commands?

- 1) O
- 2) triangle
- 3) square
- 4) X

(3)

LLM : Correct. What do you do to walk faster?

- 1) O
- 2) triangle
- 3) square
- 4) X

(4)

LLM : Correct. Alright, now for a slightly harder question. What are the golden lights which float about in the atmosphere?

- 1) Light Crystals
- 2) Growsian
- 3) Growshu
- 4) Growsa

(3)

LLM : Correct. Do you know what Growshu is?

- 1) Magical Energy
- 2) Light Spirits
- 3) Human Souls

(1)

LLM : Correct. We call some equipment "magic conduction lines" but what are they used for?

- 1) The equipment measures the volume of Growshu.

- 2) The equipment collects Growshu
- 3) The equipment emits Growshu
- 4) The equipment destroys Growshu

(2)

LLM : Correct. That's the end of the quiz.

(if you scored perfectly)

LLM : Your score is impressive. It's been a while since someone's done this well.

(now go and talk to the sewer entrance below her)

Tippy : Eh...We came out in this place...Interesting.

(now go right and enter the front gate at the end of the alley. You'll end up in an area with trees. Search around by pressing O)

In one place, there are marks where the dirt has been recently disturbed. Try digging there?

- 1) Yes
- 2) No

(1)

Digging, you find a sturdy treasure chest, labeled "My Secret". On the box are some numbered buttons. It seems that somehow these buttons are the switch to open the chest.

(now pick either 3 or 9 the game randomly chooses one of those as the solution)

(when you get it right)

The lid opens! That must have been the key! Inside the chest is a single book. "Dandy Book" acquired!

(now go all the way back to the quiz woman and then go the screen to the right. You'll be in the south shopping alley. Go talk to the woman in front of the inn)

Shop clerk : I'm sorry, young man. We're still making preparations. But my, you've got a cute little thing with you. Could you be the son of Lady Sandra?

- 1) Yes
- 2) No

(1)

Shopkeeper : My, just as I suspected. Otherwise you wouldn't be followed around by a cute little thing like that.

(walk away)

Shopkeeper : Ah...This is no good...I wish there was someone who could watch the shop for just a little bit...

(talk to her again)

Shopkeeper : Huh...What should I do....

Tippi : What's wrong, madam?

Shopkeeper : I'm supposed to wait up for my husband outside the city, but I can't leave the shop for a while. I'm certain my husband's going to be left waiting. I wish I could just go out and meet him, but there are things to be done...Ah, I know! If you don't mind, could you watch over the store for a little bit? Since you're Lady Sandra's son, I know I can trust you to handle things.

- 1) Offer to help
- 2) Decline to help

(1)

Shopkeeper : Thanks! Alright, I'll be back in a bit. Until then, make sure no one enters, because things are a mess.

Tippi : Since you're sitting in for the shopkeeper, you'd better not let her down, right? This may be your free time, but you should wait here until she returns. Well, I'll be here to watch over you too, so be grateful!

(now do not move no matter what)

(after a while)

Tippi : Yaaawwnnn. This is sooo boring.....I know! Why don't we have a little chat!

- 1) Yes
- 2) No

(1)

Tippi : Well, then, what are you looking forward to on this upcoming journey?

- 1) Meeting people
- 2) Fighting strong enemies
- 3) Discovering the unknown
- 4) Developing my potential
- 5) Traveling around the world

(2)

Tippi: Eh...Is that so....now then....what kind of special training will you do to prepare for your travels?

- 1) Magic Practice
- 2) Refine my social skills
- 3) Melee Practice
- 4) Strength Training
- 5) Nothing in Particular

(4)

Tippi : I see...What's your preferred way of fighting?

- 1) Up front, fair and square
- 2) Attack from the shadows
- 3) With lots of magic
- 4) No preference

(1)

Tippi : I see...Finally, what's your type of woman?

- 1) An energetic and noisy girl (give points with Tippi)
- 2) A sweet and reserved girl (give points with Ruise)
- 3) A girl who is a bit clumsy (give points with Misha)
- 4) A reserved, mature older woman (give points with Karen)
- 5) An awe-inspiring, dignified woman (give points with Julia)
- 6) I'm not interested in women

(5 - but that's only because I like Julia personally :))

Tippi : What!? You really think you'll get away with picking someone other than Ruise-chan or me? Now I think I can take a little break. I'm doing skinship at the same time you're shopping, I'm just awesome!

(wait a little bit more)

Suspicious Man 1 : W..wait up, idiot! If you're peeping like that, it'll look suspicious!

Suspicious Man 2 : Oh!? I..I see!!

SM 1 : Geez...you should thank me, newbie. All we have to do is figure out whether the girl's staying at the inn. There's no need to act rashly like in our usual jobs. Now, let's go calmly...calmly.

SM 2 : R..right! It's not like we're going to steal anything, or something...

SM 1 : Idiot! You're speaking too loud! Keep your voice down. Well, whatever, I'll show you how it's done. Just follow me!

SM 1 : I've got something I'd like to ask, if that's alright with you?

- 1) Yes
- 2) No

(2)

SM 1 : Now, don't be like that. I've just got a little question. I'd only like to know whether a girl called Karen is staying here. Can I look at the records for a bit?

- 1) Yes
- 2) No

(2)

SM 1 : Ok, lad. I see you're pretty tight-lipped. So, how much do you want?

- 1) Clearly rebuke him.
- 2) 100 Elm
- 3) 1000 Elm

(1)

SM 1 : You bastard! If you're not going to cooperate, we'll just have to take it from you! Hey! Rough this guy up for me!

SM 2 : Leave it to me!

Tippi (pissed) : Now, just hold on a sec here!

SM 2 : W..what's that?

Tippi : TIPPI-CHAAAAN KIIIIICK!

SM 2 : Waugh.

SM 1 : W..what happened? No two ways about it. We'll just have to retreat for today! We won't forget this!

Tippi : You, feel free to thank me.

(wait again without moving as usual)

Shop Clerk : Thanks, Lady Sandra's son. Now I can finish my preparations to open the inn in peace. You can leave it to me now.

Thank you very much.

(now go right and then up)

(talk to the blond girl looking annoyed at the bottom of the stairs)

Citizen : Lucky! You've come at just the right time! Will you do something for me?

- 1) Yes
- 2) No

(1)

Citizen : Umm, you see, at the top of these stairs is a weapon shop I'd like to visit, but...I hurt my leg, so it's hard to go up the stairs. If you don't mind, could you help me up the stairs?

- 1) Yes
- 2) No

(1)

Citizen : Heehee... Thanks. But don't do anything weird please.

(just keep pushing up to walk up closely behind her)

(once at the top of the stairs)

Citizen : Thanks! Now I can go shopping!

(now go talk to the two guys arguing in front of the item shop on the same screen)

Citizen 1 : Man, I'm through with you!

Citizen 2 : Likewise, I'm sick of seeing you!

Tippi : Say, what are you fighting about?

C1 : The girl in the shop over there is my type. So, I was thinking about confessing my feelings, when THIS guy show up and said "I was thinking about making her my girlfriend first".

C2 : But it's true! After all, I was the one who pointed her out to you, saying how cute she was!

Will you mediate the dispute?

- 1) Yes
- 2) No

(1)

What ruling do you choose?

- 1) The one who saw the girl first has the right to her
- 2) Both sides should ask
- 3) Randomly decide by fortune-telling
- 4) Guy on the left has the right to her
- 5) Guy on the right has the right to her

(2)

C2 : What's the reasoning backing your conclusion?

- 1) No deep reasoning
- 2) Because it's better to wait before fighting
- 3) Because this method is the fairest way to decide
- 4) Because my judgment is impartial

(3)

Tippi : That's right! You shouldn't decide things when you're all heated up like that. Any time two people love the same girl, shouldn't they consider the feelings of the girl in question?

C2 : Yeah, you're probably right. We need to ask the girl about her feelings.

C1 : Well, then let's both go confess.

(they both get ditched, and go east)

Tippi : (sweatdrop).... Well, at least it was an honorable defeat...

(follow them and talk to them again)

C2 : Damn, I got totally dumped. It would have been better not to have confessed at all.

- 1) Look for new encounters
- 2) You shouldn't give up just because you got turned down once

(1)

C1 : I see! It's all your fault! If only you hadn't advised us to confess! Thanks to that, we've been embracing depression! You ought to do something to make up for it!

C2 : Yeah! Yeah! You and your know it all act!. Do you actually have any experience with love?

- 1) Yes
- 2) No

(2)

C1 : Whaaat! You were giving advice like you knew everything and you're saying that you've never been in love? Don't mess with us!

C2 : We see right through you! You like meddling in other people business and were amused when we both got dumped!

C1 : You're acting nice but you're really cruel! I'm sick of looking at your face! Get out of my sight!

(talk to them again)

C2 : Shut up! What the hell do you want to talk about!

- 1) It's because of that aggressive mood of yours that you've been ditched
- 2) Make them face reality
- 3) Ponder about your own behaviour for a while

(3)

C2 : So-sorry. We went a little overboard...we've been doing nothing but complaining...But...no it's alright. After all we've been acting like this all our life.

C1 : Sorry for lashing out at you. But leave us alone for now. Trying to comfort us will only make us feel more miserable. (later) aah...love can be so harsh...

C2 : That's right. We might as well forget about that and go on a journey.

C1 : Sounds good. Right past that gate, the large free world awaits us.... Hm? H-hey! Isn't that soldier girl cool!?

C2 : You're in the way so I can't see her well...wait I'll get a better look.

C1 : I'm glad to have lived after the end of that past love!

C2 : That's true! "A life without love is wasted." That's what our teacher used to say! Ah, it's so good to be alive!

(leave those morons and get back on the previous screen and climb the stairs. Talk to the kids)

(talk to big kid)

Big kid : There's nothing fun to play....

(talk to the little kids)

Child 2 : Yeah, we're bored...Say, Big Guy! Why don't you play with us!

Tippi : Whaddaya mean by "play"?

Big kid : How about this? There are three little kids. So, we'll let them run round and round, and then have you try to guess their names. Yeah, that's the thing to do! Alright, everyone, let's do it!

(three kids go up to form a triangle)

Big Kid : Now, everyone introduce yourselves!

Top Kid : Umm....my name is Piro.

Big Kid : Alright, no more proper introductions! This is taking too long.
We'll just call you number 1.

Top Kid: U..ummm...

Bottom Kid: Say, does that mean I'm number 2?

Left Kid : Ummm.....what comes after 2?

Big Kid : 3, you....

Left Kid : Right, right. It was on the tip of my tongue, really.
So, I'm number 3.

Big Kid : And that ends the introductions! Want to hear the numbers again?

1) Yes

2) No

(2)

Big Kid : Annndddd....Go!

(keep track of one of them and don't lose him. The final order is decided
randomly so it won't be indicated here)

Big Kid : Ok, Big Guy, ready? Starting from the left, what's the order?

(if you get the order right)

Big Kid : A..awesome! You got them all right! Hmmm, now that I think about
it though, since I was just watching I wasn't playing at all, was I? Is there
any way all of us can play?

(now the blond girl you helped up the stairs should be done with her shopping.
If not just wait near her a little and she'll be done eventually. Talk to her
then.)

Citizen : It was great that I could do my shopping, but...I'm having trouble
walking.

Help here again?

1) Yes

2) No

(1)

Citizen : Heehee.... You're so kind. Well, I'll leave the luggage to you.
Can you wait while I return home? My house is at the bottom of the stairs,
in a building just a little to the east. It's the second door on the front,
I'm sure you'll figure it out quickly. Anyhow, here they are!

(Received "Gladius" and "Clothes")

Listen to the directions to the house again?

1) Yes

2) No

(2)

Citizen : I'll be able to make it down the stairs on my own, don't worry.
Get going now, luggage man, I leave it to you!

(walk down to the blue door, and wait for her to get there)

Citizen : Whew...Finally made it.

(talk to her)

Citizen : Thanks for bringing my luggage! Thanks to you I was able to do
all my shopping today!

Return her luggage?

- 1) Yes
- 2) No

(1)

(Lost "Gladius and "Clothes")

Citizen : Uhuh, thanks! Oh yes, a token of appreciation!

(Got "Healing Herb")

(now go to the shop she was at and talk to the shopkeeper)

Shopkeeper : Welcome. This store carries a variety of equipment.

- | | | |
|--------------------------|--------|-------|
| 1) Battered Copper Sword | 15 Elm | +2 AT |
| 2) Gladius | 80 Elm | |
| 3) Clothes | 30 Elm | +2 DF |

(buy and equip the Copper Sword along with the Clothes)

(now go talk to the kids again)

(talk to big kid again)

Big Kid : I'm bored after all... I know, Big Guy! Why don't you play hide
and seek with us? You can be "it!"

Other Kid : Right on! Alright, let's go hide right away!

Tippi : My, my, you've gotten totally wrapped up in playing with these kids.
Well, while we could always ignore them, why don't we go find them?

- 1) Yes
- 2) No

(1)

(now go find them. One is behind the gatekeeper at the castle gate, one
other is in the same screen behind the shadow of a house so you won't see
him. Just move around and keep mashing O. Which house he'll be is decided
randomly by the game. Third one is one the screen farthest to the west
either behind the shadow of the tree or the shadow of a house's roof.
Last one is trickier. Once you're done with the three first, go back to the
screen where you helped the girl with her shopping(Do not cross the south
shopping alley to go there). Now once you're there go down and you'll be
at the inn. You'll see a couple walking glued one to the other in the
middle of that street. They'll be headed west. Put yourself right behind
them just between the two of them. The last kid will notice them but he
can't see you if you're right behind them. Now keep pushing X + the left

direction on the controller and as soon as the couple reach the kid they'll split. Now you have to quickly push O to speak to the kid as soon as your character is near to him. Don't be late or he'll run away. You have to succeed on your first try to get full points for this)

(First kid found)

Tippi : First person, found!

Kid : Man! So I was the first to be found. How embarrassing...Oh well. I'll return on ahead and wait for everyone.....

(Second kid found)

Tippi : You did it! Two down!

Kid : Ugh. You found me...Well, I'll head on back.

(Third kid found)

Tippi : Alright! Just one left to go!

Kid : Geez...to think you'd find me here....

(Big kid sees the couple)

BK : Hey, you two! You're in the way! I can't see!tch! They're not even listening.

(Big kid caught)

Tippi : Eheh! We've got all four of them!

BK : And I was thinking about running away...I can't believe that you'd think about hiding behind people. But I did have fun! Thanks Big guy!

(whew finally done! now go back to Sandra)

(talk to Sandra)

Sandra : All finished with your shopping?

- 1) Not yet
- 2) I'm done

(2)

Tippi : Say, Master. While we went shopping, I got to see what kinda guy he is.

Sandra : Time is short, so just give me the highlights.

(What follows is Tippi's evaluation based on what you did in town so far. It will vary depending on actions, conversation choices, also do note that there are a bit of randomness in the stat growth, that chart with the blue line. If the stat you want is not maxed out feel free to start over and do the same thing. The result will be a bit different. Spells and skills list and initial stats remain the same though.)

Tippi : First, let's take a look at his decision-making ability. He seems very competent at analyzing the current situation and takes the appropriate response. I'm glad to see he's so collected. Also...he's very energetic. Well even without me saying it, this is easy to figure out. Next about his is insigtfulness...He's pretty sharp! He's also very good at solving riddles. Next is cautiousness and...he's pretty amazing! I was really surprised. His sense of smell and hearing must be on the same level as a dog. Well you could say his senses are really developed. Also...I guess you could call him a model student too! His knowledge is pretty impressive. Course, since his brain's so much bigger than mine, it's only natural he'd seem smarter. As for politeness, he made sure to speak very properly. But since it's something that even little children can do, there may be no need to praise him on that. Also every time he made a promise, he made sure to follow through and keep it. Very good, very good. Also...he was a very honest person, and left good impressions with people. Definitely another praiseworthy point. Next is kindness...gentle, polite, with perfect manners and cool looking! Hehe...I'd say he's my type of guy! So to sum it up here are my conclusions :

Starting Spells and Skills List

Magic Arrow
Silence
Rust
Weakness
Attack
Protect
Cure
Critical 1
Paralysis Attack 1
Combo Attack 1
Item Usage Time-Reduction
Regenerate
Swiftiness 1
HP Up 1
MP Up 1

Tippi : So? Do you have any complaints with my evaluation?

- 1) Yes
- 2) No

(choose yes to start over from the beginning)

(2)

Tippi : Yes, yes! My precise evaluation is exactly right, isn't it.

Sandra : Well then, let's continue our talk from before.

Tippi : First off, where are you going and why?

Sandra: Do you have any place in particular you'd like to visit?

- 1) Neighboring Country
- 2) Magic Academy
- 3) No place in particular
- 4) The place I saw in a dream

(1)

Sandra : You just can't go there all of a sudden. There are a lot of formalities to be able to enter another country.

Tippi : By the way, back when we woke you up earlier you looked a bit unsettled. Did you have a nightmare?

(2)

Sandra : The Magic Academy you say...

Ruise : In that case I can take you there!

Sandra : Did you forget you have your practice?

Ruise : ...hmm...then how about going after my training, oniichan ? I'll lead you there then!

Tippi : By the way, back when we woke you up earlier you looked a bit unsettled. Did you have a nightmare?

(3)

Tippi : By the way, back when we woke you up earlier you looked a bit unsettled. Did you have a nightmare?

(4)

Tippi : By the way, back when we woke you up earlier you looked a bit unsettled. Did you have a nightmare?

Ruise : Mother....

Sandra : I know....You've always seemed to have strange dreams of times past. You know nothing of the outside world, yet you see visions of places in neighboring countries. This time, what did you see?

Tell about your dream?

- 1) Yes
- 2) No

(2)

Tippi : Hold it! Why won't you tell us!

Tell about your dream?

- 1) Yes
- 2) No

(2)

Tippi : Tippi-chaan kiiick!

(the screen flashes and it says Tippi-chan kick critical hit!
Because of that kick you were forced to talk!)

(or if you picked yes earlier)

Sandra :From the brief description of a tower-like rock, it sounds like the old ruins. If so, you might try to go to the northwest of the capital,

near the coast. Since it's not too far away, it's probably a good place to start. Why don't you take a look there first.

Ruise : Sounds nice....Say, can I come with you?

Sandra : You have magic practice to complete, don't you?

Ruise : But...will oniichan be OK by himself?

Tippi : Isn't that why I'm here? Well, that's how it is. We'll be partners from now on!

How do you respond?

- 1) Glad to have you along
- 2) One more thing to worry about...

(1)

Tippi : Now that it's settled, let's get rolling!

(2)

Tippi : What's with that disagreeable face! If you're in a pinch don't count on me to save you!

(as you try to leave)

Sandra : Wait a moment. I'd like you to have these.
(Got 2 "Numbing Spheres")

Tippi: What are these?

Sandra : If you use one of these, you can paralyze an enemy for a short period of time. So, if you get into a tight situation, go ahead and use them.

Ruise : Take care, oniichan.

Sandra : If you get into trouble, you can return at any time.

===== Royal capital =====

(north west district)

Gatekeeper : Unauthorized people can't go beyond this gate.
Not even Lady Sandra's son.

Guy with cape : Hmmm....isn't there another interesting shop around?

Guy in blue : Rolandia is so peaceful...I hope Burnstein and Ranzack won't change that.

Shopkeeper: Welcome. This shop carries a variety of goods. Would you like to buy something? Or perhaps you'd like to sell something?

(south west district)

Blond girl : I did really well at today's test. The problem will be the practical exam though. It's going to be pretty soon....

Blond guy : Haha...I totally messed up today's test. Now I really have to do well on the practical test...

(west entrance)

Gatekeeper : Where is the cape you ask? Just go straight down this road. The road's well-maintained, so it's impossible to get lost.

===== On the road to the cape =====

(upon seeing the first enemy)

Tippi : Look! There's a gel! Say, are you new at fighting? Leave it to me, I can teach you all the basic rules of fighting. Interested?

- 1) Teach me how to fight
- 2) I don't need it

(2)

Tippi : Eh aren't you confident. Well let me see your fighting prowess then.

(crossroads)

signpost :

west : Vacant land

east : Capital city, Rosaria

(logging area)

Rolandia soldier : We're extending the road here right now. No unauthorized personnel allowed past here!

Left worker : Whew...so tired. Hm? Why am I taking a break? Cutting trees is hard you know. So we're working in shifts.

Right worker : Hm? Me? As you can see I'm extending the road. My comrades are working further inside the forest right now.

===== West cape =====

(checking the grave)

Tippi : ...it's a grave. It says "Sheila rests here". It's been here since three years before you were born.

(go further up)

Tippi : Eh, so it's that place. What a nice view. Ah look! A winged person... What could that be...

Voice : He's a Featherian. They don't come down on the surface often so it's not surprising you don't know of them.

Tippi : Eh?

Young man : Every time I see them, I marvel at how beautiful their wings are. Wouldn't you agree?

- 1) Yes
- 2) No

(1)

Tippi : I think so too.

(2)

Young man : Is that so? It's dark so maybe you didn't see well.

Young man : One day, I'd like to actually visit the floating island where the Featherians dwell. But for that to happen, I have a lot more research to do....

Tippi : You're a scholar? Well you do look different from ordinary people.

Young man : Ah, that's right. You're not an ordinary fairy either, aren't you? Are you a Homunculus?

Tippi : Wow, incredible! You guessed it correctly! I'm Tippi! Nice to meetcha!

Ariost : I'm Ariost. I'm doing research about flying at the Magic Academy.

Tippi : Magic Academy? Do you mean the place Ruise-chan goes to?

Ariost : Ruise? Do you guys know her?

Tippi : Ruise-chan is his little sister. But how come you know about her?

Ariost : She's quite famous you know. Because she's a Growsian.

Tippi : ...gu-ro-shi-an?

Ariost : What, don't you know what that means?

(picture showing Ruise in front of an eclipse)

Ariost : People born during a lunar or solar eclipse receive a particular magic power called Growshu. They're called Growsians. She was born during a complete solar eclipse, which makes her an even more powerful Growsian.

Tippi : Ehhh..Did you know that?

- 1) Yes
- 2) No

(1)

Tippi : So I was the only one who didn't know? Geez, I wish Master had taught me things like that!

(2)

Tippi : Hey you! Isn't she your sister? You'd better remember that now!

Ariost : Likewise, do you know about Growshu?

Tippi :eheheh...if you don't mind could explain that as well?

Ariost : You probably have seen it already. Those lights floating in the atmosphere, that's Growshu.

Tippi : Ah, those shiny floaty thingies? So that's Growshu...

Ariost : Growshu enters this world through dimensional rifts and serves as magical energy. So in short, it's abundant in places with frequent dimensional rifts. It's pretty common in the north while it's a lot less frequent in the south.

Tippi : Just as expected of a scholar of the Magic Academy! Thanks for everything!

Ariost : You're welcome. Well then, I'm heading back now. I'll be in the capital inn, so feel free to drop by. Give my regards to Ruise-kun.

Tippi : See you later! Well shouldn't we go back too?

(upon leaving)

Mysterious voice : Darling...you came...

Tippi : Eh?

Mysterious voice : I've always been waiting for you...for you to come here...

(attempting to leave without speaking to Sheila)

Tippi : Hold it! Where do you think you're going, leaving me behind like that!

(talking to Sheila)

- 1) Listen attentively
- 2) Tell me your name
- 3) Stay silent
- 4) Escape
- 5) You've mistaken me for someone else

(1)

Mysterious woman : ...alright. I always believed that you would come back one day....it's been 20 years now already....

(2)

Mysterious woman : Have you forgotten...me? I see....it's been 20 years after all...

(3)

Mysterious woman : ...it's been 20 years...I waited all this time....

(4)

Mysterious woman : Please don't run...I've waited 20 years for this day so please don't run...

(5)

Mysterious woman : Have you forgotten...me? I see....it's been 20 years after all...

Tipi :

Mysterious woman : Take this. This is yours. (received Sheila's ring)

Tippi : What a beautiful ring.

Sheila : I entrust this ring to you. Also if you meet the child please tell him that Sheila...his mother always loves him, even now...

Tippi : That child you say, but....

Mysterious woman : I love you darling. Please take care of the child.

Tippi : Hold on!

(Sheila disappears)

Tippi : What was that just now...? Eh? The person that appeared in your dream?

(upon leaving again)

Tippi : What a mysterious place. Well let's hurry and go home!

===== On the road back home =====

(crossroads)

Merchant : If you're going to the capital, you'd better forget about it. Some thieves are loitering on the road a bit further. That's why I set us camp here. By the way I'm a merchant. Since we've met here...I might as well let you buy some stuff. Well then, welcome to my shop. All I have are recovery herbs.

(on the next screen right after the merchant)

Tippi : Hey! The moon's come out! How beautiful...huh? Hey, look over there! Look!

Thief : Hehe. Aren't you cute...

Woman : What is it, you..people...

Thief : How about coming with us for a bit?

Woman : No....why...

Thief : Shut up! Follow us quietly! If you don't you're gonna get hurt!

Woman : H-help!

Tippi : Those guys, they're picking on a defenseless woman! Let's go help!

1) Yes

2) No

(1)

Tippi : Alright! Let's go get them!

Thief : Hm? Voices...h,hey! That kid saw us!

Thief : Tch! At a time like this...you guys go and kill that kid!

Thief : Leave it to us!

Thief : Yeah!

(2)

Tippi : What are you saying! Alright, in that case.....Hey, you blockheads!
I won't allow you to lay a finger on this woman!

Thief : What was that, brat!?

Tippi : I'm gonna beat all of you by myself!

Thief : Don't make fun of us!

Thief : Hey! Let's kill that conceited brat!

Thief : Leave it to me!

Tippi : Well, I'll let you handle the rest now.

Carmaine :(looking rather tired)

Event battle 01 : Save Karen from the bandits

Winning condition : Kill thief #1

Losing condition : Karen taken out of screen

Ennemies : Thief 1 (lvl.2)

Thief 2 (lvl.1)

Thief 3 (lvl.1)

(thief gets near Karen)

Woman : Kyah! Release me!

Thief : Come this way quietly!

Woman : Aah!

Tippi : Hey, what are you doing!? He's taking her away!

(thieves get near you)

Thief : Hold it! No way you're going there!

Thief : We're not going to let you get in our way!

Tippi : ...what should we do....

(upon attacking a thief)

Tippi : I won't forgive evil-doers!

Thief : What? Where's that voice coming from?

Tippi : Are you blind! I'm right here!

Thief : W-what? A fairy together with a human? But hey, what can fairies do anyway?

Tippi : I'm sooo mad! This guy's definitely going to get it!

(thief 1 defeated)

Thief : Guwah! Forgive me...Oswald-aniki....

Tippi : We did it! Hey, are you all right?

Woman : Y-yes. You saved me.

Oswald : Hm? Why is the girl still here?

Thief : Oswald-aniki!

Oswald : What are you dawdling around for? After all the work I did to mislead that bastard!

Thief : S-sorry!

Oswald : If it comes to this, I'll just have to deal with this personally!

Tippi : Looks like this guy is the boss.

Woman : U-umm...what should I do...

Tippi : What should we have her do?

- 1) Stay right there
- 2) Head toward the royal capital
- 3) Follow me

(3)

Tippi : Stick to him and don't get away!

Woman : Yes!

(if you're too far away from Oswald with Karen)

Oswald : Hey! You two get the girl! Forget about that brat!

(a few secs later)

Xenos : So that's where you are! What sort of problem do you have with me...

Oswald : Tch! He's back already...

Woman : Xenos-niisan!

Xenos : Karen!? What are you...

Tippi : You're her brother? Your little sister was being abducted by this scum!

Xenos : What! How dare you! Hand her over!

Tippi : Hold on! Don't you think we should cooperate?

Xenos : ...understood. What do you want me to do?

- 1) Protect Karen
- 2) Fight as you wish
- 3) Attack designated target

(3)

(pick a target)

Xenos : This guy right?

- 1) Yes
- 2) No

(1)

Xenos : Alright!

(a few secs later)

Oswald : Listen guys, that Xenos guy is a real pain! Be careful!

Thief : I've noticed that already!

Oswald : And our job is this guy's sister! We can't afford to fail!

Thief : I know!

(upon attacking Oswald)

Tippi : Why are you after her?

Oswald : What? You've got a pretty girly-sounding voice don't you?

Tippi : Girly-sounding this! I am a girl!

Oswald : F-fairy? This is the first time I've seen a fairy alongside a human. Alright, let's get it too!

Tippi : That guy pisses me off!!!

(attack)

Tippi : What's with him? For a guy who looks like a common bandit, he's pretty good!

Oswald : What's with this common bandit nonsense! Don't look down on me, the great Oswald!

(Oswald get near Karen)

Karen : R-release me!

Xenos : Karen!

Tippi : Hey, what are you doing! He's taking her away!

(Oswald's men defeated)

Oswald : What? You've defeated all my guys?

Xenos : Prepare yourself.

(you pick Oswald as Xenos target)

Xenos : Got it! You'd better be ready you bastard!

(Oswald defeated)

Oswald : Shit! To think something like this would happen....time to retreat!

Xenos : Wait up!

Event battle 01 : Clear

Xenos : He's only good at running away!

Karen : Nii-san....

Xenos : Are you all right Karen? You're not hurt?

Karen : I'm fine. Thanks to that person who saved me.

Zenos : I see. Thanks.

(nice CG of Xenos and Karen)

Zenos : I'm Xenos. Thanks to you my little sister is safe. Allow me to express my gratitude.

Tippi : It was just the natural thing to do right? More importantly, why were those guys targeting you?

Karen : I have no idea...

Xenos : Neither do I...but maybe they tried to get something from me by taking her in custody....what could they be thinking, trying to kidnap her like that?

Karen : ...

Xenos : Speaking of which you're pretty skilled to be able to stand up to those guys like you did. I guess you're going to take part in the tournament?

Tippi : Tournament?

Zenos : Don't you know? Once per year the coliseum holds a tournament. Heroes from all over the country along with elite knights come to take part. I'm going to take part this year. It'd be my pleasure to see you there. Although, of course, I'll be the champion!

Karen : Sheesh, nii-san, you...

Xenos : Well anyway, thanks for your help today.

Karen : Truly, thank you very much.

Tippi : You two, be careful! Those siblings get along well. Are you and Ruise-chan like this?

- 1) Yes
- 2) No

(no reaction from Tippi no matter what you pick)

Tippi : Well then, let's head home too!

(collapsing on the way)

Tippi : What's wrong? If you want to sleep, wait till we get home....hey?
Hold on? What's wrong, hey? This is bad! I've got to go find someone!

=====
===== Sandra's Laboratory =====

...cast it out....
...cast it out....
(stronger and stronger)
...cast it out....
...cast it out....

Carmaine (looking possessed) :(looks at dead soldier)
(enter the lab)

Masked man : Hey I got it! This is Sandra's magic tome.

Masked man : Good, now let's get out of here.

Masked man : Kh!

Carmaine : I cannot let you scum get this magic tome. Hand it over.

Masked man : Eeh, you'll end up like the soldiers outside!

Carmaine : Hmph, how brave of you...

Masked man : You little brat! (attacks) Guwah! (dies)

Masked man : W-what?

Carmaine : If you don't want to end up like him, hand over the magic tome
immediatly.

Masked man : Tch! (breaks the window and runs away)

Carmaine : You won't escape! Uuhh, this is.....(collapses)

=====
===== Cliff near a waterfall =====

Swordsman : Hm?

Masked knight : You. The man right there.

Swordsman : Who are you? I have no business with you. Let me pass.

Masked knight : That can't happen. You will die here.

Swordsman : Kuh! They're strong....

Masked knight : Ha!

Swordsman : Deyaa!

Masked knight : I got you!

Swordsman : S-shit! ...my eyes...

Masked knight : Die!

Swordsman : Guuh! ...uhhh...(falls)

Masked knight : ...(takes off his helmet revealing Carmaine's face and laughs)

With both his arms and eyes injured, there's no way he'll survive that fall.

=====
===== Sandra's house =====

(Carmaine's room)

Ruise : Ah, he's coming to! Are you all right? Oniichan?

Tippi : Thank goodness, Ruise-chan.

Ruise : Yeah! I'm going to let Mother and the others know!

Tippi : Are you really alright? Everyone's been worried. Go downstairs and show them you're fine.

(trying to leave the house)

Tippi : Hold it! Just where do you think you're going?

(downstairs)

Sandra : Are you all right? And why were you in my laboratory?

Rolandia soldier : You were found lying unconscious in Lady Sandra's laboratory inside the castle.

Tippi : I'm going to sum it up once more. After we rescued the girl from the bandits, you suddenly collapsed outside the western gate. I went to get some help but when I got back you were nowhere to be found.

Sandra : Tippi. Why didn't you use your ability to telepathically communicate with me, your creator?

Tippi : A...I forgot...I'm sorry Master! I was so confused...

Sandra : ...that can't be helped. Anyway, you collapsed at the western gate. Then you were found in my laboratory...Do you remember how you got between the two places?

- 1) I don't remember
- 2) When I came to, I was inside the lab.

(1)

Sandra : I see.

(2)

Sandra: So you have no memory of getting between the two places.

R.soldier : Inside the lab, there was another dead person. You most probably defeated him. You did have blood on your blade after all.

Ruise : And you know what, Oniichan...Mother's research book was stolen...

R.soldier : Since the laboratory book disappeared and you were unconscious we believe there was more than one intruder. Anything you can tell us would help. If you remember anything let us know.

- 1) Don't say anything
- 2) Say that the other burglar fled by the window

(1)

Tippi : What a helpless guy...

R.soldier: Hmm, it's probable that they were able to escape through the window but....

(2)

R.soldier : So that's indeed how it happened.

R.soldier : But who would want to rob Lady Sandra's laboratory, and why...

Tippi : Say master, that research book, what sorts of things does it contain?

Sandra : Information on magical power components of magical crystals.

Tippi : Hmmm, I don't understand at all.

Sandra : Magic crystals are ordinary crystals infused with magic power. That book described how to prepare and harvest the magical crystals, which need to be saturated with Growshu.

Tippi : Growshu you say...

Ruise : The special magic power a Growsian possesses. Since ordinary humans can't use Growshu, those who can must attend the Magic Academy when they grow old enough. Mother did that brilliantly.

Sandra : Though many people may have forgotten, humanity did not originally hail from this world. We came to this world because our home world was on the verge of destruction. 500 years ago, magic wrought from the ingenuity of mankind brought us to this world. But those who had been able to cast powerful magic found themselves completely lacking in magic power in this world.

Tippi : Eh, why is that?

Sandra : Because there was no Growshu in this world. In our original world, Growshu filled about the skies in abundance. People used that Growshu to cast spells, but found themselves unable to use magic in this Growshu-less world just by using their own focus. Nowadays, the only ones who can use magic are Growsians, like Ruise.

Tippi : So why is that Growsians can use magic when ordinary humans can't?

Sandra : For you to understand that, I must first explain how Growsians are born.

Tippy : Eheheh. Please do.

Sandra : There are space-time distortions in our world, where the two worlds closely overlap. However, since these space-time distortions are unstable, occasionally shadows of the original world appear. So, people born during the times when we can see lunar and solar eclipses unconsciously remember those space-time distortions and can create a channel within them linking them to the original world. Growsians like Ruise are able to, by using that channel, use Growshu from our former world. That's why Growsians can, by simply using their own focus like us, cast powerful magic.

Tippi : Ehh, Ruise-chan you're incredible.

Ruise : That's not true. Actually I don't really know how I'm able to do it myself.

Sandra : In any case, if we manage to find a way to produce Growshu artificially, anyone will be able to use powerful magic like in ancient times. Maybe that's the goal of those who stole my research book.

R.soldier : If it were used with evil intent, this could be bad. We have to recover the research book as soon as possible!(leaves)

Ruise : Mother, what will you do now?

Sandra : Hmm, that's right. For now since I still remember the experiments, I will do them a second time. Sorry Ruise but I won't be able to help you with your magic training for now.

Ruise : That can't be helped, mother.

Sandra : Also there is something else I would like you to do. I want you to give these to someone. (receive magic eyes)

Tippi : What are those? They look like glasses but....

Sandra : They're magic eyes.

Tippi : Eyes?!

Sandra : They can give back eyesight to some extent. A man in Deris village asked me for those, but in the current situation I don't have the time to bring them myself.

Tippi : So all we've got to do is to give him those, right Master?

Sandra : Yes. East from here over a river there is a little village. You

will meet him in that village. He's a swordsman called Wallace. You'll know him when you see him.

Ruise : We'll know him when we'll see him...does he have such a big wound?

Sandra : In the meanwhile, I'll be in my laboratory in the castle. If anything should happen come back to the castle.

Ruise : First we'll have to give those magic eyes to Wallace-san in Deris village. Afterwards what will you do?

Tippi : Say, you've seen the burglars haven't you? So it'll be easier for you to find the culprit than for the others soldiers right?

Ruise : So that means that oniichan will go arrest the burglars?

- 1) I won't
- 2) I will
- 3) I don't care

(1)

Ruise : That's right, you've seen enough frightening things already oniichan. Anyway, let's go complete the errand for Wallace-san!

(2)

Ruise : I knew it! I was sure Oniichan would say that! Then, let's go!

(3)

Ruise : I see.

Tippi : Geez, you...your own mother is in trouble, and that's your attitude?

Ruise : Anyway, let's go complete the errand for Wallace-san!

Tippi : Let's go you say but..., Ruise-chan?

Ruise : Isn't it obvious? I'm coming too.

Tippi : But, umm...

Ruise : Mother is busy and can't give me my magical practice. So for now I'll tag along! (Ruise joins the party) Good, let's go!

Tippi : Can't be helped I guess....hey, you'd better take good care of her!

=====
Royal capital =====

(north west district)

Gatekeeper : You're the one that defeated the burglar right? Thank you, you have our gratitude. But don't mention this to outsiders please. We don't want the townspeople to worry.

(note : there are new goods at the Hole-in-the-Wall shop)

(north east district)

Kid : It's true! There is really a thief that came out of the castle!

Big kid : Stop making up stuff! How could a thief get into the castle in the first place!

Kid : It's true! Some guy wearing a mask came out of the castle!

- 1) Stop the argument
- 2) Ask about the thief
- 3) Let Ruise handle it
- 4) Let Tippi handle it

(1)

Big kid : But he's been spouting lies about thieves coming out of the castle!

Kid : I'm not lying!

(2)

Kid : I know that it was a man but since his face was hidden I don't what he looks like.

(3)

Ruise : ...(sigh), can't be helped then...

(4)

Tippi : You're asking me? ...somehow, I have a bad feeling about this...
Hi there kiddies, could you listen to me for a second?

Big kid : What's that? A living shuttlecock?

Kid : What fun!

Tippi : Geez, that's why I had a bad feeling about this!

Ruise : U-umm say about what you were discussing earlier...

Ruise : Say, in which direction was that thief heading?

Kid : He went through the eastern gate!

Tippi : Isn't Wallace's village east too? That's just perfect!

Couple : We're on a date so don't bother us!

Blonde woman : My! What a cute fairy you have there.

(east entrance)

Soldier : You asking me if I have seen anyone suspicious? Hmm....there's a lot of people passing through this gate...ah speaking of which I remember someone leaving in a hurry.

Soldier (down) : I heard there've been intruders sneaking inside the castle

last night. Geez, what are the guards doing?

===== On the road to Deris village =====

(under the bridge)

Young man : ...For what purpose did I work so hard....for what purpose....
did I wield that sword! (throws sword)

Young man : (sigh)

(upon picking up the sword)

Tippi : What's this? What an old looking sword...
(the game then tells you that though it looks like it's been used a lot it's
in good shape and that the owner probably took good care of it)

Tippi : The person who lost it must be pretty upset...

Ruise : Could it be that person crossing the bridge up there? Let's bring it
to him!

(or if you ignore it)

Ruise : Heh? What's this? Oniichan, look at this.

Tippi : The person who lost it must be pretty upset...

Ruise : Could it be that person crossing the bridge up there? Let's bring it
to him!

(next screen - talking to the young man)

Tippi : Excuse me!

Young man : Hm? What do you want?

Tippi : Didn't you lose this? (give back sword)

Young man : Why this....

Ruise : So it's indeed your sword, right?

Young man : ...(looks annoyed)

Tippi : Heh? What's wrong?

Young man : This...I threw it away...

Ruise : Why? Something you used with such care....

Young man : That is none of your business! Give it back!
(takes the sword and runs)

Tippi : What's with him? He pisses me off!

Ruise : I'm sure he must have his reasons.

(or if you ignore him and try to get in Deris village without talking to him)

Tippi : Tippi-chan's kick!

Tippi : You! What do you mean by passing by and ignoring him!

Ruise : I'm going to give it to him!

Ruise : U-umm...

Young man : Hm? What do you want?

Tippi : Didn't you lose this? (give back sword)

Young man : Why this....

Ruise : So it's indeed your sword, right?

Young man : ...(looks annoyed)

Tippi : Heh? What's wrong?

Young man : This...I threw it away...

Ruise : Why? Something you used with such care....

Young man : That is none of your business! Give it back!
(takes the sword and runs)

Tippi : What's with him? He pisses me off!

Ruise : I'm sure he must have his reasons.

=====
Deris village
=====

(upon entering)

Tippi : So this is the village where Wallace-san is?

Ruise : It looks like it. The meeting place was the inn, right?

(inside the inn)

Innkeeper : Welcome. Will you be staying?

Ruise : Hum, we're supposed to meet with Wallace-san here...

Innkeeper : So it's you guys... That person will come this evening.

Tippi : Seems like we're too early. Let's go kill some time somewhere.

Ruise : In that case can I go wandering outside? I'll come back at the appointed time.

Tippi : Agreed!

Ruise : Then I'll go take a look at the neighborhood!

Tippi : Then let's go too!

(near item shop)

Blonde woman : Hm?? Aah, you scared me. Lately a suspicious group seems to have settled in a mountain hut to the northeast. I thought you were one of their comrades.

(talking to Ruise)

Tippi : Oh, Ruise-chan are you shopping?

Ruise : Nope, I'm just looking.

Tippi : OK, later then.

Ruise : Yeah.

(upon seeing Julian)

Tippi : Ah, that guy's here.

(upon talking to him)

Young man : ...what, oh it's you people.

Tippi : No not "people", I'm Tippi! Hey you, by the way...

Julian : Not "hey you". I'm Julian.

Tippi : (grumbles) Julian then. What are you looking at?

Julian : ...

Villager : What's wrong? Put more strength into it!

Kid : Yaah!

Julian :

Tippi : That father and child...is something the matter with them?

Julian : ...

Tippi : Say something damnit!

Julian : Shut up! Leave me alone!

What will you do?

- 1) Leave him alone
- 2) Cheer him up
- 3) Scold him for his way of addressing people
- 4) Ask him a second time

(1)

Julian : ...

(2)

Julian : Sorry for shouting at you. But, leave me alone for now.

(3)

Julian : Sorry for shouting at you. But, leave me alone for now.

(4)

Julian : I hate nosy guys. Get lost.

Guy near the exit : If you're heading towards the Magic Academy, forget about it for now. A sudden gust of wind took down the bridge.

Tippi : Eeh?! Wind took down a bridge?

Guy : Yeah well, I wouldn't believe it either if I didn't see it with my own eyes. The wind that day, it seemed unnatural. Anyway, it will be mended shortly.

(returning inside the inn)

Innkeeper : Wallace-san still hasn't come back. He should be coming any time now, though.... Bah, how about hanging around outside a little more?

(talking to Ruise)

Ruise : Oniichan, Tippi, welcome back.

Tippi : Did you see Wallace-san?

Ruise : Not yet but...ah! (Wallace enters)

(talking to Wallace)

Tippi : Umm...are you Wallace-san?

Wallace : Yes, that's right. You are?

Ruise : We've been sent by mothe...errr by Sandra.

Wallace : I see. You're Lady Sandra's children.

(using the item Magic Eyes in your inventory in front of him)

Wallace : Thanks. Hum, this is better.

(or if you didn't and just keep talking to Wallace again)

Wallace : Speaking of which, I've requested an item from Lady Sandra...

(talking to Wallace a third time)

Wallace : If you have that item I've requested from Lady Sandra....

Tippi : What are you doing! Hurry up and give it to him already!

(talking to Wallace a fourth time)

Tippi : Tippi-chan kick! Light version!

(get kicked)

Tippi : We're in front of someone so I went easy on you.

Next time will be for real.

(talking to Wallace a fifth time)

Tippi : Tippi-chan heavyyy kicccckkk!

(get kicked hard)

Ruise : Umm, this is from mother! We've brought you these magic eyes!

(Ruise give Magic Eyes)

Wallace : Thanks. Hum, this is better.

Ruise : Can you really see now?

Wallace : I can't see as well as before. But I can roughly see people's shapes.

Tippi : Then you can't really see.

Wallace : That's not true. Until now, I couldn't see a thing.
This makes a vast difference. I can now live the way I used to.

Tippi : Well then, we've completed our delivery. Now let's take care of the guys who stole the research book.

Wallace : Hm? What happened? If you don't mind, could you tell me?

Ruise : Actually...(screen goes black)...and that's how it is.

Wallace : I see. That reminds me, I've heard a lumberjack saying he saw some suspicious people entering the mountain hut in the woods to the east.

Tippi : That must be them! Let's go quickly before they run away!

Wallace : Ah, wait. If you don't mind I'm going too.

Ruise : Eh? But it might be dangerous...

Wallace : I want to try these eyes and this artificial arm quickly. Besides, it'd be bad if something were to happen to Lady Sandra's children.

(Wallace joins the party) Since I'm not yet used to this arm, I can't fight like normal. My skills might even have sunk below the level of yours, but the more helpers, the better.

(merchant outside the inn)

Merchant : Hi there, welcome. I have all sorts of equipement.

Well then, what do you want?

1) Buy

2) Sell

(do your shopping cause Wallace doesn't even have a weapon)

Merchant : Come again. I'll be waiting.

(upon seeing Julian again)

Tippi : Ah, he's here.

Wallace : Is something wrong with that person?

Tippi : It seems like that man is brooding over something.

Wallace :that man....?

Ruise : He seems to be looking at that father and his child.

Wallace : You seem to be troubled. If I'm worthy, would you mind speaking to me?

Julian : ...who are you?

Wallace : Ah, sorry about that. My name is Wallace.

Julian : Wallace? Could it be, the one that was called the wandering warrior? That Wallace?

Wallace : Ah, I used to be called that...but that was in the past. Now I'm traveling along with them as an adventurer.

Julian : I heard a lot about your great deeds when I was a kid. But why are you in this village? And those wounds are...?

Walalce : It happened two years ago. While traveling I was attacked by a group of thugs and lost my arm and eyes. Those are replacements made by their mother.

Julian : And what are you intending to do in such a state?

Wallace : Get back what I've had stolen. And having a weakened body might be exactly what I need for this.

Julian : ...I don't understand. Why would you cling to the warrior path so much?

Wallace : Because...I'm man of conviction. If you were to find your own beliefs, you would see the answer to what troubles you now.

Julian : Are you saying I have no convictions?

Wallace : Think about it once over carefully. (coming back to your group)
Sorry for the wait.

Tippi : As expected, the words of an experienced man have a totally

different weight.

Ruise : Will he be alright?

Wallace : He has to find the answer he's seeking by himself. No one can do this for him. Come, let's go crush the thieves.

===== Road east of Deris village =====

(crossroads)

Wallace : North of here is the mountain hut. The south path leads to the Magic Academy.

===== In front of the mountain hut =====

Wallace : Over there lies the mountain hut where the suspicious people were seen.

Tippi : Then let's hurry up and get back the research book!

(if you take a few steps north)

Wallace : Hold on! Someone's coming!

Masked man : Hm? Pursuers?

Wallace : You're the ones who stole Lady Sandra's research book? Give it back quietly now.

Masked man : Do you think we're gonna give back something we've just stolen? (talking to his guys) Regroup! (they regroup then disperse) Initiate the operation!

Tippi : Eh?? Which one's carrying master's research book?

Ruise : I-I don't know!

Wallace : In that case we can't let any one of them escape!

Event battle 02 : Get back the book from the thieves

Winning condition : Kill all enemies

Losing condition : One enemy escapes to the south

enemies : 3 thieves (lvl.4)

Masked man (lvl.6)

(Masked man near Carmaine)

Masked man : You're that one from earlier?! Eeh, what a persistent guy!

Tippi : You thieving scum, what the heck are you talking about!
Give back master's research book!

Masked man : I won't forgive you for getting in our way!

Tippi : Arrrrgggghhh!

(Wallace attacks a thief)

Wallace : You won't escape!

(thieves are half across the map)

Tippi : If you're careless, we won't be able to get back the book!

(two enemies remaining - enemy reinforcements appear)

Masked man 2 : What's this?

Masked man 1 : Pursuers! Help us get out of here!

Masked man 2 : Immediately!

(a few secs after the second masked knight comes out)

Julian : What a sloppy way of fighting.

Tippi : Julian? Why are you here?

Julian : It doesn't matter why! Right now you're fighting these guys? I will give you assistance! What do you want me to do?

- 1) Attack selected target
- 2) Fight as you will
- 3) Guard this place

(1)

Julian : That guy right?

- 1) Yes
- 2) No

(1)

Julian : Understood!

(Julian on his first attack)

Julian : No need to give my name to a bunch of thieves. Haah!

(getting attacked by Masked man 2)

Masked man 2 : Nuisances! Die!

(all enemies defeated)

Event battle 02 Clear

Tippi : Seems like there no more enemies.

Julian : Those guys were pushovers.

Ruise : Thanks to Julian's help, we've been saved oniichan.

Wallace : Did you cast away your doubts?

Julian : I forgot to ask you something before. Those convictions that drive you to fight, what are they?

Wallace : ...Hum. If that will help you understand then I will tell you. Ten-odd years ago, I was part of a mercenary group. But after an accident that group was annihilated. Since that time, I've been looking for the whereabouts of my former captain.

Julian : He was an important person for you?

Wallace : I owe him my life. A long time ago the captain saved me. Thus I decided I would serve him.

Tippi : But it's been ten years you've been looking for him right? To be honest I don't think you'll ever find him...

Ruise : Tippi!

Tippi : But....

Julian : That accident, what could it be...

Wallace : We were were guarding a crystal mine in the Burnstein kingdom. At that time, a demon had appeared there. Most of group died trying to protect the place. The only one that took on the demon was the captain and we never heard of him since then.

Julian : ...I see.

Wallace : After all this time I still haven't found him. I wonder if he's still alive...But until I can bring this to an end by myself I will continue this journey. I've decided this myself.

Ruise : Wallace-san...

Wallace : But before returning to my usual lifestyle, I must restore this diminished body to its former potential.

Julian : ...I too...is that alright if I come along? By observing your way of living, I think I'll be able to find my own convictions.

Wallace : This is something you should ask him instead of me.

What will you answer?

1) Do as you like

- 2) Come along
- 3) Refuse

(1)

Tippi : What a cold way of talking...

Ruise : Onnichan is just embarassed. Do as you like means you can come along right?

Julian : Thank you.

(2)

Ruise : That's right, come with us.

Julian : Alright, thanks.

(3)

Julian : I see. Sorry for asking something so futile.

Tippi : Wait up, you! Are you going to ignore someone's request like this?

Ruise : Don't take it badly. Oniichan's mood is hard to read.

Julian : No, I probably was too naive. But do you mind if I come along with you at least until the village?

Tippi : If it's just until the village then it's no problem.

Wallace : Then let's go back to the village. Or would you like to rest inside first?

Tippi : Rest you say?

Wallace : In that mountain hut. Since there's nothing there we can probably use it to regain our strength.

(upon examining the hut)

Ruise : Do you want to rest here oniichan?

- 1) Rest
- 2) Don't rest

(1)

Tippi : That's right, let's rest for a bit!

(resting)

Tippi : I'm in tip top shape now! Well, let's go back!

=====
Deris village
=====

(after a few steps inside the village)

Wallace : Well Julian? Have you begun to see your answers?

Julian : ...no. Not yet.

Wallace : I see. Well, we're not in a hurry anyway.

(a bunch of people burst into the village)

Villager : Kyaaah!

Ruise : What? What's happening?

Oswald : It's useless trying to run away! We're bound to find you anyway!

Eliotte's father : Kuh! What a persitent bunch! Eliotte! Hurry up and escape!

Eliotte's mother : We'll take care of things here somehow! Now, hurry up and escape!

Eliotte's : But, father, mother!

Father : We'll be fine, just go already!

Oswald : Thinking about running away? If you leave this tiny village, we will burn it to the ground!

Julian : They're after this family?!

Tippi : Say, this guy, isn't he the one who attacked Karen-san at the western gate in the capital? Hey you! Still being nasty with people?!

Oswald : That voice...ah you! How dare you show up here! Hey guys! Now's the opportunity to get rid of them!

Thief : Yeah!

Tippi : Hehe! Time to teach these guys another lesson!

Ruise : ...hummm...it seems like we won't be able to talk our way out of this...

Wallace : Then combat is unavoidable.

Julian : Bah, that's just how it is.

Event battle 03 : Protect Eliotte and the villagers

Winning condition : Kill all enemies

Losing condition : Eliotte or his parents die, too many villagers die

enemies : 3 thieves (lvl.3)

Oswald (lvl.5)

(Eliotte gets attacked)

Eliotte : Uwah! Stay away please!

(Eliotte near Carmaine)

Tippi : Are you alright? We're going to save you now!

Eliotte : I'm fine. But more importantly please take care of mother and father...

Tippi : Leave it to us!

(kill one thief)

Oswald : You guys, you're always bothering us! What's the matter with you?

Tippi : You're the one always causing trouble in the first place, aren't you?

Oswald : You idiot! This is my job!

Eliott : Job? Who hired you to do this?

Oswald : I won't tell you! Now, to keep you from getting in our way we'll give you something else to take care of! Hey guys! Kill everyone in this village!

Thief : Hehehe! Got it!

Julian : How low of them!

(other thieves appear)

Villager : Uwah, don't come here!

Tippi : Ah, his underlings are...!

Rusie : The villagers are in danger!

Wallace : Looks like they prepared meticulously.

Julian : They're trying to overwhelm us with numbers. Hey, I'll follow along with your plan.

What do you want me to do?

- 1) Attack selected target
- 2) Fight as you wish
- 3) Protect Eliotte
- 4) Guard the place where you're standing

(1) (select a target)

Julian : Understood.

(other thieves appear)

Villager : Whoa, don't come here!

Julian : There are still more of them....

Eliotte : So many pursuers...I can't take it anymore...

- 1) Cheer him up
- 2) Tell him to relax
- 3) Tell him to give up
- 4) Ignore him

(1)

Tippi : That's right! Don't give up until the end!

Eliotte : B-but...

Tippi : Whatever, just trust us!

Eliotte : Y-yes!

(2)

Eliotte : I-I understand...I'll trust you!

(3)

Tippi : Hold on! What does that mean! Hey kid! Don't give up until the very end!

Eliotte : Y-yes!

(4)

Tippi : Couldn't you just say something? Hey kid! Don't give up until the very end!

(Carmaine vs Oswald)

Oswald : I'll make you pay for the shame of the last time!

Tippi : Then you're not ashamed to attack a young girl?

Oswald : Shut up!

(Oswald defeated and all other thieves dead)

Oswald : ..guh...not only once but twice...I'll remember this!

Julian : Crap. He escaped...

Tippi : We did it!

Ruise : ...that was so scary...

Event battle 03 Clear

Julian : Are you alright?

Eliotte : Yes. Thanks to you we're saved.

Father : Hum, we have something to request from you.

Ruise : Yes?

Father : Could you take this child along with you to the capital, Rosaria?

Mother : Forgive our shamelessness for asking something of those who just saved us but we have no one else to ask.

Tippi : If it's only to the capital, we were returning there anyway.

Father : Ooh, is that so. Just accompanying him to the capital is fine.
We're counting on you.

Ruise : It's no bother to us, but what will you do?

Father : We've got to hurry and go somewhere...

Mother : Please take care of this child.

Eliotte : Mother...

Mother : Don't lose that letter alright?

Father : The time we spent together is one of our most precious memories.
Take care!

Eliotte : Father, you too...

Mother : I love you, Eliotte.

Eliotte : ...

Wallace : Everyone, are you alright?

Villager : Yes, we're fine.

Villager : Thank you! The village is unharmed thanks to you. This is hardly
proper as a reward but please accept it. (150 elm)

Villager : Really, thank you very much.

Villager : Since you must be tired, please rest here for the night.

Village : Alright, let's prepare the feast!

Ruise : Heehee. Everyone is rejoicing. Doesn't it somehow make you happy as
well?

- 1) Yes it does
- 2) No it doesn't

(1)

Julian : Indeed, it sure does.

(2)

Tippi : Geez! Can't you be honest for once!

Villager : Please come this way.

Tippi : Heehee! Seeing the villagers rejoicing is so fun, even more
than the celebration to thank us!

Who are you going to talk to? (you'll be able to pick three of them only)

- 1) Ruise
- 2) Wallace
- 3) Eliotte
- 4) Julian
- 5) Tippi

(1)

Ruise : Hm, What?

Tippi : Are you having fun?

Ruise : Yes! You know, I've never been able to be in a crowd and talk to people like that, so it's fun.

Tippi : Eh? Why is that? There must be tons of people at the academy too right?

Ruise : Yes, but...you know since I'm a Growsian...people don't act very natural around me...

Tippi : I see. I guess Growsians also have problems of their own...

(2)

Wallace : What is it?

Tippi : Oh? I understand that we can't drink sake since we're just kids but why isn't Wallace-san having any?

Wallace : ...ah, it's a long story...I'll tell it to you some day...

(3)

Tippi : Umm, Eliotte, that's right?

Eliotte : Yes. Really I'm thankful for what you've done. I will not forget that I owe you my life today.

Tippi : For being a kid you sure have a sense of responsibility... You should speak a little more casually like all kids do.

Eliotte : Casually you say...but my parents always taught me to speak that way...Is my way of speaking that strange?

Tippi : It's not weird, but you just sound like an adult you know. How old are you?

Eliotte : Eh? 14 years old.

Tippi : You're the same age as Ruise-chan!

Ruise : Eh? What's up? Did you call me?

Tippi : See? That's normal!

Ruise : ?

Eliotte : Ah, please forgive me. I've never talked to people my age. Actually I never left home until now. My world was composed of my parents and their servants. And also guests that would come over occasionally.

Tippi : Just what sort of upbringing did you receive?

Eliotte : As I told you, I stayed in the residence. The inside of that residence is what was my whole world until now... That's why it's unbelievable for me to be in the middle of such a crowd like now. But it feels good doesn't it?

(4)

Tippi : Hey, hey, Julian!

Julian : What is it, ladybug?

Tippi : Grr! While I may look like this, know that I am an Homunculus made by the great Sandra herself, the court magician of the Rolandia Kingdom! My pedigree is flawless!

Julian : Oh, so Lady Sandra created you...your way of speaking sure doesn't reflect that.

Tippi : Leave me alone!

Julian : Leave me alone too. I am busy with my thoughts.

Tippi : Are you thinking about that again?

Julian : I have yet to find them...my answers...

(5)

Tippi : Eh, you want to talk with me? When there's so much people around? You sure are a weirdo...ah, could it be...you've fallen in love with me?

- 1) Stop spouting nonsense
- 2) I was joking
- 3) I've fallen in love
- 4) Play dumb
- 5) Stay silent

(1)

Tippi : What? You're the one spouting nonsense here!

(2)

Tippi : Ah, idiot! Who's joking all of a sudden like that!

(3)

Tippi : Well of course you have.
Seems like you appreciate my charm after all.

(4)

Tippi : Grr, don't go ignoring me now!

(5)

Tippi : Such a disagreeable guy! When someone's playing the fool you should play the straight man! That's the basics of communication you know!

Ruise : Hahaha!

(inside your room in the inn)

Tippi : Ah, that was fun. But tomorrow we should hurry and get back to Master. Should we go sleep now?

Julian : Are you still awake?
(opens the door and talks to him)

Julian : I'd like to talk with you a little.

(enter the room)

Julian : It's a boring story but please listen quietly.

Julian : Since my childhood, I was trained to become an Imperial Knight.

Tippi : Imperial Knight? What's that?

Julian : You don't know? Usually everyone knows about them.

Tippi : Well I was just born not too long ago so...

Julian : I see. Then I will explain what the knights are. Imperial Knights are the most elite knight division of the Burnstein Kingdom. It is said that to become one, one must have the skill to defeat a hundred soldiers by oneself. For that reason, the Imperial Knights are famous as the strongest in the continent.

Tippi : Eeh, there mustn't be that many people that are that strong though...

Julian : That's right. Right now the members of the Imperial Knights are Prince Richard, Lord Ernest Lyell and Lord Oscar Reaves.

Tippi : Only those three?

Julian : To become an Imperial Knight, sword skills aren't enough. Studies, personality, every possible aspect is examined. That's why it's not rare that there are so few people that are in the Imperial Knights. This is the most honored rank a warrior can attain in the whole continent.

Tippi : Whoa...the Imperial Knights are awesome...

Julian : My family is a noble family of the Burnstein Kingdom. On top of that, generation after generation many of its members became Imperial Knights...Years ago, my father served as a knight too.

Tippi : Whoa...

Julian : That's why my father's expectations of me are so high. So in response to this I learned fencing. I trained very hard so that one day he would be proud of me. I didn't train to become strong, it was to live up to my father's expectations. But several years ago, the true son of the family was born...

Tippi : Eh? The true son...then you're...

Julian : That's right. I'm not their true son. And thus with the birth of the true son of the family, my father completely transferred his expectations onto that child. Since then, he completely ignores me...sigh... and so that's why I started to doubt and wanted to throw away my sword.

Tippi : Julian....

Julian : So that's why I want to ask you. For what purpose do you wield a sword?

- 1) To become stronger
- 2) To defeat my enemies
- 3) To become famous
- 4) I haven't thought about it

5) To protect the powerless

(1)

Julian : I see. It's for yourself. A simple yet logical answer.

(2)

Julian : Well it's indeed the most logical answer.

(3)

Julian : I see. It's for yourself. I too would have probably answered that way before.

(4)

Julian : ...so this never bothered you.

Julian : Then let me ask you something else. What do you think I should do now?

- 1) You should decide this for yourself.
- 2) Remind him about that kid you just saved
- 3) Rebuke him coldly
- 4) Give up on wielding a sword

(1)

Julian : And it's precisely because I don't know that I'm asking you!

Tippi : Why do you think we'll find an answer immediately? Or do you enjoy shouting at people so much?

Julian : This is...

Tippi : You'll find an answer that will satisfy you later. For now you should just be glad to be alive and well.

Julian : That's true. I will think about it for a while longer. Sorry about bothering you with my worries.

Tippi : ...and there he went. Well, let's go sleep.

(2)

Tippi : That's right! When we saved that family and the villagers, didn't we make everyone happy? Isn't that kind of thing enough?

Julian : Helping others...

Tippi : When you saw how they were rejoicing, didn't you feel happy too?

Julian : You're right. You can indeed wield a sword for the sake of others... Thank you, I feel like I've found the answer I was looking for.

Tippi : Do you feel a bit better?

Julian : Yes. It was a good idea to speak about this with you. Thank you. I think I'll finally be able to sleep well. It's been a long time since I have.

Tippi : Haha, he became so energetic all of sudden! I wonder if he isn't too excited to sleep now? Well then let's go sleep too.

(3)

Julian : I was stupid to talk to you about this. Sorry for the inconvenience.

Tippi : Couldn't you answer him in a kinder way? He trusted you and opened up to you. Bah, never mind. More importantly let's go sleep now.

(4)

Julian : ...wha..

Tippi : Yeah, that's right. If you couldn't find an answer so badly why don't you just give up on it?

Julian : ...you may be right...Sorry about bothering you with my worries.

Tippi : ...and there he went. Well, let's go sleep.

(or if you answered "To protect the powerless" in his first question...and you should really if you want him to become a playable character later)

(5)

Julian : I see....so that's why...

Tippi : What's wrong Julian?

Julian : Thank you! This is it! The answer I was looking for!

Tippi : Well, good for you then.

Julian : Yes. This is thanks to you. This night I think I'll finally be able to sleep well. It's been a long time since I have. I wish you a good night.

Tippi : Haha, he became so energetic all of sudden! I wonder if he isn't too excited to sleep now? Well then, let's go sleep too.

(upon waking up after the dream)

Tippi : Whoa, what's the matter, waking up like that? What's wrong? Did you have a nightmare? Did you see something in your dream again? What kind of dream was it? Tell me.

(push circle to tell her)

Tippi : Eh? Some suspicious guys heading towards Master? What an awful dream. I'm gonna use telepathy to check on things. Master was on the balcony you said, right? Hey, you were right! She's really on the balcony! Master, can you hear me? Look outside! Do you see some suspicious men? It might be dangerous so please run away! Yeah, we'll be coming right away! But hey, how come you saw in your dreams that Master was in a pinch? Ah, let's save the explanations for later! I'm going to warn the others!

(or ignoring her by moving around)

Tippi : Hold it! Answer me now!

(upon exiting your room)

Ruise : I've heard from Tippi! You saw mother being targeted in a dream!aah, mother.....

Wallace : I didn't know you had that kind of power....

Julian : ...though I want to believe you I can't help having doubts about that too. Anyway, let's head towards the capital immediately.

Ruise : ...mother...

Julian : But time is the main concern here. Can we make it even if we hurry? Even though this village is the closest to the capital? How much distance is there between the two? Could we get here in time?

Ruise : ...mother...

Tippi : But we can't be giving up here like that?!

Wallace : No point in arguing here. Let's depart immediately.

Ruise : ...mother!! (screen flashes as Ruise casts a spell)

=====
===== Sandra's laboratory =====

Julian : This...where are we?

Wallace : ...what just happened?

Tippi : Ah, we're in front of Master's laboratory! So this means...

Ruise : I did it...I managed to use....a teleport spell...

Julian : This is...the high-ranking spell Teleport? And it was able to bring that many people and cover that much distance...

Wallace : There is no time to be surprised. Let's go rescue Lady Sandra immediately!

Tippi : Yeah, let's hurry!

(on the last floor of the laboratory)

Sandra : Impossible...my spells nearly don't affect them at all....

Masked knight 1 : Cease this useless struggling and let go of yourself. We'll make this as painless as possible and kill you in one blow.

Sandra : ...at this rate....

Masked knight 2 : Uwah!?

Masked knight 1 : What's with this spiritual force?

Ruise : Mother?!

Tippi : Master!

Wallace : Lady Sandra! We've come to rescue you!

Sandra : Everyone...

Masked knight 2 : Who are you bastards...

Julian : There's no need to tell our names to the likes of you.

Masked knight 1 : Stay out of our way!

Event battle 04 : Protect Sandra. Battle against the Masked Knight.

Winning condition : Kill all enemies

Losing condition : Sandra dies

Enemies : 4 gremlins (lvl.5)

2 Masked knights (lvl.7)

(beginning of the battle)

Julian : Hey. These aren't opponents that you can defeat with your skills.

I will fight up front! I'm counting on you for support!

1) Fight as you want

2) Attack selected target

(1)

Julian : Then I'll do as I want.

(2) (after selecting a target)

Julian : Understood.

(a few secs later)

Sandra : Tell me what kind of spells you want me to use to help you
in your fight. Choose the type of spells you think will be the most useful.

1) Offensive magic

2) Protective magic

3) Healing magic

4) Minimal healing magic

(no matter what you pick)

Sandra : I understand. I'll be doing that.

(if Wallace attacks a masked knight)

Wallace : Hm? ...this sensation....could it be....the guy who took my arm
and eyes? But he's far too weak to be the same guy....is it someone else?

(Julian vs masked knight)

Julian : Against the likes of you, I alone am more than enough!

(one masked knight defeated)

Masked knight : Uwah!

Tippi : Whoa, he just melted!

Sandra : !? The way he disappeared...a Flesh Golem?

(If Carmaine gets close to Sandra first)

Tippi : Master, please hold on just a little longer!

(or if it's Wallace)

Wallace : Lady Sandra, please wait just a little longer!

(second masked knight defeated)

Masked knight : Uwaah....

Tippi : We did it!

Event battle 04 Clear

(talking to Sandra after the battle)

Ruise : Mother are you alright? Ah, you're bleeding!

Sandra : It happened while I was escaping towards the roof.
But it's just a scratch. Everyone, you just saved me. Thank you.

Wallace : I'm glad to hear you're safe, Lady Sandra.

Sandra : But more importantly, how did you get here?

Tippi : You know what Master? Ruise-chan brought everyone here with Teleport!

Ruise : I, I don't really remember how I did it. I was still half asleep...

Sandra : I see. To bring that many people so far...
Your Growsian powers are finally awakening.

Julian : I see, so she's a Growsian. This explains how she could do that.

Wallace : Lady Sandra, Growsians are?

Sandra : Those born during solar and lunar eclipses possess a special magical power. They're the ones known as Growsians. They are four categories of eclipses. Ranging from the weakest to the strongest: lunar, solar, complete lunar and complete solar eclipses. Ruise was born during a complete solar eclipse so she possesses very potent magical power.

Ruise: But I still have to study a lot.

Wallace : So Growsians possess great strength...

Sandra : Well, for now let's return inside.

=====
===== Sandra's house =====

Tippi : Last evening sure was hectic.

Ruise : Here mother. We got back your research book. (give back book)

Sandra : Then it means... I see. So you went and got it back.

Tippi : Wallace-san and Julian helped us out.

Wallace : By the way, Lady Sandra. Do you see any reason why someone would want to take your life?

Sandra : I can't think of any, but it may have something to do with the theft of this research book. Also, those people back there weren't humans.

Tippi : That's right. Normal people don't just melt like that.

Sandra : They're probably Flesh Golems.

Ruise : Golems made of corpses...So gross...

Sandra : The ones who made them are studying magic too, so it's possible they're interested in other people's research work. They may have wanted to get their hands on that.

Julian : But then they wouldn't go as far as to take your life. That would be disadvantageous to them so...

Sandra : In any case, you saved me. Let me thank you again.

Julian : Hey. Do you have a second?

(if you speak to someone other than Julian)
someone : Julian is waiting.

(speaking to Julian and if you choose the good answer in the inn)
Julian : It's just as you said. ...to protect people. From now on I'll wield my sword for that purpose. I won't hesitate any more. Well, I'll be heading back home too. Thanks for everything. Until our next meeting!

Ruise : Goodbye, Julian-san.

Wallace : Until next time.

Tippi : See ya! (Julian leaves)

(speaking to Ruise or Sandra)
Ruise : Since we brought back the research book I'll get back to work on my magic training starting tomorrow.

Sandra : About that. There's something I'd like to tell you.

Ruise : Eh?

Sandra : Recently you've grown quite a bit over a short amount of time. Rather than doing theoretical training, I think it'd be good for you to put what you've learned into practice. From now on go with everyone and put your magic to good use.

Ruise : Then it's okay if we go together?

Tippi : That's great Ruise-chan!

Ruise : Yes!

Sandra : Also, I...uhh...(Sandra collapses)

Wallace : Lady Sandra!...what a terrible temperature...

Ruise : And her wound looks strange...could it be...poison?!

Tippi : Then it's because of those guys earlier?!

Ruise : I'm going to go look for medicine! (rushes off)

(speaking to Wallace)

Wallace : We should get her in her bed...

(opening the door to Sandra's room)

Wallace : Sandra's room is there. She needs to be put in her bed.

(going into Sandra's room)

Doctor : Ooh, lady Sandra! Quickly, take this antidote! (gives some beverage)

Sandra : ...uuuh...

(talking to the doctor)

Tippi : It seems like she's relaxing a bit. Will she be alright?

Doctor : ...impossible...the antidote doesn't seem to have any effect...

Tippi : Is this stuff really effective?

Ruise : This antidote is the best you can find. Usually it can quickly cure most poisons...

Doctor : Unfortunately it doesn't seem effective. The poison is still active.

Wallace : Then, at this rate...

Doctor : At best,...she lives for another month...

Tippi : What can we do!

Ruise : The antidote isn't something the people from this time can create...
then, if we could find some that have better knowledge than humans...

- 1) God
- 2) Featherians
- 3) Those don't exist
- 4) I don't know

(1)

Ruise : No! Those I'm thinking about are the Featherians...

Tippi : Featherians?

(2)

Tippi : Featherians?

(3)

Tippi : They don't exist? Then Master will....

Ruise : It's all right Tippi. I was speaking of the Featherians...

Tippi : Featherians?

(4)

Tippi : Nothing comes to mind, eh...

Ruise : The answer is the Featherians...

Tippi : Featherians?

Ruise : Yes, they most likely know a cure for this.

Wallace : There doesn't seem to be any other solution. I will help you.

Ruise : Thank you Wallace-san.

Doctor : Leave Lady Sandra to my care. And please, take care.

Tippi : Please watch over Master!

~~~~~  
Introduction  
Save Sandra!  
~~~~~

(after exiting home)

Wallace : Well, how are going to meet the Featherians?

Tippi : The Featherians, they're the ones living at the top of that ultra

high rock right? I can't fly that high.

Ruise : I, I don't know either...Oniichan, please, I'm counting on you!

(dude passing by) : ...come and take a look. In the south shopping alley, the Crest weapon shop just opened! Everyone come and take a look.

(castle gatekeeper) : Lady Sandra has been attacked? But I swear I haven't seen anyone suspicious entering!

(east gate guard 1) : Going outside? please be careful!

(east gate guard 2) : Now Lady Sandra has been attacked? That gatekeeper is really careless!

=====
On the way to Deris village
=====

(right after the bridge)

Tippi : Hum? That kid...

Eliotte : How mean of you! You promised you would take me to the capital and you left on your own!

Wallace : Ah, that's right.

Eliotte : Last evening was terrible! Some weird people barged into my room again! I've spent the night hiding in the forest, and it was very scary!

Ruise : I'm sorry. Actually my mother has been attacked.

Eliott : Eh? Your mother was...? Then, I see, you had no choice. And since you've returned...could you take me to the capital city of Rolandia?

Wallace : Of course, we promised it to you. (Eliotte becomes a NPC)

=====
Royal capital Rosaria
=====

(upon entering town)

Eliotte : So this is the capital. Well now, where is the inn?

Ruise : Eh? The inn?

Eliotte : Since I've spent the last night in the woods, I'm pretty sleepy.

(on the next screen)

Shop clerk : Then, I'll be counting on you to replenish the stock.

Part time worker : Leave it to me! I'll be back before you know it! (leaves)

Shop clerk (pissed) : The Magic Academy isn't that way....

(after a few more steps towards the inn)

Voice : Sorryyy...(part timer running in the other way)

Shop clerk : I wonder if he'll be okay....

(entering the inn)

Eliotte : Ah, we've finally arrived! Everyone, thank you very much.

Ruise : You're welcome.

Inn clerk : Welcome.

Eliotte : Do you have any available rooms?

Inn clerk : Well, since Ariost-san just left...Yes, we've got just one available room.

Eliotte : Then I'll be taking it.

Inn clerk : Alright.

Tippi : I think I've heard the name Ariost somewhere....

Ruise : Could it be that Ariost-san....

Tippi : Ruise-chan do you know him?

Ruise : Yes. At the Magic Academy, there is a person doing research on flying devices. If I remember correctly, his name is Ariost.

Tippi : That's it! You know, the guy who told us about the Featherians!

Ruise : Then it's the same person!

(leaving the inn)

Ruise : She said that Ariost-san left and went back to the Academy...

Tippi : Then let's go to the Magic Academy!

Wallace : Then it's decided. Past Deris village lies Bronyu village. The Magic Academy is east from there.

===== Derris village =====

(guy at the east gate) : It seems that the bridge is finally repaired. You can go to the Magic Academy now.

===== On the way to Bronyu village =====

(later while crossing said bridge and seeing the running monster)

Wallace : What weird behaviour....

(after crossing)

Tippi : What's that thing?

Ruise : Gross....

Minor Battle

Enemies :

2 Imps (lvl.6)

2 gels (lvl.3)

Huge gel (lvl.11)

(if you defeat the huge gel. Note that it might run away if you don't deal damage fast enough)

Tippi : Geez...we've finally gotten rid of that thing.

Ruise : That was scary...

Wallace : It's also the first time I've seen one that big. It was unexpectedly strong. It might be best if we get back to Deris and rest a bit before going any further.

===== On the way to Bronyu village =====

(upon exiting the cave on the east side)

Tippi : Hm?

Ruise : What's wrong Tippi?

Tippi : Didn't you hear something just now?

Ruise : Huh, no I didn't hear anything.

(ground begins to shake)

Tippi : See!

Ruise : Kyaaaah!

(boulders crumble over them but get mysteriously blocked mid-way in the air)

Tippi : No, we're going to be crushed!

Ruise : Eh? They're not falling?

Tippi : That's not it! They're being stopped in mid-air!

Ruise : We're saved....

Tippi : But it's rather weird isn't it? How come they didn't fall on us?
Could it be...Ruise-chan's powers?

Ruise : I-I haven't done a thing...

Tippi : Hey, what do you think?

- 1) It's because of Ruise's growsian powers
- 2) It's something different from Ruise's powers
- 3) No idea

(1)

Tippi : Yup that right. I can't think of any other powers that would manifest themselves that way.

Ruise : But I said it's not me...

(2)

Tippi : Another power, but what could it be?

(3)

Tippi : Hmmm, there are lots of mysterious things I guess...

Wallace : In any case, we're safe. We should just be relieved about that.

Tippi : Haah, but I want to know....

Ruise : But there's no point in thinking about it here. The boulders might collapse again.

Tipi : Uh...Hey you! How long are going to stand around daydreaming! Hurry up and get going!

=====
Bronyu village
=====

(upon entering the village)

Wallace : Hm? Is there someone else among us?

??? : Hahaha, well it seems like you've noticed me!

(merchant appears)

Merchant : I've was somehow able to cross the cave by following you. Thanks a bunch! Ah, I forgot! Where's the inn?

(walking away a bit)

I'll be staying at the inn so feel free to drop by and visit me! I've got nice goods!and it's not like there are any other shops here anyway.

Tippi : (sweatdrop)

(feel free to explore the place a bit but don't spend money here yet, you'll

soon be in a place with plenty of shops. Also don't forget to have Ruise learn Teleport. It's the first spell on her list. Now upon exiting Bronyu village you'll see that the north path is blocked by a landslide. The east path leads to the academy but we'll go south first to see an optional event. So just go south to follow along with the script)

=====
Granshill town
=====

(man at the entrance)

Citizen : Hm,? Did you come here to shop? Everything one might want is here in Granshill. ...but you guys are maybe a little bit too young to afford it. Come back later once you have more money. You'll enjoy this place more then.

(checking house at the top of the stairs on the same screen)

Xenos : Who is it?

Tippi : My, it's Xenos-san.

Xenos : Hey, it's been a while. So, you came to register yourself in the tournament after all?

Ruise : Tournament?

Xenos : What, you don't know about it? The winner of the tournament, aside from the prize, will be selected to become a high-ranking officer, or so I heard. This is what I'm aiming for. Since the application office is in this town, why don't you register? Well of course, I'll be taking first place.

Tippi : What's the prize for the winner?

Xenos : I don't remember about the expert group, but the winner of the freshman group gets to go to Comsprings, the hot springs town of the Burstein kingdom. Bah anyway my aim is to become a knight working for the kingdom so I don't really care about that.

Tippi : Eh, hot springs did you say...by the way is Karen-san well?

Xenos : Yeah. She's not here right now though.

Tippi : Why?

Xenos : She went collecting herbs to prepare medicines in the forest south of here. Bah, since you came here, you might as well relax and take a load off. See ya later.

(Now feel free to explore around. This is the best place so far to shop but you might not have enough money right now. Do remember to come back and get the best possible stuff for at least Ruise and Carmaine later on though. Also while heading towards the forest south of town buy some flowers from the singing girl in the street. You'll need them later for optional stuff. They're cheap so buy a bunch of them.)

=====
South of Granshill town
=====

(right when you exit town)

Karen : Kyaaaah!

Tippi : That voice, it's...!?

(getting closer to her)

Karen : uuh...uh...

Oswald : Hehehe! Sorry about that, girlie!

Tippi : Aah, it's you!

Oswald : Tch! You guys? Eeh, we're not getting caught here! Let's retreat!

Thief : Yes!

Tippi : You're not going anywhere!

(heading south to follow them)

Tippi : They destroyed the bridge?!

Wallace : Those guys are really thorough.

Tippi : ...so they managed to get away...

Ruise : Everyone, come quickly! She's badly wounded!

Xenos : What was that noise just now?

Tippi : Ah, Xenos-san! It's Karen-san!

Xenos : What?! K-Karen! Hold on Karen!

=====
===== Xenos's home in Granshill =====

Xenos : ...Karen...

Tippi : So what did the doctor say?

Xenos : It seems that the blade which caused the wound was covered with poison. The poison itself isn't that rare so he could already treat her with an antidote but...

Ruise : As soon as possible she should undergo an operation. In such a dangerous situation as this....

Tippi : Poor Karen-san...

(getting closer to Xenos)

Xenos : You have my gratitude. If it weren't for you, Karen might be dead

right now.

Ruise : We didn't do much really...

Wallace : ...indeed. If we got there earlier, we could have prevented such a thing from happening.

Xenos : ...

Wallace : But who are those men? Why are they targeting her?

Tippi : The criminal was that guy who earlier attacked Karen-san west of the capital. Say don't you know anything?

Xenos : It's true that recently those guys have been after Karen. But I have no idea why....

Ruise : Xenos-san...

Xenos : Ah, I'm fine. If you have time, won't you come and visit her every once in a while?

Tippi : Yes! We'll come again!

Xenos : ...thanks.

(you're now free to move. Go near Karen's bed and speak to her. Ruise wishes for her to get well and you'll have the option to give Karen some of the flowers you bought earlier. Pick first choice to say yes)

(upon exiting the house)

Wallace : ...

Tippi : What's wrong Wallace-san?

Wallace : ...Xenos might be the one who needs visitors the most here...

Ruise : With what happened to his little sister, it's natural Xenos-san is feeling down. We should visit him later right?

(Now let's go to the magical academy. It's east of Bronyu village)

===== Magic Academy =====

(upon entering the campus you'll get a CG of the academy)

Ruise : This is the magic academy I'm attending. Oniichan do you want to hear about this place in detail?

- 1) Yes
- 2) No

(1)

Ruise : This academy has been created through the collaboration of both the Rolandia kingdom and the Burnstein kingdom.

Tippi : Ehh..why have the two kingdoms collaborated for something like this?

Ruise : I've been told that it's in order not to have a single kingdom getting a monopoly on the knowledge of this place. Magic is pretty useful and convenient, but it can also be quite dangerous. So the purpose of the academy is to concentrate things here and keep them under control.

Wallace : I see.

Ruise : New magic spells and technologies that are discovered here through research are made available to both countries. And basically only the things that are approved are allowed to be made public.

Wallace : It sounds more like a research center than a school.

Ruise : Heehee, that's right. Well, let's go inside now.

(2)

Ruise : Then let's go inside.

(visit the campus you'll eventually learn that Ariost is not in his lab.
Get in the main building and hop into the lift)

=====
Magic academy 4th floor
=====

Ruise : Where could Ariost-san be?

(a girl bumps into Carmaine)

Tippi : Eh?

Ruise : Misha!

Misha : It huuuurts!

Ruise : Are you all right Misha?

Misha : What's the big idea, standing here like a....

Carmaine : ...?

Misha : Err, well, please forgive me! (runs away)

Ruise : Wait up, Misha! Sorry about that, please wait for a second.

(talking to Wallace)

Wallace : That girl sure is lively...

(following Ruise)

Misha (panting) : Who could he be? He doesn't seem to be someone from the academy...aaah, he looks so cool...

Ruise : ...Misha?

Misha : Just thinking about what happened makes my heart race...could it

be...love? Gosh, I'm so embarrassed!

Ruise : Misha!

Misha : But but! With this apple blossom... So that means it's for sure!
This is fate! Kyaaaah!

Ruise : ...errr did you hear me, Misha?

Misha : Heh! In that case I should have at least asked for his name!

Ruise : Misha!!

Misha : Uwah! Ah, you surprised me! It's you Ruise-chan, what's up?

Ruise : That's my line! I've been calling your name for a while and you just stood there!

Misha : ...ah sorry about that, I hadn't noticed...but more importantly listen to me. Just earlier I met that incredibly good-looking guy!

Ruise : Eh?

Misha : We bumped into each other right at a corner. I guess this is what they call a fate meeting! Aah, I want to see him at least once more...

Ruise : Err, well..

(getting closer to them)

Tippi : Hey, how long are you gonna make us wait!

Misha : !

Ruise : Ah sorry I'll be right here!

Misha : Ruise-chan!!

Ruise : Uwah?! Don't shout all of a sudden like that!

Misha : Who cares about that?! Who is he? Tell me! Tell me! Tell me!

Ruise : Sheesh, and I was going to introduce you anyway, come over here!

Misha : I'm so lucky to know you Ruise-chan!

Ruise : So here is Wallace-san and Tippi. And this person here is my oniichan. She's a friend of mine and...

Misha : I'm Misha! Can I call you Oniisama?

Tippi (whispering) : ...Ruise-chan. Is this girl always like this?

Ruise : Hmm, I can't really say she isn't but...usually she's pretty direct..

Tippi : Bah, whatever...

Misha : By the way, weren't you supposed to train with your mother,

Ruise-chan?

Ruise : Eeh, it's just that I have a few other things to do right now...

Misha : Like what?

Tippi : Say, do you know Ariost-san?

Misha : Ariost-sempai? I bumped into him in front of his laboratory earlier but....

Wallace : Bumped?

Misha : Haha...hahaha

Ruise : Then Ariost-san is in his laboratory right now?

Misha : Nah. For some reason he was hurrying towards the Featherian ruins...

Ruise : The ones to the south?

Misha : That's right. The ruins to the south. Saying stuff like "I should be able to complete it there" and the like...

Tippi : Then let's hurry and go into those ruins too.

Misha : Ruise and you guys are going there too?

Ruise : Yes. Bye bye, Misha.

Misha : Bye. I want to go with you too but I'm really busy right now. Take care.

=====
===== Magic Academy 7th floor =====

(speaking to the man to the right)

Vice Chancellor's secretary : Welcome. What is your business here?

Ruise : Ah, nothing...I'm just having oniichan and the others visiting the academy.

VCS : Ah, I see. The truth is, the vice chancellor is away right now. He left to go to his laboratory.

Tippi : Laboratory?

VCS : Yes. Vice Chancellor Bradley is a specialist of incantations.

Wallace : Incantations...in other words you mean curses?

VCS : Well there are those things too. But he says he cares about his reputation so he doesn't study evil stuff. He says his studies are to help save innocent people that are victims of curses.

(speaking to the woman to the left)

Ruise : Excuse us.

Chancellor's secretary : Yes, what is it?

Tippi : What's happening to you? You're breathing faster all of a sudden!

- 1) That's not true
- 2) Confusedly deny
- 3) Shut up
- 4) Whole-heartedly agree

(1)

Tippi : Meh, I'm sure you got a little excited here!

(2)

Tipi : Ah well, you really are a boy after all....

(3)

Tippi : Hehe! I'm not making a sound!

(4)

Tippi : Geh...well if you acknowledge it so easily....

Wallace : What's wrong? What are you mumbling about?

Tippi : Well, that lady at the reception desk is so beautiful, so we...

Wallace : Hoho, she's that beautiful...Crap! My eyes can't see....

Tippi : She really is! And those red earrings, they're so sexy!

Wallace : ...I wish you'd tell me more...

Tippi : Well the earrings are teardrop-shaped rubies, also the color of her lipstick is...

CS (pissed) : I'm sorry but if you have no business here I will have to ask you to leave.

Ruise : E-errr..is the chancellor here?

CS : The chancellor is on the rooftop right now.

Ruise : Rooftop, you say...

CS : Yes. To observe the dimensional rifts.

=====
===== Magic Academy Rooftop =====

(speaking to the two guys)

Ruise : Chancellor!

Maxwell : Oh Ruise-kun. What is it?

Ruise : Actually I was searching for you, Chancellor.

Maxwell : Me? Then let us go in my office to hear what you have to say. I'll go on ahead.

Tippi : What's this?

Scholar : This equipment measures the frequency of the dimensional rifts. It displays the data collected by the sensor located at the top of the elevator.

Tippi : Dimensional rifts?

Scholar : Our world has been forcibly split into two dimensions that are overlapping each other. So each world is greatly influenced by the other. Separating these two worlds is a matter of life and death for us. That's why we can't neglect this kind of observation duty.

Tippi : What would happen if the two dimensions fused?

Scholar : We would most probably be back on our previous world. But our previous world, due to the extinction of the sun, is a dead world.

Tippi : We would go back to a dead world?!

Scholar : That's right. In order to avoid that situation, we must always remain vigilant.

Tippi : Whoaah, this is so important! Hang in there, old man!

=====
===== Magic Academy 7th floor =====

(speaking to the woman to the left)

Ruise : Excuse us.

Chancellor's secretary : Yes, what is it?

Ruise : Can we visit the chancellor?

CS : Yes. Right now he doesn't have anything scheduled so you can meet with him.

Ruise : We would like to get permission from him to enter the southern ruins.

CS : Understood. Please go inside.

(entering the room)

Ruise : Excuse us.

(getting further in)

Maxwell : Ooh, so you came. So what is it that you need me for?

Ruise : Actually we would like to be authorized to enter the southern ruins.

Maxwell : The southern ruins? Haven't you been there before? If I recall correctly I already allowed someone to go in recently. You know him. It's Ariost-kun.

Tippi : That's it! So he's really there! In fact we were looking for him.

Maxwell : Hm? Th-this is....(grabs Tippi)

Tippi : Khyah!

Maxwell : ...oh, ohh...

Tippi : What are you doing! Release me! Idiot! Dirty old man!

Maxwell : Hoo, this is such a fine homunculus. This is indeed...

Ruise : Yes. It's mother's creation.

Maxwell : So it's indeed Sandra-dono...As one would expect of her.

Tippi : Forget it and leave me alone already!!

Maxwell : I still remember her when she was a student here....

Tippi : Ti...ppi...chan...kick!!

Maxwell : Augh!

Tippi : Hurry up and give us the entry permit now!

Wallace : Idiot! Apologize right now!

Maxwell : Ah, it's alright. I like energetic kids. Here's the permit.
(got permit)

Ruise : I'm very sorry about that, chancellor.

Maxwell : It's quite alright. Hurry up and go find Ariost-kun.

Ruise : Yes. Excuse us.

=====
===== Magic academy - entrance =====

Tippi : Geez, what a horrible experience!

Wallace : What sort of person is the chancellor?

Ruise : Chancellor Maxwell? He's not a bad person, it's just he is sort of a research fanatic...

Wallace : I see. And? What sort of research does he conduct?

Ruise : He's involved in a lot of research projects but the main one would be "Growshu and its difference from ordinary magical power" or something like that.

Tippi : Hmm, Growshu you say...then he may try to use Ruise-chan as a guinea

pig. You'd better be careful.

Ruise : Eh?!

Tippi : While he had me captured earlier he did all sorts of things...

Ruise : ...uuhh...

Tippi : And even that sort of thing. Ah that was such a tragedy...

Ruise : Uuhhh...

Wallace : Hey. You're making Ruise cry.

Tippi : Ah, sorry Ruise-chan. It's all right, nothing like that happened.

Ruise : U...ok.

Tippi : But sheesh, you're really a crybaby, aren't you?

Ruise : ...uuhh...

(Now go to the ruins. They're right between Granshill and the academy.
Having the Magic Arrow and Thunder spells will be handy inside)

===== Featherian ruins =====

(upon getting close to the entrance)

Tippi : Ah, there's someone here.

(talking to the guy)

Gate keeper : You'll need permission from the magic academy chancellor to enter here. Unauthorized people can't go in.

(go in your inventory and use the permit item you got earlier in front of him)

Gate keeper : You've got an entry permit. All right, take care inside.

(inside)

Tippi : Heh, so these are the Featherians ruins. Ruise-chan, tell us about this place.

Ruise : Sorry. It's the first time I've been inside too.

Wallace : Well, that's too bad then.

Ruise : I'm really sorry. But we learned a bit about this place in class so if something shows up I should be able to explain it to you.

Tippi : Alright, I'm looking forward to it then! Well, let's go look for Ariost-san now!

(proceed in that short dungeon until you reach a save point. The room ahead is an event battle)

(next room)

Wallace : Hm? I sense murderous intent...

Ariost : Guh! And I managed to make it this far...at this rate I won't live much longer...

(get closer to him)

Ruise : Ariost-san!

Ariost : Ha! Ruise-kun?

Tippi : Ah, Ariost-san is in danger!

Wallace : Now that we came here, we can't afford to have him die. Let's rescue him!

Tippi : Ariost-san! We're going to rescue you now, so hang in there until we reach you!

Ariost : Thanks!

Event battle 05 : Save Ariost from the monsters.

Winning condition : Kill all enemies

Losing condition : Ariost dies

enemies : 3 Will o' the Wisp (lvl.10)

3 Iron golems (lvl.10)

(after Ariost's first turn)

Ariost : What should I do? Tell me as much as possible what I can do to act along with your strategy...

- 1) Stay here and defend yourself
- 2) Fight as you wish
- 3) Go towards Carmaine
- 4) Go towards Ruise
- 5) Go towards Wallace

(1)

Ariost : Understood! I'll do my best!

(a bit later in the battle)

Ariost : Just a piece of advice. Do you see the different colored tiles on the floor of this room?

Ruise : Those flashing parts of the floor?

Wallace : What about those?

Ariost : You must not step on those. At fixed intervals the energy of this tower is going through there causing electric discharges.

Tippi : Electric discharges?

Arisot : If you step carelessly on those, you'll get hurt.

Ruise : U-understood!

(later on Ariost will ask if you want to change his instructions and the same choices will be proposed for him. Also your characters spout encouragements when getting near him)

(once all enemies are defeated)

Tippi : We did it!

Event battle 05 Clear

Ruise : Are you all right Ariost-san?

Ariost : Whew, you just saved me. Thanks.

Wallace : That's good to hear. But why would you come to this tower alone?

Ariost : That's because of something inside that room there.

Ruise : And?

Ariost : I haven't found it yet. Follow me.

(in the next room)

Ruise : What an incredible number of books!

Tippi : What could they be about? Say Ruise-chan try to read one.

Ruise : Alright.

(after a few seconds)

Ruise : ...uh...

Tippi : ?

Ruise : Well, hum...

Tippi : What's wrong Ruise-chan?

Ruise : ...uuhhh....

Tippi : What are you crying about? Those books can't be that scary?

Ruise : ...I can't read them...

Ariost : Hahaha, it's because they're written in their alphabet. It's near impossible to decipher those books. Also there wouldn't be much profit in it for anyone because their books are mostly about passing down their philosophy and ethics.

Tippi : Ethics...?

Ariost : Like one shouldn't tell lies or one shouldn't trouble others. Rules necessary to live right, you could say.

Wallace : Ah, I see now. Since this is a place where knowledge remains dormant, it bugged me that permission to enter was so easily given.

Ariost : But the thing I'm looking for isn't these books. This way.

(follow him)

Tippi : Wha...what an incredible amount of trash.

Ariost : ...not this...not this either...it should be here though...

Ruise : What are you looking for?

Ariost : Ah, you do know I'm conducting research on how to fly, right?

Ruise : Yes, I've heard you were looking to create devices to fly through the sky somehow...

Ariost : In the past days, when humans were ruled by Growsians, they had the means to fly through the skies. Though it seemed it was a technology that was originally created by the Featherians. But both sides lost this technology as you can guess.

Ruise : But if that knowledge was passed along orally there shouldn't be any written records of it...

Ariost : That's right. If they had left any records of that technology, my research would be so much easier.

Wallace : So you've been developing an original method to fly through the skies?

Ariost : Indeed. I started by creating a device that could make you hover over a disc-shaped area. However, it wasn't all that practical.

Tippi : Why?

Ariost : Just floating won't allow you to raise from the surface. You'll be powerless against the wind strength. You'll understand easily if you try,

but the more you gain altitude, the stronger the wind gets. Against such strength it'd be impossible to reach your desired location.

Tippi : So it's useless then?

Ariost : It may be fine to move over the ground but the place I want to reach is very high up in the skies. At this altitude, I don't know how I'll be able to move with the strength of the wind.

Ruise : Ah, I see...

Ariost : In order to move freely no matter how high I want to go, I need some kind of propulsion. That is what I'm looking for here...here it is!

Tippi : You did it!

Ruise : Is that what you were looking for?

Ariost : Yes. If I add this propeller to my flying device I'll be able to move at my will despite the wind.

Wallace : I'm glad to hear that. It will help us reach our objective as well.

Ariost : Objective?

Ruise : Actually my mother has been wounded with an unknown poison and we were thinking about asking the Featherians for an antidote. And...if... we don't hurry...mother will....

Tippi : Here she goes again! This girl bursts into tears all the time!

Ruise : ...but...

Tippi : This is precisely why we have to hang in there to save her! Right!

Ariost : It's true that their technology is far more advanced than ours so they may know of a remedy. All right. I'll let you use my flying device as well as a way to show my gratitude for saving me earlier.

Tippi : Isn't that good news, Ruise-chan?

Ruise : Yeah!

Ariost : Let's return to my laboratory at once. That is where my device is stored. (He joins as a NPC)

===== Featherian ruins =====

(once you've just exited the ruins)

Ariost : Let's go to my laboratory at once and work on incorporating this into my device.

(there's nothing else to do anyway at this point. His lab is the building you'll find after going right just before the main building of the academy)

=====
===== Magic Academy - Ariost's laboratory =====

Ariost : Now just wait for a little while. I'm going to add the propeller to my flying device. (He then starts to do his thing)

Tippi : Ehh...so with this you'll be able to fly in the sky? ...well I can already fly by myself anyway.

Ariost : The crystal's energy serves as the power source. Within this, six hovering devices are contained. With the force field thus created it will be possible to rise from the surface. But if you can't control the energy output, it'll be impossible to move freely once you gain altitude. That's because of the wind as we discussed earlier.

Wallace : This is why the propeller is needed.

Ariost : Yes. Without it, it would be impossible to control the course of the flight. But since the device can already hover by itself, it doesn't need much energy to control the course of the flight. That's why such a tiny propeller should be enough.

Tippi : Say, enough already with the technical stuff. Isn't it ready now?

Ariost : Just one more second...got to connect this....good, it's complete!

Ruise : Congratulations Ariost-san!

Tippi : Now we'll be able to save Master, right?

Ruise : Yeah!

Ariost : Alright, first we need to initiate this...

Ruise : This is exciting!

Tippi : It sure is!
(Ariost starts his device and the room gets dark)

Wallace : H-Hey, is this normal?

Ruise : Kyah! Oniichan!

Ariost : Ah, I messed up! Sorry about that. I inverted something in the circuitry.

Wallace : (sweatdrop)

Ariost : Look, now everything's alright.

Tippi : Alright you say...

Ariost : It's all right I tell you. No need to worry. Nothing to see here!

Ruise : ...uuuhhh...

Ariost : Well in any case let's head towards the west cape. ...ah, but would it be alright if we stop at a village on the way?

Wallace : A village? Which one?

Ariost : Bronyu village. The village where I was born. It's just west of here and it's on our way. I'd like to stop there for a little bit.

(now go to Bronyu village or just teleport there with Ruise's magic. If you still haven't learned Teleport do it NOW! You'll need it to progress in the story.)

===== Bronyu village =====

(upon entering)

Ariost : This is the village where I was born. Excuse me for a bit. (he goes off in the north-west direction towards the grave. Follow him.)

(in front of the grave)

Ariost : ...I'll be going now, Father.

Ruise : Ariost-san?

Ariost : This place here is where my father rests.

Tippi : Ariost-san's father? Then where is your mother?

Ariost : I'm on my way to meet her right now.

Wallace : Right now you say...could his mean....

Ariost : Indeed. My mother isn't human, she's a Featherian.

Tippi : You're kidding me?!

Ariost : I can't blame you for being surprised. Featherians almost never interact with us humans.

Ruise : This is the first time I've heard about this...

Ariost : That's right. This...you're the first ones I've told about this. Well, let's go now.

(let's head to the west cape now. It's the first place you visited in the game and that's where Sheila's grave is. Teleport to Rolandia and then head west)

===== West cape =====

Ariost : Finally, the time to go there has come.

Tippi : Is this really going to work?

Ariost : This will definitely work fine. But as you can see, the flying device is made for one person only. By using this support belt I can bring another person, however...

Wallace : So everyone won't be able to go.

Ruise : Ariost-san has to go so that means we can only pick one more person...

Ariost : First Ruise and I will go to the Featherian town. We will remember the place. Then by using Teleport Ruise will be able to bring everyone else. Then let's go now.

Ruise : B-but..earlier...

Ariost : I tell you it's fine now. I noticed why it didn't work earlier. So there's no problem now.

Tippi : Don't you want to get the antidote?

Ruise : ...but...uuhh...what should I do oniichan?

- 1) Tell her it's for Sandra's sake
- 2) Since it's you Ruise I'm sure it will go fine
- 3) Tell her you'll be sure to gather her remains afterwards

(1)

Ruise : That's right...alright. I'll do my best.

(2)

Ruise : Will it really be fine?

Tippi : Hey, it's for master's sake right?

Ruise : ...yes, that's right...alright. I'll do my best.

(3)

Ruise : Waaah!

Tippi : Tippi-chan kick!! (get kicked) What the heck are you saying! Trying to invite bad luck like that!

Ariost : Err, it's really going to be alright you know. So Ruise-kun could you stop crying?

Ruise : ...uuh...

Tippi : Ariost-san, take care of Ruise-chan will ya?

Ariost : Yes, leave her to me.

(help attach the device to Ariost's back)

Tippi : Well then, we'll be at home, waiting for you. Have a good trip!

(they take off)

Ruise (in the distance) : Aahhh, I knew this was going to be scary.....

Wallace : Looks like it went fine this time....

Tippi : Well then, let's go home!

=====
Rosaria - Sandra's house
=====

Tippi : We're back! Now all we've got to do, is to wait for Ruise-chan to come back, right?

Wallace : Yes. But more importantly, how is Lady Sandra's condition?

(going near Sandra's bed)

Tippi : Master.., she's sleeping.

Wallace : Ruise will be bringing back an antidote. The Featherians' technology is more advanced than the humans' right? Then, we can relax.

Tippi : In any case, let's not make too much noise here.

Wallace : Yes, let's go outside.

(going near the entrance of the house)

Ruise : O-oniichan!

Tippi : My, that was quick. Do you have the antidote?

Ruise : ...well..that's...I mean...uhhh...

Tippi : Calm down! What happened?

Ruise : ..uhh..there..it was terrible....and then...Ariost-san was...

Wallace : ? Did something happen to Ariost?

Ruise : A-anyway, let's go there together! Since I remember the place, I can go there using Teleport.

Tippi : Then let's go quickly!

(after teleporting to the westernmost spot on the map)

Tippi : This is the land of the Featherians....

Ruise : This way!

(follow her until you reach Ariost)

Tippi : Ariost-san!

Ariost : Ah, it's you guys...

Queen Stella : ...more humans have come...

Tippi : Grr! What's with that...

Stella : What business could you have here?

Ruise : I told you already...we came here to look for a remedy for my mother...because no such remedy exists in our world...and since you possess greater technological knowledge, I thought you'd be able to help...

Stella : How did she get poisoned? Are you going to tell me that it happened spontaneously?

Ruise : It was...

Stella : You humans are so selfish. You think nothing of disturbing other people's peace. If we were to give you the medicine you're asking for now, it would only make you return later with other demands and eventually lead to conflict. We will not be foolish enough to accede to your request.

Tippi : That's not true!

Stella : Also, this man's device is created out of the greed of his heart...this too will be abused because of mankind's evil intents.

Ariost : Abused you say, no....

Stella : Are you objecting? You've been acting by following only your own desires without thinking what could be the consequences of your actions for others around you. Have you not realized how many wars have been caused by this kind of behaviour? And yet, we Featherians have never harmed you until now. Because of this regrettable situation we've been forced to abandon the ground to live in this place.

Ariost : ...

Stella : Do you understand now? Foolish human...

Tippi : But can't you at least help us save Master from the poison? She just needs to drink the antidote once and it'll be over right?

Stella : ... Then let us proceed like this. If you can bring proof that you humans possess some quality that we Featherians lack, we'll agree to let you have the antidote you're asking for.

Wallace : What...?

Stella : If that's fine with you, leave now and return to the surface before we change our minds. (she leaves)

Tippi : Aargh! What's with her attitude! That woman pisses me off!

Wallace : Well, we don't have any other choice but to accept. But what could serve as a proof?

Ruise : What can we do? How are going to save Mother? If we can't find anything then...

Tippi : Geez, this girl always thinks so negatively!

Ruise : (sob) b-but..how are we going to prove them....

Wallace : First we should try to learn as much as we can about the Featherians, then we'll get a better idea on how our ways of thinking differ.

(talking to Ariost)

Ariost : ...

- 1) Tell him you're worried about him.
- 2) Comfort him saying he shouldn't take matters too much to heart
- 3) Ask if he managed to meet with his mother

(1)

Ariost : Ah, thanks...but mother she's...

(2)

Ariost : Yes...still I can't help it.

(3)

Ariost : No...I didn't...and it doesn't look like I'll ever be able to...

Ruise : ...

Ariost : I was conducting my research for the purpose of meeting her...to say that those actions themselves were wrong...

Wallace : ...this may sound cold but remaining here like this won't make the situation change for the better. How about getting back so we can start thinking about what we should do from now on?

Ruise : ..once we're back we can start by looking over some books. This might give us some ideas.

Ariost : Yes, that's right. It's usually a good idea.

Tippi : So we're going to a place full of books....so boring....

(Ariost then joins as a NPC. Feel free to explore a little but basically all the Featherians will be very hostile and tell you to go home. Afterwards head back to the magic academy.)

=====
Magic academy 4th floor
=====

(upon entering the room)

Tippi : Obviously this is the best spot to find lots of books.

Ruise : So we're going to look for info about the Featherians here right?

Ariost : I'm sorry but I will leave it to you to search these books.

Wallace : ? What are you going to do?

Ariost : I will search about things related to my parents. If Featherians really despise humans, there'd be no reason I would have been born after all.

Walalce : Indeed. Besides we'll get more results if we split up.

Ruise : I understand. Then leave it to us to take care of things here.

Ariost : Thanks. If you find anything come to my laboratory. (he leaves the party)

Tippi : Well then, let's do our part now.

(well now you're supposed to look around the shelves, each time Ruise will tell you the books are no use. After a few tries Ruise will mention the floor upstairs also has books but access is restricted and you need to get permission from the chancellor. So you'll need to go see him. But before that there's obviously something weird about that pile of books in a corner of the room you're in so go take a look^^)

(searching the pile of books on the ground)

Tippi : What's this?

Ruise : What a mess, these books are all strewn about.

Tippi : Huh? I hear something coming from inside?

- 1) Tidy the books
- 2) Forget about it
- 3) Set the books on fire

(1) (unless you pick 1 you won't trigger that event)

Ruise : If we leave them like this, these books will get trashed.

Tippi : Guess we have no other choice....(removing the books)

Ruise : Mi-Misha? Misha, you're really....

Misha (waking up) : uuh, what...(she opens her eyes) Argh.

Misha : Oniisama!!

Tippi : What's wrong with this girl? She sure has weird sleeping habits....

Ruise :well...say Misha, what were you doing?

Misha : erm well...I was trying to get a book up there when they all collapsed and I got buried under.

Ruise : ...

Misha : Once I was under them I tried to call out but no one noticed. Then, I wanted to do something about it but it was so heavy I couldn't move and I got really tired.

Wallace : So then you fell asleep....

Misha : ...ahahah, that's pretty funny right?

Tippi : The only thing funny here is your brain!

Misha : ...how mean...

Tippi : Hey, Ruise-chan tell her something too!

Ruise : Ah right. Say, Misha, sleeping on the floor could make you catch a cold so you shouldn't really.

Tippi (going crazy) : Aaaaaaarrggghh!

Wallace : Stop that already. Hearing you talk is giving me a headache.

Misha : By the way, what are you doing here?

Ruise : We're trying to look for info about the Featherians.

Misha : Heh, so that's how it is. Aah!! I've got something to do too! Thanks for rescuing me! Bye! (to herself : "aah, he will be so mad about this...")

Tippi : I really don't understand that girl...

(2)

Tippi : Yeah, right. This kind of thing doesn't make you want to get involved.

(3)

Tippi : Yeah! This mess is such a bother let's burn it right away! ...yeah, right, what the heck are you saying!

Ruise : I didn't know you were that kind of person oniichan....

===== Magic academy 7th floor =====

(talking to the chancellor's secretary)

CS : What could be your business here?

Ruise : We would like to request permission to enter the restricted library.

CS : Certainly. Please go inside.

(entering the room)

Ruise : Excuse the intrusion!

(talking to Maxwell)

Maxwell : My, what could bring you here?

Ruise : We're looking for info about the Featherian culture but...

Maxwell : I see. So you'd like to borrow something from the restricted library. ...here, take this. (you receive another permit-like thing. This time to look for info about Featherians in the 5th floor library). Now go and study thoroughly.

Ruise : Thank you very much.

===== Magic academy 5th floor =====

(use the permit you just got in front of the guy at the desk)

Librarian : Please wait a moment.

Librarian : Sorry for keeping you waiting.

(talk to him)

Librarian : The book you're looking for is this way.

Ruise : This is it!

(the book basically tells you stuff you already know, the Featherians are a race of winged people. They have better intellectual capacity than humans, and take a very rational approach to all things. With their technology still on the same level as the one humans had during the golden era of the Growsians, the author wonders what their rational mind could still desire? Could they still lack something? The author then says that studying their lifestyle is his life's work and he still has many things to discover thus this book only contains very little information about the Featherians.)

Tippi : This is the end? There's nothing we can do with just this!

Wallace : But if we were to meet the author of that book we could get a better lead.

Ruise : Let's see...the author is name Danny Greys. He lives in Comsprings.

Tippi : Then let's go meet him!

Wallace : Hold on! Comsprings, isn't that famous hot springs town in the Burnstein kingdom?

Tippi : So what? Isn't that the neighbouring country?

Ruise : You know Tippi, you can't enter a foreign country if you haven't the proper permission.

Tippi : What a hassle...!

Wallace : Still we just found a lead. We should think of a way to get there.

===== Magic academy Ariost's laboratory =====

Ariost : Ah, it's you guys.

Ruise : Ariost-san! Are you going somewhere?

Ariost : Ah, yes just for a bit. The chancellor called for me.
Ah, that's right. I've got something to tell you as well.
Well, first let's go see the chancellor.
(he joins as a NPC)

===== Magic academy 7th floor =====

(speaking to the blond secretary)

Ariost : The chancellor, Maxwell summoned me.

CS : Certainly. Please go inside.

(inside)

Ariost : Excuse me.

Maxwell : Ah, here you are Ariost-kun. Actually I've got something to tell you about your research work.

Ariost : I see.

Maxwell : I heard that you completed the device you were working on?

Ariost : Yes, and it's a success.

Maxwell : For this, I congratulate you. But the faculty meeting that carefully examined your work reached the conclusion that your research could eventually lead to accidents that could cause a war and thus judged your work as dangerous.

Ariost : I see....

Maxwell : So according to this decision, the management of this faculty decided to keep the results of your research confidential. But don't be too disappointed. After all you are the proof that people can now fly in the skies. Here, take this money. This is the reward for your hard work and it will allow you to go on with your research.

Ariost : Yes sir. I will leave my flying device in my laboratory and hand my notes concerning my theories about flying to the research personnel.

Maxwell : Don't feel too down, and I wish you luck for your next research project.

Ariost : Now, if you'll excuse me.

(upon leaving the room)

Wallace : Somehow, he told you the same thing that the Featherians did.

Ariost : Bah, that can't be helped. And actually, pretty much everything that is developed in this academy ends up this way.

Tippi : If that's the case why do you keep on with your research?

Ariost : That's because of the "proof".

Tippi : Proof?

Ariost : I'll tell you the details at my place.

Ruise : In your home?

Ariost : Yes. The home where, I, my father...and my mother lived for so many years.

Wallace : I see. That's right you told us your mother is a...

Ariost : Sh! This...not here...alright?

Wallace : S-sorry about that.

Ariost : How did my parents meet...do you want to know? I'd like us to go together to the village so I could tell you about that.

(Now you have to go to Bronyu village. However there's a short event with Misha if you exit and re-enter the academy)

(going inside the academy again)

Misha : Oniisamaaaaa! (running towards you)

Misha : You're really working hard aren't you. If something comes up feel free to ask for me. Well then, excuse me. (she leaves)

Tippi : What was that? That girl, she's....

(this event supposedly means Misha can become a party member but she is nowhere to be found in the academy for now so you can't ask her to join yet.)

===== Bronyu village =====

(entering the village)

Ariost : Hey everyone, I'm back!

Villager 1 : Oh, it's Ariost-san!

Villager 2 : Our village hero has returned!

Ariost : Haha, please don't call me that. Here take this. Some bonus money from the academy.

Villager 1 : Thanks for always supporting us. With this, the village will be better off.

Ariost : No need to thank me. After all I'm not working here like you all do.

Villager : What are you saying? Ariost-san, you've got brains so it's only natural that you're working there. Leave the work here to us.

Ariost : Thanks.

Villager 1 : Nah, it's the normal thing to do.

Ariost : I'll be going into my house now. Come in later. It's been a while since I came back so it must be a bit dirty. (he leaves)

Villager 2 : Y'all are friends of Ariost-san?

Ruise : Yes. He's my senior at the academy.

Villager 1 : So, what do you think of him?

Ruise : He's an incredible person. I didn't think that there were anyone conducting his own research at such a young age.

Villager 2 : Ain't that right? I reckon he's an inspiration for us all. His father was a great person but he's incredible as well.

Tippi : Did Ariost's father conduct magical research too?

Villager 1 : Nah, he didn't. It's thanks to his father that we are all able to live the way we do now.

Wallace : What do you mean?

Villager 1 : Both of us were orphans with no relatives. We escaped starvation by stealing and various petty crimes like that. But there was a person that agreed to take care of us and let us live in this village. That was his father. And he also taught us how to do farm work.

Villager 2 : Yeah, and how to make money by selling our products in town. Y'all could say he taught us how to live by ourselves without dependin' on other folks. He made us realize that as long as ya put enough effort into it, there ain't nothing ya can't do. Since Ariost-san is really smart I figured for sure he would leave this village someday. But because of us folks livin' here he didn't leave even to go on with his research work.

Village 1 : With such abilities and achievements, there's no one else who'd want to stay in a village like this. But still he remained here and kept studying. That is really something. And he even regularly comes back with money from the academy that he gives to the village like he did today.

Wallace : And living like this he became a genius, huh?

Villager 2 : From here on y'all keep taking good care of him, y'hear?

(now go to Ariost's house, it's the one next to the inn)

(inside)

Ariost : Ah, you're here. Make yourselves at home.

(speaking to him)

Tippi : This is a bit sudden but could you explain what you meant by proof earlier?

Ariost : Ah yes, but before this let me tell you something else. You know, the story of my parents....

Tippi : We heard. Your father was an awesome person wasn't he?

Ariost : Haha, is that what the villagers told you?

Ruise : Yes, they told us a bit about him.

Wallace : Anyways, let's get back to what you were saying earlier. About your mother being a Featherian...

Tippi : Huumm, thinking about that... if they hate humans so much it's weird that one of them would marry a human, right? Alright, please tell us!

Arisot : This village, my grandfather was the one who founded it. He built this place from scratch.

Ruise : Your grandfather did?

Ariost : When my grandfather was young he took care of orphans. That's why he built this place. He made the orphans cultivate the soil and with the money gained from the harvest, they could earn a living. This is how this place started. At first the orphans would neglect the farm work, but over time they began to spontaneously enjoy it. My father too, he was one of those orphans.

Wallace : So you and your grandfather aren't related by blood.

Ariost : He was a grandfather to us all. You could say he is like a father for everyone in this village. Ah, shall I keep on with my story? The orphans who became adults took various directions in life. They would go and become farmers elsewhere. And those that became successful became the hope and inspiration for the orphans living here. On the other hand, my father remained in this village and started to take care of orphans himself like my grandfather did.

Tippi : ...incredible...

Ruise : That's why everyone is so proud of Ariost-san's achievements.

Ariost : Haha, it's still a bit embarrassing though. But even if I've been recklessly pursuing my research at the academy, I didn't do it for the sake of others.

Tippi : Eh?

Ariost : Everything I did up to now, it's because of what I heard from my father about my mother. My mother is a Featherian. She lives in a city up in the skies or so he told me. I...because of my desire to meet her and only because of that I keep working on my research...

Ruise : Ariost-san....

- 1) Don't say anything
- 2) Tell him not to worry about it
- 3) Cheer him up saying that all researchers work partly for themselves anyway (btw this is the best answer, I'm not kidding you^^)

(1)

Wallace : But look at it this way : Are there any people out there that never do anything for themselves?

Ariost : Thanks for saying that.

(2)

Tippi : That's right! Don't get too worked up about it alright!

Ariost : But both the chancellor and the Featherians told me so. That my research could become the cause of war...I never thought about any of this, I was only obsessed about the idea of flying....

(3)

Ariost : Is that true?

Wallace : That's right. No matter which one we're talking about, researchers who thrive to complete their work do so partially for self-fulfillment. It's quite normal to have these kinds of feelings.

Ariost : Thanks for saying that.

Wallace : If you keep lamenting over the past, you won't be able to move on with your life. The most important thing is what you intend to do now. What are you able to do?

Ruise : That's true, isn't it?

Tippi : But before that let's hear the end of his story. Why did a Featherian marry a human when they're supposed to hate them?

Ariost : Yes...one day my father happened to rescue a collapsed girl in the forest nearby. That wounded girl had wings in her back...this is how he met my mother. While waiting for her wings to recover, my father took care of her. At first she considered him a vulgar human and seemed to hate him but... according to what my father said, once her wings finished healing she didn't go back to the skies as she said she would. During her stay, she and my father progressively came to understand each other and fell in love.

Wallace : I see. So at first your mother hadn't a favourable impression of humans right? So this means that at one point that girl was charmed by your father. If we could understand how, it'd be the key to convincing the Featherians.

Ariost : Yes if we knew that, we could perhaps make the other Featherians understand just like my mother....

Tippi : So there is a possibility!

Ariost : By the way, could you tell me what you learned about that matter at the academy?

Tippi : We found someone who is studying the Featherians.

Ruise : This person's name is Danny Greys and he lives in Comsprings.

Wallace : If we can meet him we could probably get a better understanding of what we should do.

Ariost : Comsprings. It's the hot springs town of the neighbouring country. But this is difficult....though it's said that the relations with the Burnstein kingdom are cordial, you can't enter it easily.

Ruise : Ariost-san, do you have any good ideas about how to do this?

Ariost : I guess it could be possible to enter the kingdom of Burnstein if it was as a delegate or an envoy of sort but...hey wait. I seem to recall hearing that there was a vacation trip for Comsprings to be gained somewhere...

Tippi : In any case, if we manage to get into Comsprings and hear more details about the Featherians, then we've got a good chance to find a way to convince the Featherians right?

Ariost : That's right.

Tippi : Hey, hold it Ariost-san! I still got a question that you haven't answered!

Ariost (playing dumb) : What could that be?

Tippi : Geez, it's about that proof thing, the p-r-o-o-f!

Ariost : Haha, you haven't forgotten about that, have you?

Tippi : Of course!

Ariost : It's something my father used to say : "Live by following your own beliefs to the utmost without ever giving up" All I can do for now is work as a magic researcher. Looking into things that are unknown and discovering new things. Even if what we find now isn't spread outside of the academy and doesn't become well known, I have faith that our work now will be of use to the people that will succeed us in the future. I keep on living believing in that. This is the proof of my existence as a human, as a being in this world.

Walalce : Well, Tippi, did you understand? ...or should I say did you manage to get the basic idea?

Tippi : Errr...o-of course I understood!

(now head to Granshill. You can visit Xenos' house but he isn't home. Then buy the best stuff for both Carmaine and Ruise. Having learned a bunch of spells like magic arrow, thunder, attack, protect and cure will be useful too. Once you're ready to move on, go to the reception desk for the tournament. It's inside that building in the screen right before reaching the coliseum)

===== Granshill =====

(talking to the guy at the registration booth)

Man : This is the tournament registration desk. Young man, do you want to register?

- 1) Yes
- 2) No

(1)

Man : That's the spirit!

Ruise : sigh...oniichan, you....

Man : Write your name here...eh? You're a new face here? Well, let's put you into the beginner group then. That way you can participate in pairs, so how about having this young girl enter with you?

Ruise : Eh?!

Man : The champion of the beginner group wins a vacation ticket to the hot springs town of Comsprings in the Burnstein kingdom! It's the favorite summer resort of the royalty and nobility! During winter, you can get warmed and reinvigorated in the springs! This is a town everyone wants to go at least once in his life! This is a rare opportunity so give it your best and aim for first place!

Ruise : ...I-impossible, I'm no good at this kind of thing...

Tippi : Whoa a trip to the hot springs! Do your best Ruise-chan!

Ruise : ...oh no....

(2)

Wallace : Hey, isn't the first prize a trip to Comsprings? We can't miss such an opportunity. Register those two in the beginner group.

Man : Together with his little sister, Ruise-san right? Done, you're registered. It's going to start soon, so you'd better head towards the coliseum now.

(upon leaving)

Ruise : Wallace-san, did you participate in this too?

Wallace : A long time ago. When I still had my eyes and right arm.

Tippi : And? How did you fare?

Wallace : I was the champion of the expert group three times....

Tippi : Eh?! Incredible! Did someone come to recruit you then?

Wallace : Both the Burnstein and Ranzack kingdoms offered me positions as an officer but I declined. After all I was a mercenary.

Tippi : That's such a waste....

Wallace : But I never had any regrets.

(now head to the coliseum. it's east of here)

(on the steps leading there)

Tippi : Uwah! It's huge!

Wallace : Well it has to be able to fit most of the warriors of this continent.

(getting close to the booth on the right side of the entrance)

Old man : Come on people, bet on your favorite contestant! The most popular right now is Bazrock, last year's champion of the expert group. Next is Julian, last year's champion of the beginner group! This year the most promising contestant of the beginner group is Xenos, the Granshill native! But nobody can predict what happens in the beginner group! It's full of "dark horses"! Come on, trust your judgment, and bet all you have!

Ruise : What are they doing here?

Wallace : "Outdoor betting"

Tippi : Outdoor betting?

Wallace : It's not such a bad thing if you don't know about that.

(if you talk to the bald guy in front of that booth you can either advise him to bet on you or on Xenos. Now head inside. Right alley leads to the expert group. Left one is for your group, the beginner group. Enter the room and talk to the woman on the left. The one on the right will let you rest after a fight for a small fee.)

Woman : You're a contestant right? Please take the stairs on the side to head to the waiting room. The waiting room for your group is the one on the left side.

Wallace : Since I can't participate, I will be sitting with the audience. You two, do your best.

(now go down. The waiting room is on the left and all you need to do is to talk to the guard inside to take part in the next fight. However if you go take a look at the waiting room on the right side, you'll meet with Xenos.)

Xenos : Oh, it's you guys.

Ruise : Ah, um, please go easy on us....

Xenos : Sorry but I'm not going to do that. We will fight fair and square without holding back.

Tippi : We're not going to lose either!

Xenos : That's the spirit! Let's both do our best so we won't have any regrets!

(entering your waiting room)

Tournament official : I hereby declare this year's the grand fighting competition open! As our guest of honor we welcome, the prince of the Burnstein kingdom, and also the Imperial Knight Master, His Highness Richard.

Tournament off (talking to Richard) : Now, your Highness. Please say a word to the warriors.

Richard : As the citizens of our kingdom already know, I serve as the Knight Master of my country. As such I have a strong interest in fencing. Everyone, fight to your utmost in order not to have any regrets.

Warriors : Yaaaaah!

TO : Next, the champion of the beginner group from last year will let us hear the oath of the competition.

Julian : Our oath! We swear to fight fair and square and to rely upon our own strength only!

Warriors : Yaaaaah!

(feel free to save your game once you're in the waiting room, once you're ready speak to the soldier guarding the exit on the right)

Soldier : Eh? Are you participating in the tournament too?

Tippi : That's right! Despite our looks, we're pretty strong you know!

Soldier : Hahaha. But to be able to compete, people in the beginner group have to complete an aptitude test beforehand. Since the fights in the tournament can be quite dangerous we don't want to have a rookie team badly injured you know?

Tippi : That aptitude test, what is it exactly?

Soldier : It's being conducted right now in the arena, if you're ready how about going for it now?

- 1) Yes
- 2) No

(1)

Soldier : Are you all ready?

- 1) Yes
- 2) No

(1)

Soldier : Give it your best!

(Entering the arena and speaking to the soldier inside.)

Soldier : Alright, let's begin the aptitude test.

Ruise : What will we have to do for this test?

Soldier : You will be fighting that Iron Golem over there for a limited time. During that time, we will accept you as a candidate if you can deal enough damage to it.

Tippi : Limited time eh....then we have to fight using our full strength.

Soldier : Exactly. The damage limit to be qualified is 200. But if any of you is defeated during the test, then it's over no matter how much damage you've done. So be careful.

Announcer : It's time. Let the contestants enter the arena.

Soldier : Let's go. (walking inside) Ah, I forgot. This Iron golem will not move so it's a good idea to stay out of his reach. Well then, do your best.

Announcer : Let the aptitude test begin!

Aptitude test

Winning condition : Deal at least 200 damage

Losing condition : Either Carmaine or Ruise dies

Enemies : Iron golem (lvl.16)

(pathetic battle. Just whack at him to be qualified, you can go the overkill way and totally trash it if both of your characters have the thunder spell.)

(if you do trash it)

Announcer : Here's another team that defeated the Iron golem! This is the second team to do so along with the Xenos team! This year's beginner group seems to be competing at a pretty high level!

Ruise : We did it Oniichan!

Tippi : Yup! For now let's return and rest in the waiting room.

(now go get back your MP by resting and then come back to your waiting room and speak to the guard)

(if you go back and speak to Xenos)

Xenos : Our battle together won't come before the finals.

(soldier in your waiting room)

Soldier : Ah, it's your turn to go right now. Do you best so you won't have anything to regret. Are you ready?

- 1) Yes
- 2) No

(1)

Soldier : Give it your best shot!

(talking to the soldier in the arena)

Soldier : The preliminary contest opponents will simply be a group of monsters. Whichever group can defeat the most will be able to qualify for

the main contest. You guys go that way. Wait here until the battle begins.

Announcer : Then, the preliminary contest for the group A will begin!

Preliminary contest

Winning condition : Kill the most monsters

Losing condition : Carmaine and Ruise die

Enemies : 5 gels (lvl.10)

(Somewhat funny. Have a spell or two ready at all time and whenever someone hurts a monster finish him with your spell. Pretty easy to win, the real challenge is to defeat all the gels but if Ruise has Fireball she can toast all of them in one hit^^)

Announcer : The preliminary contest for group A is over! It was a splendid battle, and now the team that is qualified to proceed to the main contest is...those siblings that come from the royal capital, Rosaria! As siblings they displayed wonderful teamwork! Let us hope that they will show us another magnificent battle during the main contest!

Tippi : Hehe, that was child's play!

Ruise : Let's do our best in the next battle too oniichan.

Announcer : Now the preliminary battle for group B will be held shortly. Everyone, please wait for a while.

(once you're back in the waiting room)

Soldier : Congratulations on winning the preliminary contest! The other group will be having it now, so go rest while waiting for the main contest.

(if you talk to Xenos he just congratulates you on winning the preliminary contest and repeats what he said last time. Rest and come back to speak to the guard in the waiting room)

Soldier : Ah, it's your turn to go right now. Do your best so you won't have anything to regret. Are you ready?

- 1) Yes
- 2) No

(1)

Soldier : Give it your best shot!

(main contest - first bout)

(speaking to the soldiers in the arena)

Soldiers : The first fight of the main contest is a 4-way battle royale. So in short, the last team standing will be qualified to fight the second bout. Do your best. You guys go that way. Wait here until the fight begins.

Announcer : Contestants for the first bout of the D-group are now ready. Let the battle begins!

Main contest - first bout

Winning condition : Defeat all enemies
Losing condition : Carmaine and Ruise die

Enemies : 3 pairs of fighters (lvl.10,11&12)

(Quite easy too. As usual the only challenge is to kill everyone yourself^^)

Thief : Hey, who should we attack? Since it's a battle royale we don't need to fight up front so just waiting till the end is okay right?

Partner : Isn't it obvious? We'll first go smash the weaklings!

Thief : Hehehe...that's right. Then first let's go beat those kids.

Partner : Yup, let's go!

(as the fight unfolds there can be different dialogues according to what's happening, the last team standing will probably be the one with the archer, both of them are strong against magic though so don't bother too much with spells on them.)

(once everyone's dead)

Announcer : It's over! The winner of the first bout for the D group is...the siblings from Rosaria! Once again they show us awesome teamwork! Their next battle sure looks promising!

Tippi : Yup, that's the spirit! Keep it up for the second bout!

Announcer : Now the first bout of the main contest for group E will be held shortly. Everyone, please wait for a while.

(as usual rest and return to your waiting room. If you speak to Wallace he just praises you and tell you to keep going and Xenos basically says the same thing "You won again? You're pretty good".)

(speaking to the soldier in the arena)

soldier : For the second bout it will be a team vs. team battle. So just beating the two people of the opposite team will do. But your opponents will be tougher than all the others you've faced so far. Don't let your guard down. Well, you guys go that way.

Announcer : Now, both teams are ready. The contestants are the toughest of the participants that have entered. This will be an interesting battle! Second bout of the main contest, group F, battle...start!

Main contest - second bout

Winning condition : Defeat all enemies
Losing condition : Carmaine and Ruise die

Enemies : Archer (lvl.13)
 Heavy soldier (lvl.12)

(Pathetic battle. Simply pummel them with spells while they move towards you. They'll be dead before they can attack even once --)

Announcer : The fight's over! To our surprise the winners are the siblings from Rosaria! They've earned their entry in the semi-finals!

(Nothing else to do except resting and coming back for the next fight. Wallace and Xenos keep spouting the same lines)

(soldier in the arena)

Soldier : Finally it's the semi-finals. Come, this way.

Announcer : Now, both teams are ready. In the blue corner are two fighters from Medis village. The swordsman is Nick and it's his first time in Granshill. In the red corner are the siblings from Rosaria. As siblings they displayed incredible coordination that let them get this far in the competition. Only one of these teams will make it to the finals! Now, what kind of battle will they put on? Semi-finals, group A, battle...start!

Semi-finals

Winning condition : Defeat all enemies
Losing condition : Carmaine and Ruise die

Enemies : Nick (lvl.16)
 Partner (lvl.12)

(basically the same battle as the previous one, but they're faster and tougher)

Announcer : The fight's over! To our surprise the winners are the siblings from Rosaria! They earned their entry in the semi-finals! That was incredible, they've defeated Nick and will now participate in the finals!

(speaking to Wallace and Xenos)

Wallace : At last it's the finals. Do your best, remember this is in order to go to Comsprings.

Xenos : Finally time for the finals. If I win this battle, I will be your next opponent. From now on, let's stop being friends. if you hesitate in a fight, you'll lose.

(entering the arena)

The finals will now begin! Contestants enter!

Xenos : ...

Ruise : Ah, it's Xenos-san!

Tippi : Yup, so he really made it. ...but don't you think his expression is strange?

Xenos : Don't worry about that. Come at me with your full strength!

Finals

Winning condition : Defeat all enemies

Losing condition : Carmaine and Ruise die

Enemies : Xenos (lvl.18)

Partner (lvl.14)

(his partner can heal so get rid of him first. Rust on Xenos and Protect on Carmaine will make this fight much easier. Of course don't let Ruise get into the fray since Xenos can nearly kill her in two hits. As usual pummel them with spells while they come towards you since they're really slow. Also note that Xenos can counter.

(partner eliminated)

Xenos : Tch! ..as expected they're strong...but I can't afford to lose now!

(Xenos defeated)

Xenos : Guh! As I thought in this state...it's impossible...

Announcer : This is it! The battle's over!

Tippi : We did it! We're the champions!

Ruise : We did it, oniichan!

Announcer : The champions will receive a entry ticket for the town of Comsprings in the Burnstein kingdom from his Highness Richard!

(speaking to Richard)

Richard : Congratulations. I thought you'd be the champions of this competition.

Tippi : Eh?

Richard : Go to the hot springs to wash away the fatigue of the battle. Comsprings is a nice place. (received ticket) The town is just east of the magic academy. You will need to ask the chancellor for permission to go through the checkpoint. Feel free to ask him anytime.

(on your way back)

Ruise : Say...oniichan.

Tippi : My, what's wrong Ruise-chan. You look so serious all of a sudden...

Ruise : Just now, that person, the prince of the Burnstein kingdom....don't you remember seeing him somewhere else?

- 1) I've got that feeling too
- 2) I don't remember
- 3) I don't remember men's faces
- 4) I do remember

(1)

Ruise : It's true isn't it! Then could it be...

- (a) Ariost
- (b) Eliotte
- (c) Julian

(a)

Ruise : Eh?

Tippi : Are you stupid or something? Just what part of him looks like Ariost-san?

Ruise : The one I was thinking about was Eliotte-kun!

(b)

Ruise : You think so too, don't you? So it's really true then...

(c)

Ruise : Eh?

Tippi : Are you stupid or what? Why did you say Julian?

Ruise : The one I was thinking about was Eliotte-kun!

(2)

Tippi : Hey you...could it be you're so damn lazy you don't even think?

Ruise : The one I was thinking about was Eliotte-kun!

(3)

Tippi : ...this is so like you.....

Ruise : The one I was thinking about was Eliotte-kun!

(4)

Ruise : You do? Then it's really...

- (a) Ariost
- (b) Eliotte
- (c) Julian

a)

Ruise : Eh?

Tippi : Are you stupid or something? Just what part of him looks like Ariost-san?

Ruise : The one I was thinking about was Eliotte-kun!

(b)

Ruise : You think so too, don't you? So it's really true then...

(c)

Ruise : Eh?

Tippi : Are you stupid or what? Why did you say Julian?

Ruise : The one I was thinking about was Eliotte-kun!

Tippi : But how could that be? That would mean that Eliotte and the prince are the same person?

Ruise : Hmmm, perhaps he didn't want us to know...?

(further on the way back)

Soldier : Ah, I forgot to tell you something. There will be an exhibition match at the end so come back once you're ready.

Tippi : Eguzibision...what?

Soldier : It's a fight between the champion of the expert group and the champions of the beginner group.

Ruise : Eeh? But the champion of the expert group must be incredibly strong...

Soldier : Yeah well, you probably won't win...but it's alright. It's an exhibition match after all. This is more like entertainment, an opportunity to let the audience see just how strong the champion of the expert group is. But it can be a good chance for you as well to compare your strength to a strong person like the champion.

(talking to Wallace)

Wallace : You did it! It was a magnificent battle! Now you'll only have to take part in the exhibition match. By the way, Xenos was acting sort of weird today, wasn't he...?

(soldier in the waiting room)

Soldier : The exhibition match is about to begin. The outcome isn't important, the main point of it is to show the strength of the expert group champion. So don't feel bad about losing.

Tippi : That's right. We already have the permission to go to Comsprings anyway.

Ruise : Yes. Even if we lose it doesn't matter.

Soldier : Hahaha. Well it's quite obvious that you'll lose so even if you're going with that kind of spirit it doesn't matter. Well then, get going now!

(entering the arena)

Announcer : Here comes the champion team of the beginner group! And now the champion of the expert group!

Tippi : Eh? This person...

Julian : It's been a while.

Ruise : Julian-san! You're the champion then? Congratulations!

Julian : Ah, thank you. Congratulations on your victory as well.

Tippi : Hey, hey, go easy on us ok?

Julian : That won't be possible. Even as an exhibition match, we must not hold back.

Ruise : Oh no....

Announcer : Then, the exhibition match will now begin! Contestants, are you ready? Battle, start!

Exhibition match

Winning condition : Defeat Julian

Losing condition : Carmaine and Ruise die

Enemies : Julian (lvl.32)

(As you'll find out quickly you're supposed to lose this battle. Well it's quite possible to win but you gain next to nothing for doing so. Julian don't take damage from physical attacks and can counter so rely on magic to deal damage. Having Weakness will help of course but the spell often fails on him. Same goes for Rust so don't waste too much MP trying to make it work on him. If you did the character creation part correctly Carmaine is much better at magic than Ruise. So he should be casting thunder repeatedly at Julian. Use Ruise's MP to heal and to support with status spells. Make her cast Thunder when there's nothing else to do. Since Julian targets Carmaine at first you should defend his blow and then charge up a thunder spell. You'll have exactly the time to cast one spell between each of his attacks so once the spell is ready go back to defending, wait for his blow and then charge up another spell. Keep at it and he should go down if you're either above level 15 or if weakness worked on him. Otherwise you will run out of MP before. Julian can use the second blow attack skill and can also stun your characters if he got lucky. If he does so you're probably screwed so just let him beat you to end the battle. Same thing if he starts to keep healing since you won't have enough MP left to finish him then.)

(upon attacking you)

Julian : This is the first time we've crossed swords, isn't it? Here I come!

(upon attacking him)

Julian : Let me see just how strong you are!

Tippi : You're going to remember this! Goooo!

(Ruise defeated)

Ruise : Gyaah! As I thought...it was impossible...

Tippi : He's really strong...

(Carmaine defeated)

Carmaine : !!

Tippi : Ah, he lost..!

Announcer : That's enough! Victor : Julian!

Julian : Are you alright?

Ruise : Yes, somehow.

Julian : I didn't remember that you were just beginners in this competition. Forgive me.

- 1) Tell him not to worry about that
- 2) This was a good experience
- 3) You went way overboard!

(1)

Tippi : That's right. After all it's the rules of a battle.

Julian : Anyway, I apologize.

(2)

Tippi : Yup, we don't often have the chance to fight someone strong like you.

Ruise : And thanks to that, we've come to understand the limits of our own strength.

Julian : As always you're so positive....

(3)

Tippi : Hmm, I wish you'd have been a bit gentler with us...

Julian : ...since it was you guys, I thought you'd be okay but...anyway, I apologize.

Announcer : With this, the tournament for this year is now over! Look forward to the next competition! Until next time!

(talking to Julian)

Julian : It's been a while since we last met. How about talking a bit once we're outside? I'll be waiting at the coliseum entrance.

(talking to Wallace on your way out)

Wallace : Oh, that's right, Julian told me that he'll be waiting outside earlier.

(upon meeting Julian outside)

Julian : Hey.

Wallace : Congratulations Julian. Though my eyes don't work that well, I still enjoyed your fights plenty. I didn't see any doubt in the way you were wielding your sword.

Julian : Thanks. I owe it to you guys.

Ruise : How about we go to the city instead of talking here?

Tippi : You bet!

(Julian joins as a NPC. Just go back to town for the following event)

Wallace : Feel free to continue with what you were saying. I'm going on ahead. I'll be waiting at the town entrance. (he leaves)

Julian : He really pays attention to the feelings of people around him, doesn't he? Thank him on my behalf later.

Tippi : By the way Julian, is it true that you've cast your doubts aside?

Julian : Yes. Before I was practicing fencing in order to get praised by my father but not now. Becoming an Imperial knight will make me famous, but more importantly it will allow me to protect the future of my country and its citizens.

- 1) Tell him to persevere in his efforts
- 2) With your skills it's as good as done already
- 3) Don't say anything

(1)

Ruise : That's right. Even though there might be many hardships...

Julian : Yes. This is what I intend to do, now, more than ever.

(2)

Tippi : Yup. After all you're the tournament champion aren't you?

Julian : It's not that simple. To become a Imperial knight you must achieve excellence in many areas. Just polishing fencing skills isn't enough.

(3)

Julian : ...I'm serious you know, this isn't a joke...

Ruise : Do your best, Julian-san!

Tippi : I'll be rooting for you too!

Julian : Thanks. by the way, first prize was a trip to Comsprings wasn't it?

Tippi : That's right! Ah, could it be...you want to tag along?

Julian : Ah no, that wasn't what I had in mind. Besides, I'm a citizen of the Burnstein kingdom so I can go whenever I want.

Tippi : Bleah! And I hoped you'd be a little bit jealous at least....

Julian : Haha, well in any case have fun. I will be going now. I hope we'll meet again.

Tippi : Yeah, same here.

Ruise : Ah, could you please wait a second?

Julian : What is it?

(talking to Ruise)

Ruise : Say, oniichan could you buy something for me please?

Tippi : And here I was wondering what you had in mind and it turns out to be shopping.....

Ruise : Hey, you're misunderstanding me. There's a meaning to this.

Tippi : Yeah? Well, what is it that you want?

Ruise : This! A "Promise pendant"!

Julian : Promise pendant?

Ruise : You have to make a pledge when you put it on. Then once you've fulfilled your pledge, it will grant you a wish! It's become really popular among the girls at the academy lately!

Julian : Sounds interesting. (to the clerk) Excuse me, I'll be taking one...no two of these.

Tippi : Hold on, Julian!

Julian : I got money as a prize from the tournament. Think of it as a reward for your victory. (Ruise got a promise pendant)

Ruise : Thank you, Julian-san! Say, what will be you be swearing?

Julian : I swear on this pendant that I will become a knight.

Ruise : And, what is your wish?

Julian : To be able to meet with everyone again...that's my wish.

Tippi : What an underwhelming wish...

Julian : What will you be swearing?

Ruise : HMMMMMM....ah I know! I swear to move oniichan's heart!

Tippi (sweatdrop) :hey, you know...nah never mind...

Ruise : That's because...I've never seen oniichan cry you know? And he's always calling me a crybaby....

Julian : Hahaha....well isn't that nice? And, what's your wish?

Ruise : Hmm, well "that everyone will be able to become happy" or something like that?

Julian : Well this time it's a pretty big wish...

Ruise : Ah, do you think it's weird?

Tippi : Hey you. Hurry up and cry now. That way everyone will bask in happiness.

- 1) Cry
- 2) Laugh
- 3) Appear worried
- 4) Swear to never cry!

(1)

Ruise : Ah, stop! If it's not because of me then it's meaningless!

Tippi : Crap!

(2)

Tippi : What're you laughing about!

(3)

Tippi : Ah, forget what I just said. But in any case, I'll be siding with Ruise-chan on this, alright?

(4)

Tippi : You're so mean, you know that?!

Ruise : I will definitely move oniichan's heart! You'll see!

Julian : I guess this has turned out to be something quite big. She's serious about this, so pay attention. Well, it's really time for me to go back. I will be giving it my all so that next time we meet, I'll be a knight.

Tippi : Yeah, if you become a knight, that pendant will bring you strength!

Ruise : Good luck, Julian-san!

Julian : You too, take care.

Ruise : Well we should be going too, oniichan. Wallace-san is waiting for us.

(talking to Wallace on the next screen)

Tippi : Sorry for the wait!

Wallace : Yo, are you done talking?

Ruise : Yup!

Wallace : Well, let's get ready to go to Comsprings and hear more about the Featherians.

(now you'll need to go to the academy and visit the chancellor once more. You can visit Xenos' house since you're in Granshill but you'll notice nobody's home, not even Karen)

=====
===== Magic academy =====

(once you take a few steps in you'll encounter Misha who says exactly the same thing as before. The only difference is that this time it will be possible to recruit her^^)

=====
Magic academy 7th floor
=====

(talking to the chancellor's secretary)

CS : What could be your business here?

Ruise : Since we won in the tournament we would like to get permission to enter Comsprings.

CS : Certainly. Please go inside.

(entering the room)

Ruise : Excuse the intrusion!

(talking to Maxwell)

Maxwell : Oh you're here. I didn't think you'd be the ones to win the tournament. Here's the entry permit. (received the third permit already)

Ruise : Well then, we'll be going.

(upon leaving the room)

Maxwell : Ah, that's right. I forgot to tell you something. Once you're back return that entry permit to me. You won't need it any more to enter Comsprings.

Tippi : How stingy...

Ruise : It's alright Tippi. After all, it's not that much trouble.

Maxwell : Well then, don't forget about it.

=====
Magic academy 1st floor
=====

(in the entry hall)

Voice : Wait!!

Ruise : Misha!

Misha : You're going to the hot springs?

Ruise : How did you know?

Misha : I heard that you won the tournament!

Tippi : Heh, seems the news is spreading quickly.

Misha : That's because it has to do with oniisama!

Tippi : Ha...haha....

Misha : Well, is it okay for me to come along?

Tippi : What?

Misha : I heard you can bring up to five people.

Tippi : You're kidding?! Hey, let me see the ticket! Ah, that's true.
Up to five people.

Misha : I heard it from grandpa.

Tippi : Who is this grandpa guy?

Ruise : Ah, she's referring to the chancellor, Maxwell. He's known Misha since she was little.

Misha : Say, it's OK, isn't it? Bring me along!

Ruise : What should we do, oniichan?

- 1) Let Misha do as she pleases
- 2) Turn her down
- 3) It'd be my pleasure to go with you

(1)

Misha : Yes! Oniisama, I love you!

(2)

Misha : Don't say that!

Ruise : Oniichan, I'm asking you as well. Let her go with us. If I'm the only girl going, it's a bit...

Tippi : That's right, the springs are gender-separated? Then it'll be more fun for Ruise-chan if she's there...

Wallace : For your little sister's sake let her come along. Besides, it will make the trip more lively.

Tippi : See? Everyone agrees. You can't say no alone!

Misha : Thanks everyone!

(3)

Misha : Yes! Oniisama, I love you!

Ruise : I'm so glad, Misha!

Misha : Yup! (she joins party)

(now head to Comsprings. Head east after exiting the magic academy)

(on the way to Comsprings)

Ruise : Ah...say oniichan we can bring 5 people, right?

Misha : That's right.

Ruise : Then how about asking Ariost-san to come along?

Tippi : Ariost-san, eh...

Ruise : He'll surely be able to help when we talk about the Featherians...

Wallace : Indeed. Let's go back and ask him.

(now you'll have to return to Bronyu village and ask Ariost)

=====
Bronyu village
=====

(entering Ariost's house)

Ruise : Excuse the intrusion.

Ariost : Hey. Welcome. What brings you here?

Ruise : Ariost-san, are you free right now?

Ariost : Yes.

Tippi : Then let's go to Comsprings!

Ariost : How do you plan on getting there. That's Burnstein territory.

Wallace : Don't worry about that. They won the tournament.

Ariost : You're the champions? That's a surprise...

Ruise : First prize was a trip to Comsprings! Won't you go with us?

Ariost : Thanks! I'm really grateful! (he joins the party too)

(Now return towards the east of the magic academy and keep going. You'll meet a couple of soldiers blocking the path. Show them the permit you just got)

(upon seeing the permit)

Soldier : Hmm, this looks like a valid entry permit for Comsprings...oh I see, so you're this year's tournament champions. Hmm, you're built quite a bit smaller than I thought the champions would be though. Please go and enjoy the hot springs.

=====
Comsprings
=====

(going towards the east part of the town)

Shop clerk : A trip to Comsprings is all about the hot springs! Young man, how about giving it a try? It will soothe both your body and mind!

(Though you can ignore it and keep on going, this event will let you see the guys of your team half-naked thus providing very much needed canon material for your naughty yaoi fanart and stuff. So it's a must see obviously and anyway it won't be available anymore once you progress further in the story)

(entering the shop next to the clerk and speak to the woman at the counter)

Shop clerk : Welcome. Will you be staying this night?

- 1) Show the prize ticket
- 2) Don't say anything and simply rest for the night (you'll simply sleep like in a regular inn)

(1)

SC : Ah, you're the champions from the tournament, aren't you? Your rooms are already prepared, do you want to rest now?

- 1) Go to sleep already (same as above)
- 2) I want to go to the springs
- 3) Never mind (talking stops and you can restart it later)

(2)

SC : Then please go and enjoy your bath.

Ruise : Well oniichan, see you later.

Misha : Aah, oniisama. We'll be parted for a little while.

Tippi : Later!

Wallace : Well, let's go into our bath too.

Ariost : Yes, let's go. I've heard a lot about those springs and their efficiency in washing away fatigue.

(while bathing)

Wallace (sighing) :this feels so good.

Ariost : ...you can say that again....

Wallace : But on to more important matters. How do you think we'll get the Featherians to understand?

Ariost : Hm, that's right...honestly speaking I wonder what could...

Ruise : Stop that already Tippi. You mustn't dive in like that....

Tippi : Geez, is that how you're going to be then...take that!

Ruise : Kyyaah! Stop it!

Misha : Looks fun. I'm joining in! Take this!

Ruise : Really, stop! Please stop it! (starts crying)

Ariost : On that side there's the girls' bath right?

Wallace : That's right. Since I can't see though, this has nothing to do with me.

- 1) Go and peep in the girls' side
- 2) Quietly stay in your bath

(1)

Ariost : Hey, where are you going? Could it be that you intend to peep in the girl's bath? Have you no shame?

Wallace : These kinds of things are pretty harmless I'd say. If you're not afraid of what'll happen if you're caught, then go.

Ariost : Wallace-san?

Wallace : Bah, do think about it before deciding though.

- a) I can't ignore my little sister when she's crying!
- b) This is truly a man's dream!
- c) Real men don't peep!

(a)

Ariost : I see. Indeed, it's a normal behaviour as an older brother I guess. But I can't let you go alone or you might overreact. I'm going too. Especially since Misha-kun is also there...

Wallace : Stop talking and get moving now!

(b)

Ariost : ...there's no helping it I guess. I'll go with you. But let me make this clear : though I'm going I don't have anything shameful in mind. I'm simply going to keep you from doing anything too rash.

Wallace : Stop talking and get moving now!

===== Mysterious tunnel =====

Ariost : ...it's totally dark in there...but just a little further and we'll reach the girl's bath...

- 1) Tell him he sure sounds happy
- 2) Ask him if something's wrong

(1)

Ariost : How rude! I'm simply here as your supervisor! How dare you make such scandalous accusations!

- a) Point out to him that he's walking one step ahead of you
- b) Don't reply

(a)

Ariost : Ah..th-that's..well..it's a precaution to prevent you from doing anything weird!

(b)

Ariost : Good, let's keep going...

(2)

Ariost : n-no...it's nothing...

Ariost : But to think that there'd be such a narrow tunnel to get to the girls'side...I guess everyone has the same thing in mind...

Ruise : Misha, you have such a nice bust!

Misha : That's not true! Look, Ruise-chan, even you have...eh...hahaha... just forget what I said!

Ruise : Uuuh.....why is it only me that...

Ariost : Hmm...so Misha has...hmm I see...hey, why are you stopping? We need to go on further! ...just a bit more...just a tiny little bit more and....

Tippi : Well how about going back now?

Ruise : Alright, let's go.

Misha : Oniisama and the others must be waiting for us.

Ariost : Noooo....

Ariost : Let's go back.

(c)

Ariost : Y-yes. It's the best thing to do right?

Wallace : ...Ariost. How come you sound so disappointed?

Ariost : T-that's not it! You're just imagining things! I-I'm not like that really...

Misha : Well then let's go back.

Ruise : Okay.

Tippi : What, leaving already? How boring...we could have stayed a bit longer...

(2)

Ariost : Y-yes. It's the best thing to do right?

Wallace : ...Ariost. How come you sound so disappointed?

Ariost : T-that's not it! You're just imagining things! I-I'm not like that really...

Misha : Well then let's go back.

Ruise : Okay.

Tippi : What, leaving already? How boring...we could have stayed a bit longer...

(once back in the inn if you tried to peep)

Misha : Oh? What's wrong Ariost-sempai? Somehow you look tired?

Ariost : Aah, well...the water was a bit too hot I guess...

Misha : Ehh, Ariost-sempai, you must have stayed in the bath too long.

Tippi : Ahaha. I'd say he's disappointed because he didn't get to peep in the girls' bath!

Ruise : Geez, Tippi. Ariost-san wouldn't do something like that to begin with!

Ariost (red-faced) : ...

(Now exit the inn and go right. You'll reach a screen with a red house and some stairs leading south. Knock on the red house door for another one of those necessary optional events.)

(After knocking)

Tippi : Excuse us! Is anybody there?

Man with a red knight uniform : What is it?

Ruise : Ahem, is Danny Greys here?

Man : No. I am Ernest Lyell.

Ruise : Ah, I'm so sorry.

Man with a blue knight uniform : What is it Ernest? A summons?

Ernest Lyell : It's nothing. Seems like they got the wrong house.

Man : I see. Well, never mind. It's good timing. I'll be going.

Ernest Lyell : Yes, see you later.

Ruise : I'm sorry, it looks like we interrupted you....

Man : No, I was about to leave so it doesn't matter.
I'll be coming again Ernest.

Ernest Lyell : You're welcome anytime.

Ernest Lyell : Well then, Danny Greys you said? In that case, it's that house downstairs.

Ruise : We're really sorry Lyell-san.

Ernest Lyell : It's no problem.

(now get to the house Lyell pointed out)

(After knocking)

Tippi : Excuse us! Is anyone there?

Man : What is it?

Ruise : Ahem, is Danny Greys here?

Man : Yes that would be me. What business do you have here?

Ruise : Actually we learned that you've been investigating the Featherians and we were thinking about asking you a few questions about that....

Man : Hoho, so you're interested in my research work? What an admirable inclination for young people like yourselves. Come, we'll talk inside.

(going inside)

Tippi : Sorry for the intrusion~!

(talking to him)

Danny Greys : Well then, what do you want to know?

Ariost : The main thing we want to hear about is their ideology, their way of thinking.

Danny Greys : Their ideology huh....this is the hardest part to understand.

Ruise : We've read your book. You wrote that they're a very rational tribe.

Danny Greys : Ah, this is what I had noticed back then when I wrote that book. However I understand them a bit more now.

Tippi : Great!

Ariost : Then, if it doesn't bother you, could you tell us more about it?

Danny Greys : Alright. But first I must explain the dreadful things we humans did to them.

Wallace : Dreadful things?

Danny Greys : Yes. Do you think they've always lived on that floating island? Of course not. Long ago, they lived on the surface. We humans were the ones who left them with no other place to live.

Ariost : The humans....did such a terrible thing...

Danny Greys : The people have now forgotten this but we humans, along with the Featherians, both originated from another world. But as our home world was facing destruction, humans and Featherians joined strengths and moved to this world.

Ruise : They joined strengths?

Danny Greys : Exactly. The Featherians with their superior technology. The humans with their powerful magical powers. By using those two powers, we were able to connect to a different dimension and come to this world.

Ariost : How come they stopped cooperating afterwards?

Danny Greys : As you know, there's almost no Growshu on this world. Humans who had always depended upon their magic until then, were suddenly deprived of it. They had to turn to the Featherians and their technology for help. However, with the emergence of Growsians, mankind regained their magical powers and they turned them into a weapon to revolt against the Featherians. Thus began the struggle for domination between humans and Featherians. Even though it was only a fraction of mankind who revolted, in the eyes of the Featherians the humans had repaid kindness with bloodshed.

Tippi : If they did such a thing, it's no wonder they hate humans!

Danny Greys : Although there may be more to it, I think it's indeed the decisive factor. As I wrote in my book before, they are a really logical tribe. And they give a large importance to the will of the whole. For instance if the majority is heading west, those who wanted to go east stay silent and head west too. Nobody would violate the law and stand out alone. In front of the group's will, individual wills have no importance. To be that extreme in that regard, you could say their characters are very dry.

Wallace : Indeed, it really gives that feeling.

Danny Greys : It's easy to understand that people with that way of thinking always looked down on humans who were living life based on their own personal convenience. Besides, since their whole people acted as one, their objectives was always well defined and they could carry things through to the end when researching a technology for instance. Perhaps this is why they have such advanced knowledge and technology now. Look at the things they developed. Not one of them is useless.

Misha : Living without frivolity, that sounds so boring though.

Danny Greys : No, that can't be said. For example, they love singing. But you can't say songs are necessary in order to live right? Well this might be as they say it themselves "for the sake of a rich mind".

Ariost : I see. Well then, are there any aspects in which humans surpass them?

Danny Greys : This is a difficult question. Compared to them, humans give much more importance to the individual ego. But when you think about it, this might be the humans' strong point.

Misha : Our ego...is our strong point? How?

Danny Greys : Their most important principle is to act according to logic. Let's take an example and consider a wounded person that has only one week left to live. The cure for the wound exists but you need ten days to go fetch it and

come back. What would you do?

- 1) Give up
- 2) Don't give up and go fetch the cure
- 3) Look for another way

(1)

Ruise : Is that so Oniichan? You're going to give up on mother?

Tippi (slightly pissed) : That's true. And the reason we came all the way here is because we're giving up, right?

(2)

Wallace : Exactly. If you give up you'll never accomplish anything.

(3)

Ariost : That's true. I would think about finding another way.

Danny Greys : And that's how it is. Even though they know it's hopeless, humans can stand up and face adversity. It's a bit different from ego but it's about trusting oneself and doing everything one can.

Misha : So in short Featherians don't make hopeless efforts.

Danny Greys : I do not know which way is the best but I think that, in order to live without regrets, the human's way to struggle until the end is good.

Ariost : That was most interesting. Thank you very much.

Danny Greys : You're welcome. I enjoyed speaking with people who have an interest in the Featherians like I do. If you wish to, come again.

Ruise : Thank you very much!

(after leaving his house)

Wallace : This was quite enlightening.

Ruise : But how are we going to give them their proof?

Ariost : ...this is difficult indeed.

(now let's head back to the academy. You'll get the next event soon after entering)

=====
Academy campus
=====

Misha : Aah, that was fun! Where will we be going next?

Ruise : Ermm, Misha...you know....

Ariost : Hold on!

Tippi : What is it Ariost-san?

Ariost : Keep quiet for a second....

Ariost :this...

Wallace : Singing...?

Tippi : Huh? Do you hear something?

Ariost : ...there is no mistaking it! (he runs towards the academy)

Tippi : Ariost-san! Say Wallace-san, what did you hear?

Wallace : Someone's singing. Can't you hear it?

Misha : Wallace-san sure has good hearing.

Ruise : In any case let's go look into this.

(head a little north and you'll meet up with Ariost)

Bard (singing poorly): ...the humming of the birds.....the murmur of the breeze....the gentle light of the moon.....

Ariost : Excuse me! That song...

Bard : Wh-what is it? Please don't interrupt when I'm singing.

Ariost : Where did you learn that song?

Bard : That song? I heard it when I was camping north of here, in Rashell, a health resort. It was was such a beautiful song so I remembered it right away.

Ariost : Rashell you said? Thank you very much!

Ruise : What happened? You left so suddenly...

Wallace : What's the matter with that song?

Ariost : I have but a faint memory of it but I remember hearing that song when I was a child. My mother was singing it.

Tippi : Then it's a Featherian song?

Arisot : Yes.

(well now as you guessed it's time to head to Rashell. Before that though go talk to Maxwell's secretary to give back the entry permit for Comsprings. You can just teleport there anyway so you don't need it. To get to Rashell just go north of Bronyu, the path who was previously blocked is now cleared. You'll reach several crossroads on the way. The first path to the east lead to the Growsian ruins. On the second crossroad the west path lead to Medis village Keep going straight to reach Rashell)

(if you go to the ruins first)

Ariost : Those are the Growsian ruins.

Wallace : ...hm, it's weak but I can hear singing. The voice sounds sad and sorrowful.

(if you go to Medis first)

Wallace : Hm? Aren't we missing a person?

Ruise : Huh? ...Misha's not here... She was a here a second ago though....

Tippi : Bah, she's probably goofing off somewhere. She's definitely somewhere in the village so she'll come back eventually.

(leaving Medis)

Misha : Ah! Wait!! Wait!!

Tippi : Where the heck have you been!?

Misha : That's a secret!

(getting into Rashell at last)

===== Rashell =====

Misha : If I'm not mistaken....there is a flower garden on the other side....

Tippi : Hey! You, Misha! Where are you going!?

Ruise : Geez, that Misha...

Tippi : Ruise-chan, do you know where she went to?

Ruise : I heard there is a beautiful flower garden here. She's probably there.

Wallace : Well, we can go look for her later.

(There two things to do in Rashell. Talk to Misha in the flower garden and to Karen in the health resort. You can do them in any order but it makes more sense to go to the health resort first so let's head there. Take the path leading east after entering the town to reach it. Spot Karen inside and talk to her)

Karen : Ah, you're...

Tippi : Karen-san! So you were here!

Karen : It's been a while.

Woman next to her : Who are those people Karen-san?

Karen : They're acquaintances of mine.

Ruise : You're the one who's been looking after Karen-san? Thank you very much!

Aileen : Oh you're welcome. This is my job anyway. Well then Karen-san, don't push yourself too much now if you want to get better soon.

(she leaves the room)

Karen : She's a nice woman. And also a Growsian.

Tippi : Eh? Then she's just like Ruise-chan.

Karen : Ruise-chan, you're a Growsian too?

Ruise : y-yes...

Karen : Then in light of your Growsian status, let me give you my regards again. I've only heard of it until now so I thought they'd be more peculiar-looking people. But Aileen-san and Ruise-chan don't look different from normal people.

Ariost : Why of course. Aside from the fact they hold superior magical powers compared to others, they're not different in any other way.

Karen : I see. But more importantly, why did you all come here? Don't tell me you've been looking for me?

Wallace : Actually we've been told that a mysterious singing can be heard in the vicinity.

Tippi : Karen-san do you know about it?

Karen : Yes, I've heard it too. It seems to be brought by the wind from the south. It's very beautiful singing.

Ruise : It's coming from the south then.

(now exit her room and go visit the one just on the right. There is a little girl inside. Get close to her and select the flowers in your inventory to give some to her. Pick the first choice to make her accept. This is part of an optional event. You'll have to come back and give her flowers again later. Afterwards exit the resort and head south, Ariost will start sighing)

Ariost : ...hmm. Ruise-kun, I'd like to ask a favor from you if you don't mind?

Ruise : Eh? Ah, yes...

Ariost : The song that can be heard from the forest south of here is mother's...I'd like to go to Featherland right away if you don't mind.

Ruise : hmm...well...is that okay oniichan?

1) Yes

2) No

(1)

Tippi : Of course!

(2)

Tippi : WHY! Aren't you trying to get a cure for master too? Go already!

Ruise : Sorry oniichan. I can't refuse that to Ariost-san!

Wallace : Feelings for one's mother are something universal. Let's all go together.

Ruise : Then let me know when you're ready to go oniichan.

(well no preparations are needed except for the fact that Tippi won't let you go unless you get back Misha. So head to the town's entrance and go north from here, you'll reach a flower garden with Misha inside. Talk to her)

Tippi : Hey, Misha!!

Misha : Eh? Ah, oniisama. Are you done talking already?

Tippi : Geez, what were you doing here?

Misha : I was thinking about giving this to oniisama!

Ruise : Ah, what a beautiful wreath!

Misha : Oniisama, please accept it!

1) Accept gladly

2) Respond coldly

3) Compliment her on arranging the flowers beautifully

(1)

Misha : Then by all means take it!

(received flower wreath!)

Misha : I'll put it on your head oniisama!

(Tippi kicks her)

Tippi : Graaar! There's no time to fool around! Hurry up and let's get going already!

Misha : Tippi-chan is so boring....

(2)

Misha : ...and I went through all that effort to make it...

Tippi : Hey you, even if you don't want it, can't you praise her a little! Even if it's just a poorly made flower wreath.

Misha : Argh...Tippi-chan...you're so cruel...

(3)

Misha : Hehehe...is that so?

Tippi : Hey you, aren't you at least a little bit embarrassed after saying stuff like this...?

Ruise : But Misha, you sure know this place well.

Misha : Hehehe, I came here with grandpa before. That how I learned there was a flower garden here. I'd been living in Medis village. Then I remembered this place when we got here...

Tippi : You seem to have a special spot in your memory for this place...

Misha : That's right. It happened during my childhood. I was sad because my parents passed away and grandpa would come and bring me flowers.

Ruise : Eh, so that's what happened.

Misha : At that time, I really felt humanity's warmth and kindness. That's why the place I like best in my hometown is the flower garden.

Tippi : But you know, that Chancellor giving flowers? I just can't picture him doing that at all...

Misha : The flowers he gave me at that time were wheel lilies. Tons of them bloom here. By the way oniisama! Do you know what wheel lilies symbolize in the language of flowers?

Tippi : Wheel lilies...do you know that?

- 1) I'm waiting for you
- 2) Love of the rainbow colors
- 3) Eternity
- 4) Talented person

(1)

Misha : Too bad! The correct answer was : Talented person.

Tippi : Eh, so that's the meaning...well of course in your case "incompetent" would suit you much better.

Misha : That's mean! Oniisama! Tippi-chan is bullying me!

(2)

Misha : Too bad! The correct answer was : Talented person.

Tippi : Eh, so that's the meaning...well of course in your case "incompetent" would suit you much better.

Misha : That's mean! Oniisama! Tippi-chan is bullying me!

(3)

Misha : Too bad! The correct answer was : Talented person.

Tippi : Eh, so that's the meaning...well of course in your case "incompetent" would suit you much better.

Misha : That's mean! Oniisama! Tippi-chan is bullying me!

(4)

Misha : Whoa, that's great! How did you know?

Tippi : Eh, so that's the meaning...well of course in your case "incompetent" would suit you much better.

Misha : That's mean! Oniisama! Tippi-chan is bullying me!

- 1) Hey, Misha isn't THAT bad
- 2) Tell her not to pay attention
- 3) Nod in agreement to Tippi's comment

(1)

Misha : Yeah yeah, I'm not that bad!

Tippi : He did say "THAT" right?

Misha : Tippi-chan....so cruel....

(2)

Misha : Yes, if you're the one saying that oniisama, then I don't mind!

Tippi : What a self-centered guy...

(3)

Misha : Uuhh...even oniisama....

Misha : Speaking of which, it's been years since I went back home. I've been wanting to see that flower garden again...it's nearly time for the flowers to bloom too. Oniisama, if you have time let's come back here together later! I'll show you around!

Tippi : Well first, try not to go off on your own next time right?

Misha : Hm? Did I do something like that?

Tippi : Geez, get a grip already.

(Misha joins back)

Wallace : Well then, let's depart.

=====
===== Featherland =====

Featherian 1 : What, it's you guys again. We don't have time to be dealing with you now. Hurry up and leave. If you didn't come here, this wouldn't have....

Ariost : What?

(a third Featherian interrupts them)

Featherian 3 : The assembly has made its decision. Forget about those guys!

Featherian 1 : Alright. (they all leave)

Tippi : What could this be about?

Ariost : I'd like to know too. Let's go see!

(take a few more steps towards the left)

Featherian 3 : Then I will announce the decision of the assembly. Since the level of damage is expected to be high, a rescue party won't be sent!

Featherian 2 : I thought as much...

Featherian 1 : There's no helping it I guess...

Featherian 2 : Yeah...

Featherian 1 : Well, let's return to our post.

(spotting your group)

Featherian 1 : What's with you people! Getting all the way in here like that!

Ariost : What was that conversation about?

Featherian 1 : Why state the obvious? Aren't you their comrades?

Wallace : Their comrades? Us?

Featherian 2 : Don't play dumb! A human magic user abducted our Queen!

Ruise : The Queen has been abducted?!

Featherian 1 : That's right.

Tippi : Then what will you do?

Fetherian : Then, you said?

Tippi : Aren't you going to rescue her?

Featherian 2 : Why?

Tippi : "Why?" you ask...!

Featherian 1: If we were to go down and rescue her, humans could use that opportunity to start another war. Then the number of casualties would become far greater. The Queen might a special person, but if rescuing her would cost many lives, then we won't do it.

Wallace: Is that the logical course of action for you?

Featherian 2 : That's right. It's true that the Queen has been doing her job efficiently. Replacing her won't be easy.

Ruise : Then why don't you go save her?

Featherian 2 : Haven't we told you already?! Even if it's not the exact same person, we can always replace the Queen. If we went to save her, lots of people would get involved with this. A single casualty is bad enough. More importantly, hurry up and leave now!

Ariost : Please wait! I'd would like to ask one last question please!

Featherian 2 : What is it?

Ariost : Where is my mother?

Featherian 1 : Your mother?

Ariost : Yes. Half of the blood that flows in my veins is the same as yours. If this is the last time I can be here, I'd like to meet my mother.

Featherian 2 : I see. So you're Gina's son.

Ariost : Please tell me! Mother is...

Featherian 1 : She violated our law and had a relationship with a human. Since she's still not willing to admit her fault she's been put into a meditation room for the past 20 years.

Ariost : Then she's alive? Please! Let me meet her!

Featherian 2 : We can't do that!

Ariost : That can't be!

Featherian 1 : Geez, such an obstinate person. Leave already!

(Well for now let's return to Rashell and buy the best equipment for your guys. It's probably too expensive though, so at least get a good weapon for Wallace and Carmaine. Head towards the inn, Tippi will tell you the mysterious voice coming from the forest south of the resort is probably the Featherian queen's voice. The little girl with the annoyed icon tell you that there was singing for roughly 2-3 days but it recently stopped. Time to head to those ruins you saw on the way to Rashell. Head south of town and take the first path leading east to reach them.)

=====
Growsian ruins
=====

Ariost : Those are the Growsian ruins.

Wallace : ...hm, it's weak but I can hear singing. The voice sounds sad and sorrowful.

Ariost : So it's indeed here. Good. Let's go inside.

Ruise : But how are we going to do that? Besides it must be dangerous inside, shouldn't we investigate first?

Misha : That's true. And isn't it the Chancellor who has the key? So how are we going to enter?

Ariost : That's if you're talking about that gate right here. I've heard that to conduct an inspection inside, the academy had forcibly created a hole in the facade. That opening won't reveal itself except to Growsians. Ruise-kun since you're a Growsian you'll be able to find it.

Misha : Then we're counting on you Ruise-chan!

Ruise : Eeh? Hm, but where is it?

Ariost : Well we'll have to look for it.

(inspecting the door will just tell you that you can't enter without the key. Go to the left of the wall and keep pushing O. You'll find the entrance soon enough)

(once you find it)

Tippi : Uwah! that surprised me!

Ariost : We did it! This is the entrance!

Misha : Ruise-chan, you're incredible!

Ruise : I didn't do anything though....

(inside)

Ariost : I heard that this building was three stories high but I don't know any other details about it. Let's proceed with caution.

(Explore around, those lights on the ground are actually switches. Get on the second floor and prepare for a battle. You'll see 4 switches on the ground. One is for letting you go back downstairs, another one is a chest, the third one will let you go upstairs and the last one will prompt you to a boss fight. The one triggering the boss fight was the one most to the left in my case but the order is decided randomly each time you load the game. If the boss appears don't bother attacking it. Hit those small spheres around it. Once the last sphere is destroyed the boss will drop dead immediatly. Careful though, if the boss does a critical hit on Ruise she's dead instantly so have her defend. Once you're on the last floor be sure to pick up all the chests first, they're those floating cubes. You can read some messages afterwards, they're hints for the next fight. Once you're done take a look at that strange door across the stairs)

(upon examining)

Text : You see five colored buttons, red, blue, yellow, green and white.

Tippi : Doesn't seem to open, huh?

Ariost : These seem to be keys for composing a code. There are 5 buttons correct? Decide of the 4 you'll press and in which order. Leave one out. If you press the four buttons in the correct order the door will open.

Misha : Impressive, Ariost-sempai!

Ruise : When it comes to this sort of mechanism, the academy people are the best in the world!

Wallace : Then let's try right away.

(pick first choice to try to press the switches, this will trigger an alarm)

Tippi : Eh!? What's that?!

Computer : Attempt to release the lock detected. If not successful during the allowed amount of time, this will be considered an intrusion and this floor will self destruct. Magic timer has been set.

Wallace : Hey, hurry up and release the lock!

Ariost : It's impossible to do it that fast!

Ruise : Then we'll get caught up in the explosion?

Tippi : Hey no way! I don't wanna die!

Ariost : Actually... I brought this with me...

Tippi : What, what is it?

Ariost : A device that can suspend the magic timer....

Wallace : Oh! If we use this we can stop the timer then?

Ariost : ...I didn't really plan on using it though...

Ruise : Why?

Ariost : Well, it's still incomplete you see.

Ariost : It's true that if I use it to search for the spell used by the creator of the timer it will buy us some time. But it releases shockwaves during the middle of the search and I really don't enjoy that feeling...

(monsters appears)

Computer : Guardians have been deployed. Starting the countdown now.

Ariost : Sigh...guess we don't have much of a choice do we?

Ariost : Don't come near me while I start up my device! That way you won't be exposed to the shockwaves!

Event battle 06 : Open the door before the end of the countdown.

Winning condition : Input the correct code before the end of the countdown and kill all enemies

Losing condition : Fail to meet the winning conditions :)

Enemies : 3 ??? (lvl.13)
 1 Iron Golem (Lv15)
 1 Specter (Lv12)
 1 Gargoyle (Lv13)

note : As long as the stones (marked as ???) are active enemies will keep appearing. Let them be and destroy the enemies until you have no time left if you want to level up

When the battle starts Ariost will ask if you want him to initiate his device. First choice is yes, second is no. Don't select yes if you're close to him or everyone will be damaged by the electric shock and receive roughly 15 points of damage. Also if you're close to the door the game will periodically prompt you to input the code. The choices are :

- 1) Red
- 2) Blue
- 3) Yellow
- 4) Green
- 5) White

If you make a mistake it will automatically stop so if you can proceed to a second choice it'll mean your first pick was correct. Anyway the correct order is : blue, green, yellow and red. Note that if you defeat all enemies but didn't open the door, the battle will end but the timer goes on and if you don't pick the correct choices it's still game over. If you pick the correct choices immediately, the timer will disappear but you must still deal with the stupid guardians.

(after defeating all enemies)

Tippi : Whew, now we should be okay right?

Wallace : That was a rather hazardous battle.

Event battle 06 Clear

(once the battle is over and the door is opened go see the Featherian queen lying on the ground)

Queen Stella : ...hm..?

Ariost : Are you alright your Highness?

Stella : You people are...I see...so you're indeed their comrades.

Ruise : You're wrong! We came to save you!

Stella : Rescue?

Tippi : That's right! Since the other Featherians were saying they wouldn't come anyway.

Stella : Of course they wouldn't. Our people won't put the lives of many into peril to save a single person.

Wallace : I can understand this when it's coming from you who have been abducted, but how could the ones who should rescue you say the same thing?

Stella : Humans might not be able to understand but this how we learned to live. And we will keep on living this way...

"how do you react to her words?"

- 1) That's just called giving up
- 2) What a weak way of living
- 3) I don't disagree
- 4) Don't think anything

(1)

Stella : Giving up you say?

Ariost : That's right. Your way of thinking simply promotes resigning oneself. We humans never give up until the end.

(2)

Stella : Weak? Are you calling us weak?

Wallace : Yes, exactly. In the end, that's only an excuse from people who haven't the courage to face adversity.

(3)

Stella : Oh. So there are humans who can understand our way of thinking.

Ruise : If considered as a philosophy I don't disagree either but...

Wallace : I don't disagree either but I certainly can't admire it. In the end, that's only an excuse from people who haven't the courage to face adversity.

(4)

Stella : So, haven't you anything to reply?

Ariost : ...that's definitely wrong. My father taught me to never stop pursuing your dreams. When you give up, then you've lost everything. My mother....she managed to understand that so....

Stella : Your mother? Could it be that she...

Ariost : She's a Featherian. And she had a child with a human. Her name is Gina.

Stella : ...

Ariost : It's foolish to give up before even struggling. From the moment we are born in this world we must always face adversity. That's what my father used to say.

Stella : ...hmm...

Tippi : In any case, let's get you out of here!

Stella : For this I must thank you. However my wings were injured when I was abducted and I cannot fly.

Ruise : It's alright. We will escort you back.

(Stella joins as a NPC, she's weak do not get her into fights)

(now go back to Featherland, you can use Ruise's teleport to exit the
dungeon first then use it again outside to reach Featherland)

=====
Outside the ruins
=====

Stella : I didn't think I'd be able to enjoy the sunlight like this again...

Wallace : By the way, can I ask you something?

Stella : Yes?

Wallace : Who in the world could have abducted and imprisoned you here?

Stella : There were many of them so I don't remember exactly but...

Tippi : Can't you remember at least one of them?

Stella : I remember that their leader was a man wearing an eyepatch...

Ariost : A man with an eyepatch...

Stella : They wanted me to tell them about some of our technological knowledge
but I didn't say anything so they brought me here.

Ruise : How horrible...

Stella : Since humans want to use our knowledge to produce weapons and start
conflicts I was ready to forfeit my life rather than talk...

Tippi : Well, let's get out of here before those guys find out about this!

=====
Back in Featherland
=====

Featherian : Your Highness! We're so glad to see you safe!

Stella : I apologize for making you worried. These people rescued me.

Featherian : I will let everyone know!

Featherian 2 : Welcome back your Highness!

Stella : I'm very sorry about this.

Featherian 3 : As long as you're safe, that's what's most important!

Wallace : What the hell are you saying!! If we didn't go rescue her, your
queen might have died by now!

Tippi : Yeah!! You're being a bunch of hypocrites!

Featherian : th, that's...

Wallace : Or were you taking it easy knowing that we would go rescue her in your place?

Featherian : That's wrong!

Featherian 3 : And you humans were the ones who abducted her in the first place!

Misha : And so that's why you thought it was okay to leave her alone?

Featherian : ...

Stella : Enough. There will always be pointless arguing between people with different values. In any case I thank you. ..."giving up before even struggling is foolish" you said. Your words are worthy to be reflected upon if only a little.

Featherian : Your Highness...

Stella : Now, give them that thing we were discussing earlier.

Featherian : Yes!

(received Featherian panacea!!)

Stella : This is to repay you for your favor. I trust you have no complaints?

Tippi : Finally!! Now we can save Master!

Ruise : Yes!

Misha : I'm glad for you Ruise-chan.

Ariost : Err...please, let me see my mother.

Stella : We can't allow that. We've been waiting for her to realize her error. Allowing you to meet her now would achieve the opposite effect.

Ariost : That can't be!

Stella : If you can truly show us the proof that we mentioned earlier, then not only we will allow you to meet her but we will set her free.

Wallace : Seems like you still don't trust us.

Ariost : ...I understand. I swear I will convince you no matter what!

===== In Sandra's room =====

Tippi : We're back!

Doctor : Ooh! Have you the remedy?

Tippi : We got it just a second ago!

(you'll need to open up your inventory and select the remedy, it's the last item on the list unless you did some shopping on the way back from Featherland)

Sandra : ..uuhh...

Ruise : Mom...it's the remedy...drink it...

Sandra : ...

Tippi : She will be fine now right?

Doctor : We won't know right away. For now the best thing to do is to go get some rest. I will watch over her. Please enjoy a good night's sleep.

Ruise : We're counting on you doctor.

(go back to the entry hall)

Wallace : We've done all we can. The rest will be for the heavens to decide.

Ariost : Indeed. I'm going back home and I will look into my parents' history more. If I can find how exactly my mother managed to understand my father, then I will have a good lead as to how to convince the Featherians.

Ruise : Ariost-san, thank you.

Arisot : There's no need to thank me. Actually I'm the one who is grateful. I'll be going back to the village. If something happens feel free to drop by.

Tippi : Take care Ariost-san!

Misha : Goodbye!

(Remove Ariost's equipment?)

- 1) Yes
- 2) No

(he leaves)

Wallace : Well, let's go get some rest. A lot has happened and we're all tired.

Misha : Ruise-chan~ Let's sleep together!

Ruise : Yes, let's! Wallace-san, oniichan, good night!

Misha : Good night~!

(Wallace mentions that he still has something he wants to think about before going to sleep. Leave him and go into your room. Go near the bed and select the first choice to sleep)

=====
===== Within a cavern =====

Demon : What does that mean? The court magician of the Rolandia kingdom is still alive.

Masked knight : We are deeply sorry.

Demon : Then again, you are not the only ones to blame for this.

Masked knight : Eh?

Demon : We will have to move on with our plan a little bit faster.

Masked knights : Then we will make the necessary preparations now.

Demon : Do so.

(they leave in a hurry)

Demon : And there's also that little girl...she's being such a nuisance....

=====
===== Back in Carmaine's room =====

Tippi : You're finally awake! Why were you making such an horrible face during your sleep?

Carmaine : ...

Tippi : Huh? You had a weird dream again? Those masked men that attacked Master were taking orders from a monster? What kind of monster?

Tippi : He looked similar to the armor of the masked men? And really huge? We should tell master about that dream.

Ask Tippi about Sandra's condition?

- 1) Yes
- 2) No

(1)

Tippi : Master is all better now!

(2)

Tippi : Come on, let's go!

(going into the hall)

Misha : Ah! Oniisama!

Wallace : Hey. Morning.

Ruise : Good morning oniichan. Your overslept again didn't you?

Sandra : Good morning. I'll let you know about what we were talking until you get here. Did you sleep well?

Tippi : Hah, about that Master. He had another weird dream.

Sandra : Another dream? Tell me about it.

Tippi : There were those masked men that attacked you in it. They were taking orders from a monster unlike anything we've seen.

Sandra : ...

Tippi : Pretty weird dream right? The monster gave some order to the masked men and they left.

Wallace : So this means there's a connection between that monster and the masked men who wounded Lady Sandra?

Tippi : Well, if we believe the content of that dream, it would appear that way.

Wallace : What did that monster look like?

Tippi : He was somehow similar to the armor the masked men are wearing, and really huge too.

Sandra : ...

Wallace : Hold on. I did told you that story about how I joined a mercenary group and we were guarding a crystal mine a long time ago right?

Ruise : If I'm not mistaken you told us that it was because a demon appeared there.

Wallace : Exactly. I remember what that demon looked like.

Sandra : Was it similar to the one in his dream?

Wallace : Indeed. And my captain went missing after he pursued that demon. While I was looking for him, those masked men blocked my path and that's how I lost both my arm and my eyes.

Tippi : Masked men? The masked men that attacked master?

Wallace : I felt like they gave off a similar feeling during our fight against them. As you know, I can't see properly but can only distinguish their general appearance. Otherwise I would have known right away. After hearing about this, I'd say they belong to the same group.

Will you talk about the dream where you saw Wallace being attacked?

1) Yes

2) No (nothing happens if you pick that)

(1)

Tippi : What? You saw a dream about when Wallace-san got injured by those masked men?

Walalce : Really? Then tell me. What were my opponents like?

Carmaine : ...

Wallace : As I thought, they're really the same as the ones who attacked lady Sandra...

Ruise : Oniichan...when did you see that?

Carmaine : ...

Tippi : Before meeting Wallace-san? So at that time you didn't know about the guys who attacked Master right?

Misha : Then if you can see that, those are definitely not dreams. Oniisama you've got an awesome ability!

Ruise : ...mother....

Sandra : I think I know a little bit about that monster you saw in your dream.

Wallace : What?! Lady Sandra, please tell us what you know!

Sandra : It's only information handed down from folktales though...

Sandra : A long time ago, when the Growsians where ruling over mankind, a monster named Gevel appeared and attacked people.

Misha : And what happened to that monster?

Sandra : According to the tales, a large number of Growsians fought with Gevel. I don't know the exact details but it appears that afterwards both Gevel and the Growsians disappeared. If the monster you saw in your dream happened to be Gevel then...

Wallace : Damn! I so want to investigate this but in my state...

Misha : Besides the only one who knows what that monster looks like is oniisama since he had that dream...

Ruise : And to investigate...we would have to go to the crystal mine. Isn't it in the Burnstein kingdom?

Wallace : Guess there isn't much we can do...

Sandra : ...

Sandra : There may be a way.

Tippi : Eh? What, what is it?

Sandra : You won the tournament didn't you?

Tippi : Yup! And then we got into Comsprings!

Sandra : With that kind of strength you can become an officer for the kingdom. Then you might have an occasion to enter the Burnstein kingdom for official business.

Misha : Whoa, that'd be awesome!

Sandra : Of course since you'll be carrying out missions for the kingdom you won't be able to travel as you please. But despite that, there's still a good chance to get some results this way.

Ruise : That's great oniichan.

Sandra : As much as possible I'll try to negotiate with the king in order to give you missions when you'll be able to have time to investigate things on your own.

Tippi : That way we even get to take care of Wallace-san's goals at the same time!

Wallace : Yeah.

Sandra : I have something to tell you alone.

(follow her in her room)

Sandra : Since you were a child you've always had mysterious dreams like those. What meaning do they hold? In which circumstances were you born? The journey you're about to start will allow you to learn about who you truly are. What will happen during it...nobody can predict that. That's why I want you to remember at least this. You and Ruise are my real children. I've always considered you her real older brother. Nothing will ever change that.

Sandra : Come, let's get back to the others.

(follow her and talk to her again in the hall)

Sandra : Let's go.

(Sandra joined as a NPC)

=====
Rolandia's castle gate
=====

(speaking to the gatekeeper)

GK : Lady Sandra!

Sandra : I'm bringing these people in to have an audience with the king.

GK : Go right ahead!

GK : Open the gate!

=====
Rolandia's castle
=====

(keep going forward to reach the throne room, Misha will stop you before entering it)

Misha : Ah...

Misha : I'll wait here!

Ruise : ?

Misha : Well, you and oniisama are the ones who are becoming agents.

Besides next to Wallace-san I don't look so...well you know.

Ruise : Misha...you shouldn't worry about that...

Misha : And if I did something weird during such an important meeting it would cause trouble for oniisama as well. So I'll wait here. Get going!

~~~~~  
First Mission  
Escort the Princess to the Burnstein Kingdom  
~~~~~

=====
Throne's room
=====

Sandra : The court magician has arrived, your Highness.

King Arcadius : Ooh, Sandra. Are you feeling better?

Sandra : Yes. Thanks to these children, I've completely recovered.
I apologize for all the trouble I've been causing you, your Highness.

Arcadius : Hmm, as long as you've recovered I'm glad. Speaking of which, are these people the children you mentioned?

Sandra : Yes. These are my two children. My son has been having curious dreams lately.

Arcadius : Hm, curious dreams you say?

Sandra : In those dreams he sees distant places he has never set foot in, and beings that he never met but do actually exist. Thanks to those dreams of his, my life was saved.

Arcadius : Dreams that foresee reality...those are curious indeed.

Sandra : And now I'll be getting to the heart of the problem. In a recent dream, this child saw a monster similar to Gevel, the one featured in the legends of the past.

Arcadius : Gevel?! The one who ravaged the land and could only be defeated by the power of the Growsians?

Sandra : Precisely. And that's why I would like to request something from your Highness. Please let them become agents of the kingdom so that they'll be able to enter other countries and investigate Gevel's whereabouts.

Arcadius : Hmmm...

(Sandra steps aside and Carmaine advances and bows to the king)

Sandra : This child is the winner of this year's tournament. I believe his strength will allow him to become a fine officer.

(Ruise bows next)

Sandra : And as you probably know, my daughter Ruise is a Growsian.

Arcadius : Hmmm...

(Wallace bows next)

Sandra : This man here is the one called Wallace. He has previously been the champion of that same tournament. He's been providing my children with his support.

Arcadius : I see. Then in that case, I will grant your request.

Sandra : Thank you very much your Highness.

Arcadius : You're welcome. Winners of the tournament regularly become agents anyway. This is only just speeding the process up a bit. Then I will give you your first job.

Wallace : Yes your Highness, feel free to ask us anything.

Arcadius : Well then, the prince of the Burnstein kingdom will soon be crowned king. My daughter has been invited to the coronation ceremony. This is where you come in...

(The princess steps in)

Arcadius : I would like you to become her bodyguards on the journey to the Burnstein kingdom.

Tippi : Whoa, such an important mission right at the start!

Princess Laetitia : Pleased to meet you.

Ruise : Ah, we're honored to meet you too!

Arcadius : Your destination is a bit ahead of a fort in the south of the country. There you will meet with the Imperial Knights of the Burnstein kingdom. They'll be the ones to escort her from there.

Wallace : The Imperial Knights of the Burnstein kingdom...aren't they that renowned knight division that serves directly under the king?

Arcadius: Indeed. Those people can be trusted. Your mission will be to guard the princess until you meet with them. Of course once the coronation ceremony is over you will have to escort her on the way back from the very same place.

Sandra : The fort is south of the town where the tournament was held. Once you complete your mission do not forget to come back to give your report.

Laetitia : I'm counting on you. Come, let us depart right away.

(Laetitia joined as a NPC!)

(outside of the throne's room)

Misha : Ah! How did it go?

Tippi : We already got a mission!

Laetitia : Glad to meet you. Let's get going.

Misha : Eh, eh?! Pr-princess Laetitia? For real? W,wh, what should I do! If I mess up they'll arrest me and I'll go directly to jail! Then I'll never see the others again...!

Ruise : Geez, Misha...get a grip already!

Tippi : Acting like that is already super impolite anyway!

Misha : Ah,ahaha, I'm sorry!

Tippi : Don't say that to me! You should apologize to the princess!

Laetitia : Heehee, it's fine. Glad to meet you.

Misha : Y-yes! Honored to meet you too!

(Now you're supposed to go to Granshill. But first go pay a visit to Karen in Rashell, she's getting better and moving around. Speak to the little girl in her bed, she will tell you that some items called GL chips are sold in the Ranzack kingdom. Keep that in mind, those GL chips are a part of the bonus section on the game's screen title. Give her another set of flowers. Speak to the other people in the health resort. One will tell you his life story. His name is Alt. People with a name usually serve a purpose so let's remember him. Another noteworthy person here is the old man near the entrance talking to a nurse. For now he has amnesia and can't remember a thing though. Not even his name. That's too bad. A nurse wonder how long he has been here already since his hair which were dark turned to gray during his stay although he was rather young when he entered. Now let's get back to the story and head for Granshill. Once there head for the south part of the town where Karen was attacked before. The bridge has been fixed so you can cross now. On the way you'll battle more Lizard men. If you have someone with the Steal skill you might get a pretty neat piece of armor from fighting them btw. After walking for a little while you'll reach Fort Rajin. Someone is waiting for you inside so go in)

=====
Fort Rajin
=====

Tippi : What a huge fort!

Wallace : East is the Burnstein kingdom. South, the Ranzack kingdom. In other words we're here at the border between three countries. And this is a large roadway that can allow a great numbers of soldiers to go through. So it's an important military position.

Ruise : Is this the only place like this?

Wallace : If you consider defending against an invasion from the Burnstein kingdom, then the Nostridge plains, all the way to the north, are also an important position. They can't get through in the area around the magic academy because of the mountain range.

Misha : Eh, Wallace-san you're quite the knowledgeable person!

Wallace : Well I've been spending several years traveling after all.

Tippi (to the gate keeper) : Excuse me!

Guard : Who's there?

Laetitia : It's me. Open the gate.

Guard : Princess Laetitia! We've been awaiting you.

(go inside, there's a few soldiers mentioning the ruins in the forest south of here that contain some tracking device used by the Growsians a long time ago. Well, go to the guard standing in front of the entrance and speak to him. He will take you inside)

Guard : General! Princess Laetitia has arrived.

General Bronson : Good.

Guard : Then I'll take my leave.

Bronson : I'm relieved to see you've arrived safely to such a remote place princess.

Laetitia : There was no need to worry. These people guarded me on the way here.

Bronson : I see.

Laetitia : Where is the meeting place supposed to be?

Bronson : It's in the plain just east of here.

Laetitia : Then we will depart now.

Bronson : Understood. Take care.

=====
Plain east of Rajin fort
=====

Laetitia : Seems like we got here a bit early. Let's have a little chat while we wait shall we?

Ruise : Alright. If you don't mind talking with us.

Laetitia : There's no need to be so humble. I've been spending all of my life in the castle and I haven't had many chances to speak to girls my own age. Please, let's be friends.

Misha : Ah! We're going to be Princess Laetitia's friends! What should we do Ruise-chan!?

Ruise : err...why are you even asking....

Tippi : Can't you just act normal? I've never seen friends who were so stiff.

Laetitia : That's right. It's just as Tippi-chan said.

Misha : Ah, yes...

(Wallace grabs Carmaine and drags him away)

Wallace : This is a talk between fellow girls. Let's not butt in.

Laetitia : Actually, I'm feeling a bit excited about this.

Misha : Excited?

Laetitia : Yes. Since I've never been outside of the castle, I've kept wondering what the outside world looked like.

Tippi : And? How does it seem to you?

Laetitia : The stillness of the forest...its colors...the faint melody of the insects...

Wallace : !! Hold on!

Ruise : Huh?!

Wallace : Seems like we got some unwanted guests.

Misha : Aren't they the people we're supposed to meet?

Wallace : In that case they wouldn't have such a fierce killing intent.

Wallace : It's useless to hide, COME OUT!!

Oswald : Tch! Getting spotted when we were that close...

Tippi : Geez, it's you again....

Tippi : So? First Karen-san and now you're going after Princess Laetitia?

Oswald : If you don't want that princess of yours to be hurt, have all of you guards get out of here now! You'd better forget about that arrogance of yours today...if you mess up on this, that's the death penalty for you!

Wallace : As if that would stop us...what a petty-minded guy.

Oswald : Have it your way! Let's go guys!

Thieves : Hey!

Event battle 07 : Guard the Princess from Oswald.

Winning condition : Defeat Oswald

Losing condition : Party defeated or Laetitia die

Enemies : Oswald (Lv20)

5 Thieves (Lv16)

At the beginning of the battle Laetitia will ask what to do

- 1) Simply stay here
- 2) Stay here and protect yourself
- 3) Head west
- 4) Do what you want

Going west is probably the best thing to do here so she won't get in your way.
Defeating Oswald ends the battle immediately so try to get all the thieves
first for experience and money.

(Wallace vs Oswald talk)

Oswald : You're in the way! Scram!

Wallace : I should be the one saying that.

(as Oswald is defeated the boss of the thieves appears to the east)

Oswald : N-not again....

Boss : You're so useless...

Oswald : B-boss...

Boss : Stand back. I'll kill them myself.

(right then a knight in a red uniform appears with two soldiers)

Knight : What is going on here?

Burnstein soldier : Lord Lyell! Look!

Lyell : How distasteful...

Lyell : Fuh. We'll make you regret trying something like this in front of us.

Boss : Who the hell are you? Shall I kill you first!?

Lyell : Ignorance is such a terrible thing indeed...

Boss : Seems like you really have a death wish!? Uwaah!

(he gets killed by Lyell in one hit)

Oswald : B-boss!?

Oswald : He defeated the boss in one blow....that guy is a demon! R-retreat!

Event battle 07 Clear

Ernest Lyell : Are you unhurt Princess Laetitia? I apologize for being late.
I am Ernest Lyell, a member of the Imperial Knights.

Laetitia : Don't apologize. I'm grateful to you for rescuing us.

(move closer to him)

Ernest Lyell : You did well too. Leave the rest to us now. We will escort her within the Burnstein kingdom. Once the coronation ceremony is over we will contact you. When that time comes, we'll meet here again.

Laetitia : I'll be going then.

Misha : Have a nice trip!

Ruise : Take care!

Tippi : Bye-bye~!

Wallace : Our mission is complete. Let's go back and give our report.

=====
Throne's room of Rolandia castle
=====

Wallace : We've completed our assignment.

Arcadius : Ooh, so you've escorted her already.

Ruise : Yes. We reached the rendezvous point safely. She's being escorted within the Burnstein kingdom by the Imperial Knights now.

Arcadius : I see. Good job. I will grant you a holiday.

Tippi : Holiday?

Arcadius : That's right. Other soldiers have a fixed period to rest but because of the unique nature of your missions that's not possible for you. So once your missions are completed you will be granted holidays. During those you'll be able to deepen the relationships between you and your companions. As the bonds among you get stronger, you'll be able to carry out more difficult missions. Ask this person about further details concerning your holidays. Once you're back, I'll give you your next mission.

Official : The length of your vacation will be decided by how well you fulfill your missions. Also we will ask you to communicate your destination prior to going on your holidays. Otherwise if something were to happen we couldn't reach you. Do you understand?

1) Yes

2) No (he simply repeats over and over)

(1)

Official : Considering your achievements we will grant you two days of rest this time. Well then, please select where you want to go :

1) Capital city Rosaria

2) Health resort Rashell

3) Magic academy

4) Hot spring town Comsprings

(the content of the vacation won't be included within the main body of the translation. See the specific sections concerning vacation events at the bottom of the file.)

~~~~~  
Second Mission  
Investigate the Crystal Mines  
~~~~~

=====
Rolandia castle - Throne room
=====

(after getting back from vacation)

Official : Your vacation is now over. You will be given your next mission.

Arcadius : Here is your next mission. I would like for you to confirm if that monster you saw in your dreams is Gevel, the one told about in the legends. And if possible to ascertain its whereabouts. I don't think this will be an easy mission to fulfill but I want you to consider it your ultimate assignment.

Wallace : I fear it will be. 20 years ago, as a mere member of a mercenary group, a monster appeared while we were guarding a crystal mine and I lost my captain and all the members of my group.

Arcadius : Ah, I remember that incident.

Wallace : The monster that appeared at that time may have been Gevel.

Arcadius : What? Are you saying that it was Gevel that caused the crystal mine accident. Do you have any proof?

Ruise : Actually, my brother saw the masked persons that attacked Mother receiving their orders from a monster in a dream.

Tippi : And those masked guys may have been the same ones that gave those injuries to Wallace!

Arcadius : Really? When did you receive those injuries?

Wallace : Two years ago. It happened while I was in the Burnstein kingdom, nearby a small village called Clain.

Arcadius : Clain you say...that's quite the faraway place. In that case the crystal mine should come first. As the winners of the tournament you've been to Comsprings have you not?

Tippi : Yes, we've gone to the hot springs there.

Arcadius : Not far from that town lies the crystal mines. Investigating them first will be quicker. If I'm not mistaken the crystal mines are under the jurisdiction of the magic academy.

Ruise : Exactly. Permission to enter must be given by the chancellor of the academy.

Arcadius : Take this letter. It authenticates you as official inspectors to enter the crystal mines and there is an authorization to travel up to the mines too.

(received both documents!)

Tippi : Thanks, we'll do our best!

=====
Magic academy 7th floor
=====

(talking to the chancellor's secretary)

CS : What could be your business here?

(menu auto-opens, select your inspectors authentication, it's the first of the two documents you got)

CS : Certainly. Please go inside.

(entering the room)

Ruise : Excuse the intrusion!

(talking to Maxwell)

Maxwell : Oh? What do you need me for?

Ruise : We would like to be authorized to enter the crystal mines.

Maxwell : Do you have an official document stating your reason to enter another country?

(menu auto-opens, select your inspectors authentication again)

Maxwell : Hmm...I see, understood. I'll deliver you a permit right away.

Ruise : Thank you very much.

Maxwell : Well, since the occasion presents itself, I have a request to ask of you.

Wallace : In exchange for the permit you mean?

Maxwell : Now, now, you're making it sound like I'm taking advantage of you. This is simply about enforcing the "law on regulation of magical technology".

Misha : Errr..."magical technology regulations"...I think I remember we had some classes about that....

Ruise : Nicknamed "the MaGi law" and either called "sorcery antitrust law" or "sorcery protection" it was designed by both the Rolandia and Burnstein

kingdoms as an international law. Moreover, if the application of the law requires the mobilization of troops from either the Rolandia or Burnstein kingdom, neither country can refuse....if I'm not mistaken?

Maxwell : Exactly! I would expect nothing less from a dedicated student like Ruise-kun!

Wallace : In short, you're saying that we can't refuse to assist you on this matter?

Maxwell : Of course, it doesn't have to be you specifically. As long as it's an officially approved investigation group it's fine. But since you're going to investigate anyway, I thought you could help me on a certain matter at the same time.

Tippi : On a certain matter you say...what would we have to do?

Maxwell : Well, actually there have been some troubles occurring at the crystal mines lately. It seems that there's a group that takes the crystals freshly extracted from the mines and steals them to sell later on the black market.

Misha : Black market....

Maxwell : As you may know already, magic crystals are used as a very effective replacement for human psychic powers when using magic. They're also necessary in the manufacturing of various magical tools. If they were to fall into the wrong hands who knows what would happen.....That's why the crystals mines must be firmly defended to prevent those actions.

Wallace : I see.

Maxwell : First I would like for you to confirm whether in fact crystals are being stolen to be sold on the black market. And if it appears to be necessary, make an official request to send troops and catch the culprits. So, how about it? Will you accept this side job?

- 1) Accept obediently
- 2) Accept reluctantly
- 3) Refuse

(1)

Tippi : Heh, this will be a piece of cake! Leave it to us!

(2)

Maxwell : Sorry about that....well in that case I'll give this to you as a reward.

(received mage staff!)

Maxwell : Well then, do your best!

Tippi : Hmm, somehow it feels like being bribed.....

(3)

Ruise : What are you saying oniichan!?

Tippi : Geez, that's soooo petty of you....if you're a man then just say "Leave it to me!" and be a bit more generous!

Maxwell : I see, so you're going to do it!

Ruise : Please leave it to us!

Maxwell : Hohoho! I'll be counting on you then. Here is the entry permit.

(got the permit to enter the mines)

(btw the mage staff is nothing special so don't let it change your decision about how to answer. Now then let's go to the mines. They're south of Comsprings. You can get to Comsprings either with the teleport spell or by showing your inspectors identification. Once in Comsprings head south and you'll have to show your papers yet again to exit the town. Then follow the path take a right at the crossroads to reach the mining town Valmie or go left if you want to explore a bit, you'll reach Blame mountain but you can't enter it for now.)

=====
Mining town - Valmie
=====

(upon entering town)

Wallace : How nostalgic.....

Tippi : Ah! Wallace-san, you were guarding this place before right?

Wallace : Yes, but it's been 20 years already. One day while the captain and I were off duty and relaxing in the town we heard loud noises coming from the mines. We hurried there to find that a monster had killed all our comrades. The captain rushed to take out the monster and I never saw him again after that day.

(explore the town a little, you'll find someone being loud about seeing ghosts in the mines. He insists those are the ghosts of the people killed while guarding the place 20 years ago. In the inn there's another person "with a name" so remember him. Someone else will tell you that all the crystals from the mine go to the Academy and get all worked up when you ask him about the black market thing. If you try going west a soldier will stop you saying unauthorized people can't go any further. Show him your permit to go through. In the mines there is a path leading up to where the workers are and one leading down to a condemned tunnel. This is our goal.)

=====
Crystal mines - Condemned tunnel
=====

(trying to enter the guarded tunnel, permits are useless on guards btw)

Soldier 1 : This place has been condemned for 20 years. We're guarding it so there's no need to worry.

Soldier 2 : If you're investigating then do it upstairs. Now, scam!

Tippi : What's with the attitude!!

(your group members will isolate themselves a little to talk. Follow them)

Wallace : This is suspicious. Being driven away this forcefully....

Misha : This is definitely suspicious!

Ruise : If only we could find a way to get by without them seeing us....

Tippi : Like sneaking in during the night?

Wallace : That will only make us look like the suspicious ones when we try to leave. We should look for another way.

(now you'll need to go speak to the guards and then to your party two more times to get more hints)

(speaking to guards - 2)

Soldier : If you're investigating then do it upstairs. Now, scam!

(speaking to your party - 2)

Tippi : Grrrrr! Being rejected that way only makes me more curious about what's inside!

Wallace : But as soon as they see us, we get driven away.

Ruise : We need to find a way to enter unnoticed.

Tippi : Yeah, entering normally seems impossible.

(speaking to guards - 3)

Soldier : If you're investigating then do it upstairs. Now, scam!

(speaking to your party - 3)

Tippi : If we were invisible, they may not notice us....

Misha : Speaking of which, there's a person researching invisibility at the academy!

(speaking to guards - 4)

Soldier 1 : You guys again?!

Soldier 2 : We said scam!

(speaking to your party - 4)

Ruise : If they didn't see us then we could enter.

Misha : If I remember correctly there's a person researching an invisibility medicine at the academy....

(insisting further will prompt the same replies. Now, go take a look at the

volcano south of Valmie, the guy guarding the entrance is gone, attempt to enter to trigger the following event. If you wonder why you have to go there without being prompted by someone of the academy it's because the dialogue with the person asking for the grass to complete his potion can be triggered only once and as soon as you meet him. I accidentally spoke to him before and can't get the dialogue anymore now. It's very short though. He simply tell you about how the grass he needs can only be found in Blame mountain)

===== Blame mountain =====

Wallace : Inside Blame mountain lies a volcano that emits toxic gases. The gases are emitted at periodic intervals, they aren't dangerous for a while but if you're still inside when the next emission occurs then you'll fall victim to them.

Tippi : Uwaaah~ that doesn't sound nice at all...

Ruise : But how do you know when to go in?

Wallace : I don't know that much.

Misha (suddenly becoming weird) : ...soon. Soon, the volcano will stop gushing out gases....

Tippi : Huh?!

Misha : If you're intending to get some Kuriano grass, then making preparations to go now would be a good idea.

Ruise : Hold it, Misha!?

Misha :

Ruise : Misha!!

Misha :what? What's wrong Ruise-chan?

Ruise : What's wrong you say.....but...you...?

Misha : You look all flustered! What happened?

Tippi : ...you don't remember anything, do you?

Misha : ...yes?

(screen gets darker)

Wallace : Hey. No more gases are being emitted. It seems like she was right.

Misha : ...yes?

(once you enter the volcano)

Tippi : What's wrong Ruise-chan?

Ruise : Hmm, oniichan...it seems I can't use teleport inside the volcano....

Misha : Whaaat?

Wallace : Could it be that there is an element contained within those gases that prevents the usage of magic?

Ruise : I can use the other spells but only teleport seems to be blocked.... I can't concentrate to cast it at all!

Wallace : Hey. Then it means our lives will depend solely on Carmaine's judgment.

Misha : Oniisama, I'm counting on you!

Tippi : That girl has really no sense of tension.....

(Dungeon time! You'll only have limited time to explore but it's rather small. If you keep going straight you'll find the grass but once you pick it you won't be able to visit the rest of the dungeon anymore so save it for last and explore around before. You should have enough time even if your equipment is blah. About equipment check the Hole-in-the-wall shop near your house in Rosaria. They got new stuff in their line-up which are quite good)

(once you get in the last room)

Tippi : Uwaah! There's tons of monsters!

Ruise : Look! That thing growing over there...isn't it the Kuriano grass?

Wallace : Obviously we can't get close to it unless we kill those monsters. We're running out of time. Someone should grab the grass and escape with it.

Event battle 08 : Get the Kuriano grass

Winning condition : Defeat all monsters or get the grass and escape south

Losing condition : Party defeated, ran out of time

Enemies : 3 Specters (Lv14)
 3 Gargoyles (Lv15)

(later)

3 Plants (Lv15)

(if you're slow more gargoyles and specters will come out so go all out. Fireball will come in handy here as it can wipe all the specters in one shot and will be useful to kill the plants that will show up later)

(once you grab the grass or have killed all enemies, more will come)

Tippi : Raaaah, what's with those? They're pissing me off!

(after killing all plants and all enemies that might have come in the
meanwhile)

Tippi : Seems like we're done finally.

Wallace : There's no time! Let's get the grass and escape!

Event battle 08 Clear

(grabbing the grass)

Tippi : It's this thing right?

(got Kuriano grass!)

Wallace : We don't know when the next emission of gases will be! Let's avoid
unnecessary fights and escape!

(on your way to the exit, the ground will shake)

Wallace : What is that sound?

Tippi : Isn't it getting warmer!?

Ruise : Ah! Look! Lava is gushing out!

Misha : Kyaaaah!

(lava will rush towards your group but will be pushed off by some invisible
sphere much like the crashing boulders in that cave at the beginning of the
game)

Tippi : Did the lava...stop?!

Wallace : What are you doing! Escape now!!

(once outside)

Misha : Whew, we're finally outside...

(more shaking)

Wallace : This rumbling.....it's....

(boulders fall sealing the entrance to the volcano and nearly crushing your
party members)

Wallace : You're alright!?

Misha : S-still alive at least!

Ruise : I'm not injured either.

Tippi : Seems like everyone's safe.

Wallace : To think that there would be such a sudden eruption....
and there's also the fact that the lava stopped earlier....
this makes for quite a lot of inexplicable occurrences....

(Now go to the academy get on the elevator and select the 6th floor. Talk to
the man in the left room)

=====
Magic academy 6th floor
=====

(talking to the assistant)

Tippi : Say, isn't that the grass you're looking for?

(Tippi shows him the grass)

Assistant : Oh, that's it! Please, let me have it! In exchange I will give
some of my potion!

Ruise : We did it oniichan!

Give him the grass?

1) Yes

2) No (selecting this stop the event without any dialogues)

(1)

Assistant : Hmm, crush some Kuriano leaves...and if I mix it with this
potion then....

Assistant : It's complete!

Tippi : Then please share some!

Assistant : Wait! We have to try it out first!

Wallace : How do you intend to do that?

Assistant : Come on Coco!

(the chicken lying on the ground gets on the desk)

Tippi : Oh, a chicken....

Assistant : I'm going to feed this chicken a drop of this potion and check
if it becomes invisible....

(chicken disappears but still leaves footprints on the desk before
reappearing a bit later)

Ruise : Aah, it disappeared!

Assistant : Good, the test is a success! As promised here is your share.

(got the invisibility potion!)

Assistant : Let me warn you though! It's still not quite perfect yet and won't work for a long time. Don't use it recklessly!

(now let's get back to the mines near that tunnel with the annoying guards. Use the potion but not in front of them of course, stand back a little and use it, once invisible run and go right between the two guards)

-

=====
Crystal mines - Condemned tunnel
=====

(after using the potion in the correct place)

Tippi : We really disappeared!

Wallace : Let's take this opportunity and get inside now.

(once you get past the guards)

Tippi : We did it! They didn't notice a thing!

Ruise : Quiet!

Soldier 2 : Hey, did you say something?

Soldier 1 : Nah, nothing.

Soldier 2 : Guess it's just my imagination.....

(once inside the tunnel the effect will wear off)

Tippi : Ah, it wore off....

Wallace : Well then, supposedly the ghosts we heard about appeared here but...

Ruise :hmm, can't we just forget about this?

Misha : What's wrong Ruise-chan? Could it be that you're afraid of ghosts?

Ruise : Of course I'm afraid! They're dead people aren't they? And they just pop out of nowhere like that....uuuhh....

Wallace : Don't be silly. There's no such things as ghosts. You agree, right?

1) They don't exist

2) I've seen one

3) Stay quiet

(1)

Wallace : Right.

Tippi : What are you saying! We've seen one haven't we!?

Ruise : Eeeeh!? Is that true oniichan!?

Misha : Oniisama, you're awesome!

(2)

Tippi : That's right. We had one right in front of our eyes once.

Ruise : Eeeh? Oh nooo...for real oniichan!?

Tippi : Yup!

Misha : Oniisama, you're awesome!

(3)

Wallace : Geez, so you're afraid too?

Tippi : Well...you know....

Wallace : Well, setting aside whether they exist or not, there have been thefts in the mines and ghosts causing an uproar....it's far too suspicious....

Tippi : In any case, if we keep looking we'll find out what's going on here!

Misha : More importantly I'm worried about the ceiling crumbling and falling down! Since, you know, it fell once already....

Ruise : Ah, that's right, there is that too....Tippi, please.

Tippi (inspecting around) : Hmmm....it seems pretty sturdy. I don't think we have to worry at all.

Wallace : Unlike other mines, this whole mountain is a crystal in itself. It won't crumble that easily.

(a bit further)

Misha : The crystals here seem to have been crushed by something....

Wallace : Isn't it the work of the miners?

Tippi : But it looks like someone rearranged that place in a clean fashion...

Wallace : This is getting more and more suspicious...

(get into the next room)

Thief 1 : Hurry up and pack all of it! We have to leave before anyone notices!

Thief 2 : Yeah, seems like there's some guys inquiring about us lately.

Thief : Yeah, perhaps we should stop this for now. Boss Glen doesn't look like he's going to buy much more anyway.

Wallace : So that's indeed what was going on.

Thieves : Who goes there!

Tippi : Your crimes have been exposed now!

Thief : Intruders!? What the heck are the guards doing!?

Wallace : Resign yourselves!

Thief : Tsk, like we're going to let ourselves get caught after getting this far!

Tippi : Think you can escape from us!?

Event battle 09 : Stop the thieves

Winning condition : Defeat all enemies

Losing condition : Party defeated, too many thieves escape

Enemies : 2 Thieves (Lv20)

3 Thieves (Lv18)

(later)

2 Swordsmen (Lv19)

(Timing is important here, note that enemies will soon appear right where you entered the room so don't keep your casters here. Concentrate your attacks on the thieves but careful the soldiers will run too once all the thieves are dead, so try to paralyse or use your characters to stop a thief from escaping while killing the soldiers. The game don't tell you outright if the mission is "complete" or "clear" but obviously to get the "complete" and thus more days of vacation don't let anyone escape)

(guards coming back)

Soldier 1 : Hey, you're slow! What's taking so long?

Tippi : Reinforcements?

Soldier 2 : Ah, you guys! How the hell did you get in here!?

Thief : More importantly, help us get out of here!

Soldiers : Alright!

(all thieves dead)

Soldier 1 : No need to stay here any longer...let's get away!!

(all enemies dead - nobody escaped)

Tippi : Whew, it's over! There's no one left, is there?

Event battle 09 Clear

Misha : Look, look! There are tons of crystals fragments over there!

Tippi : Let's go take a look.

(examining the spot north of the room)

Ruise : The crystals here are shattered...did this place collapse before too?

Tippi : Hmmm....I don't think it would crumble that easily though....

Misha : Those guys seem like they were carrying those crystals out. Kinda like what we have seen earlier on our way here....

Tippi : Seems like there is a path leading further inside. If we put enough strength into it, we should be able to break through those.

Wallace : Step aside for a second.

(mash the O button like mad!)

Wallace : Uryaaah!

(the whole crystal wall crumbles)

Misha : Uah! Wallace-san, you're great!

Ruise : It looks like the path keeps going further inside.

Wallace : Let's go take a look.

Ruise : Eeeh!? We have to go there?

Tippi : Isn't it obvious? What do you think we came here for?

Ruise : B-but...if it crumbles again.....

Tippi : Come on, we're going!

Ruise : ...uuuh....this is so scary....

(inside the "hidden" room)

Wallace : If you think about the global structure of the crystal mines, this area should be at the core of it.

Tippi : Impressive! Is that knowledge from the time you were guarding this place aeons ago?

Wallace : I can't help but think of my age when you put it like that...

(go further inside towards the humanoid shape in the wall, you'll get a CG and the following event)

Tippi : What's that? Seems like an human shape has been indented in the crystal?

Misha : But to be that big, it has to be a giant.

Ruise :isn't this the monster you saw in your dream oniichan!?

Wallace : Without a doubt. 20 years ago, it broke free from here. And slaughtered all the miners and my comrades.

Misha : Why was it here? Could it be that this is its natural habitat?

Wallace : Right now, we can't answer those questions. But it's clear that it left this place in the past.

Ruise : Could it be...that there are other mines like these ones elsewhere? And...and that there are similar monsters inside?

Wallace : I don't know either. But if that's the case, if other mines are found it would be dangerous to excavate them carelessly....

Tippi : Then we have to hurry and report this!

Wallace : Yes, in any case, we have to report this to the king.

(you can go back now. In town people are somewhat shocked to learn that the so-called ghosts were in fact thieves but that's all. Though Wallace said to go report to the king, let's take the time to go visit that dear old Maxwell)

===== Magic academy 7th floor =====

(talking to the chancellor's secretary)

CS : What could be your business here?

Tippi : We just completed the job he requested from us. We came to give a report about it.

CS : Certainly. Please go inside.

Tippi : She's such a beautiful woman....if only she could be a bit more sociable....

(entering the room)

Ruise : Excuse the intrusion!

(talking to Maxwell)

Maxwell : Oh! What could it be this time?

Wallace : We killed the culprits responsible for stealing the crystals.

Maxwell : What!? And who where the culprits?

Wallace : The guards watching over the old tunnel entrance were part of the thieves group. They were preventing anyone from going inside and keeping a lookout for them.

Maxwell : I see....hm, well done. Go report your findings to Rolandia too now. Oh and it might not be much but please accept this.

(you get 1000 elm!)

Misha : Grandpa, you're so kind!

Ruise : Ah...is that alright?

Maxwell : If I had made an official request to dispatch an investigation group it would have been much more expensive. Thanks to you I don't have to do that, so it's only natural I would reward you.

Tippi : Oh, you do have a nice side to you, old man!

Maxwell : Hohoho! Thinking better of me already?

(well now that's done, time to end the work and go get you vacation!)

=====
Rolandia castle - Throne room
=====

Arcadius : Oh, you're back. Well then, let's hear your report.

Wallace : We went inside the condemned tunnel within the crystal mines and found the place where the monster was lying before it went out.

Arcadius : What!?

Ruise : Also if we consider that the inside of crystal mines could be its natural habitat, we can't rule out the possibility of similar monsters living inside any other crystal mines we may find.

Arcadius : Hmm...in other words, if we discover other crystal mines, we can't start excavating recklessly....

Wallace : This is simply speculation based on our findings. In order to confirm whether it is true or not, shouldn't a group of investigators be dispatched?

Arcadius : I understand. Sandra, start investigating this matter immediately.

Sandra : Understood. Concerning the investigation group, I will get in touch with the academy's chancellor.

Arcadius : I'm counting on you Sandra. You too, you've done a good job. Your next mission will be to go and escort back the princess but there's

still time before that. So in the meanwhile I will grant you some vacation.

Official : Considering your achievements we will grant you three days of rest this time. Well then, please select where you want to go :

- 1) Capital city Rosaria
- 2) Health resort Rashell
- 3) Magic academy
- 4) Hot spring town Comsprings

~~~~~  
Third Mission  
Escort the Princess back to the Castle  
~~~~~

=====
Rolandia castle - Throne's room
=====

(after getting back from vacation)

Official : Your vacations are now over. You will be given your next mission.

Arcadius : Here is your next mission. As was mentioned earlier, you are to serve as the princess' guards. The coronation ceremony in the Burnstein kingdom will be over soon. I'll leave it to you to ensure her safety on the way back home.

Tippi : Then we'll be escorting her again I guess.

Arcadius : Travel to the fort. There'll be someone there to give you the latest details.

Wallace : Certainly, your Highness. Before we depart may I inquire about the crystal mine matter?

Sandra : I'll be the one to explain about that. After hearing your report, I immediately contacted the academy's chancellor to have an investigation party assembled. In order to ascertain the gravity of the situation, both the chancellor and the vice-chancellor joined the investigation party. However, as soon as the investigators took a step within the tunnel, it suddenly collapsed and proceeding any further was impossible.

Wallace : What!?

Ruise : Are the investigators safe?

Misha : Is Grampa okay?

Sandra : Fortunately, only a few people were slightly wounded and there weren't any casualties.

Ruise : Whew....

Wallace : Kh!...and here we finally found proof.....!

Arcadius : Indeed it is regrettable. But we will search for other clues. We will let you take part in that afterwards.

Wallace : Thank you very much.

Tippi : Right now let's go meet up with the Princess!

Ruise : Yes, let's go.

Arcadius : Indeed, I'm counting on you.

=====
===== Raijin fort =====

(talking to the gatekeeper)

GK : You're the princess' guards? Alright, go on inside. Open the gate!

(talking to the general in his room)

Bronson : How are you doing? Are you getting used to your job already?

1) Yes

2) No

(1)

Bronson : I see. You're quick to grasp things, aren't you?

(2)

Bronson : Well, don't be too impatient.

Bronson : Unlike us, your job involves traveling often and meeting all sorts of people. You will have to take decisions using your own judgment if the situation calls for it. This is a difficult thing. Hang in there.

(a soldier barges in the room completely out of breath)

Soldier : E-emergency!!

Bronson : What is it?

Soldier : It's...we're at war!

Bronson : What?

Soldier : Like I said, we're at war! The Burnstein kingdom issued a proclamation of war!

Bronson : What is their motive!

Soldier : I-I'm not sure! In the middle of the ceremony, Lord Greg suddenly assaulted King Richard and he.....here, the details are in this letter...

(he hands the letter)

Bronson : Kh...unbelievable!

Soldier : The officials of our country attending the ceremony have been taken

prisoner. Princess Laetitia is among them too...

Tippi : This is bad!

Wallace : Now this is completely outside the scope of our mission.

Bronson : Send off the spies at once! Tell them to ascertain the place where the prisoners will be kept!

Soldier : Yes sir!

Bronson : We must go strengthen our defenses. Sorry to trouble you but could you bring this letter to the king? Also ask for troops to be sent here immediately. There's no way we can stop the Burnstein army with the number of soldiers posted here.

(you got letter requesting for reinforcements!)

=====
Rolandia castle - Throne's room
=====

Arcadius : What's wrong? I do not see Princess Laetitia with you.

Tippi : This isn't about that at all!

(menu auto-opens, select the letter you got from the General)

Arcadius : Let me see...

Arcadius : Wh-what! War!?

Wallace : If what is written in this letter is the truth, then this is indeed the case.

Arcadius : That such a thing would happen....Lord Greg....I can't believe it....

Wallace : Your Highness, there is no time to waste. Troops must immediately be sent to places that are likely to be targeted by the Burnstein army. Speed is the most important factor to repel a surprise attack.

Arcadius : A-ah...yes, you're right. Still some time will be necessary to gather the troops and have them ready for war. In any case, the troops available immediately will be sent. Go report this to the fort. But your real mission will start afterwards. I want you to rescue the hostages.

Misha : Rescue the hostages? But...how are we going to do that? We don't even know where they're being held captive....

Arcadius : You can ask General Bronson for the location. The man is quite capable. I'm sure he will be able to ascertain their whereabouts.

Tippi : Even if we know the location, it will still be within the Burnstein kingdom right? How are we going to cross the border?

Arcadius : I will leave it to you to find a way. Now that we're in this situation, fighting can't be avoided anymore. Furthermore, if the Burnstein army manages to make its move before the reinforcements arrive, I want you

to hinder their progression by any means possible.

Sandra : The difficult part will be to find a way to get inside the Burnstein kingdom. Afterwards you can always use Ruise's teleport to come back.

Misha : Ah, that's right!

Tippi : In short we're the best suited for this job.

Ruise : Deliver the report, rescue the hostages. Then slow down the Burnstein army until the reinforcements arrive....

Arcadius : Yes, that's it. Of course, the part I want you to concentrate your efforts on is the rescue operation....I'm counting on you.

=====
===== Raijin fort =====

(talking to the gatekeeper)

GK : You're bringing a message from King Arcadius? Alright get inside.
Open the gate!

(talking to the general in his room)

Bronson : So what's the situation regarding the reinforcements?

Ruise : They're gathering the soldiers now, but it will take time to round up those ready for battle.

Bronson : Hum...I guess it can't be helped.

Tippi : Still, in the meantime the Burnstein army must be stopped somehow. We've been given the mission to rescue the hostages but....

Bronson : The first reports from the spies mentioned that the hostages will be among convoys that will depart soon but...we don't know the time and date of the convoy where the princess will be....

Wallace : We won't be able to tell it apart from the others then....

Bronson : However we have another urgent matter on our hands right now.

Wallace : Which is?

Bronson : Actually a little further from the plains east from here lies a ravine. But the Burnstein army is now building a suspension bridge over that ravine.

Misha : A suspension bridge?

Bronson : From the Burnstein kingdom side, to get to this side of the ravine they have to send soldiers through the forest south of here, and not many soldiers can go through that forest at once. But by building that bridge they'll be able to have their army go through the ravine, which is the shortest possible path. If they manage to complete that bridge and use it, they'll be able to reach this fort one week sooner than by going through

the forest.

Wallace : And thus they'll be able to surround this place and lay a siege before the reinforcements can reach it...they're truly intending to invade...

Bronson : We have to prepare our defenses in case they're coming from the ravine. We can't afford to do anything more than that now. I'm sorry but I can't give you assistance on your mission.

===== Ravine between Rolandia and Burnstein =====

(if you reported to Bronson before coming here)

Wallace : This is the ravine he mentioned? My eyes can't see well. Describe the situation.

(or if you skip reporting to the general and reached the ravine straight away)

Ruise : Ah, this is...

Misha : Yeah, they're soldiers from the Burnstein kingdom. Seems like they're building a bridge. But I wonder why?

Wallace : They're building a bridge you said! Tch! To avoid going through the southern forest they intend to build a bridge which will allow them to take the shortest possible route! This is bad. At this rate they can start their attack really soon....My eyes can't see well. Describe the situation.

(then the dialogues will be the same whether or not you reported to Bronson)

Ruise : Hmm, well....the bridge isn't completed yet and there are still several ropes and planks that are being brought to build it.

Tippi : Also there are two soldiers building the bridge and four soldiers guarding it.

Wallace : ...6 persons.

Do you have a proposal to make regarding the situation?

- 1) Yes
- 2) No

(1)

Tippi : A suggestion? What is it?

- a) With so few people, there's plenty of time before the bridge is complete
- b) With so few people, we can defeat them by ourselves
- c) It's nothing

(a)

Tippi : That might be true but I wonder if they still won't be quicker than the reinforcements.

Wallace : In that case I have a proposal to make.

(b)

Tippi : Eeeh!? You mean fighting them by ourselves? Are you serious?

Wallace : No, he's right. I concur with this idea.

(c)

Tippi : Taking back what you want to say, that's so not manly!

Wallace : In that case I have a proposal to make.

(2)

Tippi : Is that so? Fine then.

Wallace : In that case I have a proposal to make.

Wallace : Right now there are only six soldiers. If we strike immediately we can make that bridge fall.

Misha : But that means we'll be fighting with the army by ourselves?

Wallace : In this situation they don't have any particular advantage over us. Our objective is simply to prevent them from crossing here. Isn't destroying this bridge before it's completed the easiest way to do so?

Tippi : It's true that right now simply cutting the ropes would be enough to make the bridge fall but...is it alright to do such a thing?

Wallace : If they manage to secure this bridge, then they will obviously use it to bring more troops. There's no other way if we want to repel them.

Ruise : If their bridge is destroyed then it will have been faster for them if they went through the forest directly rather than building a second one.

Tippi : And that way we will have stalled them for a good while.

Misha : Sounds good. Let's get them!

Guard 1 : Huh! Who the heck are you?

Guard 2 : Rolandia soldiers? Are they trying to destroy the bridge?

Wallace : Destroying the bridge comes before defeating the enemy!
The first one to reach the bridge will cut the ropes!

Ruise : Un-understood!

Guard 1 : Like we'll let you!

Event battle 10 : Destroy the bridge

Winning condition : Defeat all enemies or destroy the bridge
Losing condition : Party defeated

Enemies : 3 Soldiers (Lv18)
1 Mage (Lv18)
2 Workers (Lv15)

(if the bridge is completed)

1 Burnstein captain (Lv23)
2 Heavy soldiers (Lv20)
4 Soldiers (Lv17)
2 Workers (Lv15)

(the easiest way to win if of course to cut the bridge as soon as possible. Enemies on the bridge will die if it drops while they're still on it but won't count as killed so no exp or money from them. If you're really want to get the most exp and money out of this battle, feel free to kill everyone but beware of the heavy soldiers who hit hard and the captain that can use decent spells and is resistant against magic. A good strategy is to let Wallace defend on the bridge as a shield while having the others characters all cast offensive area spells. Enemies will pop on the map as soon as the remaining number of enemies drops below four so be sure to kill the last four enemies with the same attack. Oh and if you try to cut the rope while having your own characters on the bridge Tippi will call you stupid ^_^;)

(beginning of battle)

Guard 1 : Tch! I can't believe guys from Rolandia noticed our movements.

Guard 3 : Let's make sure the bridge gets done so that our reinforcements on the other side can come here.

Guard 1 Yeah. Guys, stop them from moving any closer!

Guard 4 : Workers, concentrate on finishing the bridge!

Worker : Yes sir!

(if you move a bit towards east)

Burnstein captain : Hm? There are Rolandia troops on the other side? Did they come to destroy the bridge? Like we'll let them have their way! Complete the bridge from our side!

(a few secs later)

Burnstein captain : Hang in there! We will be here in a minute!

(if the bridge is completed)

Worker : Alright, it's completed! All troops on the other side, advance!

Tippi : Hey! Hurry up and make the bridge fall. They're coming!

(if near a side of the bridge a yes/no choice will appear, pick yes to cut the rope)

Tippi : Alright, let's cut that rope!

Enemy on the bridge : S-stop it!!

Tippi : We did it!! The bridge has fallen!

Event battle 10 Clear

Tippi : There's no more enemies, right?

(bgm change, a familiar figure appears)

Julian : Hm! What happened here!?

Burnstein captain (if alive) : Ah, general! It's those troops from the Rolandia kingdom, they've destroyed the bridge!

Julian : What!? Ah! You're....!?

Tippi : Julian.....

Wallace : What? Where? Where is he?

Ruise : On the other side of the ravine....among the Burnstein troops... he looks like...the commanding officer.....

(you get that nice CG of Julian standing on the other side of the ravine, his knight uniform billowing in the wind)

Julian : It's been a while. Seems like this pendant really grants wishes after all. But I didn't imagine that our reunion would be such a sad thing.

Ruise : Then you mean...you became an Imperial Knight?

Jurian : I did. And this is why I'm now standing here as your enemy.

Tippi : Say, Julian has war really begun? Why did it start in the first place?

Julian : That's because one of the members of the Rolandian nobility deliberately assaulted our king during the coronation ceremony! Now that such a thing has happened, I guess you understand this is the end of our cordial relationship...

Ruise : Then, Lord Greg....he really stabbed the king.....that can't be.....

Julian : In any case, your people are the ones who struck us first. Therefore we are retaliating.

Wallace : Yesterday's friend...is today's enemy...as the saying goes, huh.

Julian : However because of that ravine I cannot fight you now.
You've escaped death today. Next time we meet you won't be so lucky!

Ruise : Julian-san.....

Wallace : Now that things have taken this turn it's useless standing there
crying over it. Let's go back to the fort now.

=====
===== Raijin fort =====

(talking to the gatekeeper)

GK : You're bringing a message from King Arcadius? Alright, get inside.
Open the gate!

(talking to the general in his room)

(if you reported to Bronson before destroying the bridge)

Bronson : Hm, what is it? Has the enemy crossed the ravine already?

Tippi : No need to panic! Cause the enemy won't be showing up here for a while.

Bronson : Wh-what?

(or if you haven't reported earlier but headed to the ravine immediately)

Bronson : So what's the situation with the reinforcements?

Ruise : They're gathering the soldiers now, but it will take time to round
up those ready for battle.

Bronson : Hum...I guess it can't be helped.

Tippi : But in the meanwhile the Burnstein army must be stopped somehow.
We've been given the mission to rescue the hostages but....

Wallace : We've been told that you will assist us with that.

Bronson : I see. In that case I have an urgent request to ask of you.

Tippi : What is it?

Bronson : Actually a little further from the plains east from here lies a
ravine. But the Burnstein army is now building a suspension bridge over
that ravine.

Wallace : Hold it. That suspension bridge is no more.

Bronson : Wh-what?

(from here again the dialogues will be the same whether or not you reported
to Bronson)

Ruise : Hmmm, in fact we just defeated the soldiers building the bridge and dropped it down the ravine.

Misha : Awesome, ain't we?

Bronson : Ooh, I see...I was wondering how strange it was that we didn't see any soldiers yet, since I thought it'd be completed soon.
But yes, you guys are truly amazing indeed.

Soldier : Excuse me!

Bronson : What is it?

Soldier : We've gotten a report from our spies that are currently within Burnstein territory. It's about the convoy that is bringing the princess to the place where she is to be confined. Its destination is...Garaus prison.

Tippi : Now we know the place she's going to!

Bronson : The impregnable prison Garaus....of all the places it had to be there....

Wallace : Our mission is to rescue the hostages. Now that we know where she will be detained we will be going there. Our best chance of success would be to target the convoy bringing her. Once she's in that prison, rescuing her will be much more difficult if not impossible.

Bronson : Indeed...the best chance for a rescue operation would be before they enter Garaus. Because of the geographical features around that prison, invading it with troops isn't easy and for someone slipping inside to rescue a prisoner it's even more ridiculous.

Tippi : Where is that Garaus prison place?

Bronson : It's located a little further after the ravine where you destroyed the bridge.

Misha : Huh? Then we eliminated the path we needed ourselves?

Tippi : Who was the one who said it was a good idea to destroy that bridge!

Bronson : No, that decision wasn't wrong. If you didn't destroy that bridge and we were engaged in battle instead the enemy would keep coming and the surroundings of the bridge would be crawling with soldiers.

Wallace : In any case we should hurry. If we waste too much time here, chances are we won't make it in time. The only thing that matters is to cross to the other side. We can come back easily by using Ruise's teleport.

Bronson :I got it. Then I have a proposition. Hey, you there!

Soldier : Yes, did you call me, sir?

Bronson : Take them to the ravine. Have some ropes ready. We will use that plan we discussed.

Soldier : Ah, I see. Right away, sir!

Tippi : "That plan"?

Bronson : Don't worry, you'll understand it at once. Go to the ravine where you destroyed the bridge. We'll make you reach the other side right away.

=====
===== Ravine between Rolandia and Burnstein =====

(as soon as you get there)

Soldier : This way!

(follow him)

Tippi : What is this?

Soldier : Oh, you're here. We'll use that rope to get you across.

Ruise : Eeeh!? This!?

Misha :I-I think I might fall midway though.....

Soldier : It's fine! Your body will be tied to the main rope using those ones.

Soldier : Look, the other side isn't as high up as here right? It might be a little scary but all you have to do is let go of yourself and you'll be on the other side in a flash.

Wallace : I see.

Soldier : The only thing you have to pay attention to is to cut the rope binding you once you've landed. In other words, once you're on the other side, you can't come back using this. It's only a one-way ticket.

Tippi : That's okay! Ruise-chan can use teleport to bring us back.

Ruise : In that case we should make sure to replenish magic power before going. Since I don't know where the landmark to use for the spell on the other side will be.

Tippi : I see...Ruise-chan's teleport uses towns as landmarks huh....

Soldier : Then, come back and talk to me again once you're ready.

(talking to him again)

Soldier : Are you ready?

1) Yes

2) No

(1)

Soldier : Then form a line and come over here.

(2)

Soldier : Go replenish both physical and magical power. Get some healing items too. Oh and don't forget to save!

(assuming you pick "yes")

Wallace : I will go first. In case some enemies are on the other side, I'll be able to ensure the safety of the rest of you.

Soldier : Good.

(Wallace slides down the rope)

Soldier : Alright, next!

Tippi : Then, the next one will be Ruise-chan? If something happens Wallace is on the other side and you can come back together.

Ruise :it's scary.....

Soldier : Alright, go!

(the soldier pushes her and she screams all the way down --)

Soldier : Good, the next one is you missy.

Misha : Uuuh...it's scary...but somewhat fun too....

Soldier : Ready?

Misha : Hold on!! I need to take a deep breath first...

(she does so)

Misha : Aaah, but, but, if it stops midway I'll be suspended midair and, and even worse, what if the rope breaks! I'll fall down in the ravine and there's no way I can survive something like that....

Tippi : Hurry up and get going already!

Misha : Ah, but, but, you know....

Tippi : Tippi-chan kick!!!

(she forcefully slides down screaming "that's mean" and you'll hear a loud sound when she lands)

Soldier : You're the last one.

(examine the rope to have Carmaine tie himself to it)

Soldier : The topography around the prison is peculiar. Use it to your advantage and I'm sure you can successfully rescue princess Laetitia. We're counting on you!

Tippi : Alright, let's go!

(Carmaine slides down. On the other side talk to anyone to trigger the following dialogue)

Tippi : Is everyone alright?

Misha : ...uuh...I hurt my head....

Wallace : Next time we'll be heading back to the Rolandia Kingdom will be once we've rescued princess Laetitia. We'll use Ruise's teleport, so be careful not to use up all her magical power.

=====
Cave east of the ravine
=====

(seeing the huge gel)

Tippi : What's that thing?

Misha : It looks all flabby.... gross....

Minor Battle

Enemies :

1 Hyde (Lv18)

3 Mutant gels (Lv19)

Queen gel (Lv24)

(mutant gels absorb elemental spells so don't use that. Stick to good old magic arrow. The Queen gel is immune to it though. Beware of the petrify status gels can inflict with their physical attack too. The Queen gel will flee if you're slow)

(once battle is over)

Tippi : Whew, it's over....

(once you exit the cave, travel north to reach the prison. Like Fort Rajin, the prison will be available as a teleport location)

(upon reaching the prison)

Misha : Uwah! It looks like a fortress rather than a prison!

Wallace : It's Garaus Prison. "Garaus" means the end, the conclusion or simply death. Nobody ever left this place while alive. I've heard those fortifications were added when it was used as a stronghold. Once you enter this place, escaping is impossible.

Tippi : Then, infiltrating this place to rescue someone inside isn't possible either, right?

Ruise : But since we know the convoy will be going here we can easily set up an ambush!

Wallace : That's true. Let's explore the surroundings and look for a place suitable for an attack.

(the first screen east from the prison will be devoid of enemies. Run around and you'll get the following event)

Wallace : Seems like this place works well for an ambush.

Ruise : That bridge is quite simply built too, it looks easy to break.

Misha : Then that means...we'll use that plan we discussed earlier?

Wallace : Yes. I don't think they would make a high-ranking hostage walk so she'll probably be in a carriage. Once the carriage is here, we will initiate the battle. First we'll have to cut down the bridges on each side so that more guards can't join in the battle. Then we'll defeat those remaining around the carriage and the princess will be saved.

Tippi : Then shouldn't we find a place to hide so they won't see us?

Wallace : Yes. My eyes can't see well so look for a place yourself.

(now pick a place to hide and wait there. Your party members will react depending on which place you picked. Obviously only one fits, behind the weird rock formation that is near the road)

(once you picked up the right place)

Tippi : If we're here they won't see us!

Wallace : Yes, we're in the shadows of those rocks, that's a good place. Then let's sleep to save up our strength while we wait for the enemy.

Tippi : I like this idea!

Wallace : Still, to think that I'd come here again....

Ruise : Wallace-san, did something happen to you here?

Wallace : If you head north-east from here, you'll reach a small village named Klein. It's when I left this village that I lost both my eyes and my right arm.

Tippi : Eeeh! Really!?

Wallace : Yes. But right now, our priority is to rescue the princess. We should hurry up and sleep so we don't waste our energy.

Ruise : Then let's pair off and take shifts.

Misha : Ruise-chan, you're so smart!

Ruise : Geez, Misha don't make fun of me!

Wallace : If you don't mind I'll be sleeping first. As the carriage probably won't be here for a while, I want to be on the lookout later. Decide who you want to have your shift with you.

1) Ruise

2) Misha

(1)

Ruise : Alright oniichan.

Wallace : I'll be counting on you then. If anything happens be sure to wake me up.

Misha : Good night oniisama!

(2)

Misha : Okay! Let's do a good job together oniisama!

Wallace : I'll be counting on you then. If anything happens be sure to wake me up.

Ruise : Good luck!

Tippi : Sleep well you two.

(later while both Wallace and Misha sleep)

Tippi : Being on the lookout is such a bore.

Ruise : Then let's chat a little.

Tippi : Well, if it's just a bit I guess it's okay?

Ruise: Err...say, oniichan?

Ruise : Do you regret becoming an agent for the kingdom?

1) No

2) A little bit

3) Yes

4) Why are you asking this? (no specific dialogue for that choice)

(1)

Ruise : I see. I guess that's normal....

(2)

Ruise : Really? I'm a bit surprised...

(3)

Ruise : Really? I'm a bit surprised...

Tippi : Why did you ask that?

Ruise: Because, now that the war started, we have to fight the people of the Burnstein kingdom. And until recently we were getting along so well....

Tippi : That's true....

Ruise : This inability to get along....it reminded me of the situation between the Featherians and the Growsians...and what it led to...

Tippi : Yes...that's really something we want to avoid....

Ruise : Yes....

Tippi : Anyway let's get back to keeping our watch.

Ruise : But isn't it time to switch shifts now?

Tippi : Ah, that's right. Wake up you two. Time to change shifts!

Wallace : Whew, I slept quite well. Then it's our turn to keep watch now.

Misha : Go ahead and get a good rest.

(or if you picked Misha)

Tippi : Being on the lookout is such a bore.

Misha : Say oniisama! Let's talk just for a little bit!

Tippi : Well, if it's just a bit I guess it's okay.

Misha : Actually there's something I want to ask you oniisama!

Let her ask you?

- 1) Yes
- 2) No

(1)

Misha : What is your favorite kind of food?

- a) Light and easy to eat food
- b) Gourmet food
- c) Incredibly spicy food
- d) Really sweet food
- e) Horribly bitter food
- f) There's nothing I hate or like in particular

(a)

Misha : I see...like salad or fish for instance...

(b)

Misha : Gourmet...? Things like a cream stew for instance?

(c)

Misha : In-incredibly spicy!? I can't eat spicy food!

(d)

Misha :

Misha : Oniisama loves sweets...that's so...err...surprising....

Misha : Ah, but I love cakes myself!

(e)

Misha : Ho-horribly bitter? What's that? I'd like to try something like that... but somehow I don't feel like I want to see what it looks like.

(f)

Misha : Whoa! The girl that marries you won't have to worry about her cooking then!

Tippi : And? Why did you ask that? Don't tell me you're going to cook something for that guy.

Misha : Hmm, that's right....aaah!

Tippi : What's with you, screaming like that?

Misha : Wh-what should I do....I-I can't cook at all...I'm so sorry oniisama!

Tippi : Geez, I sorta figured it would be something like that.

(2)

Misha : Uuuh....

Tippi : Anyway let's get back to keeping our watch.

Misha : But isn't it time to switch shifts now?

Tippi : Ah, that's right. Wake up you two. Time to change shifts!

Wallace : Whew, I slept quite well. Then it's our turn to keep watch now.

Ruise : Sleep well.

(following dialogues are the same no matter who you chose earlier)

Wallace : Hey, wake up.

Tippi : Time to change shifts again?

Wallace : I hear sounds....a large number of troops...and the sound of a horse drawn carriage....seems like the convoy is getting here.....

Ruise : It's nearly time.

Misha : Uwah~ I'm so nervous...

Wallace : Listen. I'm leaving it to you to decide the timing. When you think it's the time to strike, step outside and get on the road.

Tippi : Leave it to us! Anyway if we mess up the timing we'll lose right away!

(now then the game will explain that you're entering watch mode. Look at your radar. Different colors will be used to represent Julian, who you don't want to fight, and the carriage which mustn't get away from the battlefield. Simply go left or right from the position where youstanding and you'll enter battle mode)

(upon Julian's arrival, bgm change as usual)

Julian :

Ruise : Ah, it's Julian-san....

Wallace : What, Julian's there? Hey. He's a Knight. It'd be best if we can avoid having him enter the battle. Anyway, I leave the timing to you.

(upon arrival of the carriage)

Tippi : Ah, a carriage....

Wallace : The princess is most likely inside. I'll let you pick the timing for the attack.

(if you wait too long)

Misha : The carriage's gone already!

Wallace : Kh! The timing was too slow....(game over! ^_^^;)

(once you step out)

Tippi : Let's go!!

Event battle 11 : Rescue the princess

Winning condition : Stop the carriage from escaping and defeat all enemies

Losing condition : Party defeated, carriage gets away, princess is taken away

Enemies : at least 4 Soldiers (Lv15)
 likely 1 or more Heavy soldiers (Lv19)
 perhaps some Clerics (Lv14)

(once the carriage stops)

 Burnstein captain (Lv22)

(the easiest way to win if of course to cut the west bridge while Julian still hasn't entered the battle. If he does he will make your life miserable. To give you plenty of time to cut the bridge, let the carriage goes at least halfway through the field before engaging the enemy. All enemies are rather easy except for those heavy soldiers but you won't face many of them. The captain will try to get the princess out of the battlefield so be sure to intercept him or pummel him with spells. Once he's dead the princess will come back without being targeted by the remaining soldiers.)

(before battle)

Julian : Who goes there!

Julian : It's you people! You're here to snatch the prisoner?

Julian : Have the carriage increase its pace! All troops intercept them!

Soldier in carriage : Yes sir!

Tippi : The princess is in that carriage right?

Wallace : We must defeat all the enemies present here. Then we'll rescue the princess!

Julian (glaring) : Hoh....

(beginning of battle)

Wallace : First of all, take down the bridges! Otherwise enemies will keep coming!

Ruise : Then shall we split into two groups?

Wallace : I leave that to Carmaine. But if possible the western bridge should be dealt with quickly. Avoid the enemies and head for the bridge!

(when near west bridge)

Tippi : We must destroy the bridge, right?

1) Yes

2) No

(1)

Tippi : We did it! the bridge has fallen!

Julian : Kh! I won't be able to help my troops now!

Julian : Aiming on blocking the carriage by cutting off the bridges!?

Julian : Hey! The carriage can't turn in such a narrow place. Abandon it and escape from the battle!

Soldier : Yes sir!

Laetitia : Ah, that hurts! What are you doing, you brute!

Soldier : Hurry up and get going!

Tippi : Ah! The princess is here!

Wallace: Now all that's left is to cut off the other bridge. Avoid the enemies and head for the bridge!

(killing the soldier that drags the princes around)

Tippi : Now we won't have to worry about the princess getting away from here. All that's left is to clear the enemies!

(same line and choice when you drop the second bridge, then proceed to kill the remaining enemies)

Event battle 11 Clear

Julian : Kh! A mere 4 people accomplished that much....I must admit this was an impressive display of skill...

(now, for those of you dead set on having Julian in battle let's go over this battle again ^_^)

Event battle 11 - Julian's fans version : Rescue the princess

Winning condition : Stop the carriage from escaping and defeat all enemies
Losing condition : Party defeated, carriage gets away, princess is killed

Enemies : Julian (Lv42)
 Soldiers (Lv15)
 Heavy soldiers (Lv19)
 Clerics (Lv14)

(once the carriage stops)

 Burnstein captain (Lv22)

(So you want to play with Julian. It's definitely possible without mindless powerleveling. You'll obviously need the protect spell. Debuff spells are a plus too but it's hard to make them stick on Julian. You'll also need the Thunder spell for both Carmaine and Ruise. First engage the enemy as soon as the carriage enters the battlefield. That's because you will need to cut the east bridge first this time. Julian will be on the west side and moving around to cut bridges while having him on your back isn't a good idea. Have Wallace clear out the soldiers on Carmaine's path to the east bridge. Ruise and Misha can handle soldiers coming their way with large area spells such as Tornado or Blizzard. With Wallace and Carmaine on the east bridge Julian will head for the girls. They both move at the same speed as Julian so have them run east once they've killed all the soldiers. If there are some remaining have Wallace take care of it. Once they've reached Wallace let him act as their meat shield and take Julian's hits. Carmaine in the meanwhile should be moving to drop the second bridge. He moves faster than the carriage of course so that's not a problem. The soldiers coming his way from the west are though. If you can't get to the bridge without having to engage them make sure to put him in front of the horses path. That will stop the carriage for a while. Have the casters assist him in killing the soldiers. He should be able to reach the bridge easily after a while. Once that's taken care of, have Carmaine deal with the soldier dragging the princess around. Soon enough only Julian will be left. You may want to cast Rust on him to ease Wallace's job as a shield but don't bother if it doesn't stick on him. Once Carmaine is available, have him take Wallace's role as a shield. If Wallace has his large flying blade as a weapon you can use that to attack Julian from a distance. Otherwise don't bother as physical attacks won't do much damage if any and Julian can counter. Now then defeating Julian works the same way as the tournament battle. Thunder then defend until his strike then Thunder etc... Don't bother with Misha's thunder as her magic

power is too low to deal much damage. Instead she will heal. Ruise'll cast Thunder and eventually Protect/Fear/Rust if need be. Don't waste all of her MP! Carmaine's full mp should be enough to take down Julian. Don't forget that if he does a critical strike coupled with a second strike he can take out 200 HP of your characters is they're not defending. He won't try to heal himself before he has 20 HP left so a couple of physical hits to delay his spell coupled with a last Thunder spell of yours and he's defeated. Note that defeating him in this battle lower your points with so if you're intending to get him in your party later on refrain from having him enter this battle. In top of that he gives no exp or money.)

(before battle)

Julian : Who goes there!

Julian : It's you people! You're here to snatch the prisoner?

Julian : Have the carriage increase its pace! All troops intercept them!

Soldier in carriage : Yes sir!

Tippi : The princess is in that carriage right?

Wallace : We must defeat all the enemies present here. Then we'll rescue the princess!

Julian (glaring) : Hoh....

(beginning of battle)

Wallace : First of all, take down the bridges! Otherwise enemies will keep coming!

Ruise : Then shall we split into two groups?

Wallace : I leave that to Carmaine. But if possible the western bridge should be dealt with quickly. Avoid the enemies and head for the bridge!

(if you destroy the bridge on the right first)

Julian : They destroyed the bridge on our back....

Julian : Do not change directions! Carriage, keep up the pace!

Soldier in the carriage : Yes sir!

(then upon destroying the second bridge)

Julian : At this rate the carriage will be surrounded! Leave it!

Soldier : Yes sir!

Laetitia : Ah, that hurts! What are you doing, you brute!

Soldier : Hurry up and get going!

Tippi : Ah! The princess is here!

(killing the soldier that drags the princes around)

Tippi : Now we won't have to worry about the princess getting away from here. All that's left is to clear the enemies!

(Julian defeated)

Julian : Kh, impossible...to have improved so much in so little time...to be able to defeat me despite my being an Imperial Knight is impressive... But that won't happen next time Carmaine!

Event battle 11 Clear

Tippi : Whew, there's no enemies left at last....

(go talk to the wandering princess)

Laetita : I'm safe, thanks to you.

Wallace : There's no need to thank us. This was our mission.

Laetita : But...how are we going to leave this place now?

Tippi : That's not a problem 'cause we've got a Growsian in our ranks you see!

Misha : Then let's go back!

Ruise : Yes!

(Laetitia joined as a NPC)

Laetitia : If it's not a bother, could we go to the Rajin fort first?
General Bronson must be worried....

Wallace : Yes, let's do that.

=====
===== Raijin fort =====

(talking to the gatekeeper)

GK : Ah! Princess Laetitia, you're safe!

Laetitia : It's thanks to them.

GK : Good job! If you want you can rest up within the fort. Open the gate!

(talking to the general in his room)

Bronson : Princess! I'm so glad that you're safe.

Laetitia : Thanks. I must admit, I gave up hope at one point too.

Bronson : But you guys really did an impressive job! You're heroes now!

Misha : Hahaha~ oh, that's too much!

Ruise : Geez, watch your behavior!

Bronson : It's true that your manner leaves something to be desired but you should be proud of what you accomplished today.

Laetitia : I'll be sure to speak well of you to my father too.

Bronson : I guess you must be tired now. Use this opportunity to rest, you've earned it.

(automatic rest)

Bronson : Did you sleep well?

Laetitia : Yes. For the first time in a while.

Bronson : Then see your mission to completion now. Escort the princess safely to the castle.

=====
Rosaria
=====

(upon entering town)

Laetitia : I'm finally back. For a moment I was thinking I'd never see this town again.

Tippi : You shouldn't be so pessimistic!

Wallace: Indeed. It's truly over only if you give up.

Laetitia : Yes, you're right. By the way, I'd like to ask a question...

Carmaine : ?

Laetitia : When you put yourself in danger to rescue me was it because my father ordered you to?

- 1) Because the king ordered us
- 2) Helping the royal family is the duty of the kingdom's residents
- 3) Rescuing one's own friend is the natural thing to do

(1)

Laetitia : ...I see....I guess that's normal....

(2)

Tippi : Yep, yep! His highness the king and his daughter, the princess, belong to the Rolandia kingdom.

Laetitia : ...is that so?

(3)

Laetitia : Friend...

Ruise : Didn't you say so yourself, that you wanted to be friends with us?

Misha : Even if we weren't ordered to, we surely would have come to rescue you!

Laetitia : Thank you....I'm so grateful.

Wallace : Come now, the king is waiting.

Laetitia : Yes.

(as soon as you get to the next screen)

Tippi : Hold on! Look over there!

Ruise : Ah, Eliotte-kun?

Laetitia : ...that boy, he's....

Oswald : This time you won't escape!

Eliotte : Why are you targeting me? I do not have any money!

Oswald : This has nothing to do with money! Killing you is a request we've been asked to fulfill, that's all.

Masked man : ...stop talking already! Why do you think you were hired?

Oswald : S-sorry....

Eliotte : I-it's now or never.....

Oswald : Damn brat! Wait till I get you!

Tippi : We should be the ones saying that!

Wallace : Seems like criminals are quite busy lately.

Oswald : Aaaargh! Bastards, why are you here?

Laetitia : You're disgracing the royal capital! Cease that unsightly behavior at once!

Masked man : ...? ...the princess Laetitia? Then those guys with her, they're....

Oswald : Shut up! I'll stop once we've killed you all!

Event battle 12 : Protect Eliotte and Laetitia

Winning condition : Defeat all enemies

Losing condition : Party defeated, Eliotte or Laetitia die

Enemies : Masked man (Lv26)
 Oswald (Lv22)
 3 Thieves (Lv17)
 2 Thieves (Lv16)

(Rather easy battle, none of the enemies are hard aside from the oh-so-mysterious masked man. Do pay attention to the two thieves all the way north as they will only target the town's npcs. Npc's deaths mean less vacation days and besides they'll remain dead forever. So until the end of the game you'll have people whining in town about how useless you are. Save yourself from that and kill those thieves first. The spell Grow Protect will be very useful here. After a while the masked man will go after Laetitia head so have someone stop him since he can kill her in one blow.)

(beginning of battle)

Eliotte : What should I do?

- 1) Stay here and defend yourself
- 2) Attack selected enemy
- 3) Come this way
- 4) Stay close to a party member

(additional choices for 3 and 4)

(3)

- a) Go south using the left stairway
- b) Go south using the right stairway
- c) Go north

(4)

- a) Carmaine
- b) Ruise
- c) Wallace
- d) Misha

(pick any choice)

Eliotte : Understood!

(after inputting your battle commands)

Misha : Princess, stand back! We'll take care of this!

Laetitia : Yes.

(after a little while, right before the masked man target Laetitia)

Masked man : It really is the princess...they managed to bring her back....

in that case....

(if masked man gets near Laetitia)

Masked man : I didn't think you'd come back safely.

Laetitia : Eh?

Masked man : Bah, in the end the only change will be the place of your demise.
Prepare yourself.

(masked man attacking one of your party members)

Masked man : Here I come, you cowards.....

(Oswald defeated)

Oswald : Guh...why can't I win....bah, I'm not going to throw my life away
like this! Retreat! We're cancelling this job!

Masked man : What a useless guy....

(Masked man defeated)

Masked man : Guh! I guess....it really wasn't a fluke then...

Tippi : Ah, he's running away!

(end of battle)

Tippi : We've cleared them all out, right?

Eliotte : Whew...I'm saved....

Event battle 12 Clear

Ruise : Are you alright?

Eliotte : Yes. I owe it to you, thanks.

Tippi : Why are you being so relaxed! We've got to catch that masked bastard!

Wallace : I'll stay here with Misha and protect the princess. You and Ruise
go after him!

Ruise : O...okay....

Tippi : Let's get going!

(talking to Xenos)

Xenos : Oh, it's you guys! It's been a while!

Ruise : Xenos-san! Yes it's been a long time.

(if you put some flowers near Karen bed earlier)

Xenos : It seems you visited Karen while she was recovering. You have my gratitude.

Ruise : Ah, you don't need to thank us, it's only natural.

Xenos : By the way, what happened. You look a bit strange?

Tippi : Ah, that's right! Xenos-san, didn't you see a suspicious man running around here?

Xenos : A suspicious man?

Ruise : He was wearing a mask hiding all of his face...

Xenos : A mask...nope I haven't seen anything like that. What's the matter with that guy?

Tippi : He attacked a friend of ours! We came here to pursue him but....

Xenos : Has he a bounty on his head with any luck?

Ruise : I don't know but...a bounty might be put up for him soon....

Xenos : Good. I need money for Karen's treatment. I'll go catch him at once! See you around!

(he runs away awfully fast)

Ruise : He looks busy....

Tippi : But that guy sure is quick! I guess he already left the city....

Ruise : Anyway let's go back now.

(going back to your party members)

Tippi : It's useless. Seems like he ran away already.

Wallace : Can't help it. Anyway everyone's safe here, that should be good enough.

Laetitia : ...

Misha : What's wrong?

Eliotte : Is there...something?

Laetitia : Why are you here? When did you get here in the first place?

Eliotte : Why? I'm here because my parents wanted me to deliver a letter to the Rolandia castle...but, hum...I lost that letter.

Laetitia : Tell me who you truly are! Answer honestly!

Wallace : Princess!? What's the matter? You've behaved strangely since you saw him.

Tippi : Did something happen with Eliotte?

Laetitia : He looks like him...

Tippi : Huh?

Laetitia : He looks exactly like Burnstein's prince..no the new king of Burnstein, His Highness Richard.

- 1) That's only a coincidence
- 2) They're twins
- 3) They are one and the same
- 4) Richard's an imposter, Eliotte is the true king
- 5) Eliotte's an imposter, Richard is the true king
- 6) They don't look alike at all

(1)

Tippi : A coincidence huh....

Laetitia : Even so, they look too identical...

(2)

Tippi : I see...if they're twins it's no wonder they look the same right?

Laetitia : But I never heard that Richard had any siblings...

Tippi : Then why do they look alike?

Laetitia : That's why this is troubling me....

(3)

Laetitia : But Richard was attending the coronation ceremony in the Burnstein kingdom...a person can't be in two places at the same time....

(4)

Ruise : But why would he let an imposter get crowned instead of him then?

Laetitia : Yes, I share that opinion.

(5)

Tippi : I get it! He's a fake that was hired to cover the king!

Misha : And now that he's no longer useful they're trying to get rid of him? How cruel...

(6)

Ruise : Are you sure....

Tippi : What do you think Ruise-chan?

Ruise : During the tournament I was sure Eliotte was the king actually....

Wallace : Anyway, we can't deny that he looks very much like the new king of the Burnstein kingdom, Richard. Also if he's here in the first place it's because he had business in the castle. And now his life has been targeted.

Tippi : About that, did you do anything to have your life threatened like this?

Eliotte : No...I do not know anything that could explain those actions...

Laetitia : Ah! That bracelet...

Eliotte : Hm?

Laetitia : There's no mistaking it. His Highness Richard had the exact same!

Tippi : Rah, geez! What does all of this mean!

Wallace : This incident is certainly intriguing. If we're going to continue this discussion, how about doing it inside the castle?

=====
Rolandia castle - Throne's room
=====

Arcadius : Oooh! I'm so glad to see you're back safe and sound! You too, I congratulate you for the feat you accomplished by rescuing my daughter.

Wallace : Thanks for your praise your Highness.

Laetitia : Father, I'm sorry to have made you worry.

Arcadius : Ah, that's fine. I've got something more important to ask of you.

Laetitia : Yes.

Arcadius : Did Lord Greg really stab King Richard?

Laetitia : Unfortunately it's the truth.

Arcadius : Hmmm....

Laetitia : But thinking back about that incident, something seemed strange.

Arcadius : Strange?

Laetitia : At that time even though that person had the same appearance as Lord Greg, his behavior and manners were those of a different person....

Arcadius : Oh by the way, who is that person here?

Eliotte : Err...

Tippi : His name is Eliotte. Earlier we saved him while he was attacked in a nearby village but...

Ruise : He is the spitting image of Burnstein's new king, Richard. We were wondering if this might have a connection with the current state of affairs.

Laetitia : Lastly, he's wearing the exact same bracelet that King Richard possesses.

Wallace : Because we thought there might be a connection between Eliotte and King Richard we brought him here.

Arcadius : Hum. Let me hear more about this.

Eliotte : Yes. I came to the royal capital by order of my father. I was supposed to deliver a letter to your Majesty but because I seem to have lost it I didn't come to the castle.

Tippi : You lost such an important letter?

Eliotte : Well, I wonder if those bandits didn't take it while they attacked the inn I was staying at.

Wallace : Don't you remember what was written in it?

Eliotte : This letter wasn't addressed to me. I wouldn't read it unless I was given permission....

Tippi : Then do you have any idea what could have been in that letter or why you had to deliver it yourself?

Eliotte : I'm not sure if it is relevant but...the people who raised me aren't my real family. They told me so while traveling here. I've been entrusted to their care by someone.

Ruise : Someone?

Eliotte : Here again, I'm not sure this is relevant information but...the people who brought me up often mentioned the name of "Lord Venzel".

Sandra : Venzel? Did they really say Venzel?

Eliotte : Yes. They said that name many times so I'm sure I'm not mistaken. Do you happen to know that person?

Sandra : He is the court magician of the Burnstein kingdom. I was one of his apprentices.

Ruise : Mother's teacher....

Sandra : I feel like things have become clearer. Let's recap this discussion so far. First Venzel entrusted you to the care of your current parents. Then you're the spitting image of King Richard and you also wear the exact same bracelet as he does. Finally right when King Richard get crowned you start being targeted and then the war starts.

Arcadius : Hmm, I can't help but to see a connection between those facts. Venzel holds the answers though.

Sandra : However you Highness, I head rumors that Master Venzel has disappeared lately.

Arcadius : What? Isn't he at the Burnstein court anymore?

Sandra : Unfortunately those are only rumors. We can't give them too much

credit.

Arcadius :I see. Until more light is shed on that matter, we will have him stay in the castle.

(Laetitia and Eliotte leave)

Arcadius : In any case, you've brilliantly fulfilled your mission. The rescue of the remaining hostages has been assigned to other agents. Also, one more thing. You valiantly repelled the invasion attempt of the Burnstein troops. This is what I heard in a report I got from Rajin fort. As a reward for your outstanding deeds I will confer upon you the title of knight.

Tippi : Uwaaah!

Ruise : Congratulations oniichan!

Misha : Awesome!

Wallace : Well done.

Arcadius : And, although it's a rather modest one, I will give you a parcel of land. It's located a short way west from the capital. You can ask more details about it to the one managing the area.

Tippi : *giggle* That sounds fun!

Arcadius : However now is not the time to celebrate. The war with the Burnstein kingdom has just begun. The first place to turn into a battlefield will probably be the forest near our southern border. But that border there is also a common border with the Ranzack kingdom. If the Ranzack kingdom were to take part in this war, our troops would be attacked from two directions. If only we could avoid that....

Wallace : A two-front war...indeed this would be bad.

Ruise : Is that especially bad?

Wallace : Listen. Currently the Rolandia kingdom and the Burnstein kingdom are at war with each other. The troops from all the country will be mobilized to fight the Burnstein troops. If the Ranzack kingdom were to take part in the war we would have to split our troops to stop them. If we do so we won't have enough soldiers to stop the Burnstein army. War isn't so much about strength as it is about the amount of resources you invest in it. This is absolutely critical.

Tippi : In short a strength of 10 doesn't cost as much as two combined strengths of 5 huh?

Wallace : Right now the Ranzack kingdom hasn't joined the war yet, but if they do, that's the situation we'll be in.

Tippi : Hmm~ this is really a difficult situation...hey you, what do you think about that?

- 1) Let's defeat the Ranzack kingdom first
- 2) We should defeat the Burnstein kingdom quickly
- 3) Form an alliance with the Ranzack kingdom
- 4) Ignore the Ranzack kingdom
- 5) Surrender

(1)

Wallace : Hey! The Ranzack kingdom hasn't even showed any signs of taking part in the war have they? Right now we're discussing about how to avoid a two-front war, not how to create one.

Ruise : Hmmm, in short we want to create a situation where we'll be sure the Ranzack kingdom won't attack us right?

Tippi : And how do you intend to do that? Send a "Please don't attack us" message?

Ruise : Hmmm...

Wallace : No, that just might be a good idea. How about it your Highness?

Arcadius : In other words, forming an alliance with the Ranzack kingdom you mean?

Wallace : Yes. If we have the assurance that the Ranzack troops won't be targeting us then we could fight the Burnstein army with our full strength.

(2)

Arcadius : Unfortunately, our country does not have the military power to do so.

Ruise : Hmmm, in short we want to create a situation where we'll be sure the Ranzack kingdom won't attack us right?

Tippi : And how do you intend to do that? Send a "Please don't attack us" message?

Ruise : Hmmm...

Wallace : No, that just might be a good idea. How about it your Highness?

Arcadius : In other words, forming an alliance with the Ranzack kingdom you mean?

Wallace : Yes. If we have the assurance that the Ranzack troops won't be targeting us then we could fight the Burnstein army with our full strength.

(3)

Ruise : Ah, I see. If we do that we'll be pretty sure they won't come to attack us.

Wallace : Indeed, preventing the war before it can happen is always good. How about it your Highness?

(4)

Wallace : Well, as long as they're not joining the war this may be a good option but what if they attack us? Now is the right time to think about that possibility.

Ruise : Hmmm, in short we want to create a situation where we'll be sure the Ranzack kingdom won't attack us right?

Tippi : And how do you intend to do that? Send a "Please don't attack us" message?

Ruise : Hmmmm...

Wallace : No, that just might be a good idea. How about it your Highness?

Arcadius : In other words, forming an alliance with the Ranzack kingdom you mean?

Wallace : Yes. If we have the assurance that the Ranzack troops won't be targeting us then we could fight the Burnstein army with our full strength.

(5)

Wallace : Hey, it won't hurt to be a bit braver than that.

Tippi : Yeah! What's the meaning of giving up before things even get started!

Ruise : Hmmmm, in short we want to create a situation where we'll be sure the Ranzack kingdom won't attack us right?

Tippi : And how do you intend to do that? Send a "Please don't attack us" message?

Ruise : Hmmmm...

Wallace : No, that just might be a good idea. How about it your Highness?

Arcadius : In other words, forming an alliance with the Ranzack kingdom you mean?

Wallace : Yes. If we have the assurance that the Ranzack troops won't be targeting us then we could fight the Burnstein army with our full strength.

Arcadius : Agreed. Then during your vacations I will have a letter for the king of Ranzack written. Once your vacations are over, you will travel to the Ranzack castle to deliver it. Now rest, you did well.

Official : Considering your achievements we will grant you three days of rest this time. Well then, please select where you want to go :

- 1) Capital city Rosaria
- 2) Health resort Rashell
- 3) Magic academy
- 4) Hot spring town Comsprings

~~~~~  
Fourth Mission  
Form an alliance with the Ranzack kingdom  
~~~~~

=====
Rolandia castle - Throne's room
=====

(after getting back from vacation)

Official : Your vacations are now over. You will be given your next mission.

Arcadius : How are you feeling? Did you rest well?

Arcadius : Well then, as you were told earlier here is your next mission. This is a letter proposing an alliance to the Ranzack kingdom. However, since the Burnstein Kingdom probably expected us to take such actions, we can expect them to interfere. Thus that's why I want you to travel secretly to the Ranzack kingdom and hand the king this non-aggression pact.

Wallace : In short we must avoid drawing attention from the Burnstein kingdom.

Arcadius : Yes. In the event troops from Burnstein uncover your identity and try to capture you, you're allowed to escape and come back. Here are papers authorizing you to cross the border as traders. With these you can reach the border town of the Ranzack kingdom, Galaschirz, without trouble.

Tippi : Eeeh!? Aren't we supposed to go to the royal capital?

Ruise : Then how should we proceed afterwards?

Sandra : Unfortunately you will have to devise a way to reach the royal capital on your own. Still, once you've entered the Ranzack Kingdom, moving freely shouldn't be that much of a problem. Besides, as soon as you reach a town, Ruise's teleport spell allows you to go there again as many times as you wish.

Wallace : To summarize, once we reach the first town, we are to make our own decisions based on the current situation. Our missions are getting more complex now that you've become a knight, right Carmaine?

Arcadius : This mission will shape the destiny of our country. I am counting on you.

(got your authorization to go through the border as traders!)

(Alright, there are a number of things you can do before going on with your next mission. First, and this is very important, go talk to Eliotte. He is currently in the castle in one of the rooms on the left side.)

Eliotte : Ah, I heard all about it!

Tippi : Huh?

Eliotte : You've been knighted, haven't you? Congratulations!

- 1) Thanks (recommended choice)
- 2) Well, yes, I have....
- 3) Heh, it's only natural!

(1)

Eliotte : Aah, that is such an honorable title...I'll be working hard too!

Tippi : Working hard? On what?

Eliotte : Ah..um...well, errr, anyway, I'll be working hard nonetheless!

(2)

Eliotte : Oh? You don't seem to be pleased about it?

Tippi : He's just embarrassed!

(3)

Eliotte : Whoa, you're really confident!

Ruise : Geez, oniichan you're so silly...

Wallace : I know you're happy but don't get too caught up in the excitement.

Tippi : Hehehe...Wallace-san, you're sounding like a father!

Wallace : ...hm...hum...

(now that's done you can go see the land that has been given to you or head to Rashell to check on Karen as usual. Talking to her will prompt a choice asking whether you want her to join your party or not. There is no reason to not take her in. She's lvl.21 which should be your own level right now and she's a character entirely dedicated to healing which is always useful. Once she's in the party go take a look at the flea market in Granshill. This event is only available now, once you start your mission it will be too late. You can go to your land anytime, you'll meet with the administrator there.)

=====
Granshill
=====

(going in front of the coliseum)

Tippi : Whoa~ there's so many people!

Ruise : Seems like there's some kind of sale.

Tippi : Say, can we go have fun and take a look around for a short while?

1) Yes

2) No

(1)

Tippi : Yay~! Let's go everyone!

(your group splits up)

Tippi : Alright we're going too!

(2)

Wallace : We have a job to do, there is no time to play around.

Tippi : Pft!

(only thing you have to do here is talk to your party members. The girls will mention looking for things to buy and you will have the opportunity to buy something as a present for one of them.)

(talking to Wallace)

Wallace : Sigh. These kinds of things tire me out. I'll be resting for a bit here.

Tippi : You're such a party pooper!

Wallace : There's nothing I want to buy, that's all. Anyway, I'll be resting here.

(talking to Misha)

Misha : Ah, oniisama!

Misha : Err...do you know if they sell some exotic flowers in places like these?

Tippi : Exotic flowers? Hmm, I don't know about that.

Misha : I see...

Tippi : Why'd you ask that so suddenly?

Misha : I want to collect exotic flowers to make a flower garden so I'm looking for places to find some but...

Misha : If you find some please be sure to let me know! Later!

(talking to Misha again)

Misha : Ah, oniisama. Oniisama, is there anything you want to buy here?

- 1) Nothing
- 2) Tons of things
- 3) I want something money can't buy

(1)

Misha : Eeh? I thought that in a place like this you'd find lots of things you wanted to buy though...

Tippi : Only a crazy spender like you would think that....

Misha : Really? I thought I was pretty normal...

(2)

Misha : You too!?

Tippi : Geez, you two are so...

(3)

Misha : Th-then, could it be that...kyaaaa oniisama! <3 If you want my heart so much it's alright to say it out loud! For the wedding we'll go to the church right? It fits our image perfectly! Then, after receiving the blessings from everyone, we'll exchange each other rings and then, then, finally, the kiss! Aah, we'll stare into each other eyes, then I'll slowly close mine and then, oniisama, you'll...

Tippi : ...hey you...is it really okay not to stop her?

(talking to Karen)

Karen : It's been such a long time since I've been to a fair like this. It's so

lively. I'm really having fun.

- 1) Didn't you ever come here with Xenos?
- 2) I like lively places too
- 3) Yes, this kind of thing is fun from time to time

(1)

Karen : My brother doesn't like noisy places too much...the last time we came here was when we were kids.

(2)

Karen : Yes, one can't help but feel happy seeing people rejoice, right?

(3)

Karen : Hahaha, yes, if it were too often it'd be tiring I guess.

Tippi : By the way did you find something to buy Karen-san?

Karen : No, not yet. I was looking around to find things pertaining to medicinal herbs or their usage but I haven't had any luck so far...

Tippi : Hmm, good luck!

Karen : Thank you. Well, I'll keep looking then.

(talking to Ruise)

Ruise : Ah, oniichan. Say, do you think accessories fit me?

- 1) Everything suits you Ruise
- 2) You're still too young for that
- 3) I have no idea

(1)

Ruise : R-really...?

(2)

Ruise : Really....?

(3)

Ruise : I guess I should have figured so....

Tippi : What's with that question all of a sudden?

Ruise : Well Misha bought a few things she found in a cute accessory shop. I went with her to take a look at the goods but...I don't think accessories suit me at all so I left quickly...

Tippi : That's such a shame...Ruise-chan you're so good-looking I'm sure it would have suited you!

Ruise : Thank you Tippi.

(talking to Ruise again)

Ruise : Ah, oniichan. Flea markets have a unique atmosphere don't they? I think they're fun.

- 1) Is it your first time visiting one?

- 2) Agree with her
- 3) It depends where they're held

(1)

Ruise : Yes. There are events somewhat similar to this at the academy's festival but...

Tippi : Then be sure to enjoy your time here!

Ruise : Yes, I will.

(2)

Ruise : I'm a bit uneasy with crowds but if it's an event like this then I don't mind coming anytime.

(3)

Ruise : That's right, this town is always so lively.

Tippi : I love this kind of atmosphere too!

Ruise : I...am a bit uneasy with crowds...but if it an event like this then I don't mind coming anytime.

(now you can go visit shops : three of them will let you buy items you can give as presents. But you can only get one so choose carefully. First option is to take a look at other shops, second is to buy right away)

(if you give a present to Ruise)

Ruise : Eh? Is that for me oniichan?

- 1) Ask if she likes it
- 2) Ask if she doesn't like it

(1)

Ruise : Yes...I'm so happy....

Tippi : Then why do you look like you're about to cry?

Ruise : It's a present from oniichan so...I'm just so happy...

(2)

Ruise : No, not at all...it's a present from oniichan so....I'm just so happy...

Tippi : Geez, there's no need to cry over something like this.

Ruise : Yes. Oniichan, thank you. I'll treasure it.

(if you give a present to Karen)

Karen : Eh? This is for me? I'm so glad...I was looking for something like this...

Tippi : With this you'll be even more knowledgeable about medicinal herbs...

Karen : Yes. With this, I hope I'll be able to be more helpful to those around me. That's why I put all my heart into studying.

- 1) I'll be counting on you if I get hurt
- 2) Ask her if there's really any need for her to study anymore

(1)

Karen : Yes, I'll be looking forward to it....ah, forgive me.
I didn't mean I wanted to see you get hurt of course.

(2)

Karen : Of course. There are still many herbs whose properties I don't know.

Tippi : Hmmm, is that so...

Karen : I'll carry this book with me at all times. Thank you very much.

(if you give a present to Misha)

Misha : Eh? This is for me? Really? I-I-I-I I'm so grateful! So far I've only seen cockscombs in a book, so I'm really happy! Once these grow I'll finally get to see them for real! Oniisama, do you know what the meaning of cockscombs is in the flower language?

- 1) Pretty
- 2) High class beauty
- 3) Good mood
- 4) Good fortune

(1)

Misha : Exactly!

(2)

Misha : The answer was "pretty"

(3)

Misha : The answer was "pretty"

(4)

Misha : The answer was "pretty"

Tippi : Hmmm, pretty huh...I wonder what kind of flower will bloom from those.

Misha : I'll show them to you once they've bloomed. But...it might not be before next year...

Tippi : That's...that's quite a long time...

=====
Lord Carmaine territory
=====

(upon getting there)

Tippi : This is the place? But there's nothing here.

(talk to the guy in the middle of the area)

Administrator : I've been waiting for you my lord. This place is your land

to build. Please give me any instructions you'd like.

Tippi : Any instructions? Anything we say is fine?

Admin : The procedures are very simple. First, choose the type of establishment you want to have built. Then please allocate the necessary funds to the building of said establishment. Afterwards I will make the necessary arrangements for the construction to be carried on. The profits made by those establishments will be used for maintenance purposes. Once an establishment is built and starts to flourish, you will be given the possibility to expand it even further.

Do you want me to repeat this explanation?

1) Yes

2) No

(2)

Admin : Lastly, please give this place a name.

(following dialogues depend on who is in your party at that time)

Misha : Say oniisama! Why not decide the name with everyone?

Ruise : Ah, hold on Misha!

Karen : Yes, that's a good idea I think....

Ruise : E-even Karen-san....

Tippi : Hehehe! that sounds fun!

Wallace Anyway this is Carmaine's place. Let him choose how he wants to proceed.

1) I'll definitely pick one of your propositions

2) I'll hear what you have to say at least

3) Quiet. I'll decide myself

(1 or 2)

Tippi : Then you go first Misha!

Misha : It's a flower name but how about Caladium? The name means great joy. Or we could call it "Hyacinth", it means "a cheerful future" isn't that nice?

Tippi : Hum, I see...then Karen-san, what's your idea?

Karen : Well...since this place will become a growing town how about "Growland"?

Tippi : Humm...growing town huh....next! Ruise-chan!

Ruise : Err...something like "Fun Fun land" or "Happy town"....

Tippi ...this isn't a theme park you know.....

Ruise : ...uuh....

Tippi : Then, next is Wallace-san!

Wallace : Hm? Me? Can't we just give it your name "Carmaine"?

Tippi : B-O-R-I-N-G~!

Misha : Then what do you propose Tippi-chan?

Tippi : Isn't it obvious!

Tippi (tears of joy coming out) : THE TIPPI-CHAN KINGDOM!

Wallace : So what will it be?

- 1) Caladium (Misha)
- 2) Hyacinth (Misha)
- 3) Growland (Karen)
- 4) Fun Fun land (Ruise)
- 5) Happy town (Ruise)
- 6) Carmaine (Wallace)
- 7) Tippi-chan kingdom (Tippi)
- 8) Decide by myself (only if you picked answer 2) before)

(1 or 2)

Misha : Teeheehee! I'm so glad!

(3)

Karen : I'm honored you chose my idea.

(4 or 5)

Ruise : I-is it really okay...?

(6)

Wallace : If you're sure not to regret it later then fine....

(7)

Tippi : Th-that was a joke you know....but I'm sorta glad....

(8)

Tippi : Pft. How boring!

(pick a name)

(3)

Tippi : Pft. How boring!

(pick a name)

Admin : What are your instructions my lord?

- 1) Build an establishment
- 2) Expand an existing establishment
- 3) Cancel

(1)

Admin : Which establishment do you wish to build?

- a) Theater
- b) Exhibition hall
- c) Restaurant
- d) Park
- e) Cancel

(2)

(same choices as 1)

(3)

Admin : Then please call me whenever you need something.

(Alright, some quick explanation here instead of translating everything. Select any type of building you want with the first option. Then the administrator will tell you the money you need to build it, it's usually very cheap, and present you with two choices : don't build and build (bottom choice). You can build everything at once, actually it's better if you do so. The only thing you can't build is the park because at first you whole town is a park. Instead you can chose the second option to expand the park. Expanding it will actually result in creating a pond in it where your characters can enjoy sailing rowboats. Even after building the other types of establishments you can't expand them yet, as you will need to find people to work there first. The restaurant need a chef, the theater needs people to put on plays, etc...All those people are the NPCs with names you can sometimes meet in town inns be sure to talk to them and mention your city at that time. Well I hope the whole town thing so far is clear, let's get back to the plot now. Head to fort Raijin, then enter the forest to the south-east and keep going to reach the Ranzack border)

=====
Rolandia-Ranzack border
=====

(speaking to the guards - depending on who has the highest friendship level this event may be quite different, here is the Wallace version)

Guard : Halt! From here on is Ranzack territory! Unauthorized people may not pass!

(open your menu, show them your latest permit)

Guard : You seem to have an authorization. ...traders huh? What kind of goods do you deal in?

Wallace : Hmm, we're weapons dealers.

Guards : Weapons dealers!?! Are you sure you aren't part of the Rolandia army instead?

Wallace : Hurry up and let us through already! Now that things have turned sour between the Rolandia and Burnstein kingdoms, we've replenished our stock and intend to turn a profit by selling higher.

Guard : ...you still look suspicious to me....

Misha : Really? Do I look like some sort of spy? Say, Ruise-chan do I really look like one? I'm sad....

Tippi : Hey you! Aren't you pushing it a little!?! I don't know about that old dude but how exactly do those girls look like they belong to the military?

Guard : I get it already, sorry about that! Don't be too greedy though or you'll be digging your own grave.

(once you take a few steps south)

Guard : Ah I forgot to tell you guys something. Burnstein troops are currently in town. Be sure to not cause trouble.

Tippi : Alriiight~!

(You can now go through. However there is an important item to grab here. It's located behind the guard house on the left. Search around by pushing O and you'll find it. It's one of those Tippi cursors necessary if you want to get her ending.)

(on the next screen)

Tippi : Whew! Things nearly went wrong just then.

Wallace : It went well thanks to you and Misha. That was pretty clever of you.

Ruise : Oniichan, you didn't try to act like a merchant at all. You always just act like yourself...

- 1) Apologize
- 2) Tell her she wasn't any better
- 3) Look all sad and depressed

(1)

Tippi : Well as long as you understand it's fine...

(2)

Tippi : What's with that conceited attitude!

(3)

Tippi : Ah, he looks like he's reflecting upon his mistakes so we might as well forgive him this time.

Wallace : Speaking of which Tippi, didn't you call me "old dude" earlier?

Tippi : A..ah? Did I? I don't remember? See, I was getting a bit desperate and all so my mind got blank...

Wallace : Fuh. Fine, I'll forgive you.

(if it's Karen who has the highest friendship level things will go much better like this)

Guard : Halt! From here on is Ranzack territory! Unauthorized people may not pass!

(open your menu, show them your latest permit)

Guard : You seem to have an authorization. ...traders huh? What kind of goods do you deal in?

Karen : We're traveling merchants selling medicinal herbs. We came here hoping to sell some herb species that do not grow in this area....

Guard : Selling medicinal herbs huh? I'm perfectly healthy so the only ones

I use are for ointments.

Karen : If you need some we have a few to spare.

Guard : No, I don't need any in particular now. Please take care during your travels.

(once you take a few steps south)

Guard : Ah I forgot to tell you guys something. Burnstein troops are currently in town. Be sure to not cause trouble.

Tippi : Alriiight~!

(on the next screen)

Tippi : Seems like we got through smoothly.

==== Galaschirz =====

(getting there)

Tippi : We've finally arrived. Our travel authorization won't get us any further right?

Ruise : That's what we've been told. In any case I'll remember this place so we can Teleport back here.

Karen : What will we be doing from here on?

Wallace : Ah, about that, the border guards said something that stuck in my mind.

Tippi : What's that? Hey you, do you remember something like that?

- 1) It's about not causing trouble
- 2) It's about the Burnstein troops in town
- 3) I don't remember anything

(1)

Karen : Yes it's true they told us that but...

Wallace : But that's not what I was referring to...

Ruise : Errr...I think they told us something about Burnstein troops being in town.

Tippi : Ah! I remember now. That's right, he did say that!

(2)

Wallace : Yes. Why are there Burnstein troops in a town of the Ranzack kingdom?

(3)

Misha : Hmmm...what was it already?

Ruise : Errr...I think they told us something about Burnstein troops being

in town.

Tippi : Ah! I remember now. That's right, he did say that!

Wallace : They may have come here for the same purpose as us. They probably don't want to increase their number of enemies either.

Karen : Does that mean we're too late then?

Wallace : We can't say that yet but...since we came this far, let's investigate the situation a little to begin with.

(investigate will mean talking to people in town. Actually only two are relevant. The little kid south of town who is voiced, and that grampa in his house, right by the pond north of town.)

Little Girl : I heard it! The reason why there is Burnstein soldiers in town! It's because an official of the Burnstein kingdom came here! His name is...er...Gam...something.

Old man : Oh, isn't that an unfamiliar face? Hoho, did you come here to take a chance to see General Weber?

Wallace : General Weber?

Old man : Don't you know him? He's our country's general! He's a man of few words but he's known to be warm-hearted and is very popular.

(after talking to those two people)

Wallace : Humm...sorry about this but can't we go to the inn? I have something to tell you.

Ruise : About what?

Wallace : I can't say that here. Let's go to the inn now.

(in the inn)

Wallace : Let's have a quick talk.

(follow him)

Karen : Yes, what could it be?

Wallace : Earlier the townspeople mentioned someone called Weber didn't they?

Ruise : Yes, they said he was a general if I'm not mistaken. What about him?

Wallace : Weber was one of my comrades in the mercenary unit...

Tippi : A mercenary comrade?

Wallace : Yes. In our group aside from me there was two other vice-captains. One of them was Weber. After the captain disappeared, Weber decided to agree to work exclusively for the Ranzack Kingdom and joined the military. He did that for the sake of the remaining members of our group who would have difficulties finding a job otherwise.

Ruise : Then if you speak to that general, it should be easy to create an alliance since you're former friends right?

Wallace : Yes, this is probably true.

Misha : By the way, who was the other vice-captain? Where is he now?

Wallace : His name is Gamelan. Even for a mercenary he was a strange guy. His favorite trick was to use magic to control a person's behavior.

Tippi : Gamelan....I feel like I've heard that name somewhere before...

Misha : We heard something similar in town. One person told us an official from the Burnstein Kingdom came here and his name was Gam-something.

Tippi : Maybe that's him!

Wallace : It definitely is. Gamelan disappeared at the same time as the captain did, but it turned out he simply left the unit and became an officer of the Burnstein military. And he came here for the same purpose as us. To forge an alliance with the Ranzack Kingdom. He's probably requesting it from Weber as an old friend.

Ruise : If that's the case then...how can we possibly complete our mission....

(gloomy moment ensues)

Tippi : We have to investigate some more.

Ruise : It might be a good idea if we split up and try to get more info separately.

Karen : Yes.

Wallace : Yes, that sounds good. But I'll be staying here. Sorry about that but if Gamelan or Weber see me, they'll probably guess what we're trying to do.

Tippi : I guess that can't be helped. Well then, let's split up. If we learn anything more let's meet again here afterwards!

Misha (leaving) : I wonder if I'll do any good....

Karen (leaving) : What should I do....

Ruise (leaving) : I'm going.

Tippi : Alright, let's go too.

(To investigate you'll need to first talk to Xenos for "some reason". He's at the south east exit of the town. Then go visit the north-east exit. You'll be driven away by a guard. Go back a second time to trigger an event where Tippi suggests distracting the guard to get through. Go ask one of your party members to help you on that and you'll be able to proceed)

(talking to Xenos)

Xenos : Oh it's you guys! What are you doing here?

Tippi : Hey, Xenos, glad to see you. But hey, what are you doing here yourself?

Xenos : Me? I heard that the Ranzack Kingdom was hiring mercenaries.

Tippi : Mercenaries!?

Xenos : That's because the Rolandia and Burnstein kingdoms just started a war. They probably just want to be on the safe side if the war expands and reaches them.

Tippi : Then you're going to be a mercenary for the Ranzack kingdom?

Xenos : Nah, not yet. First I want to see what they can offer and then I'll make my decision.

Tippi : I see. Well then, good luck!

Xenos : Thanks, you too!

(trying to go north east)

Guard : Trespassing here is forbidden! Hurry up and leave!

(trying to go north east - second time)

Tippi : He's still here. We need to do something about this guard if we want to investigate over there.

(asking Karen for help)

Karen : Ah it's you. Have you found a clue?

Tippi : Actually we would like to investigate the outskirts but there's a guard that's preventing us from going there. If we could somehow distract him for a while then it'd be fine but...

Karen : If it's okay with you I'm willing to help

1) Ask her to help

2) Don't

(1)

Karen : Alright, let's go.

(2)

Karen : If you change your mind, feel free to ask me anytime.

(asking Ruise for help)

Ruise : Hey oniichan. What's the matter?

Tippi : Actually we would like to investigate the outskirts but there's a guard that's preventing us from going there. If we could somehow distract him for a while then it'd be fine but...

Ruise : If you think I'm up to it, I'm willing to help

- 1) Ask her to help
- 2) Don't

(1)

Ruise : Okay!

(2)

Ruise : If something comes up, please call for me.

(asking Misha for help)

Misha : Ah, oniisama!

Tippi : Actually we would like to investigate the outskirts but there's a guard that's preventing us from going there. If we could somehow distract him for a while then it'd be fine but...

Misha : Oh, I'll help! I'll do it!

Tippi : Hey, shall we ask Misha?

- 1) Ask her to help
- 2) Don't

(1)

Misha : I'm glad to be able to help you!

(2)

Misha : Feel free to ask again!

(take the character you want to the screen with the guard to proceed)

(Distracting the guard - Karen's version)

Tippi : Then, Karen-san, we'll leave it to you.

Karen : Yes, I'll do my best.

(she goes near the guard)

Karen : Hello, thanks for being such a diligent worker.

Guard : A-ah, thank you...

Karen : ...ah...

Guard : What's wrong?

Karen : I'm sorry...I have a weak constitution you see and...

Guard : Hey, hang on!

Karen : I'm sorry but would it be possible to lend me your shoulder until we reach the inn?

Guard : Ah, alright, just don't pass out on me.

Tippi : ...the sex appeal of a woman is a scary thing indeed...

Tippi : Alright, let's go now!

(Distracting the guard - Ruise's version)

Tippi : Alright Ruise-chan, we'll leave it to you.

Ruise : Y-yeah...

(she goes near the guard)

Ruise : Hum, err...excuse me!

Guard : What is it?

Ruise : There are some people fighting over there! If someone doesn't stop them, then they'll...

Guard : I got it, I got it. Show me the way!

Ruise : Yes, this way please...

Tippi : She did it. Let's go now!

(Distracting the guard - Misha's version)

Tippi : Then we're counting on you Misha.

Misha : Leave it to me!

(she goes near the guard)

Misha : Hmmmm...

Guard :

Misha : Hmmmmmm....

Gaurd : ...what?

Misha : Ah, I was wondering if there is there a second hand goods store near here?

Guard : A shop? Can't you see there's no such thing here. Go into town for that.

Misha : Huh? Isn't it this way to get into town? That's what I was told by someone earlier though...

Guard : How did you manage to get lost here? Anyway just go back using the same road you used to come here.

Misha : According to what I've been told it should be near here though...then maybe it's over there?

Guard : Idiot, it's not that way!

Misha : But I'm sure that's the way I came from...

Guard : Geez, I got it already! I'll guide you to the town!

Misha : Thanks!

Tippi : W-well done! I'm not sure if she was acting or really lost though...Anyway let's go now!

(on the next screen try to go near the alley and...)

Tippi : So there are soldiers guarding this area too? What could be in that mansion? I'll go take a look quickly. If I go through the chimney I should be able to enter without getting noticed.

Tippi : Kyaah!

Tippi : The wind is so strong I can't fly there....seems like I can't go there unless I'm with you. Bring me to the roof! Then I'll be able to go down through the chimney and find out what's inside.

(if you get caught)

Gaurd : Hey! This isn't a playground here! Go away!

Tippi : This time we can't get spotted okay?

(caught again)

Guard : Hey! You again! Kids don't belong here!

Tippi : This time we definitely can't get spotted okay?

(fail too much and the wind will die down allowing Tippi to go by herself. She will comment about how much you suck though.)

(getting to the mansion)

Tippi : If we climb here we can make it to the roof.

(on the roof)

Tippi : We did it! I'll go sneak inside then. Wait outside until I come back!

(once you are outside the mansion's garden, the scene switches to the inside of the mansion)

Gamelan : Still, time really hasn't spared the both of us. Back then we were more...

General Weber : You surely didn't come here to reminisce about the past.
State your business quickly.

Gamelan : That stiffness of yours hasn't changed a bit though.

Weber : That's not something for you to be concerned with.

Gamelan : Hmph. We, the Burnstein kingdom will soon cross the forest border
and attack the Rolandia kingdom. Meanwhile you and the Ranzack army will start
to move around them and strike from behind...

Weber : We already discussed this plan.

Gamelan : Then let me hear your answer. Will you assist us and carry out this
pincer attack? Or will you not?

Weber : I have already given the orders to my troops. As long as the Burnstein
Kingdom stays true to its word and doesn't attack us...

Gamelan : We won't. We're old friends aren't we? Trust me....

Weber : We may have been comrades in the past but you threw away your
responsibility as a vice-captain and left to live for your own sake. You can't
imagine how many hardships I had to endure to keep the remaining members of our
group alive.

Gamelan : Don't say that. If I had stayed with you, who knows if you wouldn't
have faced more hardships? We're like oil and water, the two of us. Besides
aren't you forgetting someone who is as guilty as I am in this?

Weber : ...Wallace. Let's get back on topic.

Gamelan : ...fine. Here, let's both sign this contract stating the terms of
our alliance. Then we'll both go report to our kings, shall we?

Weber : Agreed.

Tippi : Whoa~ this is bad...

(back to Carmaine)

Tippi : ...and this is what they said! Let's hurry back to the inn and let
everyone know!

(getting in the inn)

Wallace : Oh, you're back.

(talking to your party)

Karen : I'm sorry. I couldn't find anything worthwhile.

Misha : I haven't got anything either...

Ruise : Oniichan how did things go on your side?

Tippi : They went pretty badly!

Wallace : Tell us all the details.

Tippi : Actually...

(screen goes black as she explains)

Ruise : ...oh no....

Wallace : Gamelan and Weber...

Tippi : We have to hurry and stop them somehow!

Wallace : Based on their talk we can tell they intend to strike after crossing through the Illusion Forest. If they coordinate their movements from within the forest then there is a possibility for them to strike the Rolandia troops in their backs while they're fighting the Burnstein troops.

Misha : What should we do? At this rate not only won't we be able to form an alliance with the Ranzack but Rolandia might even lose the war!

Wallace : Hmm, is there no way for us to stop them....

=====
Fort Raijin
=====

(talking to General Bronson)

Bronson : What's wrong? You look a bit strange.

Tippi : This is not the time to be so relaxed! The enemy is about to strike!

Bronson : Fighting the enemy is nothing to be afraid of in war. We are ready for it.

Wallace : However you're only ready to face the Burnstein troops, aren't you? Would you remain this composed if Ranzack troops were joining the attack?

Bronson : What!? Are you telling me the Ranzack Kingdom has joined the war already?

Wallace : Yes. Moreover the situation is extremely bad right now.

Bronson : Give me more details.

Wallace : They devised a mutual operation aiming at trapping our troops in a pincer attack to crush us. First the Burnstein troops will attack us. Naturally, the battle will take place in the plains east from here. However south of those plains lies the Illusion Forest. While we're fighting the Burnstein army, Ranzack troops will go through the forest, get around our army and strike us from behind.

Tippi : Can't we split the soldiers into two groups? One to take care of the Burnstein troops while the others face the Ranzack troops?

Ruise : I don't know much about war but can we really stop the enemy with only half of our strength?

Bronson : Hmm...the little missy is right. Unless a very large number of soldiers come here as reinforcements we can't do such a thing.

Misha : Then how about pulling back our own troops instead of letting them be surrounded by the Ranzack troops? That way they could fight all together on a single frontline!

Wallace : Pulling back the troops would mean having the battlefield within the borders of the kingdom. In the event they manage to break through the battle front, then they'll be able to easily get into the kingdom and the damages would escalate quickly.

Bronson : Indeed.

Tippi : Then, what can we do! Hey you, don't just stand there! Say something already!

- 1) Engage the enemy here
- 2) Have the troops fight defensively exclusively
- 3) Make the Burnstein and the Ranzack troops fight each other (no specific response but still the good answer)

(1)

Bronson : If we did that things would end up the same as if we got caught in a pincer attack

Tippi : No good huh...

Wallace : The best way to deal with this situation would be to have the Burnstein and the Ranzack troops fight each other to split their forces....

(2)

Bronson : Even with this fort as a stronghold, if the troops from the Burnstein and Ranzack kingdoms merge, we don't have the necessary strength to hold them back for long. Besides if this fort is surrounded, we won't be able to protect the kingdom's cities against the enemy troops.

Tippi : No good huh...

Wallace : The best way to deal with this situation would be to have the Burnstein and the Ranzack troops fight each other to split their forces....

Bronson : Indeed, if both armies were to break into a fight with each other, we would then have the advantage. But how could we achieve that?

Tippi : They said that the Ranzack army would get around our troops by going through the Illusion Forest but...

Bronson : The forest? Ah, yes...this forest...

Tippi : Hm? What is it?

Bronson : Actually within that forest lies ruins from the Growsian civilization. Right now the magical crystal used to furnish power to those ruins is broken, but if we could activate the device within those ruins, then we might use the Illusion Forest to our advantage.

Ruise : Hmm, so there are these kinds of ruins there...

Bronson : But the problem is that as long as this device is active only Growsians can go through this forest without getting lost.

Misha : Then that's not a problem since Ruise-chan is a Growsian!

Bronson : In that case, I'd like to request it from you. Try to get hold of a magic crystal somehow and go there to activate the device. I will have the ruins' entrance unlocked in the meanwhile.

Tippi : Alright, let's contact master right away!

Tippi (entering telepathy mode) : ...

Tippi : Ah, master! Can you hear me? Ah no, not yet but...more importantly! We have an emergency here! Burnstein and Ranzack have formed an alliance already and are getting ready to strike! To prevent that we'd need a magic crystal! What!? You have one? Okay! Then we'll be coming to fetch it right away!

Ruise : What did Mother say?

Tippi : She has a magic crystal in her laboratory and told us to go fetch it!

Misha : That's Ruise-chan's mom for you!

Wallace : In any case, it seems like we can get hold of one.

Bronson : I'm counting on you. When you get back the ruins will be unlocked.

=====
Sandra's laboratory
=====

(talking to Sandra)

Sandra : This is the last magic crystal I have.

(got a magic crystal!)

Sandra : Things took a rather dramatic turn, didn't they...but if there is anyone that can prevent this impending tragedy it has to be you. We're depending on you.

(talking to her again)

Sandra : Wallace-san, please take care of my children.

Wallace : Yes, leave it to me madam.

=====
Growsian underground ruins
=====

(talking to the guard)

Guard : The Ranzack army has already entered the forest! Time is running short! We're relying on you!

(entering the ruins)

Guard : I'll get back to the troops at once. I'm not a Growsian so I can't get through this forest unless it's in its normal state.

(once inside)

Karen : So these are ruins from the Growsian civilization....

Tippi : Where could the device be?

Wallace : It's an important device so it's probably in the safest place within the ruins.

(take a few steps forward)

Tippi : What's that? There are some tiles bearing various colors here?
(step on them. Correct order is : white, red, blue, green and yellow)

Tippi : Great! All the panels are open!

Ruise : We can proceed within now!

(one floor below)

Tippi : What is that exactly? Looks like a transparent plank?

(take a left here and keep going while stepping on all the colored tiles you'll find. You'll eventually end up in a large room where you can go in all four directions. Go up, the tiles there will open two panels to rooms with treasures and also let you navigate between floors more easily. Then go south. The switch there will light the bottom floor of the dungeon and activate the guardians. If you go left now you'll notice a room with three pedestals. Keep it in mind you'll need to get to each of those pedestals later. Go ahead and visit the opened treasure rooms. you'll find a Ribbon (accessory that prevents poison) and a Hydrogen, a long-ranged weapon for Ariost. Afterwards get back to the stairs where the transparent panel was and go downstairs.)

(red switch on the stairs going down)

Notice : central device : currently operating

(a few steps later)

Guardian : Bio-organism patterns detected. Starting analysis. Patterns do not match any recorded entry. Presence of intruders confirmed. Termination of intruders will now begin.

Tippi : I didn't really understand but that sounded bad!

(battle against lvl.25 guardian. It's weak to Thunder so a couple of thunder spells will destroy it quickly. Carmaine's thunder spell alone can deal around 90 damage to it.)

(if Guardian casts a spell)

Tippi : That ball thing can cast spells!?

Wallace : Quite troublesome....

(once destroyed)

Guardian : Damage level...over 95%...self-repair...impossible...
ceasing...operations...

Tippi : Yeah, we broke it!

Misha : That was scary....

(check the purple sphere it left behind is a regeneration control key.
Those need to be placed on those altars you saw before. For now go right.
You'll walk past a locked door and in the next room there'll be a white tile.
Step on it to open said door. get inside and you'll see another guardian)

Guardian : Bio-organism patterns detected. Starting analysis. Patterns do
not match any recorded entry. Presence of intruders confirmed. Termination
of intruders will now begin.

Ruise : There's another one!

(once destroyed)

Guardian : Damage level...over 95%...self-repair...impossible...
ceasing...operations...

Tippi : Yeah, we broke it!

Misha : That was scary....

(You'll get another key. Now, as this dungeon is symmetric, go back to the
stairs and go left this time. Same deal here. Step on the tile and then fight
another ball to receive the third key. You can go put them on the altars now.
Examining the altar will just tell you it's written Master Guardian's
regeneration control key. You'll have to manually open your inventory and
select the key to use it. Once all three keys are inserted you'll hear a
sound. You're now ready to go fight the guardian. It's located in the room
past the save point)

(getting within the last room)

Master Guardian : Intruders detected. Termination of intruders will now begin.

Ruise : There are still more of those things!

Tippi : Th-this one is rather big....

Misha : Besides there are five of them!?

Wallace : This not the time for small talk! Here they come!

Event battle 13 : Defeat the master guardian

Winning condition : Defeat all enemies before timer reaches zero

Losing condition : Party defeated, time's up

Enemies : Master Guardian (Lv28)

2 Guardians (Lv25)

2 Guardians (Lv23)

(Not too hard but still an annoying battle. Be sure not to put all your characters close to each other as the Lv25 guardians will spam Fireball all the time. The Master Guardian can also use Thunder rather proficiently. You'll need to take it down first otherwise he will keep regenerating the small guardians each time you destroy one. Once the Master Guardian is destroyed the fight can be ended quickly with a few more Thunder spells)

(after attacking once, the timer will appear)

Master Guardian : Hostile nature of the intruders evident. Beginning preparations to shut down the system for safety purposes.

Tippi : Shut down it said...

Misha : I don't know what that means but I'm sure it isn't good....

(after defeating one of the guardians)

Guardian : Damage level...over 95%...

Master guardian : Initiating guardian repair mode. Starting repairs.

(it basically automatically casts healing on the guardian)

Master Guardian : Repairs complete. Resuming intruder elimination.

Wallace : Damn.... There'll be no end to this.

(after a while if you didn't deactivate the regeneration effect)

Tippi : Hey! Look at that big one in the middle! Anytime you deal damage to it, it seems to heal up right away!

Ruise : What should we do...at this rate we'll never beat them....

Wallace : Carmaine! If we keep on with this reckless fight we won't be able to win. How about pulling back for now?

(after beating Master Guardian)

Master Guardian : Damage level exceeding maximal tolerance...hindrances preventing the usage of the full defense system...self-sustaining system locked...

Wallace : All that's left is the small fry. Let's finish them at once!

(defeating a guardian once Master Guardian is destroyed)

Guardian : Damage level...over 95%...self-repair...impossible...ceasing...operations...

(all guardians destroyed)

Tippi : We did it! Is everyone alright?

Ruise : Yes.

Karen : Y-yes.

Wallace : Yeah, somehow.

Event battle 13 Clear

Tippi : Is this the control device?

Wallace : Good. Let's power it up and get it running again quickly!

(open up your menu again, select the magic crystal and use it near the altar)

text in blue : Displaying surrounding topography on the screen

text in red : Spotted intruders entering the guarded territory

text in blue : Displaying intruders

Ruise : Are those dots above symbolizing the Rolandia and Burnstein troops?

text in blue : Starting up defense system

(you'll see a dot's movement becoming erratic and then losing its way)

Tippi : Ah, the Ranzack troops took the path on the right! At this rate they'll end up behind the Burnstein troops!

Wallace : Good. So far things have gone successfully. Now to make the Burnstein and Ranzack troops fight each other...

Tippi : How are we going to do that?

Wallace : We will leave this place quickly and get to the Burnstein troops

right before the Ranzack troops reach them. Then we will start attacking them. When they turn back to counterattack we will retreat towards the Ranzack troops. Once the Burnstein troops catch up with us and start attacking the Ranzack troops, nobody will be able to stop the battle.

Ruise : Then, let's leave right away!

(after taking a few steps south, the screen will shake and the game'll tell you that you heard a loud noise coming from the ruins' entrance)

(exit the ruins now. near the save point you'll notice you can now access the item on the left and the altar on the right. Be sure to check the altar and select yes! It will refill HP/MP to your party and you'll definitely need it since there'll be more battles soon.)

(after leaving the ruins)

Tippi : Somehow the forest looks strange now.

Wallace : Isn't it because we activated the device?

Ruise : As long as you remain near me it should be fine. Don't get too far from me.

Tippi : Alright, let's go to the battlefield now!

Voice : That won't be possible.

Wallace : Who's there!?

Man with an eyepatch : I won't let you leave this place.

Ruise : Ranzack soldiers...!?

Man with an eyepatch : ...die!

Event battle 14 : Battle against Grengar

Winning condition : Defeat all enemies

Losing condition : Party defeated

Enemies : Grengar (Lv26)

2 Ranzack soldiers (Lv21)

(Super easy battle. Simply stay where you are and charge up a couple of spells. Only Grengar will survive them. Finish him off with Carmaine and Wallace.)

(after Wallace takes a few steps)

Wallace : Those guys aren't Ranzack soldiers!

Tippi : Huh? But, those uniforms....

Wallace : A disguise.

Ruise : Besides, that person...

Tippi : Ah! You're right he's the thieves' boss!

Ruise : You think so too, right!? But that person was killed by an Imperial Knight....

Man with eyepatch : Hoho. So you know about my little brother.

Tippi : Your little brother!?

Man with eyepatch : I'm not in the mood for chatting! Get them guys!

(after defeating him)

Man with eyepatch : Guh...

Wallace : What's your motive for attacking us!

Man with eyepatch : My motive? ..pft. I can't let you people try and stop the war.

Tippi : ...what?

Man with eyepatch : Well then, enough talking. I don't have time to keep you guys company forever like this. Until next time!

Ruise : It's useless! Someone like you who's not a Growsian can't leave this forest right now!

Man with eyepatch : Fuh! Not when I have something like this.

Ruise : A Growshu crystal!?

Man with eyepatch : It's a piece of a magic crystal. As long as I have this, I won't get lost. My name is Grengar. We will meet again.

Event battle 14 Clear

Wallace : That guy seems like he'll be a serious opponent.

Ruise : Moreover...why did he had a Growshu crystal...

Tippi : You don't think he's related to those guys who raided Master's laboratory....?

Wallace : We'll think about that later! For now we have to hurry and reach the battle field!

(now you'll have to leave the forest. If you take the west exit, Tippi will remind you it's the Rolandia army side and prevent you from leaving. Go too far east and you'll reach the Ranzack troops. You have to go in between.)

(once you get the right exit)

Wallace : What's the situation?

Tippi : It looks like the Rolandia and Burstein troops are of equal strength. Also it seems that the Ranzack troops haven't arrived yet.

Ruise : We made it in time!

Wallace : Then let's attack a group at the rear of the Burnstein army. Then when the Ranzack troops get here...

Ruise : We'll escape while running towards them right?

Wallace : Yes.

Karen : Then we'll let the Ranzack and the Burnstein troops fight each other, right?

Wallace : Yes. We don't need to defeat the enemies ourselves. Once the two armies start to fight each other, it's best to retreat here.

Tippi : Good luck everyone!

Event battle 15 : Battle between Burnstein and Ranzack armies

Winning condition : Enemies must fight the other country's troops. Then either escape or all enemies must die afterwards.

Losing condition : Party member defeated, Ranzack troops arrive before you attack the Burnstein troops or Julian spots you before both armies can slaughter each other

Enemies : Burnstein captain (Lv29)
 4 Burnstein soldiers (Lv22)
 2 Burnstein heavy soldiers (Lv24)
 2 Burnstein mages (Lv19)
 Burnstein cleric (Lv20)

(later)

Ranzack captain (Lv22)
3 Ranzack soldiers (Lv19)

(even later)

Julian (Lv44)

(Another "Julian battle" As usual timing is key here. But it's not as tough as the rescue mission. The easiest way to win this battle is simply to cast a spell on the Burnstein troops. You don't need to move from your starting position. Wallace will be your shield if the enemies get to you. When the Ranzack troops get here, cast another spell on them. They will then go towards you too but encounter the Burnstein troops first and start fighting each other. Once that happens you've won! Simply retreat in the forest to end it. To get the most exp and money it's best to kill everyone of course but still enemies must fight each other or it'll be game over. Simply cast area of effect spells on the bottom group of soldiers. The top group will be the one to encounter the Ranzack troops. Eliminate the survivors by casting a few more spells. If you want to defeat Julian, use the same strategy as usual. He won't be too much of a threat now, since you have another member to do all the healing you need. Misha can do the buffing/debuffing while Carmaine and Ruise use offensive spells. Wallace can take out the remaining enemies if they are still some alive when Julian engages you. Of course defeating him here lowers the chances of him joining later one so it's not recommended.)

(beginning of battle)

Ruise : Since no one knows us, they won't suspect our true identity.

Wallace : Yes. However we won't be able to deceive them if they catch us.

(taking a few steps or waiting a little)

Burnstein soldier : Hm? Who are those guys? The Ranzack army's scouts?
Weren't they supposed to get around the Rolandia troops and strike them from behind?

Burnstein captain : The Ranzack troops might have run into trouble and those guys have been sent here to report to us.

(attacking the Burnstein troops)

Burnstein captain : What? Why are the Ranzack troops attacking us!?

Wallace : Why, sorry about that guys. Don't you know that promises aren't always kept?

Burnstein captain : Damn you! To all troops! Begin counter attack!

(after a while the Ranzack troops enter the map)

Tippi : Ah, the Ranzack troops are here!

Wallace : Alright, pull back and let the two armies fight each other!

Ranzack captain : Hm? Aren't those guys Burnstein soldiers? What's going on?

(attacking the Ranzack troops)

Ranzack captain : What? The Burnstein guys are attacking us!? Kh! You traitors!

(Burnstein soldier attacking a Ranzack one or vice-versa)

Burnstein captain : How dare you betray us!

Ranzack captain : That's my line!

Tippi : Seems like our plan is a success! All that's left is to find a way to escape safely.

(after a minute or so, a familiar figure appears)

Julian : What are you doing! Don't break up the ranks!

Tippi : Julian....

Burnstein captain : Ah, general! Actually, the Ranzack troops started attacking us...!

Julian : What? Damn them, how could they betray us!

(Julian spots you - line may be different depending on who he sees first)

Julian : You're...!?

Julian : I see. You're the one who caused this chaos.

Julian : To all troops : Stops fighting at once! This is a trap from the Rolandia army! They intend to break the alliance between the Burnstein and the Ranzack kingdoms!

(if both armies haven't fought each other yet)

Burnstein captain : Tsk! So that's what was going on!

Julian : We will now merge with the Ranzack troops and engage the Rolandia troops.

Tipppi : Nooo~ (game over)

(or if both armies have fought each other)

How do you respond?

- 1) Praise Julian for his quick wits
- 2) Tell him you're surprised he saw through your scheme
- 3) Advise him to surrender
- 4) Stay silent

(1)

Julian : Are you mocking me!

(2)

Julian : Don't spout transparent lies!

(3)

Julian : I'm an Imperial Knight. I won't lose to someone like you!

(4)

Julian : Fine. The mere fact that we're enemies is reason enough!

Julian : Ranzack troops: do not be deceived! This is a Rolandian trap!

Ranzack captain : Shut up! You're the one who attacked us first! It's too late to complain now!

Julian : Kh, they won't listen....

Julian : With this the alliance will be broken. No matter the reason, we won't be able to deny the fact that both armies crossed swords....now that it has come to this I have no choice but to capture you to prevent the worst situation possible.

Wallace : Sorry but we don't plan on getting captured.

Julian : I won't let you escape. If we do not prove that this incident was caused by Rolandia troops, the Ranzack Kingdom might consider allying itself with Rolandia.

Julian : To all troops : do not let them escape!

Burnstein captain : Yes sir! (note that all Burnstein troops will charge you now)

(Ruise escapes)

Ruise : Be careful oniichan...

(Karen escapes)

Karen : I'll be waiting for you over there....

(Misha escapes)

Misha : Oniisama! Promise me you'll escape quickly!

(Wallace escapes)

Wallace : I'll leave it to you...

(Carmaine escapes last)

Tippi : Has everyone escaped? Let's go back to the castle now!

(if Julian is defeated - not recommended)

Julian : Kuh! to think you've improved so much...to be honest, I can hardly believe it....however, the next time we meet things won't be the same!

(if you defeat all enemies)

Tippi : Incredible~! We wiped them out by ourselves?

Wallace : Actually it was only the Ranzack scouts and the last squad at the rear of the Burnstein troops. The main forces of both armies will now come here. We have to escape immediately.

Event battle 15 Clear

(if you didn't defeat all enemies earlier)

Wallace : The main forces of both armies will now come here. We have to escape immediately.

(now get back to Rolandia castle. If you stop by Raijin fort nothing happens. General Bronson will comment on how the pincer attack has been avoided and thank you but that's all. Ah and totally irrelevant but if you go to the magic academy you'll notice that vice-chancellor Bradley is finally available. You don't have anything to tell him though.)

=====
Rolandia castle - Throne room
=====

Arcadius : Oh, you're back.

Wallace : Using the device within the ruins we made the Burnstein and Ranzack troops break into battle.

Tippi : Now the alliance between the Burnstein and Ranzack kingdoms is definitely broken.

Arcadius : Well done. Under normal circumstances I would grant you some holidays for this kind of accomplishment but considering the actual situation I've got another mission for you to fulfill.

Ruise : What would that be?

Arcadius : As I requested from you before, I'd like to form an alliance with the Ranzack Kingdom. Now that they're engaged in battle with Burnstein forming an alliance should be easier.

Tippi : Ah, that's right.

Arcadius : There's no need to be concerned over being noticed by the Burnstein

army anymore. Now you can enter the Ranzack territory as official representatives of our country.

(received a letter for the Ranzack king)

Arcadius : This is a travel permit that will allow you to reach the Ranzack capital.

(got yet another permit!)

Arcadius : I'm counting on you.

===== Galaschirz =====

(upon getting near the guards at the entrance)

Guard 1 : Stop!

Tippi : Wh, what's the matter?

Guard 1 : State your identity and the reason you came here!

Wallace : We're officials from the Rolandia Kingdom. We've come to deliver a letter from King Arcadius to the king of the Ranzack kingdom.

Guard 2 : You're from the Rolandia Kingdom!?

Tippi : Yes, why do you ask?

Guard 2 : It's you!? How dare you kill our soldiers!

Ruise : What?

Guard 1 : Don't try to play dumb! Many soldiers in this town have been killed successively! You're the ones behind those crimes!

Tippi : No we aren't! We really came to bring a letter to the king like we told you already!

Guard 2 : Then show us some proof!

(get near them, open the menu and select your travel permit, the last item you got)

Guard 2 : Hmm...wait one moment.

Guard 2 : Hey! Go call the captain!

Guard 3 : Understood!

Tippi : Geez, aren't they skeptical!

Wallace : This is wartime. That's to be expected.

(if you talk again to the guards they will keep telling you to wait, but no matter how long you wait nothing will ever happen so attempt to leave instead and you'll trigger the next event)

Guard 1 : Guh! Bastard! Who the heck are you!

Grengar : Who am I? Once you meet your dead comrades I'm sure they'll be able to answer you.

Guard 2 : You scum! You're the one who killed our soldiers!

Ruise : Th, that man, he's....

Wallace : ...this is bad! He's intending to make it look like we're the ones behind the soldiers' murders!

Tippi : Th, that would be rather annoying!

Wallace : Protect the Ranzack guards!

Event battle 16 : Help the Ranzack guards

Winning condition : Defeat all enemies

Losing condition : Party defeated, both Ranzack guards killed

Enemies : Grengar (Lv26)
 2 Thieves (Lv21)
 Thief (Lv20)

(As long as you have the Healing spell you should be fine. Grengar can kill a guard in roughly two hits so have one Healing spell ready at all times. Thieves are weak but have annoying status attack skills. A few Thunder spells will eliminate them quickly.)

(after a few secs)

Wallace : Hey! Leave these guys to us! Fall back and get into town!

Guard 1 : I refuse! I will avenge our fallen comrades!

Wallace : Tsk!

(Grengar defeated)

Grengar : Well, aren't you skilled...but I can't allow myself to be killed yet!

(he escapes)

Tippi : Ah!

Ruise : He ran away...

(if both guards die)

Tippi : Aaah! The Ranzack soldiers are...

(Grengar and the thieves will flee)

Ranzack captain : Bastards! How dare you kill my troops!

Tippi : You, you're wrong, actually it's...

Ranzack captain : Excuses are useless! (game over)

Event battle 16 Clear

Ranzack captain : What's with all the commotion here? What happened?

Guard 1 : Captain! The culprit behind the soldiers' murders appeared here and...

Ranzack captain : What? What happened to him?

Guard 1 : We fought him together with those people but unfortunately he managed to escape just a second ago....

Ranzack captain : I see....

Ranzack captain : Let me thank you on the behalf of my men.

Ruise : Ah, no, it was nothing...

Wallace : It would seem those people intended to damage relations between the Ranzack and Rolandia kingdoms.

Ranzack captain : Hmm...by the way, you said you were sent by King Arcadius?

Tippi : Yup! We've got a letter from him here!

Ranzack captain : Then go ahead.

Ruise : That ended well, didn't it?

Tippi : Yes, for a moment there I wondered how things would turn out.

(go through the town and take the east exit. There'll be a guard blocking the way though)

Guard : To get through here you'll need a travel authorization. Those without one can't go any further.

(menu auto-open, select your latest permit as usual)

Tippi : There's no problem now, is there?

Guard : This...so it's true that war with the Burnstein Kingdom has started...alright, go on. However refrain from doing anything that could make you look suspicious.

(now keep going south-east to reach the Ranzack capital. On the way you'll meet a bunch of thieves. You can fight them if you wish but you don't gain much by doing so since they're weak. It may raises a few characters friendship level though but I'm not even sure. However if you don't harm them, the game will reward you later. So it's up to you. Once you get in the capital pay attention to the first windows you'll see. they should be purple. Examine them it's actually a shop selling the notorious GL chips. Buy as much as you can, it's really cheap and use them in battle to heal a character for roughly 20-30HP. Each time you'll get a piece of artwork. Those artworks can be viewed in the omake section of the title screen. Also the little girl in Rashell want one so buy a stack and visit her. You have to keep giving her some until she get Ernest Lyell card. Once she gets it you're done. You'll have to visit her again later when she'll be back home. Her father will give make Carmaine able to equip bows if he can't or if he already can you'll get a reward)

===== Ranzack castle =====

(upon getting near the gatekeepers)

GK : Halt! Commoners aren't allowed to enter the castle!

(get near him and show him the letter for the Ranzack King)

GK : A letter...?

Wallace : We're emissaries from the Rolandia Kingdom. We're bearing a letter from King Arcadius and we've been given the task of traveling here to deliver it.

(letter proposing an alliance given to the gatekeeper)

GK : Then please wait here for now.

(screen goes black as time pass by)

GK : His majesty the king has agreed to meet with you. Go ahead and enter.

===== Ranzack castle - Thorne room =====

Ranzack king : Are you the emissaries from the Rolandia Kingdom?

Wallace : Yes, your Highness.

Ranzack king : You did well on traveling so far. Deliver this letter to King

Arcadius. It bears Ranzack's agreement to the non-aggression pact with the Rolandia Kingdom.

(got letter for King Arcadius!)

Wallace : Certainly.

(upon leaving the throne's room)

Wallace : At any rate, it seems our relations with the Ranzack Kingdom will remain cordial.

Tippi : Yup!

General Weber : ...hm?

General Weber : Wallace...? Is that you?

Wallace : That voice...Weber?

Weber : It's really you, Wallace! What are you doing here?
And, those wounds....?

Wallace : It's a long story but to sum it up I lost both my eyes and right arm while looking for our captain. These artificial eyes and arm were created by those guys' mother. To repay her kindness and as a rehabilitation, I'm currently traveling with them.

Weber : I see...we haven't seen each other these past ten years but I would never have guessed something like that had happened.

Wallace : Sorry Weber...I was selfish saying I wanted to look for our captain and leaving you and our men alone. In the end, I still haven't found him and ended up in this state....

Weber : Don't worry about it. You've had your share of suffering too.
Anyway, I'm glad that we could see each other again.

Wallace : Speaking of which where is Gamelan? I haven't seen him once in all this time.

Weber : ...I haven't seen him either. Not once since you left 20 years ago actually.

Wallace : I see. We've still got work to do so we'll be heading back to Rolandia now.

Weber : Yes, until next time.

(he leaves)

Tippi : ...that man is lying...

Ruise : Lying?

Tippi : He said he hadn't meet him in 20 years but I saw them together just a little while ago.

Wallace : He can't talk about his country's alliance with Burnstein to

people working for the Rolandia kingdom now can he? He had no choice.

(let's get back to Rosaria and head for the castle now. Before going to the king stop by and talk to Eliotte. He has another question for Carmaine)

=====
Rolandia castle
=====

(speaking to Eliotte)

Eliotte : Ah, hello! I'm glad to see you. Actually I have something to ask you.

Carmaine : ?

Eliotte : Did you ever wish you had a big brother or a little brother?

- 1) I wish I had a big brother (the "good" answer)
- 2) I wish I had a little brother
- 3) No
- 4) I've got Ruise so I don't want anyone else...
- 5) I wish I had a big sister

(1)

Eliotte : I thought so! When one thinks about a dependable brother, it has to be an older brother right! Thank you very much!

(2)

Eliotte : A little brother...? I see...so then this means...hm, hmm...

(3)

Eliotte : Is that so...you don't want one....

(4)

Tippi : And just what do you mean by that? You're glad she's here?
Or are you saying you don't want another burden?

Carmaine (looking annoyed) :

Tippi : Answer already!

Ruise : It-it's alright Tippi. Stop it.

Eliotte : You're getting along well aren't you? It makes me a little envious...

(5)

Eliotte : A big sister? I was talking about a brother you know!

Tippi : Yeah but I'm sure this guy is thinking "I have no interest in men!"
or something like that right?

Eliotte : I, I see....

(he will then run away)

Tippi : What was that all about?

=====
Rolandia castle - Throne room
=====

Arcadius : Oh, you're back. Do you have the answer from the Ranzack king?

(menu auto-opens, select the last item you got)

(gave the letter from the Ranzack king!)

Arcadius : It appears he's agreed to the terms of the alliance. This too is thanks to the exemplary conduct you displayed on your mission. If you hadn't used the device from the ruins in the Illusion Forest to disrupt the Ranzack troops and make them fight against the Burnstein we probably wouldn't have been able to forge this alliance. Moreover, while the Burnstein and Ranzack troops were fighting, we managed to tighten our defenses. Now, you can relax and enjoy your vacation peacefully.

Official : Considering your achievements we will grant you three days of rest this time. Well then, please select where you want to go :

- 1) Capital city Rosaria
- 2) Health resort Rashell
- 3) Magic academy
- 4) Hot spring town Comsprings
- 5) My City (insert you city name here - only available if you created it)

~~~~~  
Fifth Mission  
Investigate north of Klein village  
~~~~~

=====
Rolandia castle - Throne's room
=====

(after getting back from vacation)

Official : Your vacations are now over. You will be given your next mission.

Arcadius : Well for you next mission, there's no urgent business like before. How about pursuing your investigation on that bizarre creature? If it turns out that they're indeed a relation to Gevel then we will have to take action soon for the sake of mankind as a whole. That's why I want you to ascertain the true nature of those incidents.

Tippi : Ah, right, from the start our true mission was to investigate about the true nature of that monster.

Wallace : The mere thought of it makes my arm and eyes aches again....

(talking to Sandra)

Sandra : Yes, what could it be?

- 1) Ask her for advice about your investigation
- 2) Nothing

(1)

Ruise : We're supposed to investigate the monster oniichan saw in his dreams but...

Tippi : Where should we search exactly?

Sandra : Well...if the people that assaulted Wallace really share a connection with Gevel how about investigating the place where they attacked him?

Wallace : The place I lost my arm and eyes huh...

Ruise : If I remember correctly you said it's somewhere near the Garaus prison right?

Wallace : Yes. North east of there lies a small village.

Tippi : Then how about investigating this village?

Sandra : Good luck.

(2)

Tippi : Hmm, nothing in particular.

Sandra : I see.

(well for once there isn't so much to do this time around except focusing on the mission. Teleport to the Garaus prison ad go north east. After going through a tunnel there'll be a crossroads. Go north to reach Klein village)

=====
===== Klein village =====

(upon entering)

Wallace : Hmm, right. There's something I just remembered.
The village chief here is a Growsian, just like Ruise.

Ruise : Someone like me...?

Wallace : Well that's if he's still alive of course.

(upon getting in the village square)

Gremlin : *growls*

Misha : Ah! Monsters!?

Tippi : We have to save that guy!

Monster tamer : Hold it! Don't get them wrong!
It's not like they're going to attack me!

Tippi : Huh?

Monster tamer : Watch carefully.

Monster tamer : Hey!

(gremlins do back flips)

Monster tamer : Yo!

(they fly in circles)

Monster tamer : There!

(more back flips and then they strike a pose)

Ruise : How strange...why are they so tame?

Monster tamer : Well, they aren't exactly tame.
The trick is that flour's smell.

Wallace : Hmm, it's faint but I do smell a peculiar odor.

Ruise : I can't smell anything....

Monster tamer : It may not smell anything for a human but monsters senses are much more developed. There are several types of this flour. By mixing them it's possible to make monsters obey some of your commands when they smell that flour.

Tippi : Hmm, sounds interesting!

Master tamer : There are many ways to use this flour resulting in a variety of effects. For instance you can disperse some in the wind to manipulate monsters even far from you. Of course to control them from a distance like this require that the tamer must have had a lot of practice before.

Ruise : Practicing...

Monster tamer : Forecasting the wind changes, learning about the different traits of each monster, being able to blend effectively the different kinds of flours to get the desired effect...all those things take a lot of training. With my skills I can only do so much for now, but among monster tamers there are around several tens of them that master their art.

Wallace : Seems like a hard training. Good luck.

(Villagers will advise you not to go to the waterfall as the place is supposed to be dangerous. The chief' son want to investigate but hasn't returned. You'll have to ask the village's chief permission to get there. By the way, notice the little wooden construction at the north east exit of the village?
Climb it there's the second Tippi's icon there.)

(upon knocking on a house north of the village)

Wallace : This is the village chief Zemeckis house.
Being here bring back memories...I owe him a lot.

(talking to Zemeckis)

Tippi : Hi there, grandpa!

Zemeckis : Well, well, it isn't often we have visitors here. Even rarer are those accompanied by such a cute fairy...I had a long life indeed.

Tippi : Teeheehee.

Wallace : Greetings. It's been a long time.

Zemeckis : Oh? You are...

Wallace : You may not remember me but I was someone you rescued two years ago.

Zemeckis : Ooh! I remember now! You were the one that was carried by the current at the bottom of the waterfall.

Wallace : Indeed. Sorry for the trouble I gave you.
I was attacked while traveling and ended up this way.

Zemeckis : I see...but I'm glad to see you alive and well now.

Wallace : Yes I am. And I'd wish to go back there once more.

Zemeckis : What are you saying! Since the day you fell, no one that tried to go there ever came back.

Ruise : Please tell us more about this.

Zemeckis : You...could it be that you are a Growshu user too?

Tippi : Ruise-chan is a Growshian born from a total solar eclipse!

Zemeckis : As I thought...then I will tell you more. At first this land here was the territory of the court magician, the lord Venzel. But soon after sir Wallace accident at the waterfall, lord Venzel disappeared from the court and this land became the property of the royal family. The incidents started at that time. Anyone who would go near the waterfall would never come back... no actually there was one single person that ever came back from that place...

Wallace : Who is that person?

Zemeckis : Who indeed? Well, I won't hide it, that person is me.

Tippi : Huh!? You, grandpa?

Zemeckis : In all that time I didn't understand why I came back unharmed. But now, after looking at that little miss, I finally noticed. It's probably because I hold Growshu within me. That's why I felt I could tell you this story.

Ruise : Sir...

Zemeckis : That's why I grant you permission to go there. However, if you find yourself in a dangerous situation come back immediately.

Tippi : Thanks grandpa!

Zemeckis : There is something else I have to tell you.

Ruise : What could that be?

Zemeckis : Do you know something about the disappearance of Growsians that have been happening lately around here?

Ruise : What?

Wallace : Growsians are disappearing?

Zemeckis : That's not all. Some have been discovered to be strangely murdered too. But, I see...you don't know about it. I guess I only made you feel worried then.

Ruise : Ah...no, not at all. Please tell us more about those incidents.

Zemeckis : Alright. Well it appears that many Growsians, one after the next, went missing in all the country. Most of the time, they disappear without leaving a trace, but a few times their corpses have been found. I'm sure that even the Growsians that weren't renowned are being targeted too...

Ruise : ...uuh...

Tippi : When did it start?

Zemeckis : Hmm, I think it started around the same time as king Richard coronation ceremony. Be careful too little missy.

Ruise : Yes. I'll be careful.

(Now that you have permission go north east. You'll reach the waterfall soon)

(talking to the guy guarding the way)

Villager : Ahead from here, there's....

Tippi : The village chief gave us permission to go!

Villager : What!? Really?

1) Yes

2) No

(1)

Villager : I'm not going to be held responsible if something happens to you....

(2)

Villager : Why of course you don't. Don't surprise me like that.

(Tippi kicks Carmaine)

Tippi : Moron! Have you ALREADY forgotten we just got permission from the village chief?

Villager : He really gave you permission? Well go ahead then...I won't be held responsible if something happens to you though.

(on the way there to the waterfall)

Tippi : What's wrong Wallace-san?

Wallace : ...judging from the distance we walked, it should be around here...

Ruise : Around here..you mean...

- 1) It's the same place I saw in my dream
- 2) The place where Wallace as attacked
- 3) Huh!?

(1)

Tippi : Really!?

Wallace : Two years ago I was attacked by a couple of people and lost my eyes and right arm. That happened here. Since the dream you saw took place here then it means that this dream depicted reality.

Tippi : Then that dream you had about the guys that attacked Master, it'd mean that...they're the same guys?

Wallace : ...probably.

(2)

Wallace : Yes, precisely. Don't tell me the place you saw in your dream was here? If that's the case rather than dreams what you're seeing is the reality.

Tippi : Then that dream you had about the guys that attacked Master, it'd mean that...they're the same guys?

Wallace : ...probably.

(3)

Wallace : Two years ago I was attacked by a couple of people and lost my eyes and right arm. That happened here.

===== Waterfall =====

Tippi : We're there!

Karen : In any case, so far we made it safely.

Wallace : But I can't help to feel that something will occur shortly...

Ruise : Ah! Someone is coming out...

Tippi : Ah, it's him!?

Ruise : One of the people that attacked Mother...

Wallace : So they're really hiding in there!

Masked knight :you scum...did you came here looking for your death?

Masked knight : Yungs! Go and eat those guys! I'll get to the entrance and

activate the magic lock!

Ruise : Magic lock!? If there's such a thing we won't be able to get inside...

Misha : We must stop him!

Tippi : Let's hurry!

Event battle 17 : Battle against masked knight!

Winning condition : Defeat all enemies

Losing condition : Party defeated, masked knight get to the waterfall

Enemies : Masked knight (Lv28)
 Yung alpha (Lv24)
 Yung beta (Lv24)

(Here again, timing is very important. The knight will ignore you and rush to the waterfall. The Yungs will get in your way and slow you down if you're going after him. To top it off the knight is resistant to all magic. The easiest way to deal with this situation is giving a strong long-range weapon for Wallace and Carmaine. If you don't have those have Wallace go after the knight. Everyone else will cast Thunder. If you have the spell chanting time reduction skill you can cast it and target both Yung alpha and the knight. That will kill Yung alpha allowing Wallace to go after the knight. Afterwards switch to fireball and/or Blizzard to damage him further and get rid of Yung beta. Carmaine should only cast one or two spells in this battle and then go after the knight. Have Karen cast attack on your fighters and debuff the masked knight if possible.)

(Yung alpha attack)

Yung : Die, die!

(Masked knight get to the waterfall)

Masked knight : All that's left is to activate the lock.

wallace : This is bad! We have to hurry!

(Masked knight activate the lock)

Masked knight : In the name of Gevel, those that do not know your words will be rejected! Magic lock!

(cave entrance get sealed)

Masked knight : Pfuh! Now you won't be able to get inside!

Tippi : Ah! And here we could finally find a proof...! (game over)

(Masked knight die)

Masked knight : Gu...aaah...

Tippi : Ah, he melted too....

Event battle 17 Clear

Tippi : The monster that annihilated the mercenary group of Wallace-san were those guys?

Wallace : ..not at all. They do look similar but the one the captain was fighting was much bigger. It was also of the same strength as our captain. There's no comparison with those things we fought.

Ruise : Then those were its minions probably.

Tippi : "Yung" I think that how he called them.

Wallace : Besides, that guy too was quite weak. The guys I fought with two years ago were quite a bit stronger...

Tippi : They were stronger than you Wallace-san?

Wallace : To be honest, right now I don't even have half the strength as I used to have two years ago.

Karen : My, you were that strong?

(get inside the cave. There is a bunch of Yung you can't avoid in the first screens. Get rid of them then heal up. Once ready go in the third room)

(upon entering the second room)

Tippi : Those are "Yung" right? Why are those things in that cave?

Misha : If we go further then we will find out!

Ruise : Yes, you're right.

(taking a few steps within the third room)

Villager 1 : Help!

Villager 2 : Please get us out of here!

Tippi : Ah!

Masked knight : What are you doing here....

Wallace : That's our line! What is going on here!

Masked knight : Pfuh! I won't bother explaining to people that are going to die! We'll use you as food for the Yungs!

Event battle 18 : Rescue the villagers!

Winning condition : Defeat all ennemies

Losing condition : Party defeated

Enemies : Masked knight (Lv30)

Yung alpha (Lv24)

Yung beta (Lv24)

Yung alpha (Lv22)

Yung beta (Lv22)

(First pay attention to the fact that there's a third villager in the middle of the Yungs. He'll be the first to die if you're not careful. Don't worry too much about the other villagers as the masked knight won't harm them himself. He will cast spells on your party and do take note that he's awfully good at magic. As good as Carmaine in fact. Be sure to face him with at least three people. He strikes hard and his attacks have a paralyzing effect)

(Yung strike the lone villager)

Yung : Die!

(after killing a couple of Yung)

Masked knight : For a bunch of humans you're aren't half-bad.

In that case, how about this!

Villager 1 : Wh-what...

(he opens the jail)

Villager 2 : You're kidding me!

Masked knight : Now! Eat those guys!

Yung : Humans, food!

Misha : No, they're going to eat those people!

Karen : Oh no!

(Masked knight defeated)

Masked knight : When did humans became that strong....but our goal here has been accomplished...you're already...too late...

Tippi : Is this the last one..?

Misha : It seems so.

Event battle 18 Clear

(talking to the lone villager)

Tippi : Are you alright? Hang in there!

Villager : I'm...no going to last long...please give this to me father... the village chief...

(got memento knife)

(he dies)

(talking to the other villagers)

Villager 1 : Is he okay?

Ruise : Unfortunately he's already...

Tippi : When we got to him, it was already too late.

Villager 1 : I see...

Wallace : Come on, get out of here now. We have to let the village chief know what happened here.

Villager 1 : Yes.

(they take a few steps outside when the eggs suddenly hatch)

Wallace : Damn! We have to protect them!

Tippi : Hurry up and get out of here!

V-villager 1 : Y-yes!

Event battle 19 : Let the villagers escape safely!

Winning condition : Defeat all enemies

Losing condition : Party defeated

Enemies : 1-5 Yung alpha (Lv18)
 1-5 Yung beta (Lv18)

(Not that hard despite having people to protect right near monsters. Have a mage heal at all times. Two others should cast Fireball/Blizzard. Carmaine and Ruise preferably as they're your best mages. Remaining characters can do whatever they want. If you have a long-range weapon for Wallace it'll come in handy here as you can prevent Yungs from getting close to the villagers easily with it. Don't take them too fast though. The more you kill, the more will hatch at first so let the villagers get in remotely safe spot before doing the mass-killing. Overall an easy battle)

(egg hatch near a villager)

Villager : Uwaah!

Wallace : They might be weak individually but they will have the advantage when in large numbers. Fight carefully!

(villager 1 escapes)

Tippi : Don't worry about us and run!

Villager : Th, thank you very much!

(all monster dead)

Ruise : There's no eggs left right?

Wallace : The villagers are safe as well.

Tippi : Well, everything is fine here. Let's go report to the village chief.

Event battle 19 Clear

(now let's get back to Klein village. Don't use teleport for a bonus event)

(said bonus event)

Burnstein soldier 1 : Hm? ...seems like they were wrong after all.

Burnstein soldier 2 : You definitely can't be sure. Let the general deal with those guys, we have to hurry.

Burnstein soldier 1 : Yes, you're right.

Misha : Hmm, what was that about?

Karen : Those persons sure seemed in a rush.

=====
===== Klein village =====

(upon entering)

Burnstein soldier : Halt!

Ruise : A Burnstein soldier?

Burnstein soldier : You guys, you aren't from that village right?

Julian : What is it?

Tippi : Crap, Julian's here....

Burnstein soldier : Ah, general. In fact, it's about those suspicious people here....

Julian : You people....

Ruise : He-hello....

Burnstein soldier : Are they acquaintances of yours general?

Julian : Well, yes....leave it to me and go back to your post.

Burnstein soldier : Yes sir!

Julian : ...are you the ones behind that...?

Tippi : Huh?

Julian : I don't want to suspect you but I can't ignore you if you're trespassing into enemy territory. Now, don't aggravate your situation. Answer me honestly.

Julian : ...you aren't the culprits right?

Wallace : If you're not telling us what you're talking about how can we answer?

Julian : The chief of this village has been murdered by someone. I'm asking you if you're the ones behind this.

Ruise : What!?

Wallace : Julian! Tell us how exactly this happened!

Julian : Did you forget I'm the one asking questions here!? Well, never mind. Judging from your reaction I guess you're not the culprits . Recently there have been a large number of crimes targeting Growsians. They either get killed or went missing. However we do not have the slightest idea about the criminal's objective behind those actions. The scale of those crimes is disturbingly large. It's not likely to be the work of a single individual. However we have no idea what kind of organization could perpetuate those crimes. The only

thing we know for sure is that there won't be anymore of those cases now.

Tippi : What do you mean?

Julian : That village chief here...he was the last Growsian in all our country.

Wallace : ...how dreadful....

Julian : Well then. Now it is your turn to answer my question.

Why did you come here?

- 1) To meet you Julian
- 2) To fulfill a mission unrelated to the current war
- 3) I can't tell an enemy
- 4) To investigate a weird creature (correct answer yet no specific dialogue)

(1)

Julian : I'm not in the mood for listening to jokes right now.

(2)

Julian : Unrelated? Then you don't mind telling us more I assume?

(3)

Julian : Then I guess you won't complain if I kill you here.

Wallace : I guess we don't have much of a choice considering the situation. We will sum up what we have been doing here.

Ruise : Ermm...actually we're conducting an investigation about Gevel.

Julian : Investigation about Gevel? What's that?

Ruise : In past times, when people were still living under the rules of the Growsians, Gevel was a monster which attacked mankind. But it's not a legend. Gevel seems to really exist.

Tippi : We even found the proof that it got out of the crystal mines!

Julian : Ho...

Wallace : You don't seem to believe us but didn't you meet them yourselves? Gevel's underlings.

Julian : What?

Wallace : Remember that lady Sandra was attacked by masked men? They're those guys. Also they're the ones that took my eyes and right arm just a little north-east from this village.

Ruise : That's why we came here to investigate.

Julian : ...I see. And? Did you get any results?

Tippi : In a cave behind the waterfall, we found small weird monsters! And alongside them were the same masked men as before too!

Wallace : We defeated them all so if you go there, you'll find their corpses.

(the panicked Burnstein soldiers come back)

Burnstein soldier : General! We found many corpses in the cave!
There were also the corpses of yet unseen monsters!

Julian : ...seems like you were saying the truth.

Julian : Understood. I'm now taking command of this case.
Assemble a party of 5 persons immediacy!

Burnstein soldier : Yes sir!

Wallace : Well that's how it is. If those guys' aim is to bring harm to
mankind, then this is not the time to be fighting among us.

Julian : Yes. I do not wish to bring even more troubles to this village
by fighting you here. I will let you go for today. However if we meet again
on the battlefield that won't be the case! You'd better be prepared!

(now go within the village chief house and speak to the guy near the bed)

Guy : This morning when I came here, I found the chief's body all bloodied
lying on top of the bed. Damn it! Why did that guy kill the chief...!

Wallace : That guy? Did you see the culprit?

Guy : Yes, probably. I saw the shadow of this man running away from the house.
He seemed to have large shoulders and was wearing a white armor.

Wallace : A man with large shoulders and wearing a white armor huh.

Girl : I only saw him for a bit but I remember he had golden plates
covering the back of his hands.

Tippi : Golden plates on the back of his hands....

(Hmm, mysterious indeed! I'm sure the guy also wears a poorly adjusted mask
that don't cover his brown-reddish hair. Really who could it be? Once you're
done speculating be sure to talk to them again and they will ask if you didn't
find the chief' son. Open up your inventory and select the memento knife he
gave you)

Ruise : Ermm...this...was given to us by the son of the village chief...
when he...

(gave memento knife!)

Girl : It can't be...he's...dead!?!...that can't be...!

Guy : I see. So he's too...thanks for bringing this back.
It's not much of a thank you but please accept this.

Ruise : What's this?

Guy : The rod the chief used.

(Got Zemeckis rod!)

Ruise : Thank you very much. I'll use it preciously.

(upon leaving the house)

Tippi : Is this related to the weird deaths of Growsians the village chief told us about?

Wallace : ...in any case, let's go back to the castle and report what we found here.

(get back to te castle now. Nothing else to do except perhaps visiting Rashell and noticing that everyone's favorite nurse, Aileen, is missing.)

=====
Rolandia castle - Throne's room
=====

Arcadius : You're back. Well did you get any results?

Tippi : It was incredible! We found tons of Gevel eggs!

Arcadius : Gevel eggs?

Wallace : We traveled to the place he saw in his dreams, which is the same place where I lost my arm, and investigated there. Within the Burnstein kingdom, in a cave concealed behind a waterfall we found a place where lied Gevel eggs. Lately there have been cases of people going missing in that area. During our investigation we discovered that people were being detained to be used as food to nurture a growing number of small, strange creatures in that place.

Tippi : If I'm not mistaken, those small creatures were called "Yungs". But we wiped 'em all! There's not a single egg left there.

Sandra : I see. Still, to think that such places exist would mean....ah, about Gevel itself what did you find?

Ruise : We haven't seen it anywhere. The only thing there were those masked men, the same as those who attacked you Mother and those small creatures called Yungs... Ah we also learned in a little village within the Burnstein kingdom that there are no Growsian left in the country. They've been strangely murdered. And while we were conducting our investigation, the village chief, a Growsian, was murdered too....

Arcadius :*grumbles*

Wallace : Hm? Is there something wrong your Highness?

Sandra : Actually in our country too, incidents concerning Growsians disappearances have been reported recently.

Aracadius : Now that I have heard your report I'm convinced it's not a simple coincidence. We will take urgent countermeasures to deal with the situation. The information you brought back have proven to very valuable. Well done.

Wallace : We're honored to receive your praise, your Highness.

Arcadius : In regards to your accomplishment this time, you will be granted vacations.

Official : Considering your achievements we will grant you three days of rest this time. Well then, please select where you want to go :

- 1) Capital city Rosaria
- 2) Health resort Rashell
- 3) Magic academy
- 4) Hot spring town Comsprings
- 5) My city

~~~~~  
Sixth Mission  
Escort Aileen to the magic academy  
~~~~~

=====
Rolandia castle - Throne's room
=====

(after getting back from vacation)

Official : Your vacations are now over. You will be given your next mission.

Arcadius : Did you enjoy your vacations? Presently we've been focusing on the matter you informed us about last time and took action to protect Growsians. However there is one we can't seem to get in touch with. We know she's a woman who work in a sanatorium but....

Tippi : Ah, she's that...err...what was her name already?

- 1) Karen
- 2) Aileen
- 3) I forgot her name but I remember her
- 4) I don't know such a person

(1)

Karen : Am I not right here? I think this person would be Aileen-san.

(2)

Tippi : Right! Her!

(3)

Karen : I think this would be Aileen-san.

(4)

Tippi : What are you saying! We talked with her, she was nursing Karen-san!

Karen : I think this person would be Aileen-san.

Arcadius : Hoho, that's a good thing if you know her. Then I want you to find and guard that person.

Ruise : We're to protect Aileen-san?

Arcadius : Yes.

Ruise : Then where are we supposed to bring her after we have guarded her?

Arcadius : To a place you're quite familiar with, the magic academy.

Ruise : The magic academy?

Arcadius : The chancellor already contacted us to offer his assistance.
Well then, I'm counting on you.

(after leaving the throne's room)

Mishha : The sanatorium huh...

Ruise : What's the matter Misha?

Misha : West from the sanatorium, there's a really small rural village...

Tippi : Medis village right? You told us you used to live there I think?

Misha : Yes! It's my hometown. There's nothing there really but the natural scenery there is beautiful. There are also tons of medicinal herbs you can pick and my favorite flower garden!

Tippi : I told you already but there's no such thing there!

Misha : Huh? It's weird....I do remember grandpa giving me wheel lilies there...

Ruise : Don't mind small details like that now. It's a nice memory right?

Misha : Yes. Let's go all together and have fun there!
It's a calm and nice place.

Tippi : Humm, maybe it's because it's so calm that idiots like you can be born there.

Misha : Uuh...Tippi-chan is so mean...

Tippi : Well since we'll be going close to it I guess it's okay to drop by for a little while?

(Now then let's go to the Rashell sanatorium. There, first speak to your buddy Alt. He'll be all stressed out about his girlfriend Mira who hasn't been giving any news lately. Eventually you'll learn that Mira is a Growsian and tell him that she's been brought to the magic academy. He'll be relieved and start make plans about getting a permission to go to the academy soon....yes he'd better go soon indeed.... Anyway enough spoiling, next take a look at the little girl's room. You'll notice she left. Someone will tell you she went back to Valmie. If you visit the Valmie inn, you'll find her and her family. As thanks her father will make Carmaine able to equip bows. What if Carmaine could already equip bows? I dunno, some say that instead you get the most powerful bow of the game. Kinda fishy considering how early in the game we still are. Then the only special customer left in the sanatorium is the super strong and rapidly aging amnesic man. Well he's still amnesic so you can't do much about him. Now on to Aileen. She's not here. Go to to the left side of the

sanatorium and talk to the head nurse in the bottom room to learn where she went.)

===== Health resort Rashell =====

(once you do so)

Karen : Hello.

Head nurse : My, Karen-san. You're back to help us?

Karen : Please forgive me. I'll be staying with those persons a little bit longer.

Head nurse : Is that so? Since Aileen still hasn't returned we've got no one who's knowledgeable about medicinal plants. If you came back that would have been a huge help.

Karen : I'm really sorry. Speaking of which, the reason I came today is because of Aileen-san.

Head nurse : What about Aileen?

Tippi : There have been a string of criminal incidents targeting Growsians lately so we came here to protect her!

Head nurse : Ah yes, soldiers from the castle came here asking about her for the same reason. But I'm sorry, I don't know where she is either. She left without saying anything but since she usually does to go pick medicinal plants and come back soon afterwards I wasn't worried. It wasn't the case this time I guess.

Karen : I see....

Ruise : So we don't have any clues...

Head nurse : Ah, that's right! I forgot to tell this to the soldiers that came earlier but how about asking her boyfriend?

Karen : Her boyfriend?

Head nurse : His name is Nick and since he didn't want to be separated from her, he willingly accepted to become a guard in a remote area. If I'm not mistaken he lives in Medis village west from here.

Karen : Medis village you said? Thank you very much.

Head nurse : Ah, by the way I remember that your brother came here and asked about the same thing a little while ago too.

Karen : Niisan did?

Ruise : Xenos-san...I wonder why?

(if you use teleport to go to Medis or exit the staff room)

Misha : Aa~ah! I'm so excited!

Tippi : Why?

Misha : I'll finally get to see that flower bed again....
it's such a incredible sight you know!

Tippi : There's no such thing as a flower bed in Medis village!
Understood!?

Misha : Yeah? We'll see when we get there!

(btw if you're wondering if Tippi is so annoyed by the flower bed thing,
it's because if you go to Medis village and talk to the blue haired guy near
the west end of the village he tell you about the medicinal plants but say
there never was any flower bed here. If you haven't talked to him and thus do
not know about this, dialogues may be a bit different here.)

===== Medis village =====

(upon entering)

Wallace : Hm? Aren't we missing a person?

Ruise : Huh? ...Misha's not here... She was a here a second ago though....

Tippi : Bah, she's probably goofing off somewhere. She's definitely
somewhere in the village so she'll come back eventually.

Tippi : Alright! Let's go

(look around, people sorta know of Aileen but can't tell you where she is.
There's always that guy who will tell you about the piece of land to the west
with the medicinal plants. Go there to trigger the next event.)

Ruise : Could she be here?

Tippi : Well, let's look around!

(do so - after a while)

Tippi : Since we haven't found her after searching so much, could that mean
she hasn't come here?

Ruise : We can't get any further so let's go back to the village.

(once you're getting close to the inn, a couple will exit)

Ruise : Ah, those two, could they be...

Aileen : I'm really sorry to drag you into this...

Nick : Don't say that Aileen. I'm here to protect you. It seems that there
are really people targeting Growsians lately. So I'll escort you to the magic
academy at least.

Ailen : Thank you Nick.

Oswald : You're the one who got in the way of my guys?

Nick : Who are you!?

(more thieves pop out)

Nick : So you're the boss of those scum I defeated last time....

Oswald : Now that I'm here you don't have even a tiny chance of winning!
Cause I'm the damn best that's why!

Nick : Run away Aileen! I'll hold them back!

Aileen : But...

Nick : Just run!

Tippi : That guy again....

Ruise : It's not the time for that! Aileen-san is in danger!

Event battle 20 : Save Aileen and the villagers!

Winning condition : Defeat all enemies

Losing condition : Party defeated, Aileen dies

Enemies : Oswald (Lv26)
 3 Thieves (Lv24)

(later)

Thief (Lv24)

NPC : Nick (Lv21)

(later)

Xenos (Lv31)

(Starting off by casting Grow protect on the NPCs is always a good idea.
Nick should be able to hold his ground against the thief he's fighting.
Simply concentrate on getting rid of the thieves that target villagers first
then take out Oswald. Do note that a thief will appear all the way to the west
near the shop.)

(beginning of battle)

Oswald : Guys! You go and stop those idiots! I'll deal with the girl myself!

Thief : Yeah!

Oswald : Kill everyone that get in the way!

Thief : Hehehe! Sure thing!

(Oswald spots you)

Oswald : ...geh...it's you bastards again...!

Tippi : Why do you keep causing troubles wherever you go!

Oswald : Shut up! I told you it's my job!

(a bit later)

Oswald : You guys are finished! Give up already!

Voice : What are you getting excited about, you petty thief.

Oswald : Who's there?

Xenos : You bastard, not only did you try to get your hands on Karen but now you're targeting her savior?

Tippi : Huh!?

Karen : Niisan!?

Aileen : Xenos-san!?

Oswald : Argh!? We'll kill you along then!

(if Wallace get near Aileen)

Walalce : You're alright?

Aileen : Ah, you're...

Tippi : We'll talk later! For now let's get rid of those guys!

(after killing two thieves, another one pop out)

Villager : Kyaah! There's one here!

Thief : Hehehe...didn't expect to find me here huh?

Oswald : Who cares! We have to kill that woman!
Do whatever you wish about the other nuisances!

Thief : Y-yeah!

Wallace : As usual they're fond of petty schemes!

(Getting near Xenos)

Xenos : Hey, we meet again. But let's save the talking for later.
Right now we have to kill this guy!

(Oswald defeated)

Oswald : Uwaah...not again....damn it! (he runs off)

Tippi : Ah, wait! ...that kind of guy is never so fast as when it
comes to running away...

Event battle 20 Clear

Xenos : Alright, now that's taken care of I guess I'll leave...

Karen : Ah, niisan!

Xenos : Yes?

Karen : Why did you come here?

Xenos : I can't stand still and watch the one who saved you get murdered right?

Karen : ...niisan...

Xenos : Though it seems you guys didn't need my help after all so maybe there
was no need for me to be here?

Karen : Not at all! I'm glad to see you niisan.
I hardly get to see you anymore lately...

Xenos : Now that I'm a mercenary I don't have that much free time.
Sorry about that.

Xenos : Well then, see you all later!

(talking to Nick and Aileen)

Nick : Than you! You just saved us.

Aileen : Thank you very much.

Tippi : We came here by orders of king Arcadius. We're here to escort
Aileen-san to the magic academy.

Aileen : I see.

Nick : Then I'm entrusting her to you.

(Aileen joined as a NPC!)

(when leaving Medis)

Misha : Ah! Wait!! Wait!!

Tippi : Where the heck have you been!?

Misha : That's a secret!

(not much to do except going ot the academy now. By the way there is another Tippi icon you can grab now. It's located where the village chief son died in the previous mission. Get to the academy and head towards Maxwell's office. On the way students talk about the Growsians that have been coming here and some are rather disturbing like the guy who wish to kill them all so normal people would finally have a chance to be the best among magic users -_-;;)

=====
===== Magic academy 7th floor =====

(talking to the beautiful secretary)

Ruise : We're emissaries from Rolandia. We've brought Aileen-san, a Growsian.

CS : We've received word about your mission. Please go inside.

(entering the room)

Ruise : Excuse us.

(talking to Maxwell)

Maxwell : Oh, so this would be the last Growsian that was missing.

Ruise : Excuse us for being late.

Maxwell : It's fine, I don't mind at all.

Maxwell : But still...who could be behind this Growsian hunt?

Wallace : A Growsian hunt?

Maxwell Since they've been attacked one after the other, it's only natural to call it like that. But now that they're in this academy there's no need to worry.

Ruise : Then, we entrusting Aileen-san in your care.

(upon leaving Maxwell's office)

Ariost : Hi there guys.

Ruise : Ah, Ariost-san.

Tippi : What's up?

Arisot : Actually, there's something I'd like to tell you.

Tippi : Yes?

Ariost : It's about the war. I still want to persuade the Featherians but as long as we're at war I don't think it's possible. Unfortunately war isn't something I can do anything to stop by myself. But I learned you've been working for that to happen. So I want to give you my assistance. Let's make this war stop together!

Tippi : What should we do?

- 1) Take him in
- 2) Not now

(1 - and if you're already five)

Tippi : But that'll be too many people then. You'll have to ask someone to leave.

- a) Misha
- b) Karen

(you'll be asked if you want to remove the leaving person equipment)

(2)

Ariost : I see. Sorry for the unreasonable request. If you ever need me just give me a call. I'm in my laboratory most of the time. Well then, later.

(if Ariost joins)

Ariost : Thanks. I swear I'll do my best.

(no real reason to get him, it all depends on your way of fighting. Misha got low stats but high HM&MP thus she can cast a lot and is pretty though. Ariost is the exact opposite. High stats but low HP&MP. He has the second best INT stat of the game after Carmaine thus making him a very effective caster. He can deal decent damage with his long ranged weapon too. So in short he's better suited to an aggressive way of fighting. Considering the upcoming battles he's a slightly better choices than Misha in my opinion. Then again, the game's easy enough so you don't really need to tune your party that finely. If you're worried about the bonus dungeon do remember to make him visit the library at the top of the Featherians ruins where you first met him. Finally if you want to switch back to Misha or recruit him later, they both hang out at the academy and you can switch anytime.)

=====
Rolandia castle - Throne's room
=====

Wallace : We escorted the Growsian girl named Aileen safely to the magic academy.

Arcadius : Good job. Then enjoy some short vacations for now.

Official : Considering your achievements we will grant you three days of rest

this time. Well then, please select where you want to go :

- 1) Capital city Rosaria
- 2) Health resort Rashell
- 3) Magic academy
- 4) Hot spring town Comsprings
- 5) My city

~~~~~  
Seventh Mission  
Investigate lake Olivier  
~~~~~

===== Rosaria - Carmaine's room =====

(right after seeing the dream at the end of the vacations)

Tippi : You seemed to have a nightmare this evening. Was it one of those dreams again?

Ruise : What kind of dream was it oniichan?

(Carmaine "speaks")

Tippi : Huh? In a place with a crystal clear lake and plenty of Growshu floating around? And there was lots of Yung nearby?

Ruise : The highest density of Growshu can be found in the northern regions....

Wallace : It's probably Lake Olivier then.

Ruise : Lake Olivier....

Wallace : It's a lake near the border with the Burnstein kingdom. Since that place has turned into a battleground though, going there will be difficult. If only we could use the road they're building for the supply convoys then it might be a bit easier but....

Tippi : It's the road they were making west of the capital right? It'd be nice if it was completed already.

===== Rolandia castle - Throne's room =====

(immediately after previous event)

Official : Your vacations are now over. You will be given your next mission.

Arcadius : Did you enjoy your vacations? Well then, here is your next mission.

I want you to resume your investigation about Gevel.

Wallace : Certainly your Highness. We wish to investigate Lake Olivier since we believe that place might have a connection with Gevel.

Arcadius : Lake Olivier you say?

Tippi : He saw a dream in which some of those small monsters were near Lake Olivier.

Arcadius : I see. In that case go to the west side of the city and head north. Use the road that go through the Schuterm montain. It was build to deliver supply to the troops in the Nostridge plains and was recently completed at last. However, as the Burnstein army managed to advance, we will have to push them back if you want to reach lake Oliver. Now that the supplies can reach the Nostridge plains easily, this is our chance to regain the momentum and drive them back.

=====
Rolandia castle
=====

(immediately after previous event)

Convoy soldier : But hey captain, we sure are glad that the convoy line is completed.

Convoy captain : Yes. Now we can fully support our comrades fighting in the Nostridge plains. Let's ensure the safe travel of this convoy and bring victory for our army!

Soldier : We're counting on you. Take care!

Convoy captain : Alright. All troops depart!

Convoy soldiers : Yes sir!

(let's head to the western cape now. Visit the hole in the wall shop btw. They have new stuff. On your way to the cape you'll hear a voice)

(said event)

Voice : Hey!

Tippi : Say, didn't you heard someone calling?

Man : Hey!

Ruise : Eeeeeh!? That can't be!

Carmaine :

Misha : The spitting image of oniisama!

Man : ...it's really you then I guess?

Tippi : What do you mean?

Man : Sorry for calling out to you so suddenly.

Ralph : My name is Ralph. I'm looking for my younger twin brother from whom I was separated soon after we were born.

Ruise : Younger...twin?

Ralph : Yes. After seeing you in town I ran after you but... we look even more alike than I thought...

Wallace : Do they look that much alike? I can't realize it by myself so...

Tippi : It's not that they look alike! It's as they were the same person!

Ralph : Isn't that the best proof that's we're really twins? Perhaps the people who raised you told you about it?

Ruise : Yes, Mother said she found oniichan and took him in....

Tippi : I guess now we know it was true.

Ralph : So how do you feel after finally finding about your true family? Let's not stand here, how about getting back in town and talk at our leisure? I'll go book some rooms at the inn.

Tippi : What should we do?

- 1) Let the others decide
- 2) Let's go (no specific response)
- 3) I don't want to go

(1 or 3)

Wallace : What are you holding back for? You don't need to be concerned about us.

Ruise : That's right oniichan.

Tippi : It's settled then?

Ralph : It was worth it to chase you down like I did. Come on, let's go.

(follow him to the inn)

=====
Rosaria inn
=====

(talking to Ralph)

Ralph : I'll pay for the lodging. Go ahead and get upstairs.

Ruise : Ah we can't, that'd be rude...

Ralph : Don't mind it. I may not look like it but I come from quite an affluent family.

Tippi : Since it's such a special occasion, we'll accept your offer!

Ruise : ..o...okay...

(in their room)

Ralph : ...and that's how it is.

Tippi : Then Ralph-san, you came all the way here from the Burnstein kingdom despite the war?

Ralph : Actually it would be more exact to say that after coming here on business, the war started and I couldn't come back.

Ruise : On business?

Ralph : Yes. Although it may be a little bit pretentious to say so myself, the Huel house is the first or second biggest traders of the Burnstein kingdom.

Wallace : The Huel house? Are you talking about the trader family owning the spinning mills, those Huel?

Ralph : Oh? Have you heard of us before?

Wallace : Of course I have! I heard that name countless times while I was traveling in the Burnstein kingdom.

Tippi (to Carmaine) : Eeh...so hey, that means you're some high-society kid then! If you're that rich then don't forget to give me tons of expensive stuff to eat!

Ruise : Geez Tippi, you're so silly!

Ralph : Hahaha. But right now I feel thankful for the war. Since it has given me the chance to be reunited with my little brother.

Wallace : Life is truly full of surprises.

Ralph : You can say that again....

Ralph : Well, it has gotten quite late. How about going to sleep now?

Ruise : Yes. We'll get back to our room then. Good night.

Ariost : Sleep well.

Karen : Well then, I wish you a good night.

Misha : Good night~!

(you can go to sleep now or talk to all your party and Ralph)

(knocking on Ruise's door)

Ruise : It's not locked.

(talking to her)

Ruise : What's up oniichan? You're not sleepy?

- 1) Nod
- 2) Say you wanted to talk to her
- 3) Something like that

(1)

Ruise : I guess that's not surprising. You just found your true older brother. If it were me I'm sure I couldn't sleep either.

(2)

Ruise : I'm glad you came to talk to me oniichan. But is that really okay? Don't you want to speak to your real brother? If it was me I think I would want to speak to him all night long though...

(3)

Ruise : Something like that...? But is that really okay? Don't you want to speak to your real brother? If it was me I think I would want to speak to him all night long though...

Ruise : ...sigh...onichan's real brother...I wish we could be real brother and sister too... If you go back to your real family, don't forget about me alright?

- 1) I won't
- 2) I will
- 3) I don't know

(1)

Ruise : Yes! That's my oniichan!

(2)

Ruise : Uuuh.... are you really going to forget about me...?

Tippi : Hey you, stop teasing her already!

(3)

Ruise : ..uuh...oniichan, you're mean...

(Carmaine get Tippi-kicked)

Tippi : Geez you....

Ruise : Well it's getting late so I'll be going to sleep. Good night oniichan, Tippi.

Tippi : 'night Ruise-chan!

(knocking on Misha's door)

Misha : Ah, oniisama? Go ahead it's not locked.

(talking to her)

Misha : What's up oniisama? It's late already.

- 1) I can't sleep so I came to chat

- 2) I wanted to talk to you Misha
- 3) Nothing

(1)

Misha : In the end, oniisama has an oniisama! Err...doesn't that sound a little weird..? Bah, as long as it still makes sense it's fine. But he really looks exactly like you! I was so surprised. You two are really siblings after all.

(2)

Misha : Oniisama~ you're always so direct <3

(3)

Misha : In that case let's talk together!

Misha : Say oniisama, how does it feel to find out you have a big brother? I don't have any siblings so I don't really understand...

- 1) It doesn't change a thing
- 2) It's a little exciting
- 3) It makes me happy

(1)

Misha : Really? I thought you'd be a little bit more affected by it...

(2)

Misha : Yes, anyone who would find out about having a brother so suddenly would be surprised too. I know I would too.

(3)

Misha : Hehehe, of course you do! Having found your real brother, it's only normal to be happy.

Misha : But that sure is nice. Oniisama you have not only Ruise-chan but a big brother now too! A~ah, isn't there a place where they hand out brothers?

Tippi : Geez you....siblings don't just get "handed out" you know!?

Misha : *pouts*

Misha : Still I really wish I had a brother too...

Misha : Ah it's already that late. Thanks for talking with me for so long oniisama. Let's keep on with that talk tomorrow. Good night!

Tippi : Good night Misha.

(knocking on Karen's door)

Karen : Go ahead it's open.

(talking to her)

Karen : I'm really glad you could find your true family. How does it

feel to discover you have a big brother?

- 1) It hardly feel real yet
- 2) It's wonderful
- 3) It's a bother

(1)

Karen : Is that so? But once you will live together with him, you'll realize how great it is to have an older brother. Since this is coming from me, someone who was always lived together with her older brother, you know I'm not wrong about this.

(2)

Karen : Yes I think so too. Having an older brother is truly wonderful. Somehow when I look at Ralph-san, he reminds me of my own brother. I wonder what he is doing now...I hope he'd stop doing such a dangerous job...

- a) Xenos is alright
- b) I don't really know about what he's doing either

(a)

Karen : Yes. I have to believe in him right?

(b)

Karen : I don't really know either but I want to believe in him...

(3)

Karen : Aren't you saying that because of your own behavior as an older brother up until now? If one rely too much on one's own brother, then that person never becomes independent.

Karen : But really, it's so nice you could find your brother. I do not know what you intend to do from now on but please get along well with Ralph-san. Siblings should get along well with each other. Well, it is getting late so let's go sleep now.

Tippi : Karen-san, good night~!

Karen : Good night you two.

(knocking on Ariost's door)

Ariost : Go ahead it's not locked.

(talking to him)

Ariost : What's wrong, coming in so late?

- 1) I couldn't really sleep so I came to chat
- 2) I wanted to see you
- 3) Nothing in particular

(1)

Ariost : Of course you can't. You just found out you had a brother. I don't have any sibling so I feel envious. Still, I consider everyone in my village as my brothers and sisters.

(2)

Ariost : Well, I'm glad to hear that. How about talking a little together?
Do you mind if I ask you something? How does it feel to realize you have
a brother so suddenly?

- a) It feels nice
- b) It hardly feel real yet

(a)

Ariost : You're quite quick to adapt yourself to changes. I think most
people would have troubles accepting that situation as quickly.

(b)

Ariost : Yes, I guess that's normal. To learn so suddenly about one own's
brother, it's natural to feel a bit bewildered.

Ariost : I don't have any sibling so I feel envious. Still, I consider
everyone in my village as my brothers and sisters.

(3)

Ariost : Is that so? I thought you'd want to talk with Ralph-kun actually.

Tippi : Yeah, but that guy is incredibly moody so....

Ariost : Haha, is that so?

Ariost : Well then, it's late. Let's go to sleep.

Tippi : Good night Ariost-san.

(talking to Wallace)

Wallace : What's wrong? Still not asleep?

- 1) I can't really sleep so I feel like talking
- 2) Ask why he isn't sleeping either

(1)

Wallace : That's quite normal. You just learned you have a brother.
It's not strange to be excited.

Tippi : By the way do you have siblings Wallace-san?

Wallace : Siblings? I have quite a few. I haven't met them in a while though.
Well, my comrades who fought with me are like siblings to me too.

Tippi : Hmmm...

Wallace : Anyway, treasure your family. Family members are easily lost but
not easily gained.

(2)

Wallace : No, I plan on sleeping soon.

Wallace : We have an early start tomorrow. It's best if you go to sleep

soon too.

Tippi : You're right. Good night!

(talking to Ralph)

Tippi : Huh? You're still not sleeping?

Ralph : I've finally found the brother I lost for so long. I guess I'm a bit excited. But we have an early start tomorrow. Better get to sleep soon.

Tippi : Good night then!

Ralph : Good night.

(get into your bed)

Go to sleep?

- 1) Yes
- 2) No

(1)

Tippi : Time to sleep! Good night!

(after the "good night" bgm)

Ruise : Kyaaaah!

Wallace : What was that voice? It sounded like Ruise was screaming!?

Tippi : Huh? Ralph-san isn't here!?

Ralph : Tsk, and I was so close....

Ruise : Why? Why are you doing this Ralph-san?

Ralph : You are a hindrance to our plans. If only you didn't exist, there'd be nothing to prevent our victory...now die!

Ruise : Kyaah! Oniichan!

Tippi : We've got to save her!

Event battle 22 : Protect Ruise!

Winning condition : Defeat Ralph

Losing condition : Party defeated, Ruise dies

Enemy : Ralph (Lv34)

(Ralph is absurdly strong for his level. For "some reason" Ruise's presence doesn't affect his strength that's why. Don't bother attacking him. Simply block the way while defending since he deals quite a bit of damage. Soon enough an old man will come to your help. That old man is both fast and strong and will catch up to Ralph and kill him in no time. Be sure to have a Fine and Healing spell ready at all time at first though since, Ralph attacks can inflict paralysis or poison. If he gets a critical hit on Ruise he might kill her in one blow so save before entering the inn. One last word about the old man : his name may be "mysterious man" but if you check his statut during battle you'll be given a hint : court magician :))

(get close to him)

Tippi : Why are you after her?

Ralph : Because she's a nuisance...

Tippi : A nuisance?

Ralph : Because she's one who holds Growshu! And hers is especially too strong!

Wallace : Does that mean you're the one behind the Growsian killings!

Ralph : Who knows!

(the old man clad in white appears)

Strange man : Here?

Ruise : What? Another enemy?

Strange man : Do not assume so hastily.

Ruise : What?

Strange man : I cannot let one who holds as much Growshu as you die.
Weak as I may be, I will grant you my strength.

Ralph : Tsk! What an annoying old man!

(Ralph is killed)

Ralph : Guh...that...can't be...

Strange man : Hmph...it's over.

Event battle 22 Clear

(talking to Ruise afterwards)

Tippi : You're not hurt Ruise-chan?

Ruise : Thank you everyone.

Wallace : But what was that? Where is the corpse of that guy?

Tippi : He melted too and disappeared.

Wallace : Which means, that guy is a Flesh Golem too?

Ruise : And he said he was oniichan twin....

Tippi : Could it be his disguise to get close to Ruise-chan and kill her?

Argh, I swear I'll get them for this...!

Karen : By the way, who was that person that came to help us during the battle?

Ruise : He didn't look like an enemy but...

Tippi : Anyway, we know that you're being targeted now. Let's be careful.

=====
Rosaria - western gate
=====

(upon getting there)

Convoy soldier : Geez, talk about a problem...

(talking to them)

Tippi : Hey, what's wrong?

Convoy captain : Actually our duty is to carry supplies to the troops in the Nostridge plains. However, on our way there, monsters suddenly attacked us fiercely and we had to draw back.

Wallace : Then what about the troops at the front line? Do they still have supplies remaining?

Convoy captain : Since we haven't been able to reach them, they've been using resources available on hand. But if this keeps up, then our troops will...

Ruise : But then, not only the battle will be lost but we won't be able to reach the lake either.

Convoy captain : But then again, there isn't any more soldiers available to guard the convoy... Ah, if that's possible, could you escort us to the plains?

- 1) Accept
- 2) Decline

(1)

Convoy captain : Oh! You'll be escorting us then!

Wallace : Bah, unless the battlefield is pushed back we won't be able to reach our destination anyway so we don't really have a choice.

Convoy captain : Then we will make preparations to depart immediately.
Meet us at the start of the road that leads to the Nostridge plains.
If you have preparations to make too, do so immediately!

(2)

Ruise : We're sorry but...

Convoy captain : No need to apologize. You have your own assignments already...

===== On the road to the cape =====

(get near the convoy guys next the birds-like creatures)

Convoy captain : Oh, you're here.

(talk to him)

Convoy captain : Let us depart immediately then. Please follow us closely.

(once you reach the next screen)

Convoy captain : I've got a request to make. Could you walk a little
ahead of us?

(Do so. You won't proceed otherwise. In the next screen there won't be any
enemies but some will pop out afterwards so be prepared. Once you reach it the
wind will blow stronger)

(after a gust of wind)

Tippi : Hmmmmm...

Ruise : What's wrong Tippi?

Tippi : The wind got a bit strong...and flying get tiring then...

- 1) Say you worried about her
- 2) Pft, how weak of you
- 3) Hold onto me
- 4) Stay quiet

(1)

Tippi : Ah, I'm fine, I'm fine. If I were to be defeated by something like
this my name wouldn't be Tippi-chan!

(2)

Tippi : Whaaaaat! Just you watch, I'll be flying from here and back without
a hitch!

(3)

Tippi : Alright. If the wind blow strongly again I'll do that.

(4)

Ruise : How about carrying her oniichan?

Tippi : Ah, I'm fine, I'm fine. If I were to be defeated by something like this my name wouldn't be Tippi-chan!

Wallace : But yeah, that wind sure got something offensive about it...

Convoy captain : It's as if it was coming from the mountain itself right? That's why that mountain is called the Schuterm mountain.

Convoy soldier : Hm? Over there...! Captain! They're here! The monsters!

Convoy captain : They've finally showed up! It's up to you now guys! We're counting on you!

Event battle 23 : Protect the convoy!

Winning condition : Defeat all monsters

Losing condition : Party defeated, convoy killed

Enemy : Manticore (Lv27)

2 Lizard lords (Lv26)

2 Winged dragons (Lv26)

(Don't waste your strength here. Dragons are fast but very weak against magic especially tornado. Cast a couple of wide ranged spells and then finish them off with your weapons. You've got a much more difficult battle soon.)

Event battle 23 Clear

Tippi : Seems like they're no more of them.

Wallace : Yes. But why did the target specifically the convoy?

Ruise : This is strange...

Convoy captain : Alright! Forward!

(getting to the crossroad)

Tippi : Uwaaah! The wind got stronger again. I nearly got blown away.

Convoy captain : The mountain is on the north side so the wind is blowing down.

Wallace : ? I smell a strange odor carried in that wind...

(alright this was the first hint. Now you've got two choices : keep going east to reach the plains and fight the hordes of monsters on the way or deal with the source of the problem on the mountain summit right now. If you go east you'll have two more battles with more hints about who's causing the monsters to attack and then you WILL have to go to the summit, it's not an optional battle. Unless you're really prepared don't bother with those additional battles even to gain more exp since they're quite bothersome with enemies appearing behind the convoy, which means you'll have to spend mp or items to heal your allies.)

(additional dialogues if you choose to go east)

(next screen)

Tippi : Uwaaah! The wind got stronger again. I nearly got blown away.

Convoy captain : The mountain is on the north side so the wind is blowing down.

Wallace : There is a really weird smell carried by the wind...it feels like I smelled it somewhere before...or is it my imagination?

Convoy captain : They're here! The monsters!

Tippi : Alright, time to do our job! Good luck!

(after the battle)

Convoy captain : Whew...seems like we made it somehow...

Wallace : Still, the actions of those monsters were unusual.

Ruise : What do you mean?

Wallace : They seem to be organized and followed the same pattern than earlier...

Tippi : Come on, such a thing isn't possible.

Wallace : Yes, I hope I'm just imagining things...

Convoy captain : Then, let's resume our progress.

(third screen)

Tippi : Uwaaah! The wind's again...

Wallace : Yet another gust of wind...and yet again that smell...

Convoy captain : Crap! They're still more of them!

Tippi : Alright, time to do our job! Good luck!

(after the battle)

Convoy captain : Whew...seems like we made it somehow...

Wallace : This is definitely weird. I'm sure someone is manipulating those monsters...

Ruise : Yes, it's the feeling they give off...

Convoy captain : But how could someone control monsters?
And from where could that person be controlling them?

Wallace : About that...

Convoy captain : Anyway, let's keep on walking. The soldiers on the front line are awaiting our arrival.

(later)

Ruise : A person controlling monsters...a smell that can't be detected by normal people...?

Tippi : Doesn't that sound like something we heard before?

Wallace : There's no mistaking it. This is the work of a monster tamer. Using the wind that comes down from the mountain, the guy's been spreading that flour which smell can control monsters.

Ruise : Then the enemy is at the mountain summit?

Tippi : If we get that guy we won't be attacked by monsters again?
Then let's go!

Convoy captain : We're counting on you!

(or if you choose to go north right after the first battle things will go like that)

Convoy captain : Hey, where are you going! It's not this way!

- 1) Sorry, took a wrong turn
- 2) I just felt like going there
- 3) I'm going to the mountain

(1)

Convoy captain : Well, anyone makes mistakes. Come on, let's resume our walk.

(2)

Convoy captain : Then come back here. We have to hurry.

(3)

Convoy captain : You're going to the mountain? Didn't you come here to escort us? Why do you have to go to the mountain?

- a) To fight our enemy
- b) I don't have any real reason

(a)

Convoy captain : The enemy? Is there an enemy here?

Wallace : Yes, definitely. On the mountain summit.

Tippi : Why are you thinking that too Wallace-san?

Wallace : That odor carried by the wind...well most people can't smell it but for someone who can't use his eyes like me, I'm able to discern it a little. I smelled it before...it's the odor that's used to control monsters...

Ruise : Then if we've been attacked by monsters it's because of a monster tamer?

Wallace : Seems like someone is operating secretly to make the Rolandia troops lose the battle.

Convoy captain : Understood. We believe what you said. We will inspect the surroundings in the meanwhile and once we ascertain that the place is safe we will resume our progress. We're counting on you.

(b)

Convoy captain : Then come back here. We have to hurry.

(once you went north, head in the north-west direction to reach the mountain summit)

===== Schuterm mountain summit =====

(upon getting there)

Monster tamer : Kukukukuh! Now, my sweet little monsters! I'll need you to work for me a little more!

Tippi : Hold it right there!

Monster tamer : Who are you!

Wallace : We found out that you're the one using monsters to attack the convoy troops. If we defeat you, the monsters attacks will stop.

Monster tamer : Eeeh! If you saw me then I can't let you alive! I'll make you regret opposing a Shadow knight!

Wallace : A Shadow knight!?

Monster tamer : Diiiiie!

Event battle 24 : Defeat the monster tamer!

Winning condition : Defeat all enemies

Losing condition : Party defeated, monster tamer escapes

Enemy : Monster tamer (Lv32)
3 Masked men (Lv30)

(soon after)

Manticore (Lv27)

2 Lizard lords (Lv26)

2 Winged dragons (Lv26)

(A fast-paced battle. He will summon the monsters faster if you attempt to get close so you might want to let some of the masked men get closer to you before doing so, that will allow to target more enemies with your area of effect spells. When he start to run away don't bother going after him unless you've got someone close or ranged weapons. Simply have everyone cast spells on him and that'll be enough. About Grengar he will come to help you unless you killed his guys near Galaschirz earlier. He has an auto-item skill that allow him tu instantly use potion whenever he gets low in health so you don't have to worry too much about him dying on you.)

(after taking a few steps north)

Monster tamer : What a nice breeze....now, come over here!

(monsters appear)

Monster tamer : Those are your enemies. Now fight!

(after a minute or so and only if you haven't killed the thieves in Ranzack)

Grengar : Well, aren't you working hard?

Ruise : Ah!

Tippi : It's you!?

Grengar : I'm the great Grengar. How about remembering the name already?

Wallace : Crap, having to fight him at such a time....!

Grengar : Hold it! Don't get the wrong idea! I'm not here as you enemy today. Instead I'll help you.

Wallace : What?

Grengar : That's because right now, I can't let the Rolandia kingdom lose! Here I come!

Monster tamer : Eeeeeh! Yet another interference!

(most enemies defeated)

Monster tamer : You're quite good. Are you the Rolandia knight that kept pestering us lately?

1) Yes

2) No

(1)

Monster tamer : Then it'd be foolish to fight you any longer.

(2)

Monster tamer : ...I see. In any case I'll be no good if I were to fight you.

Tippi : Are you trying to run away!?

Monster user : Exactly! My mission is to hinder the delivery of supplies without being spotted. Even if I can't do it here, I won't have any troubles finding monsters somewhere else!

Wallace : Tch! You won't escape!

(monster tamer defeated)

Monster tamer : Gu, guwaah...

Tippi : It's over!

Monster tamer : Is that so?

(he whistles and a giant bird comes to take him away)

Tippi : I can't believe such gigantic birds exist...

Event battle 24 Clear

Wallace : Anyway with a wound like this he won't be able to do much for now. The convoy troops should be safe for the time being.

Ruise : Which means the soldiers on the front lines won't be short of supplies anymore right?

Grengar : Guess it's time to take my leave too.

Tippi : Wait up!

Grengar : Hm?

Wallace : What are you? An enemy? Or not?

Grengar : When our interests conflict, I'm an enemy. If they're the same, I'll be an ally.

Ruise : What do you mean?

Grengar : Sorry but I won't answer that.

Tippi : Then what is your connection with that Oswald guy!?

Grengar : Oswald huh...he's a member of the band of thieves my brother assembled. Though now that my brother is dead, looks like he became the

head of the band. I don't have any direct connection with him. We just happen to share some jobs from time to time.

Ruise : Jobs...

Grengar : Well, looks like we'll meet again someday.

(he leaves)

Wallace : What could be that guy's goal?

(now time to get back to the mountain path and head east. You'll end up at the Nostridge plains camp. Talk to the guy who looks like general Bronson there.)

=====
Nostridge plains army camp
=====

(talk to general Bernard)

General Bernard : Oh, so you're the ones who helped the convoy troops. Thanks to you we managed to get supplies for the first time.

Wallace : A Shadow knight were responsible for disrupting the transport of the supplies.

General Bernard : A Shadow knight you say!?

Karen : Yes, that's what he said.

Tippi : What's a Shadow knight anyway?

General Bernard : Shadow knights are the polar opposite of the Imperial knights.

Tippi : What does that mean?

General Bernard : Imperial knights are the symbol of their country and admired by their citizens. Shadow knights are unknown to the people and operate in the shadows.

Ruise : They operate in the shadows...?

General Bernard : Yes. The whole group is made of special people only, someone "normal" can't become one of them. Though our superiors know of them, we only learned about that group recently.

Tippi : But that guy we fought wasn't all that strong right?

General Bernard : They're not feared because of the individual strength of their members but for their capacity to infiltrate within enemy territory and carrying acts of sabotage or assassinations. Their skill in those fields make them equal to the Imperial Knight and their strength. We suffered a lot when faced with the combination of those two forces.

Ariost : We droved one away just a little while earlier.

General Bernard : Ah yes, that's right. This is why now is our best chance to repel the Imperial Knight in the battlefield.

(talk to him again)

Ruise : Excuse us, is Lake Olivier far from here?

General Bernard : Lake Olivier? Is this where you want to go?

Tippi : Yup! Our mission is to investigate that place!

General Bernard : Humm...lake Olivier is close from here but you can't go there now.

Wallace : If I remember well, it's right after the bridge east from here?

General Bernard : Yes, but that's if you could cross the bridge. The Burnstein army have crossed the bridge and managed to reach those plains. We're currently fighting them with all our available troops. Besides you must be tired. It'd be best if you rest until our army managed to drive them back. Though we don't have anything besides tents for you to sleep in.

(follow him)

Would you like to sleep?

- 1) Yes
- 2) No

(you can talk to him again after waking up)

Ruise : Good morning.

General Bernard : Seems you rested quite peacefully. Thanks to the supplies you guys delivered, the soldiers morale increased and we managed to push back the Burnstein troops last night.

Tippi : That's why there are no soldiers left here then.

General Bernard : It looks like that we will soon have them repelled until after the bridge. Once this will be done you will be able to reach Lake Olivier.

(Head towards the east exit. Before you get there you'll get to the following event)

Burnstein captain : Gahahahaha! I can't believe there's so little soldiers left in the headquarters! It was well worth it to go through the trouble to take the long way to get here!

General Bernard : What!?

Burnstein captain : Because of the lack of supplies you guys couldn't mobilize fully. Now that you finally managed to get those supplies, we expected you to attack with your full strength. But to think you'd go as far as empty your headquarters!

General Bernard : Tch!

Burnstein captain : If we kill general Bernard here, the morale of the Rolandia soldiers will go down! Concentrate your attacks on him!

Brunstein soldier : Yes sir!

Ariost : Still...isn't their timing a bit too good?

Wallace : They probably planned this as soon as the monster tamer reported his defeat...

Ruise : He took advantage of his own defeat...?

Is this how Shadow knights operate...?

Wallace : That's what you'd expect from a group that specializes in shady operations!

Tippi : This is no time to praise them! We've got to protect general Bernard!

Event battle 25 : Protect general Bernard!

Winning condition : Defeat all enemies

Losing condition : Party defeated, general Bernard dies

Enemy : Burnstein captain (Lv36)
 2 Burnstein soldiers (Lv30)
 Burnstein magician (Lv28)
 Burnstein lancer (Lv26)
 Burnstein archer (Lv25)

(You'll be starting the battle far away from your allies so have at least two people rush towards the general and that archer to shield them from enemies. Karen can stay where she is casting buffing spells and healing while Ruise and Ariost will start taking out the enemy magician and archers with their magic. The archer near the general can die very quickly so he's your top priority. Overall not a difficult battle.)

(Bernie attacks someone)

General Bernard : Don't underestimate my strength!

(soon after battle start)

Wallace : Hey. Wouldn't it be easier to protect him if we asked the general to move according to our directions?

- 1) Go east of the big tent
- 2) Go south east of the big tent
- 3) Stay here and attack

4) Stay here and defend

(any choice)

General Bernard : Understood. I will do as you say.

(all enemies defeated except for the captain)

Burnstein captain : Damn you! You will pay for what you did to my men!

(captain defeated)

Burnstein captain : Gu...h...! And after going this far too....

Event battle 25 Clear

(talking to Bernard afterwards)

Tippi : Are you alright!?

General Bernard : Yes, thanks to you.

Wallace : Since we just raised the soldiers morale we can't let the general die now can we?

General Bernard : Hm. You have my gratitude. Still those guys just now...

Walalce : Most probably the underlings of the Shadow knight.

General Bernard : Hmm, we can't get too careful with guys like this around...

Rolandia soldier : General! We've gained the upper hand! We're slowly pushing back the enemy troops!

General bernard : Oh! That's great!

Rolandia soldier : However, due to an incredible enemy we haven't secured the bridge yet.

General Bernard : I see...just a little more and we'll be there....

Tippi : As long as we can't cross the bridge we can't reach lake Olivier right?

Wallace : Yes. Somehow we need to find a way to repel the Burnstein troops beyond the bridge.

General Bernard : If we could do that, then we would finally have them driven out of our country but...

(don't forget to speak to that archer person to get some rest again and then head east again)

(upon getting to the bridge)

Oscar Reeves : Hang in there men! This is the critical moment!

Burnstein soldiers : Yes sir!

Rolandia soldier : Kh! Imperial knight really are strong...
he's defending this place almost all by himself....

Tippi : What's going on?

Roldnia captain : We've finally managed to push back the enemy until here but
now we can't proceed any further. All because of that one Imperial knight...

Ruise : What should we do? The lake is really close from here right?

- 1) We're going to fight (need to pick this to proceed)
- 2) Let's not fight now
- 3) This isn't our job

(1)

Wallace : We don't have much of a choice if we want to go on anyway.

Rolandia captain : However, with only you alone this is...

Tippi : Just watch us!

(2)

Tippi : The enemy is quite though so we need to prepare.

Rolandia captain : That's right. If we depended on you here, the Rolandia
army would lose face. We will win this battle with our own strength!

Rolandia soldier : Yes sir!

(3)

Rolandia captain : That's right. If we depended on you here,
the Rolandia army would lose face. We will this battle with our own strength!

Rolandia soldier : Yes sir!

Event battle 26 : Clear the bridge from the enemy!

Winning condition : Defeat all enemies

Losing condition : Party defeated, all your allies die

Enemy : Oscar Reeves (Lv53)
3 Burnstein soldiers (Lv33)
Burnstein magician (Lv31)
Burnstein cleric (Lv30)

(later)

Ernest Lyell (Lv64)

(Yay, we finally get to see the other Imperial Knights in action! The battle isn't too hard though. You can have Wallace stop the enemy troops from getting near your allies while the rest of your team take them out with magic. As usual take out the casters first. Do note that Oscar have the healing spell. He will only use it when his soldiers are very low on health so if you're not too slow that won't be a bother. Now about Oscar himself he won't move at all. So obviously bringing long ranged weapons is a good idea here. You'll want someone to get close to him though since otherwise he'll cast healing on himself making the battle drag on. He's quite powerful but as you can see from his character portrait he's also exhausted from his previous battle (he's drenching in sweat^^) So he will have very few HP actually and the battle should be over quick. Once Ernest appears do not attempt to fight him. He can kill most of your characters in two attacks while you can barely scratch him. You don't have to do anything once he appears. Simply wait for him to go away.)

(before battle)

Oscar Reeves : Hm? Are there still more Rolandia troops coming this way?

Rolandia captain : That guy...if only that Imperial knight wasn't here then this would never have happened...

Rolandia soldier : Captain! Let us avenge our comrades! That guy killed so many of them by himself!

Wallace : Calm down! If you lose your composure you'll lose even against an easy opponent! Let us deal with this!

Rolandia captain : Is that alright with you? Your opponent is an Imperial knight...our hundred men battalion...that guy faced them by himself and is still standing here...

Ruise : We already know of the knights strength. So please leave this to us!

(start of battle)

Oscar Reeves : Oh. So you wish to fight us...I see they are still brave soldiers in the Rolandia too...

Wallace : We'll be the front guard. Follow us slowly!

Rolandia captain : Understood!

(a few secs after start of battle)

Wallace : Remember to help our soldiers! If they die, the enemy will break through the country borders.

Ruise : Yes that's right. Let's work hard oniichan.

(once you advance a bit more on the bridge)

Oscar Reeves : All troops, attack! Repel them!

Bursntein soldier : Yes sir!

(getting near Oscar)

Oscar Reeves : You made it here. I am one of the Imperial Knights, Oscar Reeves. To reward your valor I will give you the honor of being your opponent. I won't take a step from here. Feel free to come at me at your leisure.

Tippi : Argh! That guys annoys me! Stop acting so high and mighty!

Oscar Reeves : I'm simply giving you a fair handicap.

Tippi : Everyone, hold in there! We don't want to lose to such a guy!

(Wallace steps into Oscar strike range)

Oscar Reeves : I'll challenge you. Face me!

Wallace : As you wish.

(or if it's Carmaine that gets there first)

Oscar Reeves : I'll challenge you. Face me!

Tippi : Go! Go! Beat some humility into that guy!

(Oscar will then attacks and providing Carmaine survives the blow the following will ensue)

Oscar : You're skilled. At least enough to be considered by Julian.

Tippi : Julian did?

Oscar : Yes. He seems to have quite an interest in you and often speaks of you.

- 1) Tell him Julian is a woman (DON'T)
- 2) Ask him what Julian said about you
- 3) Now is not the time to share stories

(1)

Oscar Reeves: Stop! I won't let you say anymore on that topic. If you do I will have no choice but to kill you here to protect Julian's honor.

(2)

Oscar Reeves : Curious? He was praising you for becoming so much stronger since you two first met. Thus Ernest and I become quite interested in you too. Still, I didn't think we would meet here.

(3)

Oscar Reeves : So you're the taciturn type? And I don't get along with

them too....

(Oscar defeated)

Oscar Reeves : U..uuh...even though I'm alone to be able to stand against me to that extent...

Wallace : ! Watch out! Stand back!

(the place where you characters were standing blow up and Ernest appears)

Ernest Lyell : What's wrong? This is not like you Oscar.

Oscar Reeves : Ernest...why are you here? Weren't you in vacation today?

Ernest Lyell : I am. So what? I can use my vacations the way I wish.

Oscar Reeves : Anyway, I'm thankful.

Ernest Lyell : What for? I came her because I wanted to fight. Not to rescue you. More importantly, how about pulling back now? It's not like you're not able to stand.

Oscar Reeves : ...haha. You never change.

(he cast a healing spell on Oscar then face the party)

Ernest Lyell : Well then. Your opponent is now me.

Wallace : Careful...things won't be going like they did with the one before...

(attacking Ernest)

Ernest Lyell : You must not value your life much to challenge me.

(Oscar escapes)

Oscar Reeves : ...fuh. Fighting with you made up for a valuable experience. Next time we meet, I'll face you with my full strength if you don't mind.

Tippi : Ah, he got away!

(a little bit later)

Ernest Reeves : ...I changed my mind. I'll take my leave too...

(Ernest leaves)

Ernest Lyell : I'm sure we will enjoy our next meeting. At that time I will face you as an officer of the Burnstein kingdom. Farewell.

Event battle 26 Clear

Tippi : Looks like it's over...

Rolandia captain : You really managed to drive away an Imperial knight by yourselves....I still can't believe it....

Tippi : Didn't we told you to leave it so us?

Ruise : Now we can finally proceed!

===== Olivier lake =====

(upon getting there)

Tippi : Here's the lake...

Ruise : There's so much Growshu flying around. I guess there are no magic conduction lines around here...

Tippi : Hey, is it the lake you saw in your dream?

- 1) Yes, definitely
- 2) I don't remember
- 3) No, it's not

(1)

Ruise : That means we'll find more clues here then!

Tippi : Hurry up and show us the weird stuff you said you saw in your dream here!

(2)

Tippi : Geez you....!

Ruise : Don't blame him. Oniichan only saw it in a dream after all...

Wallace : Anyway we made it here. How about exploring a little?
We might find something.

(3)

Tippi : Whaaaaat!? We went through all those troubles to get here and it's the wrong place?

Wallace : Anyway we made it here. How about exploring a little?
We might find something.

(getting near the lake)

Tippi : Right here the ground's color looks different.

(search here, you'll find some holy soil needed for a later event.
Then head right, behind the rock and look around. You'll find a switch, press it.)

Tippi : Uwah! Something popped out!?

(entering the underground tunnel)

Ruise : Is this the entrance you told us about oniichan?

(once inside)

Ruise : I can't believe there's a cave like this under the lake...
Nature works in mysterious ways....

Karen : Next to the strength of nature we humans are so insignificant
after all.

(get near enemies)

Tippi : They're Yungs!

Wallace : So there is really something going on here!

(getting into the third "room")

Wallace : Mh? I feel an hostile presence....

Karen : Where?

(8 Yungs jump in)

Tippi : From above!?

Yung : Intruders...kill!

Ruise : W-we're surrounded....

Wallace : Guess we don't have any other choice but to fight....

Event battle 27 : Kill the Yungs!

Winning condition : Defeat all enemies
Losing condition : Party defeated

Enemy : 2 Yung alpha (Lv27)
 1 Yung beta (Lv27)
 2 Yung alpha (Lv27)
 3 Yung beta (Lv27)

(Pathetic battle. Cast a few Thunder or Holy cross spells and it'll be over.)

Event battle 27 Clear

(resume walking after the save point and the cliff will breaks making your characters fall. Once again a light emanating from Carmaine's hand will start to glow while you fall and slow down everyone letting them land peacefully)

Tippi : Is everyone alright!?

Ariost : Yes, I'm not hurt.

Karen : I felt like something softened our fall somehow.

Wallace : Still that was close...

Ruise : We have to find a way to climb back somehow...

(a few seconds later)

Wallace : What's this, the ground is shaking....no!

Tippi : What is it Wallace-san?

Wallace: We must climb back quickly! A flash flood is coming!
If we get caught in it's over!

Ruise : What!? Oniichan, hurry!

(Alright so here you'll have to head right quickly but before climbing be sure to grab the Tippi icon lying on the ground. It's located at the far end of the place you're standing in, you'll have to grab it before you climb since you can't come back here. Thankfully there was a save point just before this so you can retry as many times as you want.)

(less than three seconds left)

Wallace : Hurry and climb! There's no time!

(once you've climbed)

Karen : Whew...I'm so relieved we made it.

Ariost : If we got caught in that stream there'd be no way we would have survived.

Wallace : Anyway, we're out of trouble now.

(You'll be at a crossroads here. Go right to get the next event or up to grab an endurance apple. You'll have to fight a bunch of Yungs on the way though.)

(once you get into the somewhat familiar building)

Tippi : There are stairs there....

Ariost : The area here looks like to be man-made.

Tippi : And it looks like someone forced the way inside.

Ariost : From the looks of it, this was done recently.

Wallace : Chances are this was made by those Yung beasts.

Ruise : I wonder what could be upstairs?

- 1) The Yungs nest
- 2) Something Yungs like
- 3) Something that must bother Gevel
- 4) I have no idea

(1)

Ruise : But if it was their nest would they enter it so violently?

(2)

Ruise : Something they like...what could it be?

Wallace : Don't you remember the cave behind the waterfall?

They feed upon humans.

Ruise : Eeeeh~!?

(3)

Ruise : A hindrance....but what could that be?

(4)

Tippi : Can't you even try to guess?

Ruise : Don't blame him. I don't have any clues either....

Tippi : Bah, we'll know soon enough once we'll get there.

(keep on climbing till you reach the roof)

Ariost : This place...we're in the Growsian ruins.

Ruise : It seems so....

Tippi : Ah, over there!

(screen shifts to a bunch of Yung)

Tippi : So they were really here!

Wallace : They seem to be struggling against something...

Yung : ...hurry! ...destroy it all!

Yung : Grah!

Yung : Destroy the other boxes too!

Ruise : It looks like they're destroying the room doors.

Karen : There must be something within that room. but if we don't hurry
it'll be broken.

Tippi : What should we do?

Wallace : That's obvious! We get rid of them and claim that treasure!

Event battle 28 : Kill the Yung before they break the door!

Winning condition : Defeat all enemies

Losing condition : Party defeated, door broken

Enemy : 6 Yung alpha (Lv27)

4 Yung beta (Lv27)

(Rather easy, if everyone have spells like thunder, fireball or holy cross.
Make sure to take out the Yungs near the chests first. Don't worry about
the door they need quite a while to take it down)

(Yung attack a door)

Yung : ..you won't have it!

(Yung attacks you)

Yung : Hindrances, die!

(Yung get near treasure chests)

Yung : Destroy, destroy!

Event battle 28 Clear

Tippi : Alright! We wiped 'em all!

(open the chest, you'll get some ambrosia, a fire rune, a robe, a strength
apple and one will open the way to get to the part of the ruin you visited in
the "rescue the queen" mission. Then go examine the door the Yung were trying
to break)

Tippi : This room looks safe right?

Wallace : Try to open it.

Ruise : Let me do it. If those are Growsian ruins then...

(she faces it and the door opens)

Ruise : See?

(get inside and take the book)

Tippi : Doesn't those books looks like some sort of official documents?

Wallace : Can you read it?

Tippi : Yup, first this one. Hmm, it looks like a diary.
I'll look for the parts that seems to contain something important.
"...the installation is running smoothly. Thanks to it, the Gevels have started killing the ignorant masses."

Ruise : The masses?

Ariost : Some rulers look down on normal people and refer to them like that.
It's not a very elegant word.

Ruise : You mean, the Growsian rulers?

Wallace : Anyway keep on reading.

Tippi : "It is true that our numbers are much inferior to those of the humans. But we possess great strength. That those weaklings humans would oppose us is the height of foolishness. What is worrisome is that some among Growsians became the ally of the stupid masses. They know that the Gevels can't use their full powers against our kind. In order to deal with them we...have to complete the new model quickly...."

Tippi : ...that's about it.

Ruise : So Gevel isn't a legend?

Wallace : Indeed. What's more, judging from that book, Gevel was actually made by the Growsians...

Ariost : And also that humans opposed the Growsians.

Wallace : Looks like the crucial parts aren't detailed here. What about the other one?

Tippi : Err...this one looks like a report. I'll read it now.

Tippi : "About the development of the new type of Gevel"
"Presently the current types of bio-weapons "Gevels" are weak to magic. Gevels themselves can't use magic. Also, they were built to have lowered resistance against magic. This was done so that Gevels wouldn't be able to harm us, Growsians, if they were to be controlled by some negative influence. Although the current types of Gevels do possess sufficient resistance against magic from common individuals, the new model must possess far superior resistance. This is the purpose of its development."

Tippi : ...that's what it says.

Wallace : So Gevel is weak to magic. That's good to know.

Ruise : But what about the new model? What kind of Gevel do you think is outside now?

Wallace : I don't know. However the Growsians may have perished before the completion of the new model.

Tippi : Anyway, let's report this to the king.

=====
Rolandia castle
=====

(check Eliotte before going to see the king there's another event with him)

Eliotte : Welcome back. Did you find something?

Ruise : Yes...we learned that Gevel was created by the Growsians in the past...

Eliotte : What!!? So it was the Growsians who created Gevel? Uwaaah~...

Eliotte : ...by the way, what is that Gevel thing?

Tippi (sweatdrop) :errrrr...

Ruise : Oh? So you never heard of it Eliotte-kun....

Gevel is a monster that was ravaging the land in the past...

and it looks like it came back to life 20 years ago in the crystal mines....

Eliotte : In the crystal mines?

Ruise : Yes...it's possible there are other beings like it in other crystal mines too...

Eliotte : That sounds scary...if something happens will you please protect me?

1) I'll always be here for you (obviously the best answer)

2) I'd rather want you to help me instead

3) One should be able to protect oneself

(1)

Eliotte : Thank you very much. I'm relying on you then.

Tippi : Aren't you spoiling him a bit too much?

Eliotte : But you really are dependable. I admire you.

(2)

Eliotte : If I could help you I would but...unfortunately I can't leave this place.....

Wallace : Don't worry about us. We can take care of ourselves.

Tippi : Hey you, stop saying weird things to Eliotte-kun!

(3)

Eliotte : I guess so but...I don't have much confidence in my sword skills....

Wallace : This requires a long training. No matter how poor you may be now, it will never hurt to train yourself. By doing so you will spontaneously correct your mistakes and learn the proper way to use a sword. And this doesn't only hold true for the sword but for everything else too.

Eliotte : Ah....the wisdom of old persons is indeed impressive.

Wallace : ...your praise isn't exactly making me happy....

Eliotte : Ah, no, I didn't mean that...

=====
Rolandia castle - Throne's room
=====

Arcadius : Oh, I welcome you back. I heard that your brave deeds allowed our army to repel the Burnstein troops in the north front line. I greatly appreciate that you actions went beyond my expectations.

Ruise : Than you very much. We came to report some important information we learned.

Arcadius : Hoh. Some important information you say?

Tippi : It's about Gevel!

Arcadius : Go ahead and make your report.

Ruise : Actually it would appear that Gevel was created by the Growsians long ago.

Arcadius : What!?

Wallace : It would appear that in the past, the people of the Growsian civilization revolted against their Growsian rulers. In order to suppress the rebellion the Growsians, who were at a great disadvantage in terms of numbers, created Gevels as bio-weapons to obliterate the rebels. However they were some Growsians that took the side of the humans. Those are most probably the ones who are featured in the legend describing the battle against Gevel.

Arcadius : And now that Gevel monster is threatening us once more....

Ruise : We also learned that Gevel can't use its full strength when faced with Growsians like myself.

Tippi : In short, since we have Ruise-chan among us, Gevel can't efficiently face us.

Sandra : It seems like we will have to check once again every books of that time period then. Especially how the Growisians who sided with the humans were able to defeat Gevel. We must learn this no matter what.

Arcadius : Then I will leave that matter to you Sandra.

Sandra : Yes your Highness. As soon as I learn anything on that subject I will let you know immediately.

Tippi : Master!

Ruise : We're here mother.

Sandra : Are you vacations over?

Tippi : Yup.

Wallace : We've been told that you wanted to see us Lady Sandra.
Could it be that you found out something about Gevel?

Sandra : It's not possible to find something so quickly unfortunately.
I called you here because I want to give you something.

Ruise : Something?

Sandra : Yes. It's your Magic Practice completion certificate.

Ruise (blushing) : ...wah.

Tippi : I see. So Ruise-chan was still in training actually.

Sandra : Once you will have given this to the chancellor or vice-chancellor
all that's left will be to graduate after completing your curriculum.

(Got the certificate! It's been a while since the last permit like thing!)

(if Misha is in the party, you'll get the following)

Misha : uuuh...I fell behind Ruise-chan once again....

Ruise : ...ah, but there still a long way to go before graduating so....

Misha : If it comes to this then I'll just have to become your apprentice
Ruise-chan! Since I'll be your apprentice, then I'll have to stick around
you! Well, now that's said and done, I'll be tagging along from now on~!

(talking to Sandra again)

Sandra : As soon as I find out something about Gevel I'll let you know
immediately. Until then please work hard on your side.

===== Magic academy - Campus entrance =====

(if Misha isn't in the party she'll run at full speed towards you
when you get here)

Misha : Ah, oniisama! Welcome! Why did you come here today?

Tippi : We didn't come to see you anyway.

Ruise : Guess what? I received my practice completion certificate and
I came to give it to the chancellor!

Misha : Whaaat!? Ruise-chan, you've already completed your practice?
sighs ...I fell behind you again.....

Misha : If it comes to this then I'll just have to become your apprentice
Ruise-chan! Since I'll be your apprentice, then I'll have to stick around you!
Well, now that's said and done, I'll be tagging along from now on~!

Misha forced her way in the party! Pick a member to eject.

- 1) Ariost
- 2) Karen

Remove that person's equipment?

- 1) Yes
- 2) No

(if you threw out Ariost)

Misha : Sorry about that Ariost-san.

Ariost : A-ah, I don't mind at all.
If it's for your sake then I'm glad to help.

Misha : I'll be sure to study super-hard from now on!

(or if it was Karen)

Karen : And here I thought I could see Aileen-san.
Well, it's for Misha-chan sake after all.
Let's meet again another time.

Misha : I'm sorry Karen-san.

Karen : Then be sure to study seriously alright?

===== Magic academy 7th floor =====

(talking to the chancellor's secretary)

CS : What could be your business here?

Ruise : I came to bring my Magic Practice completion certificate but....

CS : The chancellor isn't at the academy presently. He should come back in
a short while however...if you're in hurry please deliver it to the
vice-chancellor instead.

(talking to the vice-chancellor's secretary)

VCS : Welcome. If you're here to see the vice-chancellor he took the day
off though...

Ruise : So we can't see him?

VCS : Yes. Well, lately he seemed to be getting completely taken by his research project actually...

Tippi : Then if we go to his laboratory we can meet him right?

VCS : Yes but it does not seem to be in the academy. I've been looking for him for a little while too and didn't have any luck. The only place I can think of now would be his house....

Wallace : His house?

VCS : Yes. It's in Medis village, north of here.

Misha : Oh? In my hometown?

Tippi : Medis village huh...

(leaving his desk)

Tippi : None of them seem to be here. What are you going to do Ruise-chan?

Ruise : ...hum. That's annoying...

CS : In that case I'll keep it here.

Ruise : Ah, yes. Thank you very much.

(delivered the certificate!)

Ruise : Sorry to bother you.

=====
===== Magic academy - main building entrance =====

(after delivering the certificate)

Nick : Oh, it's you people....thanks again for your help earlier.

Karen : Nick-san...did you come to see Aileen-san?

Nick : Yeah. I found the medicinal herbs she wanted. I thought I could see her when delivering those. I'm going to see either the chancellor or vice-chancellor to get the authorization to see her.

Tippi : Humm. But none of them are in the seventh floor right now. Actually the vice-chancellor might even be in Medis village.

Nick : I see. Well I'm going to search the main building for now anyway. If you find any of them, be sure to let me know.

Karen : Aileen-san...I wonder if she's doing well?

Misha : Yes, let's go see her too.

Wallace : Growsians are sheltered somewhere in the university... but where exactly?

Ruise : Aren't they in the event hall? We haven't used it for a while so...

===== Magic academy - event hall entrance =====

(talking to the guard)

Guard : This is where the Growsians people are sheltered.

Karen : One of my acquaintances is inside, may I see her?

Guard : I'm not allowed to give you permission to enter myself. If you want to see someone inside, get the permission for either the chancellor or the vice-chancellor.

Tippi : Cheh!

(talking to him again)

Guard : What, it's you guys again? I told you already, no matter how many times you ask I can't let you inside.

Tippi : Pft! What a stingy guy!

Guard : That's my job you know. But anyway, it's sure been quiet in there. Don't you think so too?

Tippi : And how would we know that if you don't let us in!

Guard : Ah, yeah, that's right, haha.

(once you get back in the central courtyard)

Karen : I wonder how Aileen-san is doing?

Tippi : If only we could see her for a second.

(what to do now? One of the student in the courtyard mention his friend being all curious and investigating near Ariost's lab so let's go there shall we?)

(speaking to the student with the tortured expression)

Student : Hmmm, it just won't open....

Ruise : What are you doing?

Student : Last night, there was some man I never saw withdrawing a box from behind this door.

Tippi : A box?

Student : Yeah. It was large enough that a person could have fitted inside. What's more there was many of them. So you know, I was getting curious about what could be inside those boxes and...

Wallace : But you can't enter since you don't have the key right?

Student : Yeah. I guess I'll just give up and forget about it.

Student (mumbling to himself while leaving) :hmmmm.....if I use that drug then they won't see me enter...hum, hum....

(on your way back to the central courtyard)

Wallace : Things are getting suspicious....

Tippi : Yeah....

Ruise : The hall which got quiet lately...larges boxes that are getting carried out....

Tippi : Hey, what do you think could be inside those boxes?

- 1) Treasures
- 2) People
- 3) Documents

(1)

Misha : Treasures huh...that's why they're carrying them out at night then!

Tippi : Argh! We're trying to have a serious discussion here!

Why do you have to make it sink at your level!

Ruise : The hall got quiet recently...and boxes large enough to carry people have been carried outside. It's only normal to think that the Growsians were inside those boxes then, right?

(2)

Ruise : When you say people, you mean the...

Wallace : None other than the Growsians yeah...

(3)

Misha : Documents huh...well they're plenty of them in the academy that's for sure!

Tippi : Argh! We're trying to have a serious discussion here!

Why do you have to make it sink at your level!

Ruise : The hall got quiet recently...and boxes large enough to carry people have been carried outside. It's only normal to think that the Growsians were inside those boxes then, right?

Tippi : But for what purpose?

Wallace : In any case, it looks like we will have to investigate

this thoroughly. In that regard, we need to find a way to get inside the hall no matter what.

Ruise : How could we get inside without being spotted by the guard?

(go back and speak to the student with the tortured expression again)

Student : Ah, it's you people again.

Wallace : By the way, do you happen to know where did they carry those boxes to?

Student : Huh? Didn't I tell you? They brought them somewhere in the main building but I haven't found them anywhere. So I guess they're probably in the basement.

Wallace : The basement?

Misha : So you mean, the private laboratories of the executive members?

Tippi : Who are those "executives members" people?

Misha : Our grandpas! I mean the chancellor and the vice-chancellor.

Student : Well then, I'll be on my way.

Student (mumbling to himself while leaving) :hmmmm....if I use that drug then they won't see me enter...hum, hum....

Tippi : The hall nobody can enter without a permission from the chancellors.... and the underground private laboratories....somehow this is even more fishy.

(hmm, what to do, what to do? If you speak to the other students you'll eventually learn one of them just got to Blame mountain and nearly died in the process. By now you should guess it's time to go see your pal with the invisible chicken)

===== Magic academy 6th floor =====

(speaking to the...only person in there)

Assistant : Oh it's you people. Why did you come here for?

Ruise : We'd like some of that potion to become invisible again but...

Asisstant : Then you came at the right time. Actually I just received some Kuriano grass a little while earlier and finished creating the potion now.

Wallace : Could you share us some?

Assistant : Well, I do owe you a little favor I guess...alright I'll give you a little bit.

(got the potion!)

Assistant : But this is the last time alright? If I use it to quickly
I won't have enough left.

Tippi : Okay! Thanks a bunch!

=====
Magic academy - event hall entrance
=====

(get as far from the guard as possible and use the potion)

Guard : ?

=====
Magic academy - event hall
=====

(once inside)

Tippi : So Aileen-san and the others Growsians are here right?

Ruise : They should be but...it's eerily quiet....

Wallace : ..I don't sense anyone presence either...

Tippi : Anyway, let's go explore!

(after getting further inside)

Tippi : Aileen-san!

Tippi : ...hey, but there's no one here....

Walalce : What does that mean?

Misha : Ah! Look over there!

(get near the man on the ground)

Ruise : ...he isn't breathing....

Tippi : So he's dead?

Ruise : ...yes...

Wallace : So...at least we know that guy isn't the culprit anyway...

Misha : I remember seeing that man before.
If I'm not mistaken, it's an acquaintance of the vice-chancellor.

Tippi : Ah, he's holding something in his hand... Take it Ruise-chan!

Ruise : What? Does it have to be me?

Tippi : Well I obviously can't do it myself!

Ruise : I...really have to take it?

Tippi : Hurry up and take it already!

Ruise : ...uuuh....

Ruise :uuuuuh....

(found a red earring!)

Tippi : What's that?

Ruise : ...a red earring...it's made from a ruby...

Misha : So it doesn't belong to him then?

Wallace : Let's sum up what we learned here for now. First, this is the place where the Growsians were supposed to be sheltered but no one's here. Instead all we found is a corpse of a dead man. That man is actually an acquaintance of the vice-chancellor right?

Misha : Yup.

Wallace : And that man was holding a red earring in his hand. Who's the culprit who took away the Growsians?

- 1) The chancellor is hiding something
- 2) The vice-chancellor is hiding something
- 3) This man's comrades are behind this
- 4) The culprit is the owner of the earring
- 5) The Growsians revolted and took off by themselves

(1)

Misha : Eeeeh, why!? Grandpa is a really kind person you know?

(2)

Ruise : The vice-chancellor is?

(3)

Tippi : ...it's true that we can't completely reject that idea.

(4)

Tippi : When that man got killed, he managed to tear off that earring from the culprit right? But we don't know anyone wearing earrings now do we?

Ruise : But what if it belonged to one of the Growsians that was here?

Tippi : Hummmm....

(5)

Misha : I see! They weren't abducted, they just went off by themselves! And that earring belongs to one of them!

Ruise : ...errr, that doesn't sound too realistic you know...

Wallace : ...we do not have enough evidence for now. Once we find more, we should find out who is behind all this.

Tippi : This earring can serve as a proof right? Let's take it.

(Let's leave this place now. But not from the front since we're not invisible anymore. There are two lateral exits in the hall. Use one.)

(examining the panel in the middle of the alley behind the hall)

Tippi : Isn't that wall somehow weird?

- 1) Investigate
- 2) Don't

(1)

Ruise : Ah, it opened!

Tippi : The path is leading down slightly...where could it lead to?

(after going further inside)

Tippi : Seems like it stops here. What could be behind that door?

Wallace : You'll know that once it'll be open.

(examine the door, it'll auto-open)

(once outside)

Tippi : This...we're...

Misha : In a corner of the campus.

Ruise : This is where we heard about the larges boxes being carried out right? So that mean, inside were....

Wallace : Yes, you're probably right. Things are getting slowly clearer. Let's keep on investigating. Stay sharp everyone.

(the exit was in front of the tortured student who's know elated since he can get past the damn door. Let's get back to the courtyard for now. The non-stop dramatic action kicks back)

(after stepping in the courtyard)

Tippi : Ah!

Ruise : What's wrong Tippi?

Tippi : Just a second!

Tippi (to herself) : Yeah, everyone's here. What happened Master? ...eeeh!?
The Burnstein troops invaded the Ranzack kingdom? ...okay, got it.
I'll make sure to tell them!

Wallace : The Burnstein army is on the move again?

Tippi : Yes! And the Ranzack kingdom is requesting our assistance!
She told us that we should go if we were available but....

Ruise : What should we do oniichan? Should we keep searching for
Aileen-san and the others or go help the Ranzack kingdom?

Wallace : I'll let you decide what you want to do. Remember that we do
not have enough time to travel to the Ranzack kingdom though.

(decisions! decisions! You can let the Ranzack rot if you wish to and keep up
investigating, or go help the Ranzack later. Ignoring it will make it harder
(if not impossible) to get Julian though. Besides you'll gain tons of
exp and a nice amount of money if you go so why not? It's not like it will
prevent you to keep doing the investigation later. Since you don't have time
to travel, teleport to either towns of the Ranzack kingdom you visited)

(if you choose to teleport to Galaschirz)

General Bronson : Oh, it's you guys.

Ruise : What happened?

Bronson : We learned that the Burnstein troops invaded the Ranzack kingdom
so we came to help them but....the border town, Galashirz is already under
the Burnstein army control and we can't proceed any further.

Wallace : How come the town fell down so quickly?
Weren't there any Ranzack troops here?

Bronson : Oh, they do were here. But no matter how brave the Ranzack
soldiers are, they didn't last long against a unit of elite soldiers
led by an Imperial Knight. Anyway, we can't afford to waste our men in reckless
attacks either so for now we have no choices but to keep watch here.

(and then when you teleport to the Ranzack royal capital)

Ruise : ...and here we are!

Tippi : Yup, that teleport spell is really convenient!

Ruise : It doesn't look like the Burnstein troops are here yet.

Wallace : This is no time to relax! Look!

(a bunch of soldiers run past you)

Wallace : We may have got here ahead of them but judging from the soldiers
behaviors, the enemy will be here soon. Don't drop your guard.

Karen : You're right. We should hurry!

(simply step west from where you stand and you'll get the following event)

Ranzack soldier : General! We're now in contact with the enemy!

General Weber : Hm. Now that Galaschirz has fallen, reinforcements from the Rolandia kingdom won't be able to reach us. If we lose here, it'll mean the capitulation of the whole Ranzack kingdom!
No matter what we have to keep them in check!

Ranzack soldier : Yes sir!

Burnstein soldier : It's the Ranzack troops! We've reached them!

Burnstein captain : No need to bother the general for this.
We'll defeat them by ourselves!

Burnstein soldier : Understood!

Wallace : The battle is about to start!?

Ruise : It looks like it...

Tippi : Let's fight too!

Event battle 29 : Protect Weber and the Ranzack soldiers!

Winning condition : Defeat all enemies
Losing condition : Party defeated, Weber dies

Enemy : Burnstein captain (Lv35)
 2 Burnstein heavy soldiers (Lv30)
 2 Burnstein lancers (Lv29)
 Burnstein mage (Lv28)

(after defeating three enemies)

 Julian (Lv48)
 4 Burnstein lancers (Lv29)

(after defeating Julian)

 Burnstein captain (Lv35)
 Burnstein heavy soldier (Lv30)
 2 Burnstein lancers (Lv29)
 Burnstein mage (Lv28)

NPCs : Weber (Lv38)
 2 Burnstein soldiers (Lv24)
 2 Burnstein archers (Lv22)

(Welcome to one of the lengthiest battles so far. Thanks god the healing and buffings spells have infinite range so you can leave two of your members without moving, the others three should try to catch up with the Ranzack troops as soon as possible. The Burnstein lancers will cast buffings spells too

so they'll be slow to get in the melee. Take out the mage and heavy soldiers first, this will make Julian and his troops appear. Try to have the Ranzack troops clear the lancers for you so they won't go after Julian. He's not too tough considering your numbers of allies. Weber will deal tons of damage too so make sure he's buffed. One last important thing is to make sure Carmaine and Julian exchange a couple of blows to trigger some event dialogues between the two. Once Julian is defeated the last wave of enemies will appear. They will retreat after a minute roughly so try to have characters near the west side of the battlefield before defeating Julian if you want to clear all of them.)

(start of battle)

General Weber : The main body of the enemy troops will be here soon!
Don't waste time!

(after catching up with the Ranzack troops)

General Weber : It's you guys!?

Wallace : We came to the rescue Weber.

Tippi : We got Ruise-chan with us, so we could get around the soldiers and come here.

Weber : That's the kind of reinforcements I like to see. Alright!
Let's defeat the enemy at once!

Ranzack soldier : Yes sir!

(a bit later)

Burnstein captain : Do you really think you're going to stop us with troops like those!?

(Julian appears)

Julian : What's wrong? Are you being stalled?

Tippi : Geh, Julian's here....

Weber : ...an Imperial Knight....the enemy sure have an impressive back-up.

Julian : The general Weber of the Ranzack...and isn't there some familiar faces too?

Carmaine : !

Julian : I see. You got here with Ruise's teleport. But even though you're here, do you think this will change the outcome?

Julian : All troops, charge at once!

Burnstein soldier : Yes sir!

(Julian and Carmaine get near each other)

Julian : We meet again. As we promised earlier, let's settle things here, in a fair and square battle.

Tippi : Do we really have to fight each other?

Julian : This is the rule of the battlefield...

Julian : I won't hold back. Come at me with your full strength!

(Julian strikes Carmaine - and he needs to survive of course)

Julian : Your improved since last time again.....if only it was possible I wish we could have competed against each other in a different way....

Carmaine (looking sad) :

Julian : Don't make that face! I...my sword will become blunt otherwise!

(before Carmaine strikes Julian)

Julian : I guess this is what they call fate. If it wasn't for the war, the two of us could have become good friends...but now we're facing each other in the battlefield as enemies...if you want to survive then come and defeat me!

(after Carmaine strikes Julian)

Julian : I wonder where did the gears of fate go wrong...or could it be that the error began when we first met on that day.....? *sighs* But no matter how much I may grieve now, those times won't come back!

(Julian defeated)

Julian : Guh..uuh...

Walalce : We did it.

Tippi : It's over Julian.

Julain : ...kuh!

Burnstein captain : General! We came to rescue you!

Julian : Guys....

Burnstein captain : We will keep them at bay! Come back now please!

Julian : ...s-sorry....

Tippi : Julian ran away! What should we do?

Weber : We can handle them by ourselves now. I'll leave it up to you if you want to pursue him or not.

(after a minute or so)

Burnstein captain : That should give him plenty enough of time.
Alright! Let's head back too!

Weber (if close enough) : Don't let them escape! After them!

(enemies ran away or are all defeated)

Weber : Leave this place to us! You guys go after him!

Event battle 29 Clear

(go after west, after Julian, you'll catch up to him two screens later)

Tippi : Wait up, Julian!

Julian : ...kuh! As I thought I can't get away...then there's no other choice!

(he draws his sword and get close)

Tippi : Do you really think you can win in your state?

Julian : Even if I may die here, I'll take you out with me at least!

Tippi : Idiot! Do you realize what you're saying?
And do you think this is what he wants too?

Julian : ...

(putting away his sword)

Julian : ...why...

Julian : Why did you come into my life!? Why as an enemy!?

- 1) You're not the only one suffering from it
- 2) It's because of the war
- 3) It's fate

(1)

Tippi : That's right. You're not the only one suffering here.

(2)

Tippi : War....war put all of us into a mess...

(3)

Julian : Fate...if we could explain everything with that single word,
it would be all so easy...

Tippi : Julian...

Julian : Why was I born at that time....if I weren't I could have lived as

a woman... If I did, I wouldn't have to suffer like this...nobody would....

Julian : But I am an Imperial Knight. For the sake of the Burnstein kingdom, I must discard my personal feelings.

(he leaves)

Tippi : ...we're not going after him right...?

(go back and talk to Weber)

Weber : What about the Imperial Knight?

Tippi : Ah...well....he ran away....I guess.

Weber : ...I see. Well, it's obvious he must be in Galaschirz.

Weber : Let me thank you again. Thanks to you, the citizens of the capital are safe.

Ruise : But the town is still occupied?

Weber : Yes. However freeing Galaschirz is our duty. They invaded quickly so they probably didn't harm the citizens. We will surround the city and slowly begin a battle of attrition.

Wallace : I see. Feel free to call if you're in troubles again. I'll help you.

Weber : Sorry about that Wallace.

Wallace : We're comrades aren't we? Don't mind that. Alright. Let's get back to our mission.

(Alright back to the investigation. Before though you might want to hop to Rashell and visit dear old Alt. You'll tell him that Growsians have disappeared and he'll be all upset about what could have happened to Mira, his girlfriend. You'll have a choice here after a while whether to help finding Mira or not, pick first choice to accept to help. Now then let's get back to the academy and see if the chancellors are back)

===== Magic academy - event hall entrance =====

(talking to the guard)

Guard : You guys again.....do you still need something?

Tippi : What the heck are you saying! There are no more Growsians in this hall!

Guard : That's impossible! I haven't seen anyone enter or leave the....

Wallace : So they did leave through that other door then.

Guard : Sorry but could report this to the chancellors yourselves? I'll keep watch here to make sure no one try to get within and remove anything from the spot. Thanks.

===== Magic academy 7th floor =====

(talking to the chancellor's secretary)

CS : What could be your business here?

Ruise : Errr...

Tippi : Hm? She isn't wearing the same earrings as before.

If I'm not mistaken, that person was wearing red earrings before...

the earring we found was red too right? What should we do?

1) Ask her if she changed her earrings

2) Ask her what happened to her previous earrings (no specific reply)

3) Ask her if she's into collecting earrings

(1)

CS : So what if I did?

Tippi : You used to wear red earrings before so we were wondering why not today.

(3)

CS : I wear some from time to time but what about it?

Tippi : Well you seemed to enjoy wearing red ones before but recently you changed so we were wondering if you were into collecting them?

CS : I have no obligation to answer questions concerning personal matters. If you have no business here, I will ask you to leave.

(talking to the vice-chancellor's secretary)

VCS : The vice-chancellor lives in his home in Medis village.

(upon leaving this floor)

Tippi : That person is hiding something about those red earrings.

Wallace : Still she remained perfectly calm and I didn't sense any signs of anxiety.

Ruise : Rather than suspecting anyone we should keep searching for clues.

Wallace : Yes. She may wore the same earrings without being necessarily suspicious because of that.

(since no one's at the academy, we're off to Medis)

===== Medis village =====

(upon entering)

Ruise : ...huh?

Tippi : What's wrong?

Ruise : Misha's not here....

Tippi : Geez! That girl again....

(knock on the vice-chancellor's door. It's the largest house)

Tippi : Excuse us!

Vice-chancellor Bradley : Who is it?

Ruise : Ah, errr...I'm a student at the university and...

Bradley : Yes...Ruise-kun, am I right?

Ruise : Yes.

Bradley : And? What do you want?

Tippi : What are you being all relaxed for!
The Growsians have all disappeared from the hall!

Bradley : What!? This is extremely serious!

(he runs off)

Tippi : ...and there he went...

Tippi : What are we going to do now?

Ruise : And in top of that, Misha's not here either...

(It's back to the academy now to talk to him again. If you use either Teleport or attempt to leave the village you'll get the following.)

Misha : Ah! Hold on!

Tippi : Where have you been off to!?

Misha : It's a secret.

===== Magic academy 7th floor =====

(talking to the vice-chancellor's secretary)

VCS : Welcome. What can I do for you?

Tippi : We'd like to see the vice-chancellor.

VCS : I think that shouldn't be a problem now. Go ahead.

(entering the room)

Ruise : Excuse the intrusion!

(talking to Bradley)

Bradley : Wh-what is it?

Ruise : Err...we'd like to hear about your research work and....

Bradley : And?

Ruise : We'd like to see your laboratory in the basement too...

Bradley : Wh-!?

Bradley : What are you saying! I obviously can't let you inside!
Stop spouting nonsense and leave now!

(leaving the room)

Tippi : I guess it was useless to ask.

(not much to do except harass Maxwell's secretary again now)

(talking to the vice-chancellor's secretary)

CS : What could be your business here?

Ruise : Can we see the chancellor?

CS : No. He's not currently in the academy.

Tippi : Seems like he's not often here lately...

Voice : Who isn't here?

(Maxwell steps out the lift)

Tippi : Ah, here he is....

Maxwell : Do you need me for something?

- 1) I want to hear about your research on Growsians
- 2) I want to visit your laboratory in the basement
- 3) Not really

(1)

Maxwell : Hm? You want to hear about my research work?

Ruise : I'm asking you too please. I...I don't know almost anything about my own strength.

Maxwell : Hum....

Ruise : Is it alright...?

Maxwell : I'm glad to see you so enthusiast about your studies.
As the chancellor of this academy, I must encourage students in their efforts to gain knowledge. Alright. I'll show you my laboratory.

(2)

Maxwell : What! You want to see my laboratory!!

Ruise : Fo-forgive us! We're sorry to have asked such a...

Maxwell : Alright.

Tippi : Huh?

Maxwell : I said I don't mind.

Ruise : Really!?

Maxwell : I'm glad to see you so enthusiast about your studies. As the chancellor of this academy, I must encourage students in their efforts to gain knowledge. Alright. I'll show you my laboratory.

(3)

Maxwell : Is that so.

Wallace (to Carmaine) : Hey, are you sure about that?
What about the boxes which were stored somewhere in the school?

Tippi : Right. This is our chance to visit the laboratory in the basement!

Maxwell : What's wrong?

Ruise : Ah, err...if that's possible we'd like to visit your laboratory in the basement...

Ruise : Fo-forgive us! We're sorry to have asked such a...

Maxwell : Alright.

Tippi : Huh?

Maxwell : I said I don't mind.

Ruise : Really!?

Maxwell : I'm glad to see you so enthusiast about your studies. As the chancellor of this academy, I must encourage students in their efforts to gain knowledge. Alright. I'll show you my laboratory.

Maxwell : I'll go on ahead and open the door.

(follow him)

=====
===== Magic academy basement =====

(Maxwell's lab is the one on the right. Enter it)

(upon entering)

Tippi : Sorry for intruding~!

Maxwell : Oh, you're here.

Maxwell : Well? Here is my laboratory.

(the party looks around)

Ruise : Could you tell us about your research work in details?

Maxwell : My research concerns those who holds greater magical power, the Growsians. Why are they the only ones who possess such magical power in this world? And is it possible for the average people to hold similar power to a Growsian?

Tippi : And? Did you figure it out?

Maxwell : The current theory is that Growsians can connect to our previous world by unconsciously opening a channel within them, and I'm trying to find if there's a way for normal people to do the same... To be honest, we still know very little about that process.

Tippi : That won't do!

Maxwell : Whenever a Growsian casts a spell, Growshu is emitted around that person but in a very limited quantity. We know that Growshu amplifies the magical power that we all possess but...oh right, if I'm not mistaken it's Sandra-kun who worked on a Growshu-infusing process to produce magic crystals.

Ruise : Ah, that's my mother's research....

Maxwell : Yes. If you blend Growshu in a crystal, even in very little quantities, the magical power of the crystal will be tremendously increased.

Wallace : I see. That's why crystals extracted from the mines are so valuable.

Maxwell : Yes exactly. However, Growshu extracted from a crystal isn't of any use. It's only when combined with regular magical power that it displays its amplification properties.

Misha/Ariost : Then if I use crystallized Growshu, doesn't that mean with it even I could wield the same powers as Ruise-chan does?

Maxwell : That's impossible. The Growshu that's infused within crystals and the Growshu that Growsians hold are completely different. To put it simply, the Growshu of magical crystals could be compared to the faint unused remnants that are left after a spell is cast. Even if you extract it outside of the magic crystals, it can't be used to amplifies magical power. It's in the same state that the Growshu Growsians emit after casting a spell.

Tippi : Growshu sure is troublesome....

Maxwell : And this is precisely the reason my research progresses so slowly.

(his secretary enters)

CS : Chancellor. Forgive my rudeness but it'd be good if you returned to your office soon.

Maxwell : Oh, sorry about that.

Maxwell : Well, shall we call it a day? I have to go back soon too.

Ruise : This was most enlightening. Thank you very much.

Maxwell : You're welcome.

(he starts to leave then stops)

Maxwell : Oh by the way, you are the first ones to have found out about the disappearances case right? We decided that together with Bradley-kun but could you keep that matter confidential for now?

Wallace : Confidential?

Maxwell : Such a scandal would badly tarnish the reputation of the academy. We will do all we can to find them for now, if we don't get any results then we'll report it.

Wallace :understood. However you will allow us to investigate within the academy at our convenience right?

Maxwell : ...well, I guess it can't be helped. I'm counting on you.

(once you've left the room)

Maxwell : Alright then, keep working hard on your studies now.

(his secretary locks the door and they both get into the lift)

Karen/Ariost : He doesn't seem to be hiding anything....

Misha : I told you that grandpa was a nice person. There's nothing wrong about him right?

Ruise : Yes, he really looks to be seriously devoted to his research.

Tippi : What do you think?

1) The chancellor doesn't look suspicious

2) He really is suspicious after all

(1)

Misha : Isn't he?

Wallace : ...is that so?

Tippi : Huh!?

Wallace : I think that conversely, not having even a single little thing to hide makes him suspicious.

Ruise : Conversely...suspicious?

Wallace : He looks too clean.

(2)

Misha : Eeeh! Are you serious oniisama?

Wallace :I agree with him. The chancellor looks too clean.
That makes him all the more suspicious.

Misha : ...and he's such a good person....

Tippi : Hmmm. Anyway, let's keep investigating!

(It's back to Bradley's office since you're now allowed to investigate
at your leisure)

=====
===== Magic academy 7th floor =====

(talking to the vice-chancellor's secretary)

VCS : Welcome. What can I do for you?

Tippi : We'd like to see the vice-chancellor.

VCS : I think that shouldn't be a problem now. Go ahead.

(entering the room)

Ruise : Excuse the intrusion!

(talking to Bradley)

Bradley : Wh-what is it?

Wallace : Let me set things clearly first. Currently you're one of the suspect
in the case regarding the disappearance of the Growsians.

Bradley : Wh-wh-what...sus...pect...?

Wallace : Aren't you one of the major authorities in this academy? Anyway,
the quickest way to get rid of suspicion is to let us visit your laboratory
in the basement.

Bradley : B-but, there's nothing there...

Wallace (shouting) : If there's nothing, then what are you afraid of?

Bradley : ...I get it. Then I'll show it to you if that's what you want!

Wallace : That's better.

Bradley (to his secretary) : I'll be downstairs for a little while.
Take care of things in the meanwhile.

VCS : Yes sir.

(Bradley gets into the lift)

Ruise : ...Wallace-san...you scared me a little....

Wallace : R, really?

Tippi : But thanks to those threats we can finally visit his laboratory.

Karen/Ariost : Let's go then.

=====
Magic academy basement
=====

(Bradley's lab is the one on the left. Enter it)

(upon entering)

Tippi : Eeeh, so it's that kind of place....

Bradley : You certainly took your time despite hurrying people around you!

(Tippi starts to fly around)

Bradley : Don't touch anything! You'll get cursed!

Tippi : Cursed!?

Ruise : ...there's nothing that seems out of the ordinary?

Bradley : ...that's what I told you already!
Besides, how did you come to suspect me in the first place!?

Wallace : In any case, you should be glad to get rid of suspicion.

Karen/Ariost : But what kind of research are you doing here?

Bradley : This has nothing to do with the disappearances right?

Ruise : Ah but as a student of magic, I am genuinely interested in hearing about it too.

Bradley : ...then I'll tell you I guess.

Bradley : I am doing research on "curses".

Tippi : That sounds soooo evil.

Bradley : Keep quiet you!

Bradley : Even though I study them, it doesn't mean I'm doing it for the purpose of cursing people. There are many traps remaining in ancient ruins. Many of them inflict curses on their victims. And there are always people who

inadvertently trigger those traps and get cursed. Thus, by studying curses, I get to understand how they work and can figure a way to cancel them. If there was no real investigation of the Growsian ruins up until now, it was because we didn't know how to lift the curses that lie within them. Especially since the curses found in Growsian ruins are much stronger than the ones you can find elsewhere.

Misha : Then, does that mean that now people can enter those ruins thanks to you, vice-chancellor?

Bradley : Well...that's one way to put it.

Tippi : You're a much more impressive person than you look I guess.

Bradley : Hahaha. Have you a better opinion of me now?

Ruise : Yes. I think what you're doing is wonderful.

Bradley : The biggest differences between spells and curses is that curses are persistent and have an immense area of effect. To put it simply, curses ignore distances. Then again to create a curse that has an infinite range, a long ritual is necessary.

Tippi : Hummm. Don't you get bored of studying that all the time?

Bradley : Of course not. My only complaint is that I'd wish more Growsians would have used curses. That would allow me to make progress faster.... well anyway, that's the gist of it.

Karen : As someone interested in studying pharmaceuticals, your story was really enlightening. Thank you very much.

Bradley : Well, let's stop here. I have to go back to my office now.

(leaves the laboratory)

Bradley : Have you stopped doubting me now?

(he locks the door)

Bradley : Due to the particular nature of this laboratory, entering it carelessly can be dangerous. This is the last time I let you in alright?

(he hops into the lift)

Wallace : The chancellor who is studying growshu and the vice-chancellor who is studying curses... the two of them both could find some use for Growsians.

Tippi : Which one of them have abducted the Growsians?
Or could it be someone else? Say what do you think?

- 1) it's the chancellor
- 2) It's the vice-chancellor
- 3) It's someone else

(1)

Wallace : Yeah, I think so too.

Misha : While I think the vice-chancellor is much more suspicious...

(2)

Misha : That's what I think too. It's thanks to that person that we can enter Growsian ruins now right? Can't there be a connection here?

Wallace : I think there is something about the chancellor that stinks.

(3)

Tippi : Someone else huh...now that you mention it, we still have to find out who's the owner of that earring....

Wallace : I think there is something about the chancellor that stinks.

Misha : While I think the vice-chancellor is much more suspicious...

Ruise : Hmmm, which could it be?

Karen : ...I don't want to suspect anyone so I can't answer....

Wallace : ...whichever it is, there's something wrong about all this.

Tippi : What is?

Wallace : I feel like our actions are being anticipated. As if someone could watch what we were doing from somewhere....

Ruise : Watch our actions from somewhere....what do you mean?

Wallace : Let's take an example. Tippi.
You can talk to Lady Sandra from here right?

Tippi : Yup, I can!

Wallace : So that shows that even someone who isn't here can know what we're doing.

Ruise : So you mean...mother is...

Wallace : I didn't say that. This is simply an example.

Tippi : Hummm. I'm sure Master knows lots about that kind of things....
I'm going to ask her!

Wallace : Idiot! Quit it! If we're indeed watched that would tell them what we intend to do to prevent it and it'll be useless!

Tippi : Ah, true...

Ruise : Then let's go meet mother directly.

=====
Rolandia castle - Sandra's laboratory
=====

(talking to Sandra on the balcony)

Sandra : Welcome back. Did you make progress on your work?

Tippi : Well...not that much...

Sandra : Seems like you're having a tough time.

Wallace : Lady Sandra. I wish I could talk to you for a minute...

Sandra : Yes. About what?

Wallace Everyone, remain here.

(they both leave)

Ruise : What could they be talking about?

Misha : I have no idea.

(Wallace comes back)

Wallace : Hey. Lady Sandra is calling you.

Tippi : Oh? What could it be?

Wallace : Hold on! Tippi you can't go.

Tippi : Eeeh~! Whyyy!?

Wallace : You can't and that's how it is.

Wallace (to Carmaine) : Anyway, hurry up and go.

(talking to Sandra near the stairs leading down)

Sandra : Wallace told me about what you've been doing and how it seems you actions are anticipated. It's true that a magic user powerful enough to create an homunculus could possibly steal a glance at your actions through Tippi eyes. Thus I will give you this.

(received magic jammer!)

Sandra : This is a magic jammer. It's an item that prevents homunculus from using telepathy. If you have this, it will prevent anyone trying to use Tippi's telepathy to know what you are doing. Although because of it you won't be able to contact me either but it's fine if you only use it until the investigation is over. At that time, bring it back please.

(go talk to any of your party members on the balcony)

Ruise : What did you talk about oniichan?

Sandra : Tippi. Contact me through telepathy.

Tippi : Huh? O-okay...

Tippi :

Tippi : ...huh? I can't....

Sandra : And that's how it works.

Misha : What are they talking about, I don't get it~

Wallace : In short, we blocked the telepathic link that relies Lady Sandra and Tippi. Now, nobody should be able to read through our actions like before.

Tippi : Eeeh! Then, what will I become...

Sandra : Once the investigation is over you can return the magic jammer to me.

Tippi : Uuhh...somehow I feel uneasy now....

Ruise : Don't say that Tippi. You weren't using telepathy often anyway.

Tippi : I'm uneasy because I wouldn't be able to use it if we need it!
Besides now my mind feels kind of hazy....

Misha : Mine too by the way....

Tippi : Yours is always hazy anyway!

Misha : Hahaha, so that's why!

Misha : ...wait, hey that's mean Tippi-chan!

Ruise : But she's right...

Misha : Uuuh...even Ruise-chan too....

Sandra : Anyway as long as you're holding that magic jammer I won't be able to contact you. Bring it back as soon as you're done.

(talk to Sandra again)

Sandra : Still...there's something that's been bothering me.

Tippi : About what?

Sandra : You've been to the crystal mines before haven't you?

Ruise : Yes.

Sandra : How did the ceiling of the condemned tunnel look to you then?

Wallace : I couldn't see it so...

- 1) It looked like it could crumble at any time
- 2) It looked sturdy and we weren't worried about it crumbling
- 3) I don't really remember

(1)

Tippi : Do you really have that poor a memory? It looked really sturdy!

(2)

Tippi : Yes, that's right.

(3)

Tippi : Do you really have that poor a memory? It looked really sturdy!

Sandra : So that's really how it was.....

Ruise : What do you mean by that?

Sandra : Ten-odd years ago, an investigation was to be conducted immediately following the appearance of the creature we assume to be Gevel in the mines. But because the tunnel collapsed it couldn't be done. Also the investigation we tried to conduct there recently failed for the same reason. In both cases the tunnel crumbled down as soon as the investigation party tried to enter.

Wallace : Lady Sandra, do you mean that...

Sandra : Yes. Those two accidents may probably have been deliberately caused by someone. And there is only one person that took parts in both investigations....

- 1) The chancellor
- 2) The vice-chancellor
- 3) I have no idea

(1)

Sandra : Exactly.

(2)

Sandra : Unfortunately, you're wrong. The current vice-chancellor got into office five years ago. He wasn't a part of the first investigation. The person I'm referring to is the current chancellor.

(3)

The person I'm referring to is the current chancellor.

Wallace : As I suspected.

Misha : Grandpa did...? That can't be...

Sandra : If those crystal mines were something created as a consequence of the battle between Gevel and the Growsians then....

Ruise : The chancellor is doing research on Growshu too...

Sandra : So this is a possibility.

(Well what to do now? Not much except returning at he academy again. There you'll notice that both chancellors as well as their secretaries are away. There is a notice on the vice-chancellor secretary's desk saying to go to the vice-chancellor house if one must sees him. So let's go to Medis)

===== Medis village =====

(upon entering)

Misha : How nostalgic...it's been so long since I came back after all...

Tippi (sweatdrop) : Huh?

Misha : ...hm?

Tippi : Well, you see Misha...

Misha : ...what?

Tippi : ...did you hurt your head somewhere lately?

Misha : That's mean! I know I may be a bit silly but I'm not that weird!

Tippi : ...sorry....

(if you knock on Bradley's door, a servant will tell you he's currently outside but should be back soon. This prompts Misha to wonder about her own house)

(go the west side of the town)

Misha : Ah, oniisama! If we go further this way, we'll reach my house!
If you want to visit I'll make some tea!

Wallace : So your house is over there?

Misha : Yup. There is a flower garden there that slowly grew and a little above it there's a lone house standing. It's my home.

Tippi : Ho...Misha's house huh...

Misha : Both my father and mother passed away when I was little and grandpa came to my help then.

Ruise : The chancellor did?

Misha : He's really nice isn't he? That's why I want to do my best to meet his expectations of me, even though I'm not very skilled...

Ruise : Misha...

Misha : Well, let's stop with the gloomy stuff here. Won't you come over?
We have time to drink a bit of tea right?

Ruise : S-sure....

(Misha goes on ahead)

Ruise : Say oniichan. I have to tell you something about Misha....

Ruise : You know, Misha's my best friend. But whenever she comes here, she tends to become a bit weird....

Tippi : Yeah I noticed that too. Each time we'd come here she suddenly disappeared. And she didn't even know that the vice-chancellor lived in the same village as her.

Ruise : And things here aren't the way she describes them....also when we

went to Blame mountain to get the Kuriano grass, she suddenly started to speak strangely... *sighs* I'm doubting my friend...I guess I'm not really a good friend either...

- 1) You mustn't doubt your friends
- 2) Yeah, Misha's weird
- 3) You're the only one that can open her eyes Ruise.

(1)

Ruise : Y...yes. You're right...she's my best friend after all!
No matter what happens I believe in her!

(2)

Tippi : True enough...I think something must have happened to her.

Wallace : No matter what happens, make sure you ascertain it by yourself.
Don't believe rumors. That's what friends are for.

Ruise : Friends...

(3)

Ruise : I can?

Tippi : We don't know what kind of secret this may hide, but if something happens we'll be counting on you. Best friends share a strong bond right!

Misha : Come on, hurry up!

(on the other side)

Misha : ...aaah...it's been so long since I last came that the flower garden seemed to have withered away....

Karen : This place has always been like that. I remember coming here to fetch medicinal plants.

Misha : That can't be...

Tippi : Err...you know Misha...

Misha : That can't be! Just a little further, we'll find my house...

(she runs off, Ruise follows her)

Ruise : Misha!

(Carmaine grumbles but follow them)

Ruise : Misha...

Misha : My house...disappeared....how...

Karen : Misha-chan...

Misha : The house where I lived with my father and mother...the three of us...

Ruise : Get a grip Misha! You must have mistook the place!

Tippi : My, that Misha! She's so careless~!

Misha : ...

Ruise : ...Misha?

Misha : ...th..at's...not...

Ruise : What?

Misha : That's not possible! Even if I have no sense of direction, there's no way I couldn't know where my own house is!

Ruise : Misha...

Misha : I know it was here! I lived here! It was a small house surrounded by flowers!

Misha : ...but...there's nothing here....the flower garden of wheel lilies... the small house with its red roof...

Misha : Why aren't they here!?

Ruise : Ah, well...since it was an empty house it must have been dismantled...

Misha : Stop trying to comfort me! It's obvious that there wasn't no house built here from the beginning! But in my memories it's definitely here! And I remember growing up here!

Ruise : C-calm down Misha!

Misha : What's with those memories? Who is mistaken here? Is my name even Misha? Are my memories those of a girl named Misha? And where are the memories of my own past? Tell me Ruise-chan! Oniisama....

- 1) Don't say anything and hold her in your arms
- 2) Comfort saying that there is no need to find those answers immediately
- 3) Cheer her up strongly
- 4) Be at a loss about what to say

(1 - only answer that won't force you to go to Rashell afterwards)

Misha : ...ah...

Wallace : Stop crying alone. We're your comrades aren't we?

Tippi : Yup!

Karen/Ariost : No matter what you mustn't rush things. If you do you'll only get more confused.

Misha : ...you all...you're all here for me...

Ruise : Of course! Aren't we best friends?

Misha : ...thank you. I'll think it over a little more.

(2)

Tippi : Yes! You mustn't rush to find the answers!

Misha : But...but...

Ruise : Misha, calm down and listen to me! Some of your memories are different from the reality. But so what? It's not that bad!

Karen : Yes. No matter what you still are who you are!

Misha : ...I am...who am I...?

Wallace : Yes. After all you're standing here. Forget about the past! What matters is the present!

Misha : ...sorry everyone...after all it's true that I'm here right now...? But the person I am now is made up of what I've been doing in the past... if my past is fake, then even the person I am now is fake!

(she runs off)

Ruise : Ah, Misha!

(3)

Tippi : Yeah, get a grip!

Misha : But I can't feel relaxed now that I know my memories are fake! The person am I now, is that person really me...not only my memories but I feel that everything about me is fake...

Ruise : Misha...

Misha : ...who exactly I am? If I didn't live here then where did I live? I...I...who am I!?

(she runs off)

Ruise : Ah, Misha!

(4)

Misha : Who am I...? Tell me, oniisama...

Misha : ...why do I remember so distinctly those fake memories? Am I really Misha? Please...someone...help me!

(she runs off)

Karen : Misha-chan!

(following take place if Misha ran off)

Wallace : It may be cold but we shouldn't comfort her. Otherwise she won't become stronger...

Ruise : But can't we at least help her?

Tippi : Yes! We must solve the riddle about Misha's memory!

(so if you didn't pick the first answer and Misha ran away it's off to Rashell to get her back)

=====
Health resort Rashell
=====

(talking to Misha in the flower garden)

Ruise : Misha!

Misha : !

Ruise : Wait Misha! Don't run!

Misha : Ruise-chan...I...

Ruise : Don't run away Misha. It's true that your memories are false.
But don't stay alone crying about it.

- 1) If you run away you'll never find the truth
- 2) Don't say anything and hold her in your arms
- 3) Tell her to leave it to you to find the truth

(1)

Misha : ...

Tippi : He's right! If you keep running you're not going to figure out anything right?

(2)

Misha : ...ah...

Wallace : Stop cry alone. We're your comrades aren't we?

Tippi : Yup!

Karen : No matter what you mustn't rush things. If you do you'll only get more confused.

Misha : ...you all...you're all here for me...

Ruise : Of course! Aren't we best friends?

Misha : ...thank you. I'll think it over a little more.

(3)

Misha : ...oniisama...

Tippi : Come on, don't cry! The people that care for you are here surrounding you aren't they?

Misha : Oniisama...

Wallace : Tippi's right. Why do you think we're here?
We're not on display you know.

Misha : ..thank you...I'll take the time to think it over again.

Ruise : Yes, that's the spirit Misha!

=====
Medis village
=====

(knocking on the vice-chancellor door)

Tippi : Excuse us!

Tippi : ...looks like he's not home?

Wallace : He isn't. What should we do?

(if you examine the door)

Ruise : Eeehh! o-oniichan, are you going to force your way in!?

Wallace : It's true that we can't encourage sneaking into people's house.

(if you talk to Ruise)

Ruise : We may have missed each other when coming here and he might be heading back to the academy.

(in both case you'll get the following)

Tippi : Maybe he collapsed inside his house?

Walalce : That's a possibility too...

Tippi : Then how about this? If the door's locked we give up and go back. How does that sound?

Walalce : I don't think there is anyone leaving their door unlocked when they're away though. But yes, if we ascertain he's not here let's head back.

Tippi : Then it's settled! Come on, Ruise-chan, you do it.

Ruise : Uh, it has to be me!?

Tippi : If he comes out right when you open the door, isn't it better if he sees a familiar face?

Ruise : I don't want to....

Wallace : We're counting on you Ruise.

Ruise : Uuuuh...why always me....

Tippi : Hurry up already!

(she gets closer to the door)

Ruise : I'm so nervous...

Tippi : Who cares, hurry up!

Ruise : uuuueeeeh...

Ruise : Then...ah, it opened...what should I do!?

Wallace : Enter obviously!

(once you're obviously inside)

Ruise :so, sorry for intruding....

Ruise : Ah, this is so stressing.

Wallace : Relax. I don't sense anyone.

(explore around. You'll get a brief description of the item followed by a "nothing out of the ordinary here" Except when you'll check the painting)

Tippi : What's this? Looks like a switch....

- 1) Flip it
- 2) Don't

(1)

Tippi : What happened!? I head a noise just now...

Wallace : It sounded like something moved.

(2)

Tippi : Yeah, we'd be in troubles if we break stuff here.

(check the passage that showed up)

Misha : Say, isn't it a staircase over there?

Ruise : The noise from earlier must have been this.

Wallace : An underground room...is this where the Growsians are held prisoners?

(enter the basement. You'll end up in a spooky room)

Ruise : No one's here...

Tippi : I can't help to feel disappointed...

(explore around. there are various stuff like a monster sculpture, a magic circle, voodoo dolls and humans skulls. You'll get a few amusing reaction from Tippi like this one for the magic circle)

Tippi : What's with that magic symbol? Isn't it dangerous?

- 1) It's totally dangerous
- 2) It's safe
- 3) I can't tell

(1)

Tippi : Th-then let's get away now!

Ruise : It's alright. This magic symbol is designed to prevent spells from reaching the physical world.

Tippi : ...hey you, you'd better stop spouting whatever nonsense you feel

like saying alright?

(2)

Ruise : Yes. This magic symbol is designed to prevent spells from reaching the physical world.

Tippi : Oh...

(3)

Tippi : Uuh...are we going to be alright...

Ruise : It's safe. This magic symbol is designed to prevent spells from reaching the physical world.

(after checking a couple of things you'll get the following event)

Ruise : ...hummm, none...

Ruise : Oniichan. I can't see anything relating to research on Growsians.

Wallace : So this was for nothing.

Tippi : There wasn't anything here...

Tippi : The Growsians disappeared from the hall...around that time suspicious people were seen carrying around large boxes...

Wallace : In the hall we found a acquaintance of the vice-chancellor lying dead...in his hand he was carrying a red earring...

Ruise : Who could be the culprit?

=====
===== Magic academy 7th floor =====

(talking to the vice-chancellor's secretary)

VCS : Welcome. ...or so I'd say but presently the vice-chancellor isn't here.

Tippi : Oh? Where could he have gone?

VCS : Who knows? Actually I'd like to hear about that too. Yesterday I haven't seen him at all either.

(upon leaving his desk)

Tippi : And on the chancellor's side, even the secretary isn't here.

VCS : Ah, about her, she just left the academy. If you need to see her go now and you may catch up to her on the road.

Wallace : Outside then.

(go in the surrounding towns and villages. you'll find a NPC near the

entrance telling you whether or not he has seen her. Places where you can ask are : Granshill, Rashell and Bronieu. In Bronieu you'll get some info. One near the entrance will tell you about a beautiful girl. And another one in the fields will mention seeing that beauty heading west. You MUST talk to that guy in the field to proceed)

(nearing the southern part of the cave)

Wallace : Stop! I sense someone...

(you'll see the secretary activating a switch causing an entrance to appear in the middle of the cave)

Tippi : Uwaaah! Did you see that!?

Ruise : Yes...why is there such a device here?

Wallace : ...we can't make any conclusion yet but this is really suspicious. Let's go after her.

(examine the wall on the left you'll find a switch which activate the entrance)

Ruise : You did it oniichan!

=====
Hidden research facility
=====

(upon getting there)

Ruise : There is a house in such a place!?

Tippi : Did she get inside?

(upon entering it)

Tippi : It's not locked?

Wallace : They probably didn't expect people to find this place.

Ruise : The secret device in the cave was already a lock of sorts.

(on the room to the left, you'll find a monitor that will ask you a randomly chosen question. The answer is often "4" afaik. On the right side you'll have to enter a code. It's "449". You can find it while looking around the bookshelves. Most books here are about Growshu, the former world or Homunculus but you can only read the titles so it's not really interesting. Once you've entered the two codes proceed to the central room)

(get within the locked room)

Aileen : Stop it...my...memories...stop it....

(creepy device opens)

Chancellor's secretary : Be quiet.

(the secretary then process to activate another device)

Bradley : Stop! Stop it! If you don't she'll become disabled!

Karen : Aileen-san!

Aileen : Ka-Karen...help...I..don't...want ...to die....

Ruise : Aileen-san, we're coming to save you immediately!

Bradley : Oh, it's you! Hurry up and save us!

(examining the device where Aileen is)

CS : You. How did you get here?

Tippi : Who cares about that! Hurry up and release Aileen-san!

CS : ...

Tippi : Hey! Are you listening!?

CS : ...the Master orders are absolute. What are you doing?

Misha : Huh!?

CS : Why aren't you obeying the Master?

Misha : ...Master...?

Voice : Yes, that's correct...

Tippi : Who's there!?

(Maxwell enters with a bunch of soldiers)

Maxwell : I can't believe you managed to find out about this place...

Wallace : So you were really the one behind all this.

Ruise : Why...why are you doing this to Aileen-san and the other Growsians?

Maxwell : What a stupid question. I'm doing this to become a Growsian of course!

Wallace : ...wh-!?

Maxwell : I am a descendant of the ruling classes that disappeared long ago. From the king's lineage no less! But no matter how powerful were my ancestors, after mingling with normal humans, the Growshu of my bloodline disappeared over the generations. Do you understand now? Why I, who was born as a mere human, needs Growshu!

Wallace/Ariost : And? Once you become a Growsian you intend to rule over others like in the past?

Maxwell : Precisely.

Ruise : So this is why...this is why you did that to Aileen-san...

Maxwell : Guinea pigs are needed for any research. Well now it's my turn to ask questions. How did you prevent me from using telepathy with Misha?

Misha : ...with...me..?

Tippi : What do you mean!

Maxwell : What, you haven't noticed yet? Hahahaha! I see they didn't even notice! Hahahahahaha! I'll tell you then! That girl isn't human! She's the same as my secretary, a homunculus!

Ruise : Wha!?

Misha : I...

CS : Indeed. I am a man-made life form created through magic to assist my Master. And you are too, Misha.

Misha : ...

Tippi : That can't be...

Wallace : ..I can't believe that...

Ariost : A human-sized homunculus!?

Misha : ...

Ruise : Get a grip Misha! You're my best friend aren't you!

Misha :Ruise-chan...I...I...

Maxwell : I created you to watch Ruise who was holding the greatest amount of Growshu. That's why I made you get closer to her as a normal human. Is this what you call your best friend? Something which doesn't even know about its own existence?

Ruise : ...I'll...I'll never forgive you! You harmed so many Growsians... and even my best friend...I'll never forgive you!

Maxwell : Idiots, you walked right to your own death!
Your Growshu will be mine!

Event battle 30 : Protect Ruise, Misha and the vice-chancellor!

Winning condition : Defeat all enemies

Losing condition : Party defeated, Ruise, Misha or the vice-chancellor dies

Enemy : Maxwell (Lv38)
Maxwell's secretary (Lv33)
4 soldiers (Lv30)

(later)

2 thieves (Lv25)

(The final battle of the first disc already. Maxwell will keep casting the Fireball spell and it will take out more than half of Ruise's HP so watch out as he likes to hit her if he's in range. If he manages to strike her after casting the spell this will usually kill her resulting in a game over so put Ruise away or equip her with a fire rune, you should have one from the previous mission. The secretary is also quite annoying as it's one of the few enemies that know how to use the healing spell. Basically she will start casting it whenever she or Maxwell has 50-60% HP left. Fortunately she's isn't very tough so if you keep attacking her you'll be able to kill her quickly. Carmaine may have already learned Soulforce by this level too, if he has that spell he can kill the secretary with only two castings. Soulforce has infinite range and it's one of the most powerful spells of the game so learn it quickly although it will make the game a bit too easy. Oh yeah and be sure to keep Carmaine near Misha so she'll become playable soon. if you don't you'll have to kill the secretary before she snaps out of it.)

(beginning of battle if someone is near Aileen's device - Carmaine here)

Tippi : Aileen-san, hang in there!

Aileen : ...who's...Aileen...? Who...are...you...? I...don't...understand... here...it's...all...disappearing...

Tippi : Aileen-san!?

Maxwell : Seems like it failed again.

Tippi : What did you do to her!?

Maxwell : I attempted to extract the Growshu out of her body by using the same process used to remove Growshu from magic crystals.

Ruise : ...extract her Growshu?

Maxwell : The Growshu one can extract from magic crystals is basically similar to cinders. The same can be said of the Growshu emitted when Growsians use their powers. That's why I need to forcefully extract yet unused Growshu.

Tippi : And just how many people did you experiment like this on!?

Maxwell : The number doesn't matter. The only thing that matters to me is to be able to become a Growsian.

Wallace : Bastard, how far do you intend to push your greed!

(beginning of battle)

Maxwell : They're no longer of use. Rid me of them.

Soldier : Yes sir.

Misha : ...

Bradley : ...he-help me...

(soldiers attack Misha)

Maxwell : You did very well. I expected no less of my masterpiece.

Misha : ...grandpa....

Maxwell : Unlike that woman void of feelings, you're very similar to a human. But those human feelings of yours are now what make you worthless. I'll discard you right now!

Misha :!!

Wallace : I see. You were able to know our actions not through Tippi but Misha. That's why you were always a step forward us...

Tippi : So it wasn't me...

Maxwell : About time you noticed. If I made her become close to you, it was only to watch over your actions. But now, you're all useless to me!

(Maxwell attacks Ruise)

Ruise : Uuuuh...

Maxwell : You're the only thing I need. You'll become mine no matter what! Prepare yourself!

(later if Carmaine is near Misha)

Misha : ...I'm...not human....

Tippi : What are you doing Misha!

Misha : Tippi-chan...oniisama...

- 1) Cheer up
- 2) You're one of us (obvious best answer)
- 3) Take your hatred out on the chancellor
- 4) You've got to fight now (let Misha joins the battle too)

(1)

Misha : Oniisama....I'm glad but....it's useless...I can't fight...

Tippi : She can't help it I guess. We've got to get through this battle by ourselves.

(2)

Misha : ...one of us...

Tippi : That's right! Am I not a man-made life form too? But that guy, Ruise-chan and Wallace-san too. They all welcomed me! You're not alone Misha!

Misha : ...not...alone...

Tippi : Isn't what he is doing really bad? And right now we're the only ones that can stop him! Isn't that right Misha!?

Misha : B-but...

Tippi : Even if you're not human you're still alive right! Are you going to die like this!?

Misha : ...I'm...going to die?

Tippi : You won't be able to have fun or talk with anyone anymore! Doesn't that bother you? And if you'll let him he's going to harm Ruise-chan next!

Misha : Ruise-chan too...? ..I see...that's right...
I still got a reason to fight....

Tippi : Misha...

Misha : Oniisama, I'll fight too! For myself and for the people dear to me!

(Misha is now a party member!)

(3)

Misha : ...on the chancellor...

Tippi : Aren't you one of his victims? Doesn't that make you mad? The only bad guy in this is him!

Misha : But...but...I just can't fight him!

(4)

Misha : B-but...

Tippi : Even if you're not human you're still alive right! Are you going to die like this!?

Misha : ...I'm...going to die?

Tippi : You won't be able to have fun or talk with anyone anymore! Doesn't that bother you? Wouldn't you hate that? then you have to fight Misha!

Misha : O-okay...

(Misha is now a party member!)

(all soldiers dead)

Maxwell : What an useless bunch...

(Karen attacks Maxwell)

Karen : I won't forgive you for toying with people's lives!

Maxwell : Hmph! Shut and die, you peasant!

(after being attacked by anyone)

Maxwell : Hmph! Is that all you got!

(Carmaine attacks Maxwell)

Tippi : I'll make you pay for what you've done!

Maxwell : Hmph! Shut and die, you peasant!

(Wallace attacks Maxwell)

Wallace : You're the kind of guy I hate the most!

Maxwell : Hmph! Shut and die, you peasant!

(Ruise attacks Maxwell)

Ruise : I'll never forgive what you did to Misha!

(Ariost attacks Maxwell)

Ariost : I looked up to you as a reseacher...
but as a fellow human I'll never be able to forgive what you've done!

(Misha attacks Maxwell)

Maxwell : Hoh...so you would rise against your creator?

Misha : ...you may be the one who created me but I still have a will of my own!

Maxwell : You failed puppet!

(thieves enter)

Thief : Ah? Lord Maxwell!?

Maxwell : Oh, great timing! Hm? What about Grengar?

Thief : Isn't he with you sir?

Maxwell : Damn him!

Tippi : Grengar? What's the connection between them?

Wallace : The chancellor is quite the wire-puller.
Under the cover of the war, he did whatever he wanted.

(Secretary defeated)

Secretary : Ma...master....

Maxwell : ...dead huh. Or rather turned back to nothing.
Never mind. I can always create another tool later.

Misa : ...a tool...(she'll joins the battle now if she hasn't yet)

(still later)

Nick : Aileen!

Tippi : You...you're her boyfriend..! How did you get here?

Nick : I couldn't stay put once I learned that the Growsians disappeared from the academy. I asked around and learned you were here. More importantly, where's Aileen?

Aileen : ...who...that voice...so...familiar....

Nick :Aileen.....(mad screaming ensues) Aileeeen!!
Let me join the battle now!!

- 1) Guard Ruise
- 2) Guard Misha
- 3) Guard the vice-chancellor
- 4) Attack selected target
- 5) Do as you wish

(any choice)

Nick : I got it!

(Maxwell dies)

Maxwell : Ri...ridiculous...that...I...would...damn you Grengar...
you traitor....guhah!

Tippi : It's over....

Event battle 30 Clear

Bradley : ...whew...we're saved....

Aileen : ...uh...uwa....ah....

Nick : Aileen...

Karen : Aileen-san....

Ariost : She may be alive but she's already been....

Ruise : How can someone do something so cruel....even if it was for his research...hurting people cannot be overlooked...

Tippi : But we can't let it as that. We've got to report to the castle immediatly and bring them here.

Wallace : Right. But you can't use telepathy can you?

Tippi : If I get far away enough from the magic jammer I think I can use it. I'm going outside to report to Master. Come look for me when you're done alright?

Wallace : Still, even though I suspected him, I didn't think the chancellor was that much of a corrupted guy.

(CG of Ruise holding Misha)

Misha : I'm sorry Ruise-chan.

Ruise : Don't let it get you down Misha!

Misha :I never was human...

Ruise : What are you saying? You're Misha all the same right!?

Misha : That's not the only thing, I was created to watch you Ruise-chan....

Ruise : But we enjoyed the times we spend together right? When we were talking together, playing together, it was really fun right! Your feelings then weren't fake! Those memories aren't fake!

Misha : ...Ruise-chan....

Ruise : Our friendship is real right? If something like this breaks it, then it'd be fake right?

Misha :Ruise-chan...Ruise-chan....!

Ruise :Misha....

Ariost : The meanings of our lives is defined through our relations to others around us. We have to trust in each other. That's what's most important ...just like my father did until the very end of his life.

(back to the field screen)

Wallace : Seems like things got solved over there. Tippi should be done reporting now too. Shall we go back to the royal capital?

Nick : I will remain here with Aileen until the soldiers arrive. Thank you very much.

Brradley : I will remain here too for a little while. To be honest, my legs are still shaking too much to walk around.

Wallace : Then we'll leave this place to you. Hang in there.

(outside)

Tippi : Ah, you're here.

Wallace : How did it go?

Tippi : Looks like specialists from Rolandia will come to investigate.
They'll be here soon.

Wallace : Good. Then let's go.

(You can warp out now and if you try to enter Rosaria you'll be prompted to change discs. You can also deliver the news to Alt, he will thank you even though you couldn't find/save his girlfriend Mira. Well that's it for Disc 1! Please look forward to Disc 2! The main part of the story will finally unfolds! (at last^_^;;))

Spells and skills list

Here's a list of all spells and skills you can learn in the game. We included the japanese names for each of them so you'll be able to know what spell/skill you're learning by matching up this list with the statut screen of the characters. Do note that lots of them won't be available at first but will appear later once you reach a higher levels and that some characters never have access to some of them (unless you use a specific scoll that is).

Offensive spells :

| | | |
|-----------------------|---------|------------------------------------|
| Fireball (ファイアーボール) | MP : 6 | Fire damage to an area |
| Blizzard (ブリザード) | MP : 6 | Ice damage to an area |
| Tornado (トルネード) | MP : 6 | Wind damage to an area |
| Thunder (サンダー) | MP : 5 | Electric damage to an area |
| Earthquake (アースクエイク) | MP : 22 | Earth damage to the whole field |
| Holy Light (ホーリーライト) | MP : 12 | Holy damage to a cross shaped area |
| MP Drain (MPドレイン) | MP : 1 | Absorbs some MP from an ennemy |
| Death (デス) | MP : 16 | Instant death to an ennemy |
| Magic Arrow (マジックアロー) | MP : 3 | Non-elemental damage to an ennemy |
| Soul Force (ソウルフォース) | MP : 20 | Non-elemental damage to an ennemy |
| Meteor (メテオ) | MP : 25 | Non-elemental damage to an area |

Statut altering spells :

| | | |
|-------------------------|---------|---|
| Sleep (スリープ) | MP : 6 | Put ennemies in an area to sleep |
| Silence (サイレンス) | MP : 5 | Silence an ennemy |
| Slow (スロー) | MP : 10 | Slow down movement of ennemies in an area |
| Bind (バインド) | MP : 8 | Paralyse ennemies in an area |
| Rust (ルスト) | MP : 6 | Ennemy ATK down by 30% |
| Weakness (ウィークネス) | MP : 6 | Ennemy DEF down by 30% |
| Fear (フィア) | MP : 6 | Ennemy MGC DEF down by 30% |
| Attack (アタック) | MP : 5 | Ally ATK up by 30% |
| Grow Attack (グロウアタック) | MP : 18 | All allies ATK up by 30% |
| Protect (プロテクト) | MP : 5 | Ally DEF up by 30% |
| Grow Protect (グロウプロテクト) | MP : 18 | All allies DEF up by 30% |

| | | |
|------------------------|---------|--|
| Resist (レジスト) | MP : 6 | Ally MGC DEF up by 30% |
| Grow Resist (グローレジスト) | MP : 22 | All allies MGC DEF up by 30% |
| Invisibility (インビジリテイ) | MP : 20 | Make caster immune to physical attacks |
| Magic Shell (マジックシェル) | MP : 25 | Make an ally immune to magical attacks |
| Quick (クイック) | MP : 9 | Speed up movement of an ally |

Healing spells :

| | | |
|-------------------------|---------|---------------------------------|
| Cure (キュア) | MP : 3 | Restore around 50 HP of an ally |
| Healing (ヒーリング) | MP : 8 | Restore all HP of an ally |
| Grow Cure (グローキュア) | MP : 14 | Restore 50 HP to all allies |
| Grow Healing (グローヒーリング) | MP : 45 | Restore all HP to all allies |
| Fine (ファイン) | MP : 3 | Cure any status ailments |
| Raise (レイズ) | MP : 20 | Bring back a dead ally to life |

Other spells :

Teleport (テレポート) MP : 4 Teleport out of a dungeon/to any place you've been

Skills

毒攻撃 (1-3) : chance of inflicting poison statut while attacking
猛毒攻撃 (1-3) : chance of inflicting deadly poison statut while attacking
マヒ攻撃 (1-3) : chance of inflicting paralysed statut while attacking
石化攻撃 (1-3) : chance of inflicting petrified statut while attacking
ソウルクラッシュ : reduce target's MP by 10% with each attack
腕つぶし : chance of reducing ennemy ATK by 30% while attacking
全周囲攻撃 (1-3) : chance of attacking all ennemies in range during an attack
連続攻撃 (1-3) : chance of giving a second blow during an attack
盗む (1-3) : chance of stealing an ennemy while attacking
硬直延長 : increases additional ATW the ennemy receives when attacked
解毒能力 : can't be poisoned
マヒ無効化 : can't be paralysed
石化無効化 : can't be petrified
デス無効化 : can't be instantaneously killed
魔力吸収 : chance of recovering one's own MP when being attacked by magic
分身 : chance of evading physical attacks
クリティカル (1-3) : improve critical attacks rate
カウンター (1-3) : improve counter attacks rate
スペルターニング : chance of reflecting spells
硬直短縮 : reduce the increase of charge time when being attacked by 25%
詠唱時間短縮 : reduce the charge time of spells by 25%
道具実行時間短縮 : reduce the charge time of item usage by 25%
リジェネレート : regenerate 5% of one's own HP regularly
MP回復 : regenerate 2% of one's own MP regularly
俊足 (1-3) : movement speed up by 10-30%
HPアップ (1-3) : max HP up by 10-30%
MPアップ (1-3) : max MP up by 10-30%
魔力アップ (1-3) : magical power up by 10-30%

Characters

This little section will simply let you know what the character introduction section of the game says. It's located between the male and female version of the intro movie at the beginning of the game so there are no spoilers here. In the disc 2 translation file, there'll be a character section too but this time with full details concerning the characters and their role in the story. Until then!

Main character

VA : Nojima Kenji

A young man raised by the court magician of the Rolandia kingdom.
His future can't be foreseen.

Tippi

VA : Toyoguchi Megumi

Created to watch over the main character, a homonculus with a harsh mouth.

Ruise

VA : Komatsu Rika

The real daughter of the court magician of the Rolandia kingdom and the sister-in-law of the main character.

Wallace

VA : Genda Tesshou

Despite losing both his arm and eyes, a wandering warrior whose actions are motivated by his strong convictions.

Misha

VA : Toyoshima Machiko

A female student at the magic academy. A klutz who sometimes gets hurt.

Ariost

VA : Shinichiro Miki

Yearning to fly in the skies, a young genius magic researcher.

Karen

VA : Asano Ruri

Studying medicinal plants and using her knowledge to save people,
a kind and gentle young woman.

Xenos

VA : Touchika Kouichi

In order to raise his little sister Karen, he became a mercenary and keeps doing reckless missions. A talented swordsman.

Eliotte

VA : Tsuruno Kyouko

A timid and weak-willed young boy who try to escape the grasp of those who attempt to kill him.

Julian

VA : Tezuka Chiharu

A swordsman planning on becoming one of the renowned Imperial Knight of the Burnstein kingdom

Ernest Lyell

VA : Okiayu Ryoutarou

Always calm and composed, a silent Imperial Knight who never smiles nor laughs.

Oscar Reeves

VA : Ueda Yuuji

An Imperial Knight who conceals his strong will behind his gentle smile and demeanor.

Vacation events list

The following will list all vacation events available per character and how to get them. Translation of said vacation events will be covered in a future section. Vacation events take place consecutively, meaning to get event #3 of a character you need to have gotten events #1&2 before. Most of them are available until the end of the game though ideally, you'll need to do them soon enough to complete the string of events before the final vacation. Also this obviously don't hold true for optionnal characters since past a certain point they become impossible to recruit if you haven't met the proper requirements. Optionnal characters are : Karen, Xenos, Julian and Eliotte.

WARNING : As of now, this section contains errors.

=====
===== Ruise =====

Event : 1

Location : Rosaria

Available : Anytime

Talk to her, she's standing in the north east district of the town, then talk to her again during evening she'll be at home.

Event : 2

Location : Rosaria

Available : Third vacation and later

Talk to her, she's at home, then talk to her again during evening she'll be standing in the north east district of the town.

Event : 3

Location : Rosaria

Available : Fifth vacation and later

Talk to her in front of the inn and agree to play "Catch ball" with her.

Event : 4

Location : Rosaria

Available : During the first day of the seventh vacation

Buy a brooch in a shop near your home and give it to her as a birthday present.

Event : 5

Location : Rosaria

Available : Anytime from the ninth vacation to the twelfth one

Talk to her, she's standing in the north east district of the town.

Event : 6

Location : Rosaria

Available : Eleventh vacation and later

Talk to her, she'll be near the inn then talk to her in the north-east district of the town.

===== Wallace =====

Events : 1 to 12

Location : Comsprings

Time : before evening

Available : once per vacation period and each time before evening

Talk to him, he's taking a bath in the hot springs. He will be telling you about his past. You can visit him once in each vacation you have.

===== Misha =====

Event : 1

Location : Magic academy 4th floor

Available : Anytime

Talk to her

Event : 4
Location : Health resort Rashell
Available : Seventh vacation and later

Talk to her

Event : 5
Location : Health resort Rashell
Available : Tenth vacation and later

Talk to her

Event : 6
Location : Health resort Rashell
Available : Twelfth vacation

Talk to her and talk to her again later in the flower garden

=====
Xenos
=====

Event : 1
Location : Rosaria
Available : Second vacation

Talk to him, he's near the eastern gate.
You need to have done Ruise first event during the first vacation though.

Event : 2
Location : Health resort Rashell
Available : Twelfth vacation

Talk to him then go talk to Ruise and come back to see him again.

=====
Eliotte
=====

Event : 1
Location : Rosaria
Available : Fourth vacation

Talk to him in the southern part of the town

Event : 2
Location : Rosaria
Available : Sixth vacation

In the south part of the town drive away the dog that's after him

Event : 3

Location : Your town
Available : Anytime after he joined your party

Take him to the theater

Note : Eliotte has events outside of vacation period where you can talk to him and answer some of his questions. They take place in Rolandia castle and are mentionned in the translation. I'll add them here once I get around to translate them.

=====
Julian
=====

Event : 1
Location : Comsprings
Available : Third or fourth vacation

Talk to him near the inn, then follow him east and talk to her again.
Choose not to tell anyone about his secret.

Event : 2
Location : Comsprings
Available : Fourth of fifth vacation

Talk to her near the inn.

Event : 3
Location : Burnstein castle
Available : After getting back the throne

Talk to her, if your rank at the coliseum is "Master rank Class A" or above you'll be prompted to a fight at one point. Win it.

Julian has more events but like Eliotte they don't take place during vacations. They'll be added here once we will reach them in the translation.

Vacation events translation

This section will contains translation for the above mentionned events. There'll be refered as "non-generic events". On the other hand "generic events" should be avoided as they're just a waste of vacation time. Each vacation day is made up of three periods of time : morning, afternoon and evening. Generic events take one, non-generic will usually take two but sometimes three; a whole day. Also you cannot go to the same place twice during your vacations even if you get three days. So plan accordingly. Lastly, you can easily know whether you just got a non-generic event or not as the BGM will change during those. Except for Wallace and Ariost events though.

~~~~~  
First Vacation  
~~~~~

=====
Rosaria
=====

(in front of the castle gate)

Tippi : Let's meet here this evening.

(Ruise first non-generic event)

Ruise : Ah, oniichan. Aren't you hungry?

Tippi : Why are you asking this all of a sudden?

Ruise : Earlier while I was walking in the shopping district some cookies were giving off a delicious smell.

Tippi : Cookies huh....so that's why you wanted to know.

Ruise : I remember the first time I baked cookies....

Tippi : Heh...you made cookies...

Ruise : They turned out pretty bad. At first I intended to give them to oniichan, but the day ended before I could make some that tasted any good ...I ended up crying. But oniichan stayed with me the whole time and we finally managed to make some. Those cookies....they were delicious.....

Tippi : Hmm, if only I was there at that time....I'd like to eat cookies too.

Ruise : Then I'll go back home and make some!

How do you react?

- 1) I'm looking forward to it
- 2) It's your lucky day Tippi
- 3) No need to make any today

(1)

Ruise : Then I'll go make them right away!

(2)

Tippi : Geez, you don't get it at all do you?

Ruise : I'll try my best!

(3)

Ruise : Eh? No?

Tippi : What are you saying! Don't mind him, Ruise-chan. Go ahead

Ruise : Yes, I'll try my best Tippi!

Tippi : I'm looking forward to those! Mmh~ cookies, cookies!

(evening at home)

Ruise : Oniichan, the cookies are ready. Let's eat.

1) Yes

2) No (don't pick this or the event ends)

(1)

Ruise : Here, oniichan.

(2)

Ruise : Why....and I prepared them with all my heart too....

Tippi : Sigh, you should really stop being so mean all the time.

Tippi : Hm, let me have a taste too...munch munch...good!

Ruise : Isn't it? I'm pretty confident about this.

Tippi : Ruise-chan you have a real talent for baking cakes and sweets!

Ruise : Then next is the "special" cookie.

Tippi : Hmm, what could it be? I want to try it now!

Ruise : No! Oniichan goes first!

Tippi : cheh...unfair.

Ruise : Oniichan do you want to eat it?

1) Yes

2) No

3) Let me see it first

(1)

Ruise : Here you go!

(2)

Ruise : Could it be....you've found out?

(3)

Ruise : What's wrong? Eat it quickly!

Ruise : Could it be....you've found out?

Tippi : I'm helping myself!

Rise : Ah, Tippi, no!

Tippi : munch munch....ugh...aaargh....that taste....it's killing me.....

Ruise : Ah....I failed then. And here I thought I could try to make oniichan cry with mustard cookies....

Tippi : R-U-I-S-E-C-H-A-N.....

Ruise : Uh, see you later! (she runs away)

Tippi : Make you cry eh...seems like she's serious about that promise pendant wish....

(Misha first generic event)

Misha : Ah, oniisama, Tippi. What's up? Doing anything interesting?

Tippi : Hmm, more or less...

Misha : Then let me teach you "the language of the refined"!

Tippi : Oh, can you really do something like that?

Misha : That's mean! Even I have something to be proud of!

Tippi : Eh...and what is that?

Misha : Hehe~ actually it's the flower language!

Tippi : Heh...

Misha : First, let's start with this! The hibiscus is the red flower from the southern countries symbolizing passion! In the flower language its meaning is "a new love". Teehee, that's totally fits us, don't you think?

Tippi : I see....

Misha : I'll teach you a lot of these from now on! Hope you're looking forward to next time!

(Wallace first generic event)

Wallace : Aha, it's you guys. Being the first time you've had a job, you don't know how to really relax during vacations yet? You'll learn eventually how great it is to enjoy a drink after long days of work.

(Ruise first generic event)

Ruise : Ah, oniichan. Holidays like this put me in the mood to go shopping. But I won't spend all of my allowance. Well, see you later.

=====
Comsprings
=====

(Comsprings)

Tippi : Ah!? Right now, wasn't that Julian...? He did say he was a citizen of the Burnstein Kingdom but...he does come here after all?

(Wallace first non-generic event)

Wallace : ...it's you.

What will you say?

- 1) I came to talk with you
- 2) I wanted to enjoy the hot springs

(1)

Wallace : You came here just to talk to me? Well, thanks.

(2)

Wallace : I suppose it's nice to get a chance to relax a bit without anyone buzzing around.

Wallace : That reminds me...I used to talk a lot with a guy that joined the mercenary group at the same time as I did. He was a man with great ambition, always looking for ways to distinguish himself during missions. After completing our first job, he enthusiastically got into the mood for relaxing. The bonus money the group received was spent on alcohol and he got totally drunk. The following day when he came to his senses he found himself lying in the middle of a road and his money had been stolen while he was sleeping. From that day on, that man swore never to get drunk again. That incident should let you realize that even when you get time off you shouldn't get too carried away and forget about your surroundings. Always remain vigilant. This is your duty as a soldier. Well of course no need to get all tense either. This is something you'll understand yourself over time anyway. Hang in there.

Wallace : ...I'll be getting out now.

=====
Magical academy
=====

(Misha first non-generic event)

Misha : sigh....

Tippi : What are you moping about?

Misha : Ah...Tippi...oniisama...I...keep failing in my studies....it was much easier before entering the academy. I wish things would have stayed at the same level....

Misha : But...since I've met oniisama I've vowed to change...I swore to try my hardest in order to make him proud of me ...I even managed to talk Ruise-chan and Grandpa in tutoring me but....sigh...it's no use I guess....

How do you react?

- 1) Cheer her up

- 2) Praise her for her enthusiasm at least
- 3) You've never been any good anyway

(1)

Misha : Oniisama...

Misha : I understand! Despite what I said earlier, I won't give up for your sake!

(2)

Misha : That's...that's right! Being enthusiastic is always necessary! Just you watch oniisama! I'll do my best!

(3)

Misha : Uh...do you really mean it, oniisama?

Misha : Ah, could it be....you're doing this on purpose to bring up my courage?

Misha : Oniisama! Your concern for me won't be wasted! I'll do my best!

Tippi : ...It's quite incredible how she manages to interpret things the way she wants them to be....

Tippi : Hm, somehow I don't get the feeling that this will improve anything but...

Misha : Uh...I said I'll do my best anyway...

Misha : This might take some time but...I'll definitely prove that I'll be useful to you, oniisama!

Misha : I'll get going now! From now I'll be studying extra hard!! See you later oniisama!

Tippi : I wonder what will come of this.....

(go to Ariost's lab to get the second part of the event)

Tippi : Misha! Why are you sleeping here!

Misha : Huh? Oniisama, Tippi, 'morning.

Tippi : Weren't you supposed to "study extra hard"?

Misha : Err, I'm not sure I remember everything that happened but after talking with oniisama in the library, I rushed here. I wanted to ask Ariost-sempai to tutor me but he seemed pretty busy so I waited for a little while and....

Tippi : And you fell asleep, right?

Misha : Totally!

How do you react?

- 1) Kids need to sleep in order to grow up
- 2) You're becoming worse with each passing minute

3) I'm happy for you

(1)

Misha : That's right, I'm doing my best!

Tippi : Just what are you putting your efforts into I wonder....

(2)

Misha : I'm glad you came to check how I was doing but I wish you'd express it a bit more nicely...

Misha : ...just kidding!

Tippi : sigh...looks like she doesn't get discouraged easily....

(3)

Misha : Yup, afternoon naps feel good don't they?

Tippi : Geez, you guys, you're so.....

Misha : Well then, this time I'll study for sure! Later oniisama!

=====
Health resort Rashell
=====

(Karen first non-generic event)

Karen : Welcome. You're here for your work again?

Tippi : Nah, right now we're on vacation.

Karen : Then please enjoy yourselves.

Aileen : My, Karen-san. Did your boyfriend come to visit you?

Karen : A-Aileen-san....

Aileen : What a fine-looking guy...looks pretty reliable too. So this is the type Karen-san likes...

What will you say?

1) Introduce yourself as Karen's boyfriend

2) Deny

3) Stay quiet

(1)

Aileen : Teehee, pleased to meet you.

Karen : You too, I wish you wouldn't say weird things!

(2)

Aileen : That's alright, no need to be embarrassed.

Karen : No, you've really got it wrong!

(3)

Karen : Don't just stay quiet, tell her the truth!

Tippi : Uh-oh...Karen-san got angry....

Aileen : Then your boyfriend is someone else?

Karen : I-I don't have any boyfriend!

Aileen : Oh my, is there no one you like?

Karen : There is one...but...

Aileen : Oh! Where could he be?

Karen : But...I can't confess...ever....

Tippi : For ever...? Could he be...dead?

Karen : Don't say ominous things like that!

Tippi : Then who it is?

Karen : ...I won't tell you! (she runs away)

Aileen : Ah, Karen-san!

Aileen : I'm sorry, I teased her a bit too much. Please wait Karen-san!

Tippi : They're both gone...

~~~~~  
Second Vacation  
~~~~~

=====
Rosaria =====

=====
Health resort Rashell =====

=====
Magic academy =====

(Ariost first non-generic event)

Tippi : Whoa, there's a ton of notebooks here.

Ariost : Ah, this is where I've written all that I've discovered from my research on ancient civilizations. Carmaine-kun, does that interest you?

- 1) Tell him you're not interested.
- 2) Tell him you're interested.
- 3) Tell him you're knowledgeable enough yourself.

(1)

Ariost : I see. Well I guess researchers can be seen as a bit weird by other people. In particular, the kind of subject I specialize in....

(2)

Ariost : Really? Then we have something to talk about. In particular, the kind of subject I specialize in....

(3)

Ariost : There are still many things we do not know about the ancient civilizations....in particular, the kind of subject I specialize in....

- a) Curses?
- b) Growsians?
- c) Magic conduction line mechanisms?

(a)

Ariost : This is not my specialty...

Tippi : Errr...isn't it magic conduction line mechanisms?

Ariost : Yes, exactly.

(b)

Ariost : This is not my specialty...

Tippi : Errr...isn't it magic conduction line mechanisms?

Ariost : Yes, exactly.

(c)

Ariost : Yes, exactly.

Ariost : But despite all our studies of it now, the magic conduction line mechanisms of the Growsian civilization were far more advanced. Unfortunately, we don't have many records from that era....

Ariost : What was the world like in those past days, what happened then, how advanced was that civilization exactly.....I can't help but think about it...

Tippi : Hmm, the Growsian civilization sounds incredible...

Ariost : Indeed. Everything we're doing now is but rediscovering. Each time we find something new, it's something that already was discovered back then. Well this is the life of anyone working on research. Each time we find an answer to a question, it also creates more new questions. Which then leads to more and more research work.

Tippi : Is that how you feel too?

Ariost : Yes, I said so myself didn't I? During my work on the flying device, I couldn't help but to feel like this too. I was obsessed with the idea of meeting my mother and worked recklessly for that purpose.

Tippi : Isn't that the case still?

Ariost : And now I have lots of other things to work on for it to happen. Like how to make Featherians reconsider humans.

Tippi : Hmm....sounds difficult.

Ariost : It's indeed difficult. But the best way to get through some day is to firmly make progress and advance step by step.

Tippi : Hmm, I can't really do anything to help you but I'm cheering for you. Hang in there Ariost-san!

Ariost : Thank you!

=====
Comsprings
=====

(Wallace second non-generic event)

Wallace : Hey Carmaine. Want to hear more of my stories when I was a mercenary? About my group or my comrades?

- 1) Group
- 2) Comrades

(1)

Wallace : ...about my group then. Well there were some pretty rough types in it but most of our group was made of good guys really. Even though sometimes the entire group would drink all night long before a meeting for some serious job, the captain would try to give us a lecture but was unable to because of the cheerful mood everyone was in. As an all male-group we weren't too good at talking between us, so drinking parties would help with that. Well that's how it was anyway.....

- a) Agree
- b) Look surprised
- c) Stay quiet

(a)

Wallace : Someday, it'd be nice if we both got drunk together.

(b)

Wallace : What, don't you understand that? I guess you're still young...

(c)

Wallace : Hahaha, well, sooner or later, you'll come to understand it yourself.

Wallace : Because of our encounter with Gevel, I lost my comrades one by one, and I found myself suddenly alone. Now, there are times I remember our gatherings in pubs and the mood we were in then and I feel a void within me. Because they were always there alongside me I didn't realize something important...having comrades is a precious thing...and it's only when you lose them that you realize it. I guess that's fate though....

Wallace : ...I'll be getting out now.

(2)

Wallace : Haha...there were a lot of funny guys in our group. They would keep cracking jokes and make the rest of us laugh with them to ease the tension. Each time we got a new recruit, each time they got in their

first battle one would always say something like "as you guys know, any one of you who fails to take down an enemy has to buy drinks for the rest of us!"

- d) Praise the guy
- e) Laugh (trigger no specific answer)
- f) Stay quiet

(d)

Wallace : Seems like you understand what it was about.

(f)

Wallace : You don't get it?

Wallace : New recruits don't have any actual battle experience for the most part. Their first battle is what will harden them and determine their attitude towards fighting. It's important that they keep a positive mindset in that moment. That's why that guy relaxed the newcomers with silly comments like those.

Wallace : Because of our encounter with Gevel, I lost my comrades one by one, and I found myself suddenly alone. Now, sometimes I remember our gatherings in pubs and the mood we were in then and I feel a void within me. Because they were always there alongside me I didn't realize something important...having comrades is a precious thing...and it's only when you lose them that you realize it. I guess that's fate though....

Wallace : ...I'll be getting out now.

(Wallace second generic event)

Wallace : I was remembering the battle against that thing. You saw it too didn't you? That monster that was in the crystal mines. Many of my comrades were killed....and only the captain was a match for it....

(He leaves looking in a bad mood)

Tippi : Later Wallace-san.

(Misha second generic event)

Misha : The pink rose means "a warm heart" in the flower language. Teeheehee, my heart is pretty warm too~ <3

(Ruisse second generic event)

Ruisse : By the way, I saw a lovely pendant earlier in a shop. I hope it doesn't get sold before I can save up enough money for it.

~~~~~  
Third Vacation  
~~~~~

=====
Rosaria
=====

(Ruise second non-generic event)

(enter your house)

Ruise : Oniichan, oniichan, oniichan!!

Tippi : What's wrong Ruise-chan?

Ruise : uuh....

- 1) Hear her out
- 2) Pat her on the head

(1)

Ruise : ah...I just had a really scary dream...

(2)

Ruise : ...uh, oniichan...I'm so glad you're here...

Tippi : Tell us what happened.

Ruise : ...I had a dream where oniichan disappeared...

Tippi : A dream where this guy disappeared?

Ruise : ...um...since the weather was nice I took a nap under the tree in the square and... at first Misha and Wallace-san were in the dream too but...

Tippi (to Carmaine) : Somehow I get the feeling this dream story will drag on quite a bit...is it because she gets distracted so easily?

Ruise (wandering off and continuing her story) : The wind was blowing strongly and was carrying a lot of dust into my eyes so I keep them closed for a bit and...

Tippi : Hey, come here for a second!

(Tippi will go in the next room while Ruise is near the stairs, go talk to whichever you want)

(if you try to leave the house)

Tippi : Where do you think you're going!!

(if you go near Ruise)

Tippi : What's with you! I was even fed a mustard cookie because of you last time!

(she kicks Carmaine and drags him with her)

(of if you simply went near Tippi from the beginning)

Ruise (keeping on with her story) : And when I opened my eyes, instead of seeing Wallace-san in front of me as usual....

Tippi : Hehehe...I wonder when she'll notice we aren't there...

Ruise : I was surprised that I couldn't see Misha either. And oniichan and Tippi were gone too! I found myself all alone. That was really frightening!

(she turns around and notices there's no one)

Ruise : !? Oniichan!? Oniichan! Oniichan, where are you!?

Ruise (running around) : Tippi? Oniichan! uuhhh, oniichan where did you go!

(she runs outside)

Tippi : Ah...perhaps we went too far...

(go after her she's near that big tree west of your house)

Ruise : Oniichan! geez, you really gave me a scare earlier!

- 1) Pretend you were playing hide and seek
- 2) Say you were testing her judgment ability
- 3) Say you were simply teasing her a little

(1)

Ruise : Ah, so that's why...it was the same thing that happened in the dream too so I was a bit surprised...

Tippi : It seemed more than "a bit"...

Tippi : Geez, Tippi stop it!

(2)

Ruise : Ah, I see...I guess I failed then....

Tippi (sweatdrop) : ...

Tippi : Why do you always trust whatever that guy is saying?

(3)

Ruise : Geez, oniichan you're so silly...

Tippi : Hm? Why do seem so glad all of a sudden?

Ruise : Because I got to play with oniichan!

Tippi : Ha...hahaha...

Ruise : Now that I'm feeling better, I'm quite hungry. I'm going to get something to eat. Later!

Tippi : What an easily pleased girl....

(Wallace third generic event)

Wallace : ...so Julian became an Imperial Knight..his will and strength are really admirable...if we ever have to fight him we will have to pull ourselves together.

(Misha third generic event)

Misha : In the flower language carnations mean "a heart that believes in love". Of course I always believe in love too!

(Ruisse third generic event)

Ruisse : Ah, oniichan. Even without buying new clothes you can improve your look you know. Like by changing your combination of clothes or covering your shoulders a bit more *giggle*
Well see you later.

==== Health resort Rashell =====

(Karen second non-generic event)

Xenos : Yo.

Karen : Hello.

Tippi : You're really getting along well you two.

Karen : Well, we're siblings so...

Xenos : More importantly, why did you come here?

- 1) To see Karen
- 2) Simply to say hi
- 3) To see Xenos

(1)

Xenos : For Karen? For what reason?

Tippi : For a reason that doesn't concern you~

Xenos : Then I won't let you. I'll never forgive myself if Karen were to be abducted again!

Karen : Abducted you say? Please don't put it like that, it's not like I can't go out by myself.

Xenos : Don't talk back. Protecting you is my responsibility!

Karen : Your responsibility!? I can decide for myself! How long are you going to treat me like a child!

(she runs off)

Xenos : H-hey, wait Karen!

Tippi : Sigh....

Xenos : Crap...I got a little too heated up....

- a) Tell him to go after her
- b) Tell him he's gone too far
- c) Stay silent (no specific dialogues)

(a)

Xenos : You...you're right. Sorry about that. Later!

(b)

Xenos : You don't need to tell me! I know already!

Tippi : Shouldn't you go after her?

Xenos : R-right!

(2)

Xenos : Then don't bother us. And here I finally got some free time to come visit my dear little sister.

Karen : Geez, niisan....

Karen : Please forgive him. We'll talk later if you want.

Xenos : Hey Karen, let's go over there!

(they both leave)

(3)

Xenos : Me? I was simply coming to see how she's was doing and if she hadn't run into any trouble again.

Karen : Geez, niisan...

Xenos : I'll never forgive that bastard that tried to kidnap my sister!

Karen : Kidnap you say? Please don't put it like that, it's not like I can't go out by myself.

Xenos : Don't talk back. Protecting you is my responsibility!

Karen : Your responsibility!? I can decide for myself! How long are you going to treat me like a child!

(she runs off)

Xenos : H-hey, wait Karen!

Tippi : Sigh....

Xenos : Crap...I got a little too heated up....

- a) Tell him to go after her
- b) Tell him he's gone too far

c) Stay silent (no specific dialogues)

(a)

Xenos : You...you're right. Sorry about that. Later!

(b)

Xenos : You don't need to tell me! I know already!

Tippi : Shouldn't you go after her?

Xenos : R-right!

Tippi : Sigh....that's because he always loses his calm when it comes to anything concerning Karen...

===== Magic academy =====

(Misha second non-generic event)

Misha : Ah, oniisama! I thought about giving you something to eat and so I made a cake for you!

Misha : Oniisama, this way!

How do you react?

- 1) Be honestly glad
- 2) Praise her for doing something unusual like that
- 3) Ask where the cake is (no specific response)

(1 or 2)

Misha : Hehehe~ Since it was for you I made sure to do something incredible.

Tippi : Yeah? So where is that incredible cake?

Misha : Huh? It's right here why do you ask?

Tippi : Here...you can't be talking about the totally burned dark and somewhat round-shaped thing...?

Ariost : What are you guys talking about?

Misha : Ariost-sempai! Nice timing! I've baked a cake for oniisama. Would you like to eat it together?

Ariost : Sounds good. I'll gladly have some. Well, were is it?

Misha : Huh? Why, it's right here.

Ariost (sweatdrop) :

Ariost : It-it looks like something very original, just what I would expect from Misha-kun I guess...

Misha : Right~? It may not looks too good but I have confidence on how it tastes.

Tippi :did you taste it yourself first....?

Misha : Nope, I didn't. It's a cake I made for you so I can't be eating it first. Alright, go ahead! I'm sure you'll enjoy it.

- 1) Offer some to Tippi
- 2) Cheer Ariost on
- 3) Make it look like you're eating it only
- 4) I guess it probably won't kill me (no specific response)

(1)

Tippi : Ah-ahahaha...I ate a bit too much this morning and right now I'm full so, well, you know....

Misha : Is that so? What a shame, it's really good you know.

Tippi (pissed off and to Carmaine only) : There is no way I'd eat such a dangerous-looking thing!

Misha : Then Ariost-sempai, please go ahead and eat it!

Ariost : Alright then....munch, munch...!...!? aaah!?

Misha : Is it good?

Ariost : I...it has an extremely original taste....

Misha : Hehehe...I told you I was confident about the taste!

Tippi : I think you're totally misunderstanding here....

(2)

Ariost : Alright then....munch, munch...!...!? aaah!?

Misha : Is it good?

Ariost : I...it has an extremely original taste....

Misha : Hehehe...I told you I was confident about the taste!

Tippi : I think you're totally misunderstanding here....

(3)

Misha : Oniisama are you really eating? You look like you're just chewing on thin air?

Tippi : Hey you, stop faking it and eat already!

(picking 4) get you here too)

Carmaine (looking desperate) :

Carmaine (munching) : !...!?

Misha : Is it good?

- a) It's good
- b) It's okay
- c) It's horrible

(a)

Misha : Reaaaally? Then please help yourself and eat all of it!

behold indeed...

They were perfectly crafted fake jewels....

- 1) How did you know they were fake?
- 2) Laugh about how stupid this guy had to feel
- 3) Stay silent

(1)

Wallace : Ah, of course that's the first question that comes to mind, right?

(2)

Wallace : That's how you feel too, right? The others were also laughing about how he was ripped off.

(3)

Wallace : Hahaha. Don't make such a stern face. That story is supposed to make you laugh.

Wallace : Actually there was a former jeweler from the Ranzack kingdom in our group. Did you know that the Ranzack kingdom is the leading producer of jewels of the whole continent. That's why you can trust the skill of the jewelers there. Well anyway, when he realized they were fake it was too late. The shop had already vanished. All he was left with is a bunch of worthless stones. There's always untrustworthy traders looking for easy money. Don't be fooled by attractive prices or supposedly rare goods.

Wallace : Well, I'll be getting out now.

(Julian's first non-generic event)

Julian : You!? Why are you here!?

Tippi : Hm, why indeed?

- 1) Because we're on vacation
- 2) Because we wanted to bathe in the hot springs
- 3) I have no obligation to answer you
- 4) Ask him what he is doing

(1)

Julian : Vacation?

Tippi : Yup! We're finally done with our work so we came to relax here!

(2)

Julian : The hot springs?

Tippi : Yup, cause there's no such nice hot springs on our side!

(3)

Tippi : Exactly! Why do we have to answer you!

(4)

Julian : I'm the one asking this question!

Tippi : We simply came here to enjoy ourselves! Why do we have to tell you that sort of thing!

Julian :you do realize the situation you're in right now, don't you?

Tippi : Right now? Yeah, vacation.

Julian : That's not what I'm asking about! Right now, our countries are officially at war. Why are you coming within enemy territory?

Tippi : Ah but even though you call this enemy territory, isn't the area from here up to the crystal mines under the jurisdiction of the magic academy? Then it has nothing to do with the war!

Julian : ...sigh. I really don't understand what's going on in your minds.

Tippi : I told you already. We're simply spending our vacation here...

Julian : Anyhow, if you attempt anything even remotely suspicious, I'll arrest you at once! Do not forget that!

Tippi : ...geez, what's with him!? We came here on vacation; don't go and ruin the mood!

(follow him and talk to him again)

Julian : ...sigh. You again. Even though I keep telling you we can't keep being friendly...sigh...

Tippi : ? You look a little strange. Aren't you feeling well?

Julian : What? How exactly do I look.... (he collapses)

Tippi : Hey! Get a hold of yourself!

Tippi : I'm going to go fetch a doctor! You go bring Julian to the inn!

(later)

Tippi : I wonder if he's alright. Collapsing all of a sudden like that... isn't that supposed to be really bad?

Tippi : Ah, how is Julian?

Doctor : She's fine. She just seems to be suffering from a severe lack of sleep. If she rests she'll get better soon. Well then, take care.

Tippi :"she"?

(she goes check on Julian)

Tippi :ah, yes there's no mistake, she's indeed a girl....

Tippi : ...what should we do? Is it okay if we keep that to ourselves?

1) Keep it to yourself

2) I want to tell the others (if you pick this Julian will never join!)

(1)

Tippi : Yes. She made incredible efforts to become an Imperial Knight didn't she? We don't want to make her efforts become useless now. Alright let's get

going now.

(2)

Tippi : ...sigh. Didn't she make incredible efforts to become an Imperial Knight though? It feels like this would make all her efforts useless...

let's not tell the others okay?

a) Insist on telling the others

b) Keep it to yourself

(a)

Tippi : Tippi-chan kick!!

Tippi : We're not telling the others! Got it!?

Carmaine (looking resigned) :

(b)

Tippi : Alright let's get going now.

~~~~~  
Fourth Vacation  
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Rosaria
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Health resort Rashell
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(Wallace fourth generic event)

Wallace : Weber is a quiet but sincere man. He was like an older brother to me in the past. When I joined the mercenary group, he helped me a lot whenever I was in trouble. Not just me actually, everyone liked him. Besides, he's also a good tactician. That's why I felt it was safe to leave the surviving members' fates in his hands when I left.

Tippi : Then, what about that Gamelan guy?

Wallace : Hmm...actually he's the exact opposite of Weber. He was always harboring a smirk on his face, and you could never guess what he was thinking. In battle, instead of standing on the frontlines and giving instructions to the troops he was in the back using all sorts of spells to turn the tide of the battle to his advantage. For some reason, he and Weber never really talked much to each other but he and I would often get into arguments. If it weren't for the captain, the whole squad could have split with the tensions between us.

Tippi : Later!

(Ruisse fourth generic event)

Ruisse : Say, oniichan. Don't you think Mother is really beautiful? I wonder if I'll grow up to be like her? See you later.

(Misha fourth generic event)

Misha : The red hyacinth means "a playful heart". It's an important thing right? That doesn't mean that we shouldn't study either of course.

(Karen generic event)

Karen : Being a nurse is a tough job but I find it to be so meaningful.

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===== Comsprings =====

(Julia second non-generic event)

Tippi : Julian! Are you feeling better?

Julian : You people again....

Julian : About that matter, there is something I have to ask you...did you...see?

- 1) No
- 2) Yes

(1)

Julian : Quit playing dumb! You saw right?

Tippi : That you're a woman you mean?

Julian : So you really knew then...

(2)

Julian : As I thought....

Julian : Why didn't you expose the fact that I'm a woman? If you'd simply said it, I would have immediately lost my title of knight. Considering you're working for the Rolandia kingdom, wouldn't that be to your advantage?

- 1) Because I want to confront my rivals fair and square
- 2) I didn't because I care for you

(1)

Julian : Fair and square? Why?

Tippi : It'd be pretty low to win by spreading the rumor you're a woman. You've been working very hard to get where you are now, haven't you? We'd rather confront you fairly.

(2)

Julian : Because you care for me...?

Tippi : You faced many hardships in order to become a knight didn't you? There's no way we could bring ourselves to crush all your efforts in such a petty way. Besides, you've been working very hard to get where you are now haven't you? We'd rather confront you fairly.

Julian : I see....forgive me for asking....

Tippi : But why did you hide the fact that you're a woman?

Julian : Didn't I tell you? The basics to become an Imperial Knight, the innermost qualities that are examined, they are all traditionally considered to be masculine traits. My family, the Douglas family, is a renowned one where many members of the Imperial Knights have been born. Of course whenever a child is to be born in this family there are great expectations if it's to be a male. But the baby that was born that time was me....After giving birth to me, my mother became very frail. Her recovery took a considerably long time, and during it, it seems she refused to ever give birth to another child.

Tippi : And so that's why you were raised as a boy....

Julian : No. At first my father never expressed that intent. However from the day I was born, people started to notice a never-ending feeling of lassitude coming from him. He became lethargic. That's why I felt like I should do something to cheer him up. And from my own will I started learning fencing. "Father lost the will to live because of me." "I have to make it up to him." With those thoughts constantly on my mind, I first learned how to wield a sword.

- 1) Tell her that wasn't her responsibility
- 2) Tell her that was very kind of her

(1)

Julian : Yes, you're right.

(2)

Julian : Haha, I didn't think you'd say that.

Julian : From the day I was born, Father always seemed to be so discouraged. That wasn't surprising considering our family has always be one of prestigious reputation, one from which many Imperial Knight were born. But the only child he had was a daughter. He was so severely disappointed....and so time passed, and I continued learning fencing with my father during my childhood. I thought he became a little bit more enthusiastic then. As it seemed I had an natural talent for fencing, my father happily gave me lessons. That was my joy as a child. But when my little brother was born, even though he had a weak constitution, he was made to study fencing too and my father completely ignored me to teach him instead. Eventually, with my father spending all his time with him, my little brother grew stronger...

Tippi : Your little brother did...?

Julian : Yes. Watching them, I started to feel some sort of jealousy and trained even harder despite being alone. But training out of spite didn't improve my skills much at all....and one day I finally lost to my brother. The expression of delight I saw on my father's face that day...it's as if it burned my eyes....

Tippi : Somehow, I think I can understand how you must have felt...

Julian : I wished that someday, Father would praise me like that too. So I devoted myself to my training. I thought that, if I became strong enough, then my father would once again be kind and affectionate with me. I kept deluding myself with those thoughts and kept practicing until I became more skilled.

Tippi : Then did you became stronger than your brother again?

Julian : Yes, my victory was very clear. But instead of congratulating me, my father was really disappointed. He simply went to my brother's side as he was mourning over his defeat to cheer him up. It was then that I realized... he had lost all the feelings he ever had for me. Feeling betrayed by my father, I left my home. What happened afterwards, well you know about that already.

- 1) Sympathize with her
- 2) Tell her you think her father was cruel

(1)

Julian : But thanks to that, I met you. And found a reason to keep wielding my sword. Besides now I have come to understand him. The only thing to blame is the fact that I was born a woman.

(2)

Julian : Haha, yes, he's really a cold father. But now I have come to understand him. The only thing to blame is the fact that I was born a woman.

Julian : Even though I still think of how things could have been so different if I were born a man, since I've met you I'm no longer tormented like I used to be. For that alone, I'm truly grateful. Until now I've only seen you as an annoying guy who keeps getting in my way but from now on I'll think differently of you. Let's settle things next time we meet on the battlefield. Until then, improve your skills as much as you can. Ah and also, my real name is "Julia". Julia Douglas. That's my true name....(she leaves)

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Fifth Vacation  
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Rosaria
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(Ruise third non-generic event)

(getting near the inn)

Boy : There, go fetch!

Pup : *barks*

Boy : That's a good boy! Then, here!

(throws ball again)

Pup : *barks*

Mother : How long are you going to play! Get inside and do your homework!

Boy :Yes mom.....

Pup : *whine*

(pick up the ball to trigger the main part of the event)

Pick up the ball?

- 1) Yes
- 2) No (nothing happens if selected)

(1)

Ruise : Hi, oniichan. What are you doing?

Tippi : Hi Ruise-chan.

Ruise : A ball? Why do you have this?

- 1) Someone threw it away
- 2) It's mine
- 3) It's a present for you
- 4) I brought it to play with you

(1)

Ruise : Who did?

Tippi : A boy who was here just a little while ago.

Ruise : But somehow it bring back memories right?

(2)

Ruise : Is that so?

Tippi : What are you saying! Didn't you just picked it up now?

Ruise : But somehow it bring back memories right?

(3)

Ruise : Huh? Errr...I'm glad you want to give me a present but....

- a) Ask why she doesn't like it
- b) Forget about giving it to her

(a)

Ruise : It-it's not like I don't like it but...a-alright, I'll take it.

(b)

Ruise : ...whew...

Tippi : Hey you, isn't it obvious nobody would want such a dirty ball?

Ruise : But somehow it bring back memories right?

(4)

Ruise : It's like old times right!

Tippi : Huh?

Ruise : Yes. We used to play "Catch ball" a lot before.

Play "catch ball" with Ruise?

- 1) Yes

2) No

(1)

Ruise : Okay oniichan!

Tippi : Catch ball huh....bah, I can't play that so I'll just watch.

Ruise : I'm ready oniichan!

a) Throw the ball gently

b) Throw it far away

c) Throw it in a way impossible to catch

(a)

(the ball hit her in the face softly)

Ruise : Huh?

(b)

(the ball goes over her and get out of the screen)

Ruise : Aa~ah, I can't catch it...

(c)

(the ball fly high above her, escape her grasp, Tippi giggles)

Ruise : Aa~ah, I can't catch it...

Ruise : Here, oniichan catch it!

(Carmaine catch it easily)

Ruise : Alright, this time I'll get it for sure!

(you'll have to do that two more times. Same choice and same outcomes.)

(If you insist on sending impossible to catch balls)

Tippi : ...ehehe, go fetch....

(after throwing three times)

Ruise : ...ah, it's no good...

Ruise : Sorry oniichan, I'm a bit tired....

Ruise : ...I'm really clumsy I guess. I still can't catch it just like when we were kids...

Ruise: But someday I'm sure I'll get better and it'll be much more fun....

d) Cheer her up

e) Ask her if she had fun

f) Let's stop the catch ball game

(d)

Ruise : Yup! I'll do my best so we can enjoy it together oniichan!

(e)

Ruise : Yup! Cause I was able to play with you oniichan!

Tippi : Then next time you'll have to get better Ruise-chan!

Ruise : Yes, I'll do my best!

(f)

Ruise : Huh!? Why?

Tippi : ...I think that's best for you.

Ruise : I'm sorry, oniichan...thanks for thinking about me like that...
Next time I'll do it properly for sure!

Tippi : You know...about that catch ball thingie.

Carmaine : ?

Tippi : Seeing you guys play that reminded me of that dog....

Carmaine (sweatdrop) : ...

(2)

Ruise : We're not kids anymore right? Well oniichan, see you later

=====
Health resort Rashell
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(Karen third non-generic event)

Karen : Ah, welcome. Although I'm sorry to say this but I'm quite busy
right now.

Tippi : Ah, sorry to disturb you while you're working.

Karen : Not at all. We'll talk later then.

Tippi : Ah, Karen-san! You let something drop here.

Karen : Kyah!

Tippi : Whoa, you surprised me...

Karen : A-ah, thanks you Tippi-chan...

Tippi : Why did you got so nervous?

Karen : Ah, that's...

Tippi : This is a drawing of Xenos right? You really like your big brother
huh... But I think I can understand why...you two grew up together and helped
each other out a lot right?

Karen : Ha, hahaha...

Tippi : Geez, that Xenos, always making his little sister worried about him...

he could at least stop working as a mercenary!

Karen : Yo-you're right! So don't you go and make Ruise-chan worry about you alright?

1) Alright

2) Nah

(1)

Karen : Yes, that's a good reply.

Tippi : Argh! I can't believe how you start acting like such a good kid in front of women!

(2)

Karen : That won't do! That's too cruel towards Ruise-chan!

Tippi : Bah! That guy won't die even if he get killed so it doesn't matter!
(typical saying meaning one is a good-for-nothing guy, kind of like "idiots don't catch colds")

Karen : *giggles*

Karen : Well, I'll be going now. I have to help the nurses.

Tippi : Bye!

(Wallace fifth generic event)

Wallace : My hometown is a small Rolandia village far from the capital. I haven't returned then in years. Then again my parents are deceased and my siblings have scattered so there's no family waiting for me back there.

(Ruisse fifth generic event)

Ruisse : Say oniichan. When you think about it, in a way, mother gave birth to Tippi right? Then the three of us are like siblings. Hehe, it feels funny to think I have a little sister. Later!

(Misha fifth generic event)

Misha : Oniisama, do you like sunflowers? In the flower language, sunflowers mean "you're wonderful".

(Karen second generic event)

Karen : If you're neglecting small wounds, they may start to fester after a little while. Please be careful.

=====
===== Magic academy =====

(Misha third non-generic event)

Misha : Ah, oniisama!

Tippi : What are you doing Misha?

Misha : Hehehe...well my glasses just fell and the handle broke so I was repairing them.

- 1) Smile and call her clumsy
- 2) Ask if she run into someone
- 3) Offer your help to fix them

(1)

Misha : Hehehe....if only I could fix that as well.

(2)

Misha : How did you guess? Oniisama, you're sharp...

(3)

Misha : Whoa, thanks a lot oniisama! But they're already fixed so it's fine... ah, then I'll break them again!

Tippi : IDIOT!

(Misha get Tippi-kicked)

Misha : It huuurts!

Tippi : That's what you get for being stupid!

Tippi : Sometimes I really wonder how you got accepted at the academy....

Misha : That's...after my parents died, grandpa took me in....hehehe....

- 1) Smile (no specific response)
- 2) I thought you worked very hard and passed the entrance exam
- 3) Nod (no specific response)

(2)

Misha (sweatdrop) : Actually, I didn't even attend it....

Tippi : So that's how a klutz like you managed to get here....

Misha : That's mean! I work my hardest you know!

Tippi : What extent is "your hardest" actually?

Misha : Errrm...the day before the test I study all night without sleeping!

Tippi : Don't say you work your hardest when you're not doing any more than the average student. Then again, I guess that's the best you can do....

Misha : Oniisama~ Tippi-chan is bullying me!

- 1) Sermon Tippi and tell her not to make fun of people
- 2) Agree with Tippi
- 3) Confort Misha and tell her not to pay attention to Tippi

(1)

Tippi : Buuut~! She's sooo asking for it you know....

Misha : Uuuh, I feel so miserable....

(2)

Misha : Uuuuh, oniisama you're cruel too....

Tippi (sweatdrop) : You can be quite mean too you know?

(3)

Misha : Okay! If you say so oniisama then I don't mind at all!

Tippi : Pft! Always making himself looks good!

Tippi : Bah, never mind. Anyway if you don't want me to make fun of you, how about being more serious about your studies?

Misha : ...geh....th-then oniisama...later!

===== Comsprings =====

(Wallace fourth non-generic event)

Wallace : Carmaine huh...well, which story should I tell you today...

Wallace : ...I am the sort of person that always face things directly, putting all my strength in whatever I do. To go through what I have decided to the end, a strong will and strength of the body are necessary. If I didn't have those, I couldn't have looked for my missing captain for twenty years. And I couldn't have swear to accompany you, the son of lady Sandra. At first I was thinking about going my own way again, once you'll be able to stand on your own. But now that I've learned that the incident twenty years ago is because of Gevel, I changed my mind. If I stay with you I may not find the captain but chances are I'll find some clues at least. Well that's what I think anyway. Even now, my wish to find him hasn't changed in the end.

- 1) Nod
- 2) Encourage him
- 3) Stay quiet

(1)

Wallace : You can't accomplish anything if you don't believe in what you do.

(2)

Wallace : Thanks. I'll prove you I'll definitely find him. That's the reason I've been wandering around the world for twenty years after all.

(3)

Wallace : ...it might be a bit hard to understand I guess.

Wallace : ...I'll be going out now.

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Rosaria  
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(Eliotte first non-generic event)

Tippi : Isn't it Eliotte!

Eliotte : Ah, hello.

Tippi : Why are you here? Did they told you it was okay to go outside?

Eliotte : Ahem...actually I slipped out without telling anyone...

Tippi : W-H-Y!?

Eliotte : Because it's boring to stay everyday in the castle all day long!  
I wish I could travel together with you and have fun like everyone else....

Tippi : Geez...

- 1) Tell him to return to the castle
- 2) One should be able to watch out for oneself
- 3) I'll watch over you so relax

(1)

Eliotte : ...alright...but is it okay to remain here just for today?

Tippi : Bah if troubles occur that guy will do something about it.

(2)

Eliotte : Yes, I'll promise I won't be a burden!

Tippi : My, what a nice little boy.

(3)

Eliotte : Waah...as I thought you really are a dependable person...

Tippi : Hey you, aren't you pampering him a bit too much?

=====  
Health resort Rashell  
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=====  
Comsprings  
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(Wallace fifth non-generic event - if Wallace isn't ranking first in  
friendship level)

Wallace : Are you sure you should spend your time with me? Isn't  
there someone else you should go to?

Wallace : Lately you seem to getting along well with  
(insert #1 character in friendship level here).  
Am I wrong? In exchange for losing my sight, I became much more

perceptive to other people around me. Whenever she's with you I felt like she reacted differently. That's all I will say. It'd be good if you keep her in mind

(Ruise sixth generic event)

Ruise : Guess what oniichan? I met Misha for the first time when she bumped into me within a corridor. Teeheehee, that's so like her don't you think? Later!

(Karen third generic event)

Karen : If you pay close attention to your health, you'll hardly get sick at all. Alright?

(Ariost first generic event)

Ariost : My work aims to develop technology that use both science and magic. Although because of that, I've got twice the amount of hurdles to overcome.

(Ariost second generic event)

Ariost : Science and magic both follow rules and can be learned the same way. As someone working on those two forces, I realized they can be truly compatible.

(Wallace sixth generic event)

Wallace : There was a very large tree near the place where I lived as a kid. I remember I fell and got hurt while trying to climb. Haha, that was quite embarrassing. As soon as I was healed, I frantically practiced tree-climbing.

~~~~~  
Seventh Vacation
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Rosaria  
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(if you go there on your first day of vacation)

Ruise : Oniichan, do you know what day it is today?

(Ruise fourth non-generic event)

Ruise : Ah, oniichan!

Tippi : Ruise-chan, what are you looking for?

Ruise : Ehehe, no I'm only window-shopping. More importantly, do you remember which day is today oniichan?

- 1) Say you remember
- 2) Wish her an happy birthday (same replies as 1) then c))
- 3) Tell her you have no idea (same replies as 1) then a))

(1)

Ruise : I'm so glad, I thought you'd have forgotten.

- a) Stay silent
- b) Congratulate her for graduating
- c) Congratulate her for her birthday

(a)

Ruise : ...so you really don't remember? Today is my birthday...

Tippi : Hey you, can't you remember your little sister's birthday!?

- d) Congratulate her
- e) Don't (bring you back to these two choices)

(d)

Ruise : Thank you oniichan.

Tippi : Hey you, you should buy her a present or something.

Ruise : It's okay Tippi. I'm glad oniichan wished me an happy birthday.  
Well then, oniichan, Tippi, later.

(e)

Tippi : Don't stay quiet and congratulate her already!

(b)

Ruise : You're wrong, graduation isn't before a long time.  
...so you really don't remember? Today is my birthday...

Tippi : Hey you, can't you remember your litle sister's birthday!?

- d) Congratulate her
- e) Don't (bring you back to these two choices)

(c)

Ruise : Thank you oniichan.

Tippi : Hey you, you should buy her a present or something.

Ruise : It's okay Tippi. I'm glad oniichan wished me an happy birthday.  
Well then, oniichan, Tippi, later.

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Tippi : My, my, isn't she the disinterested girl...

Tippi : By the way, what were she looking at earlier?

Merchant : If you're talking about that little miss, she was looking at  
that brooch.

Tippi : Uwaah, it's so cute~ <3

Tippi : ....I can't wear it though. Hey you, don't you think Ruise-chan  
wanted this?

(talk to the merchant)

Merchant : How about that brooch? A real bargain, only 100 elm!

- 1) Buy it
- 2) Don't

(1)

Merchant : Thank you very much.

(2)

Merchant : If you don't buy it today, there'll be none left for you later.

(then go to her room and knock on the door - if you don't have the brooch)

Ruise : Ah, oniichan? What's the matter?

- 1) I was just passing by
- 2) I wanted to see you

(1)

Ruise : Teehee, oniichan you look like you have too much spare time on your hands.

(2)

Ruise : Teehee oniichan, that's so like you...

Ruise : I'm going to study a bit today so see you later.

(if you don't have the brooch this time)

Ruise : Ah, oniichan? What's the matter? Ah, that brooch, could it be...

- 1) Give her
- 2) Don't (make Tippi prompt you back to the same choices)

(1)

Ruise : ...

(2)

Tippi : Hurry up and give it to her already!

(go talk to her. Note that it's the only time you'll ever get in her room)

Ruise : Sorry oniichan...I..I was just so happy...thanks...oniichan.

Tippi : I'm glad for you Ruise-chan.

(if you try to sleep instead)

Tippi : This isn't the time to sleep!

(or if you try to leave)

Tippi : Are you sure you can leave her like that?

===== Health resort Rashell =====

(Karen fourth non-generic event)

Karen : Oh!?

(she trips near Carmaine and clings to him. You get a CG of that scene)

Karen : Kyaah!?

Tippi : Are you alright Karen-san?

Karen : ....niisan..?

Tippi : Huh?

Karen : Ah! What did I...I'm sorry!

(she runs off)

Tippi : ...did she call you "niisan" right now?

1) She did

2) She didn't

(1)

Tippi : ...hmm~? Wh would she mistake you for Xenos?

(2)

Tippi : Ah, so I heard wrong...I was a bit surprised.

===== Magic academy =====

(Ariost second non-generic event)

Ariost : Oh it's you. I'm glad you came to visit but right now I've got my hands full. If you want to look around the lab, go ahead I don't mind.

(look around. Near various places, Tippi will have a question mark above her head. Check those items to trigger a dialogue with Ariost. You can only do this once per event though except for the books right now.)

(examining the books on the table)

Ariost : Woops, sorry but I can't show those to you.

(examining the huge rock)

Ariost : Ah, this was brought back from a ruin excavation site but the properties of that material aren't yet known. Its surface is very smooth despite not having been polished. Still this isn't something found in its natural state. Well, we still have a long way to go about understanding the ancient civilization.

(examining the cylindrical device on the bottom right of the room)

Ariost : Ah this is a trap detector. It was built to detect still active defense mechanisms while investigating ruins. But it turned out to be too big and couldn't be brought along for investigations. So now it's just a piece of junk.

(examining the flying device)

Tippi : This is the flying device you made to go to Featherland right?

Ariost : In the first place I created this to be able to meet my mother. Still being able to fly in the skies is such a great feeling. Well anyway, since the academy decided to seal the theory behind this device, this is just an empty piece of junk right now.

- 1) Say you'd like to fly too
- 2) Say you're jealous of Tippi who can fly
- 3) Say you were worried about Ruise at that time

(1)

Ariost : I'm glad you like what I've done. I wish I could make you fly someday.

(2)

Tippi : Hehehe~ flying is cool right?

(3)

Tippi : Ahahaha, so you were worried after all.

Tippi : There's something I'd like to ask, is that okay?

Ariost : What is it? As long as it's something I know I'll answer you.

Tippi : What kind of person were you mother Ariost-san?

Ariost : According to my father and the other villagers, she is quite a beautiful woman.

Tippi : But she was taken away then....

Ariost : Yes. But I'll never give up. I swear I will free her from their grasp. For that I have to convince them that humans aren't the bad creatures they think we are.

- 1) Cheer him on
- 2) Tell him you'll help if he needs you
- 3) Stay silent (no reply)

(1)

Ariost : Thanks, I swear I won't give up. I'll make the Featherians change their minds and free my mother.

(2)

Ariost : Thanks. I'll be sure to call you when the time comes. If I don't succeed, I'll never meet her. So I swear I'll do it.

Tippi : Then good luck Ariost-san.

Ariost : Thanks, I'll do my best.



=====  
Comsprings  
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(Wallace sixth non-generic event)

Wallace : Yo...so you came today too.

Wallace : ...I'll tell you about my captain I've been looking for today.

- 1) Ask if he was strong
- 2) Ask about his personality
- 3) Stay quiet

(1)

Wallace : He was...both with the sword and in his mind. For someone like me, who never followed anyone before I joined the group when I looked at him I thought I could follow him anywhere...speaking of which...I'll tell you something about that.

(2)

Wallace : Even without his skills with the sword, the captain had other qualities that could sooth those around him...it was the first reason I remained by his side. Right...let me tell you about something he taught me.

(3)

Wallace : ...I'll tell you something he taught me.

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Wallace : At that time, I still had little trust towards other people so everyone gathered in a pub and shared their stories with me while emptying their glasses. "When you become eminent or affluent, many friends in name only gather around you to get their share of money or influence."...right? "But when you lose everything and your temporary friends scatter then you'll learn about your true friends. They may not appear fast or may speak to you roughly but they will help you in your time of need." Just as that saying, the captain came for me and helped me countless times when I was in troubles. That's why now...it's my turn to help me.

Wallace : Well, I'll be leaving now.

(Ruisse - if you talk to her outside of Rosaria on the first day)

Ruisse : Ah, oniichan!

Tippi : Ruisse-chan, what are you looking for?

Ruisse : Ehehe, no I'm only window-shopping. More importantly, do you remember which day is today oniichan?

- 1) Say you remember
- 2) Wish her an happy birthday (same replies as 1) then c))
- 3) Tell her you have no idea (same replies as 1) then a))

(1)

Ruise : I'm so glad, I thought you'd have forgotten.

- a) Stay silent
- b) Congratulate her for graduating
- c) Congratulate her for her birthday

(a)

Ruise : ...so you really don't remember? Today is my birthday...

Tippi : Hey you, can't you remember your little sister's birthday!?

- d) Congratulate her
- e) Don't (bring you back to these two choices)

(d)

Ruise : Thank you oniichan.

Tippi : Hey you, you should buy her a present or something.

Ruise : It's okay Tippi. I'm glad oniichan wished me an happy birthday.  
Well then, oniichan, Tippi, later.

(e)

Tippi : Don't stay quiet and congratulate her already!

(b)

Ruise : You're wrong, graduation isn't before a long time.  
...so you really don't remember? Today is my birthday...

Tippi : Hey you, can't you remember your little sister's birthday!?

- d) Congratulate her
- e) Don't (bring you back to these two choices)

(c)

Ruise : Thank you oniichan.

Tippi : Hey you, you should buy her a present or something.

Ruise : It's okay Tippi. I'm glad oniichan wished me an happy birthday.  
Well then, oniichan, Tippi, later.

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Tippi : My, my, isn't she the disinterested girl...

Tippi : Hey you, when the battle against Gevel will be over be sure to buy  
her something alright?

(Misha - if you talk to her on the first day)

Misha : Oniisama, do you remember that's it's Ruise-chan's birthday today?  
Speaking of which my own birthday is...

Tippi : We didn't ask!

Misha : Uuuh...then oniisama, see you later...

(Karen third generic event)

Karen : I'm not as experienced as the other nurses so if I don't make extra efforts I can't be useful.

(Wallace seventh generic event)

Wallace : By the way, my village holds a annual festival too. The party in Derris village made me remember about it. Though the only things I remember about it is seeing the adults drink and making a lot of noise.

(Ariost third generic event)

Ariost : Technology is something that is created for people to use. That's why you have to keep thinking about the human factor when you're developing a technology.

(Ruisse seventh generic event)

Ruisse : You know Misha stood out as soon as she entered the academy. Since she keeps knocking things over wherever she was. But she's actually the hard-working type. She's also very good at knitting. So don't judge her too badly alright? Well then, later!

(Misha seventh generic event)

Misha : Daphne means "eternity". An ever-lasting love....a~ah, that's so dreamy!

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