

# Romance wa Ken no Kagayaki II (Import) FAQ/Walkthrough

by Davzz

Updated to v0.3 on Jul 1, 2006

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ROMANCE WA KEN NO KAGAYAKI II FAQ BY DAVZZ  
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1. HISTORY  
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07-01-06

Version 0.3

(The only real update here is really a global e-mail address  
change, if you've sent an e-mail to the old address between this  
update and the last update, it probably went poof)

(On an additional note, anyone who's actually a fan of this really  
ancient game and who doesn't mind contributing information or  
translating, please stand up)

05--2005

Version 0.2

(Fixed wrong Contact Info... whoops! Anyone who sent an e-mail, please  
resend them unless you already know my real e-mail from reading my

other FAQs)

(Updated Rion's section)

(Added Appendix section for Weapons and Crystals. Some Crystals need translation but most are done. Weapons is complete except for one.)

(Updated Character to include Techniques and added Techniques section)

(A few Techniques require translation)

(A walkthrough for Chapter 2 is done)

05-17-2005

Version 0.1

(First public release.)

(What's left? The rest of the walkthrough, item list, PS port stuff)

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## 2. INTRODUCTION

=====

First, a mini-review... or just random thoughts on the game:

When I first played the prequel on the old PC-98, I was really blown away. For a game of it's time, it had really gorgeous art and gameplay.

Flash forward to the future, as soon as I saw this game, I snatched it up immediately.

Is this game worthy of succeeding it's precessor?

Sadly, in a certain sense, it wasn't. The CG is still beautiful, however, the game sprites seem to have taken a several drop in quality and definitely isn't up to par for a Windows game of it's time.

There seems to be quite a change of theme. While the original seem to have a classic "save the world" plot, this game has a "fun and adventure" feel to it.

It was nice to see that they finally gave fighters something more to do during battles. However, cutting down to 4 characters in battle from 6 was pretty harsh. It does make support characters a bit weaker, especially for an RPG with tactical elements.

Lack of a CG and New Game Plus mode is definitely points off, since most modern H-RPGs that has replayability has one of it's strengths would have those features.

The music doesn't seem as good as the first game, I felt annoyed at some of the themes in this game, especially the battle theme, while I absolutely loved the first music, despite it being very synthesized and all. The lack of H-stuff will definitely disappoint the perverts.

However, this game is still very good when taken on it's own merits. This should be in the library of every game player that loves dating cute girls and playing RPGs both at once.

This FAQ is based off game version 1.02. Please download the patch to prevent any bugs or whatever. This FAQ will require Shift-JIS to read, so do turn it on if you see square blocks everywhere or wingdings.

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## 3. CHARACTERS

=====

I'm using the english names stated in the game in the opening, no matter how silly they are. Main characters only, other characters won't stay long enough for me to write up strategies on them.

Here's how to read the stat sections:

Stat Name: Starting Stats (Cost to upgrade)

Loves: Presents that raises affection rate a lot.

Likes: Presents that raises affection rate a moderate amount.

Okay: Presents that raises affection rates a small amount.

Dislikes: Presents that DROPS affection rate.

If you can't find item in any of the four categories, she doesn't really care about it. No changes.

Present names are in Japanese for easy reference until someone does an english translation... when Hell freezes over.

Techniques list:

Name of Techniques (Crystal No., see Appendix)

-----  
Keith (Main Character)  
-----

Lvl: 12  
HP: 33  
MP: 0  
Mov: 6  
Str: 13 (150)  
Int: 4 (350)  
Dex: 10 (100)  
Def: 7 (200)  
MGR: 4 (300)

Our main character, he's a descendant of a great thief or something, and a thief himself too.

Trains Dex really well (being a thief and all), decent for the other physical stats. Mental stats are crap. Since he can train Dex very well, rack up his Dex once you have a decent Str to get lots of critical hits to increase affection for the girls (See the section on affection for more information)

Techniques:

2段斬り (1/11/16)  
霞斬り (9/15/17)  
稲妻斬り (12/3/10)  
龍巻斬り (5/7)  
移動斬り (6/19/13)

-----  
Elfarcia (Killer ribbon girl)  
-----

Lvl: 9  
HP: 13  
MP: 26  
Mov: 2  
Str: 2 (500)  
Int: 5 (200)  
Dex: 4 (300)  
Def: 3 (500)  
MGR: 5 (350)

Okay, she doesn't really use her ribbons to kill people, but sheesh, look at how ridiculously huge it is.

This girl is NOT SUITED FOR BATTLE. Her starting stats and costs to increase them is a really bad joke. 2 movement? Wow. Her magic list is 3 healing spells, so you couldn't use her for an offensive caster. I guess it fits the storyline, being a really sheltered girl and all.

She joins your party late game anyway, so you won't make the mistake of using her accidentally. I don't have any strategies for her... you shouldn't be using her.

Spells:

Cure: (5 MP)

Low HP recovery for 1 target, maximum of 300 HP healed.

Holy Light: (30 MP)

Huge HP recovery for entire party, maximum of 600 HP healed per ally.

Heal: (20 MP)

Full HP recovery for 1 target.

Loves:

イヤリング,花束,銀の指輪

Likes:

リボン,悪魔の角笛,髪飾り,マフラー,銀のブローチ,香水

Okay:

一輪の花,木のねずみ,デカキャンディー,ケーキ,猫のしっぽ,  
子犬のぬいぐるみ,口紅,言葉を喋る鳥,女神像,珍しいお菓子

Dislikes:

こうもりの羽,兎の足のお守り

-----  
Lykier (Obligatory underaged girl)  
-----

Lvl: 8  
HP: 11  
MP: 31  
Mov: 3  
Str: 1 (350)  
Int: 10 (100)  
Dex: 3 (200)  
Def: 2 (500)  
MGR: 7 (100)

The really cute mage with blue hair. Unlike other games, she is really stated as being 12 years old in the game! Gasp! Good thing this isn't a h-game, isn't it? What the heck are those bun things on her head anyway?

Trains Int and Mag Resistance very well being a mage. Physical stats

are depressingly expensive, however you don't need them other than for the hp, since she should be in the back and should never be hit at all.

Defining spells would be the Explosion spell, which will last you for a solid part of the game. After a long lull, you will get the Thunderbolt, which like in the previous game, will generally smoke whatever may oppose you other than the magic-immunes.

The sleep spell can be used for some critical hit combos to raise affection with the girls at the start (See the section on affection for more information)

Spells:

Fireball: (5 MP)

Low damage on one target.

Sleep Cloud: (15 MP)

Puts a cross-shaped area of targets to sleep.

Explosion: (20 MP)

Medium damage in a cross-shaped area.

Star Pieces: (15 MP)

Litters the battlefield with stars. The stars will deal damage to ANY character that takes an action, even friendly characters.

Bomb: (25 MP)

A Bomb is placed on the floor. It will detonate after a character comes into contact with it or after 2 turns, dealing damage in a cross-shaped area.

Freeze Space: (25% of max MP)

I don't know what this does, seriously.

Thunderbolt: (50 MP)

All on-screen enemies take major damage.

Loves:

リュキア, ケーキ, 子犬のぬいぐるみ, 口紅, 言葉を喋る鳥, 古文書,  
珍しいお菓子, 銀の指輪

Likes:

木のねずみ, 髪飾り, マフラー, 女神像, 銀のブローチ, 香水

Okay:

一輪の花, こうもりの羽, デカキャンディー, 猫のしっぽ, イヤリング,  
花束, 銀のブローチ, 銀の指輪

Dislikes:

兎の足のお守り

-----  
Sharon (Shy Priestess girl)  
-----

Lvl: 9

HP: 12

MP: 27

Mov: 3

Str: 2 (300)

Int: 7 (150)

Dex: 2 (300)

Def: 2 (250)

MGR: 4 (300)

Priestess in training, her personality is the introvert type, because there's always one of those in gal games, yay.

She's the healer type, can't fight worth anything, so stick her in the back and just heal your injured guys. Aura Shot is her only offensive ability, and it blows. You will not want to get into situations where you might even think of using it.

Early game, not much difference in her spellcasting abilities, so Rina is better since she can fight as well. Her healing abilities surpass Rina in the late game though.

Spells:

Cure: (5 MP)

Low HP recovery for 1 target, maximum of 300 HP healed.

Aura Shot: (5 MP)

Low damage to one target in a non-diagonal line from Sharon with a range of 3 squares.

Sanctuary: (10 MP)

One Undead unit is destroyed. No effect if used on non-Undeads.

Holy Sword: (10 MP)

I'm guessing you cast it on your ally, and said ally will deal extra damage to undead units.

Speed: (20 MP)

Raises the movement speed of one ally in battle by 2.

Breath: (5 MP)

Raises one allies morale by a random number between 60 to 100.

Holy Light: (30 MP)

Huge HP recovery for entire party, maximum of 600 HP healed per ally.

Resurrection: (50 MP)

Resurrects a dead ally. The resurrected ally has full HP.

Loves:

一輪の花,

Likes:

リボン, 髪飾り, マフラー, 銀のブローチ, 香水, 銀の指輪

Okay:

木のねずみ, デカキャンディー, ケーキ, 猫のしっぽ,

花束, 珍しいお菓子

Dislikes:

こうもりの羽, 兎の足のお守り

-----  
Rina (Girl with Wolf)  
-----

Lvl: 13

HP: 29

MP: 35

Mov: 5

Str: 8 (250)

Int: 8 (150)

Dex: 4 (300)

Def: 8 (200)

MGR: 7 (200)

A recurring character from the first game, except now you can get an ending for her, yay! She lost her bikini armor for something more conservative and seems to have let her hair grow long.

Rina's power is in her versatility, she can heal and fight decently well due to her well-balanced costs. concentrate on increasing her physical stats first as you don't need much Int to heal well. Her

HP and MP Growth seems to be higher than most characters.

Rina and Albion are a team, you can't have one without another. They take up 2 spaces because of this, so you need to be careful with your party management.

Pointless stuff: Rina was the top girl in a poll for character popularity in the first h-game, despite the fact that she never got any h-scenes. This was one of the deciding factors to turn the 2nd game in the series into an all-ages game.

Spells:

Cure: (5 MP)

Low HP recovery for 1 target, maximum of 300 HP healed.

Holy Sword: (10 MP)

I'm guessing you cast it on your ally, and said ally will deal extra damage to undead units.

Shield: (5 MP)

Raises one ally's Defense by 25%. Doesn't stack with itself.

Speed: (20 MP)

Raises the movement speed of one ally in battle by 2.

Breath: (5 MP)

Raises one allies morale by a random number between 60 to 100.

Magic Shield: (5 MP)

Raises one allys Magic Resistance by 25%. Doesn't stack with itself.

Heal: (20 MP)

Full HP recovery for 1 target.

Loves:

子犬のぬいぐるみ

Likes:

マフラー, 銀のブローチ, 香水, 古文書, 銀の指輪

Okay:

一輪の花, リボン, 木のねずみ, デカキャンディー, 兎の足のお守り, 悪魔の角笛, 髪飾り, 花束

Dislikes:

Nothing!

Techniques:

2段斬り (1/11/16)

払い斬り (2/8/14)

稲妻斬り (12/3/10)

龍巻斬り (5/7)

移動斬り (6/19/13)

-----  
Albion (Wolf/ White Dragon Child)  
-----

Lvl: 10

HP: 23

MP: 0

Mov: 7

Str: 7 (100)

Int: 1 (300)

Dex: 2 (200)

Def: 7 (100)

MGR: 8 (200)

Another recurring character from the first game, he remains the

physical god due to his cheap Str and Def upgrades and gains the ability to use weapons (he couldn't in the first game).

Gameplay-wise, Albion is an alternate version of Janet. If you want a fighter character on your team and you don't want to recruit Rina just for him, pick up Janet instead. Also, Janet can use techniques, Albion can't.

-----  
Jannet (Bikini Girl)  
-----

Lvl: 11  
HP: 36  
MP: 0  
Mov: 7  
Str: 15 (100)  
Int: 2 (400)  
Dex: 4 (300)  
Def: 10 (100)  
MGR: 4 (350)

Gee, I guess her natural defense is so easy to raise because wearing those clothing makes you real easy for monsters to hit. Sheesh, don't they train warriors to wear armor or something?

It's not very hard to use Jannet, pump up Str and Def and go to town. Heck she even starts with 15 Str so you might hold off on developing her in interest of your spellcasters.

Loves:

兎の足のお守り

Likes:

マフラー

Okay:

言葉を喋る鳥, 女神像

Dislikes:

子犬のぬいぐるみ, 髪飾り, イヤリング,

口紅, 香水, 古文書

(This is probably the most of the girls!)

Techniques:

2段斬り (1/11/16)

払い斬り (2/8/14)

稲妻斬り (12/3/10)

龍巻斬り (5/7)

移動斬り (6/19/13)

-----  
Rion (Lute Girl)  
-----

Lvl: 12  
HP: 19  
MP: 40  
Mov: 4  
Str: 4 (350)  
Int: 15 (150)  
Dex: 6 (200)  
Def: 5 (300)



MGR: 5 (150)

Hey, it's a bard! Okay, a female one. Her personality? The elder sister type it seems.

Okay, I love bards...bardess and her global spell effects are nifty, but the truth is, she really sucks. The game system doesn't allow you to take advantage of the global effects by protecting yourself while affecting the enemy only unlike in other games with status protection equipment or whatever. Since her melee ability is also non-existent, this makes for a pretty poor character.

But there is hope. Her final spell isn't a global effect, but instead allows all other party members to take an additional action! This is pretty much her only saving grace that stops her from being completely useless, so abuse it well.

UPDATE!:

Crystal 14.女神のしずく allows it's user to become immune to Sleep and Paralysis. However, only Albion has this crystal in one of his weapons naturally. Well Rion has it too but she isn't affected by her own spells anyway.

On a scale of 10, this ups her rank from 1 to 1.5 in the early game.

Baby-Sitter's Song: (10 MP)

Everyone except Rion is put to sleep at a 100% probability.

Song of Atrophy: (10 MP)

Everyone except Rion has a chance of being paralyzed.

Stouthearted Song: (20 MP)

Everyone except Rion's Magic Resistance is increased by 50%.

Frightening Song: (10 MP)

Everyone except Rion is confused, which causes them to attack the nearest adjacent target.

Song of Solidity: (20 MP)

Everyone except Rion's Defense is increased by 50%.

Uplifting Song: (15 MP)

Everyone except Rion's Attack is increased by 50%.

Song of Recovery: (50 MP)

All party members can take an additional turn if they already have.

Loves:

悪魔の角笛, イヤリング

Likes:

髪飾り, マフラー, 古文書, 銀の指輪

Okay:

一輪の花, こうもりの羽, リボン, 兎の足のお守り, 口紅,

言葉を喋る鳥, 花束, 女神像, 銀のブローチ, 香水

Dislikes:

Nothing!

-----  
Spica (Waitress)  
-----

Lvl: 9

HP: 12

MP: 0

Mov: 5

Str: 2 (250)  
Int: 7 (150)  
Dex: 5 (150)  
Def: 2 (300)  
MGR: 3 (250)

Okay, this girl is WIERD. Why does a fighter-type character have a cheap cost for Int? I also don't believe that glasses and waitress uniforms were invented in the time period that this game is set in.

This girl needs some major development before she can be used, 2 Str and 12 HP is suicide for a melee character! I don't recommend using her until you have a good amount of exp to blow (by killing a boss or something.)

Loves:

イヤリング, 言葉を喋る鳥, 花束, 古文書, 珍しいお菓子, 銀の指輪

Likes:

リボン, ケーキ, 髪飾り, マフラー, 銀のブローチ

Okay:

一輪の花, こうもりの羽, デカキャンディー, 猫のしっぽ,  
悪魔の角笛, 子犬のぬいぐるみ, 口紅, 女神像, 香水

Dislikes:

Nothing!

Techniques:

2段斬り (1/11/16)

霞斬り (9/15/17)

移動斬り (6/19/13)

-----  
Eliss (Elf Archer)  
-----

Lvl: 11  
HP: 21  
MP: 0  
Mov: 5  
Str: 7 (250)  
Int: 4 (200)  
Dex: 11 (100)  
Def: 4 (400)  
MGR: 6 (200)

Okay, it's an elf who uses a bow, gee, I certainly haven't seen any of these before. Oh wait, I lied. I don't like her, she's here for the elf fetishers, I think.

Even though she's a ranged character, she is unable to both move and attack at the same time. This is really crippling for her since she has a naturally low movement speed. Get her some techniques with long range to use by crystals ASAP because she's utterly worthless without them.

Loves:

Nothing!

Likes:

マフラー, 銀のブローチ, 古文書, 銀の指輪

Okay:

こうもりの羽, リボン, 木のねずみ, デカキャンディー, ケーキ, 兎の足のお守り,

猫のしっぽ,子犬のぬいぐるみ,髪飾り,イヤリング,口紅,女神像,香水,珍しいお菓子

Dislikes:

悪魔の角笛,言葉を喋る鳥

Techniques:

通し矢 (1/11/16)

返し矢 (2/7/17)

走り矢 (5/6)

流れ矢 (8/9/19)

-----  
Popuul (Bunny Girl)  
-----

Lvl: 9

HP: 18

MP: 0

Mov: 6

Str: 6 (150)

Int: 2 (300)

Dex: 6 (250)

Def: 4 (150)

MGR: 2 (400)

You know, she looks more like a bad cosplayer than a "real" bunny girl to me... it's probably the oversized paws.

No tips on how to play a fighter character, she's like a mini-Keith, in case you liked him so much that you need a female version (gameplay terms) of him. That high MGR cost is annoying, but luckily you only need them for certain bosses.

Loves:

木のねずみ,言葉を喋る鳥,珍しいお菓子

Likes:

リボン,デカキャンディー,ケーキ,髪飾り,口紅,

Okay:

一輪の花,子犬のぬいぐるみ,マフラー,花束,銀のブローチ,銀の指輪

Dislikes:

こうもりの羽,兎の足のお守り,悪魔の角笛

Techniques:

タックル (1/7/5)

旋風牙 (2/11/17)

当て身 (9/19)

=====  
4. GAME SYSTEM  
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-----  
Affection System  
-----

In order to acheive an ending with a girl, you'll have to build up your affection with them and for certain girls, fulfill extra conditions as well. There are three ways to do so.

The first method, the classic, go on missions involving said girls and make the right choices. This is the preferred way, as you'll usually

also be able to look at some CGs in certain mission. You probably shouldn't be attempting to achieve an ending with a girl without doing some missions at least.

The second method, buying them gifts. Each town has a "gift shop" (you know you're in it when the girls are around the shop looking at stuff) Just buy a gift and walk up to the girl to give the gift to them. Now let's say that you didn't bring the girl in your party for some reason. No problem, the shopkeeper also has a delivery service, for a meagre sum of cash, you can deliver your gifts to the girls outside your party.

Two things to note, first, different girls have different items that they like, so don't go buying the most expensive item you see and hoping it works. Also, never give a girl the same gift two (or more) times in a row. That makes their affection for you drop... for being uncreative or whatever.

And the final method, earning affection in battle. Getting a critical hit on an enemy using Keith will earn affection for all girls currently in the party. If you do it right, a heart will appear each girl's head. Critical hits are affected by Dex, and will always occur if the target is disabled in some manner (e.g sleep).

This is a very easy and cheap method considering that Keith has Dexterity as his most easily increased stat. This is also a good way of adjusting who has the highest affection points with you in the late game in case you were trying to get more than 2 endings in one play to cut down on replay time.

Note that if you have fulfilled the conditions for multiple girls in your party, you'll get an ending with the one with the highest affection. The fortune teller should tell you which girl has the highest if you bring a party to her (obviously with only one character in your party, that girl would be the highest.)

-----  
Anti-affection events  
-----

This should probably be have a better name, but some events make you lose affection, these would be...

- 1) Picking the wrong choices (You're reading this FAQ, shouldn't happen)
- 2) Buying them gifts that offends them.
- 3) Letting them die in battle.

If their affection for you drops too low, they'll run away from the party and you'll have to start an event scene in order for them to regain their trust in you... these events aren't very fun to watch so I'm going to write the walkthrough in an assumption that you never see one of these.

-----  
EXP/Stats System  
-----

The EXP system from the previous game returns! With some minor adjustments of course.

In other RPGs, your characters receive EXP and at certain points, go up in a level, and get predetermined stat bonuses. In this game however, EXP

goes into a pool which you can spend on increasing stats directly! Depending on your character, some stats are easier to raise than others. For example, mages increase intelligence real fast, but not strength.

After pumping a certain amount of exp into someone, they'll increase in level, which will provide them with extra hp/mp (new from previous game). For spellcasters, this is also how they receive additional spells.

Here are a list of stats and their effects:

Str = Increases HP and damage from physical attacks

Dex = Increases chance of a critical hit on enemies.

Int = Increases MP and damage from spells.

Def = Increases HP and decreases damage taken from physical attacks.

MGR = Increases MP and decreases damage taken from magic attacks.

Compared from the first game, HP/MP are absent from the list due to how they're integrated in other stats now. Note that while fighters can pump themselves with Int, it's worthless unless you really want the extra HP.

-----  
Weapon System  
-----

Unlike other games, in Romaken II, a giant greatsword doesn't have any attack power difference from a dagger. So what's the use of buying those big expensive weapons then?

Each weapon has a different "enchantment potential". All bosses in this game drop "Crystals", which can be attached to your weapon for a small fee of 1000 gold. Your character's starting weapon has no slots, while the maximum slots a weapon can have is 4.

These crystals provide the character with some kind of benefit and also gives him additional skills that can be used (see Morale in Battle System.) making them more important for fighter characters since it gives them something else to do other than attacking normally.

Some weapons come with certain crystals built in already... as far as I know, those crystals don't use up the real crystals that you have.

-----  
Battle System  
-----

Command Translations (From left to right, top to bottom)

Move. Attack. Techniques.

Magic. Item. Recharge

The battle system is pretty much a simple version of any grid-based tactical RPG. So I won't talk about simple stuff like how to move around.

Note that after you move, the only thing you can do is attack. And only for melee characters, screwing over the only archer character in the game, yay. Any mage who needs to move is possibly screwed since she won't be able to do any hit and runs due to this rule.

Also, try not to end your turn next to any enemy character... make sure they're dead before the turn ends. This prevents the enemy from unleashing their techniques on you due to the above rule.

If you attack someone from the sides or back, the chance of a critical hit is increased. Sleeping targets will ALWAYS be criticaled if attacked.

Now an explanation on the "Morale" system... it's basically just another MP system... sort of. Each character starts a battle with 50 morale, and gets 13 for striking an enemy somehow and can recharge yourself to 100 by spending a turn. Morale can be used to execute skills received from "Crystals" attached to your weapons (see Weapon System)

=====  
5. WALKTHROUGH  
=====

NOTE: This walkthrough is for the PC Version of the game as I have not acquired the PS version yet. If anyone wants to fix this, there's a contact info right at the bottom of the FAQ. The PS version adds a few more quests to the game and apparently reduces the already low difficulty of the game. There is a new character called "Alicia" apparently if I'm looking at the boxart correctly.

If you have the PS version, you can still use this FAQ, as it still uses mostly the content from the PC version.

=====  
Chapter 1  
=====

This chapter is meant to introduce the characters in the game. Unlike other chapters, you'll have to do every quest in this chapter, no branching paths. You'll be limited in what characters you can use so you might want to grab all that you can at the start.

The chapter starts with a cutscene. Elfarcia lost her special jewellery or something so you have to go get it, "Mr.Angel"

After the cutscene, get out of your bedroom and talk to the bartender (Master), who will give you some information on quests. Even if you don't understand japanese you want to do this because it unlocks the quests.

-----  
Sharon's Apprenticeship  
-----

Received by: Talking to Rowdy in Inn.

Walkthrough: Go to the inn (a little south of the bar where you get your jobs) and talk to Rowdy in one of the rooms. Accept his job offer and head over to "バルキサス村", which is at the bottom right of the map.

Once you enter the town, you will enter the church and meet Sharon. When night falls, talk to the guard at the left of the town to enter the mountains and follow the trail to the house on top. Go to the second floor and talk to Sharon.

Select these choices when they appear:

- 「教会のお世話になる」
- 「テレちゃってるんだ。かーわいい」
- 「ほんとにそんなにオレ、凶悪に見える？」
- 「シャロンを探す」
- 「自分が邪魔者だとか考えたのかい？」

「シャロンを強引に抱きしめて説得する」  
「ああ、なれるさ。オレが保証するよ」

-----  
Bunny Girl Vs Cat Girl  
-----

Received by: Walking in or out of town without any quests.

Walkthrough: Stumble around the top left side of the map until you reach the town "港町バージュル" Enter the lord's manor and the catgirl should leave you and you get 5000 GP. Now let's break them out of this place, head to the lord's room on the 2nd floor, interrupt his naughty deed and trash the 2 guards that will charge in to stop you. Mission complete.

Select these choices when they appear:

「ウサ耳を助ける」  
「可愛い女の子を助けるのは当然だからな」  
「よく似合ってるぜ」  
「そんなヤツ、オレが追っ払ってやるよ」  
「助けに行く」

-----  
Demon Lord Revival  
-----

Received by: Talking to Vanessa in the pub.

Walkthrough: Go to the pub (somewhere around the left side of town) and accept the job from Vanessa (she has purple hair and wears a heavy cloak) She's a crappy character, don't waste any exp on her.

Head over to "ギド" (top middle of map, near the desert) and head to the inn. Talk to the innkeeper (all the choices except the first which is to rest) to recruit Lykier.

Now go to the desert ruins (Lykier will stop you if you wander off too far). Once you enter, you won't be able to exit until you complete it. Once you reach a certain area, Vanessa will turn on you, and somehow stop sucking so bad. Lykier will be put out of commission so it's all up to Keith.

UPDATE: Well... actually, you can use a party, if you had one. This was almost always my first quest when I play the game, so I didn't realize it.

Once she's dead, you'll go back to Lykier's home and you can now recruit her to your party.

Select these choices when they appear:

「いいものを見せてくれてありがとう」  
「若いってより、幼いと言った方が正しい気が・・・」  
「よろしくな。頼りにしてるぜ」  
「入れる」 (This would be to recruit Lykier)

-----  
Rare Animal  
-----

Received by: Talking to mage in mage guild.

Go to mage guild (it's right of the entrance to the castle blocked by two guards) and accept the job from the blue guy in cloak (must be the mage fashion).

The forest you have to go to is somewhere near the top left of the map, near "港町バーゼル", kill the hellhound and recruit the white creature thing in your party. Return to the mage for your reward. You can recruit the creature in your party if you like... but... he really sucks. So please don't do that.

-----  
Harvest Bread? (Need better translation)  
-----

Received by: Completing the previous 3 quests and talking to Master.

Walkthrough: After talking to master, you'll be woken up by Misty (recurring character from previous game, not the Pokemon Trainer) who will give you this job. The forest that you need to enter is somewhere around the left of town. There's a big lake thing in the middle if you're in the right place

After finding it, wander around until you reach some apple trees. You'll be captured by the elves for being "bandits" but the real bandits will attack. Recruit Eliss and head to the entrance of the forest to beat up the real bandits.

You'll enter a town, head to the warehouse to the left of town with a green roof and watch the cutscene, mission complete.

Select these choices when they appear:

「一緒に行こう、エリス」

「責任感の強い女だな」

「優しく質問する」

「パーティーに加える」 (To add Eliss to your team)

-----  
Recapture the lute  
-----

Received by: Completing the previous 5 quests and talking to Master, then exiting the bar.

Walkthrough: Talk to master when you're ready. You'll be in the nobles section. Head to the top left building, head to top right door. Grab lute watch cutscene.

When you're ready head to the red building in the nobles section. It's an ambush! Crush the 4 guards like bugs. Rion will be in the OTHER bar if you need to recruit her.

Select these choices when they appear:

「じゃあ、リオンも世界的な音楽家ってこと？」

「でも、本当は心配で仕方ないんだろ？」

「よろしくな。頼りにしてるぜ」

「入れる」

-----  
Fruit of Everlasting Life  
-----

Received: When Bunny Girl Vs Catgirl is done, read the signboard that generated outside's Master's bar, then go speak to him.

Walkthrough: Talk a bit with Master and Spica, go to church to recruit Rina (Just like in old times). Oh, and Albion joins too.



Head to "ギド". Everyone will talk a bit, exit the town from the east side and follow the desert trail to "シャラザードの眠る火山". Finish the dungeon and head back to town to be ambushed by some bandits. Beat them, go to bar, find Spica on the floor watch long cutscene. After all of this is done, you can recruit Spica and Rina to your party.

Select these choices when they appear:

- 「そのメガネ、似合ってるよ」
- 「君みたいな可愛いコなら大歓迎さ」
- 「そうは見えない？」
- 「スピカの援助をマスターに哀願する」
- 「困っている人を放っておけないだろう？」
- 「一人で行くなんて、危険じゃないか」
- 「実を返してくれたら、ダレスは許す」

-----  
Wipe out bandits  
-----

Received: Fruits of Everlasting life is completed and you talk to Master.

Walkthrough: Head over to "ダリル村" and talk to the old man right in front of you. Now exit the town to whack some bandits threatening Jannet. Then enter the cave near the town.

There's a boss battle at the entrance and another when you wander around the cave. When you exit the cave Jannet will leave the party but you can recruit her at the bar of "ダリル村".

Select these choices when they appear:

- 「オレに任せとけて！」
- 「問答無用に野郎をぶっ飛ばす！」
- 「自分の力を過信するからだ」
- 「女戦士なんて、珍しいな」
- 「少なくとも、あんたは戦士としては未熟だな」
- 「一人で行くなんて、危険じゃないか」

-----  
Silver Rainbow  
-----

Received: Wipe out bandits is completed and you talk to Master.

Walkthrough: After talking to master, head over to the bar and talk to the old man who will redirect you to "リルシティ".

Go blow all other than 2k of your gold, because you'll lose it all in a bidding contest. Once you're prepared, go into the antique shop and get the Silver Rainbow.

Yeah you didn't think that was the end of it, did you? Take care of the guys that come after you. Marshmallows!

Choices:

- 「ああ.....わかってる」
- 「有り金をつぎ込んで買い落とす」 (Need at least 2000 GP for this)
- 「お礼なんていいよ、オレが勝手にやった事だし」

-----  
Sidequests

-----  
-----  
Extermination  
-----

Received: Talking to the guy in cloak in bar.

Walkthrough: You'll immediately be sent to the sewers. After a while of following the path, you'll see Mr.Slime, after that just find him. You'll be attacked by a boss on the surface after exiting the sewers so be prepared.

You definitely don't want to miss this sidequest since the slime is actually one of the more powerful characters in the game.

=====  
Chapter 2  
=====

Now the game starts getting semi-non-linear. You should have met all the characters already, so put your favourites in your party.

New term: Incompatible

If you choose this quest, another quest may not be taken.

-----  
Main Quests  
-----

-----  
Chase Poacher  
-----

NOTE: Incompatible with "Cave of Knowledge".

Received: Choose any

- 1) Spica not in party and speaking to master
- 2) Going to "ノルド" without a "[黒い小箱]"

Walkthrough: Head to "ノルド"'s inn and choose to sleep there. Accept the job too. Now go over to "青の森" with Eliss in your party.

Look for a kitten standing near a corpse. Then continue onwards in the dungeon, you should camp at night and have a CG with Eliss.

There's a few chests scattered about the dungeon but otherwise just go beat up the poachers and return to the town for your reward.

Choices:

- 「堂々と声をかける
- 「エリス...すごく綺麗だったよ」

-----  
Cave of Knowledge  
-----

Note: Incompatible with "Chase Poacher"

Received: Talk to Master after buying "黒い小箱" in south part

of town.

Walkthrough: After you receive the quest, head to "知識の迷宮", which is located WAY in the bottom left of the map.

Note, saving is disabled once you're in the dungeon, so be sure to do it outside.

You get to answer a question at the entrance, so do it right. Once you're in the dungeon, go forward, forward, left, forward right to reach the boss.

The crystal summons more zombies each turn, so you need to dispose of it first. Otherwise this shouldn't be hard if you have someone with fireball. CG of Spica after you completed this mission.

Note that going in a different direction will give you some "boss fights." This can be a good way of earning some EXP, although you have to use the merchant at the start to heal up. If you do get into one of these fights, you'll have to head to the start and restart the dungeon from there.

Choices:

「1ギガスに5セスより遅い」

「スピカを制止する」

-----  
Vampire Lord  
-----

Received: Talk to Master after any of the previous two quests are completed.

Walkthrough: Go speak to Elfarcia now for a few sentences of text. Hurray. This is optional BTW. Now go talk to Master again.

You should probably bring along Rina or Sharon for this mission. It's full of undead, so even Sharon can be used offensively in this mission.

Receive the quest proper by going to the church in "セルフア" and accepting it. Talk to the priest again to receive more information. Exit town and follow the road east to reach the Vampire Lord's mansion. He will join your party and you should be back at the church. When you're ready, choose to sleep at the church.

You should automatically enter a new dungeon. The first boss battle has magic-immune units, so magic users should probably stay out of the fight.

The second boss is a bit tougher because if you don't have a high magic resistance or the ability to kill him in one hit, his thunderbolt will decimate your party. If you have Rena or Sharon, you can cast the "Holy Sword" spell on your strongest attacker for an easier win on this guy.

-----  
Operation: Recapture the Silver Rainbow  
-----

Incompatible with: A False Priest.

Received: Talk to Master with Rion (No Rina) in party.

Walkthrough: You got this quest when Keith enter Elfarcia's room in a cutscene, seems like the Silver Rainbow has been stolen (which will happen a lot in this game)

Talk to Master and Rion should leave your party. Now head to the south part of town and then the inn over there. You should enter alone, so talk to Rion on the stage for a CG.

Talk to the Bartender and watch the cutscene. Head to the bridge and after all is done, you should be in the thief's house. The top right room has a table with 500 GP. Search the cupboard 2 times for the Silver Rainbow.

Once you're out, head to the green house left of the one you just exited. Rion should take a bath (sorry, no H.). Return to talk to Master to retrieve all your party members and head to Elfarcia's house to give her the Silver Rainbow.

Choices:

- 「泣き顔より、笑顔の方が君には似合うよ」
- 「踊り子の事を聞く」
- 「一緒に入る」
- 「本気でリオンが好きだから、彼女に応える」

-----  
A False Priest

-----  
Incompatible with: Operation: Recapture the Silver Rainbow.

Received: Talk to Master with Rina (No Rion) in party.

Walkthrough: Start going to "ダリル" and speaking to the mayor. A priest will come by and invite you to stay at the church. Rina will leave to do some scouting on her own.

Rina's gone, talking to the two guards at the entrance of the town sort of contradicts what the priest says. Go search around the church. Eventually you'll enter the locked door. Hmm seems like Rina is going to be a new sacrifice. Go beat up the cultist (Pack some MGR)

Choices:

- 「待ってろ、今助けてやるから」

-----  
Rescue Princess

-----  
Received: Talk to Master. Note that you can do this and cancel out the previous two quests, but I wouldn't recommend it.

Walkthrough: Talk to the guard in the nobles section. Go back to Master and he'll suggest you check out the sewers. If you did it right, there should be an explosion.

Wander around until you enter a hole in the wall (There are several holes so try them all) and Franks joins your party. Enter the gate he was playing around with and kill the bosses. Kill the lord first as he summons a guard each turn. Magic Resistance is helpful against the cultist.

After this is done, well, looks like our old pal King Rune is doing well.

Choices:

「この場で声をかける」

-----  
Chase the mysterious huge thing  
-----

Incompatible with: 2 Rinas?!

Received: Enter restaurant with Spica in party after Rescue Princess.

Walkthrough: Enter the top left room, gee that's one huge cockroach.  
Exit and talk to Spica, then Master to receive this quest. Most people  
should exit your party now. Head to the sewers. We're looking for a hole  
in the wall again until you reach a boss fight.

Once you're done, you should automatically be out of the sewers. Go heal  
at the inn before heading back to the restaurant because one more fight  
awaits you.

You can talk to your party members to get them to join you, however their  
affection towards you will drop. Head over to the mage guild and talk to  
the researcher. A cockroach will attack you, but it's one only, so it  
should be really easy. Mission complete.

Choices:

「さりげなく上着をかけてやる」

「依頼を受ける」

-----  
2 Rinas?!  
-----

Incompatible with: Chase the mysterious huge thing

Received: Enter restaurant without Spica in party after Rescue Princess.  
Talk ONCE with Master, or it'll be overwritten by the next quest.

Walkthrough: Take off everyone in your party and head to the southern  
part of town and talk to the girl that sort of looks like Rina in normal  
clothes. After a cutscene she'll steal all your gold and you'll go look  
for Rina. Don't accuse her because she'll get pissed off at you. Lina  
and Albion should join your party to look for the real culprits.

Go to the southern section again and search the place where you first  
met the imposter. A cutscene will ensue. After all that is done, go to  
the castle to talk to the king to fund the orphanage or something.

Choices:

「一緒に遊ぶ」

「あれは絶対リーナじゃない。他人だったんだ」

「レイナをかばってやる」

「国王も孤児だったと知っている」

-----  
Lykier scene  
-----

Received: Talk twice to Master after the rescue princess quest.

Walkthrough: You send Lykier to bed, uh yeah that's it. Be careful  
not to overwrite the previous quest if you haven't done it yet.

Choices:

「キスする」

-----  
Pendant of Luck

-----  
Received: Talk to Master

Walkthrough: Go to the item shop in "バトス". Seems like it's some sort of lottery. Rigged lottery to be exact. Choose the correct choice and when you exit, give the item to your favourite girl. Note that giving it to Elfarcia unlocks an extra scene.

Choices:

「……目にも物を見せてくれる！」

-----  
Continuation

-----  
Received: Choose Elfarcia in previous quest.

Walkthrough: Talk to Master, the end.

-----  
Berry Day

-----  
Received: Automatically when the time is right.

Walkthrough: All the girls come up one by one to tell you how much they like you, pretty much. Used to gauge how far you've gone with each girl.

It seems to be from the order starting from the least favourite to the most favourite, with the exception of Elfarcia who is ALWAYS last.

-----  
Forbidden Book

-----  
Received: Final quest of Chapter 2. Talk to Master.

Walkthrough: Head to the bar and talk to the bartender, then head into the back rooms to talk to the mage.

Now head to the sewers, you're looking for a ladder leading to the library. After searching all the bookshelves head back to the mage, then back into the sewers -> library again. Heal up before returning to the mage to complete the quest because you'll immediately be dumped into a quest upon entering the next chapter.

Choices:

「そんなんじゃなくって、仕事だって！」

「引き受ける」

-----  
Subquests

-----  
Thunderstorm

-----  
Received by: Rion is in party. No quests received.

Walkthrough: Stay at your room, go to 2nd floor, find Rion and give her a nice hug.

Choices:

「黙って抱きしめる」

-----  
Poisonous Snake  
-----

Received by: Popula in party, but not Rina or Sharon.

Walkthrough: As you are exiting the dungeon after recruiting Popula, she should be bitten by a poisonous snake.

You'll have to memorize what the doctor tells you and get the item from the item shop. Fail up to three times and you'll blow the quest and your affection with Popula drops, but at least the quest is complete.

=====  
Chapter 3  
=====

To be continued...

=====  
6.Misc  
=====

Q. Help, I can't get any more new girls into my party, even though there's two blank spaces!

The maximum number you can have in your party is 6. Yes, there's spaces for 8 characters, however those additional slots are used for NPC characters who join you in certain quests. You can use the status screen to remove girls who you don't want from your party.

Q. I can't get Rina in my party, and I'm sure I only recruited 4 of them.

Remember, Rina counts as 2 characters, because she comes with Albion. If you have 5 spaces, you won't be able to recruit her.

=====  
7. Appendix  
=====

-----  
Weapons  
-----

Crystal names are in japanese. Reference the Crystals section for their effects.

Starting weapons are not listed. They have no crystal slots, so they won't have any crystals in them. In short, there's nothing to say about them.

DC = Default Crystal. This is a free crystal included with the weapon and

won't use up the real crystals that you have. These crystals will also not take up your slots.

-----

Keith

-----

ロングソード:

Cost: 1000

Slots: 1

DC: None.

スリーピーソード:

Cost: 4000

Slots: 1

DC: 15.夢幻の源

ライフスティーラー:

Cost: 9000

Slots: 2

DC: 10.吸光の源

ハリケーンブレード:

Cost: 17000

Slots: 3

DC: 5.勇気のしずく

銀の剣:

Cost: 28000

Slots: 4

DC: 9.水煙のしずく

-----

Lykier

-----

皮のマント:

Cost: 1000

Slots: 1

DC: None.

薄手のマント:

Cost: 4500

Slots: 1

DC: 17.蜘蛛のエキス

命のマント:

Cost: 7500

Slots: 2

DC: 8.日光のしずく

風のマント:

Cost: 13500

Slots: 3

DC: 6.疾風のエキス

光のマント:

Cost: 21000

Slots: 4

DC: 11.太陽のエキス



-----  
Sharon  
-----

ヘヴィメイス：  
Cost: 1000  
Slots: 1  
DC: None.

ホーリーメイス：  
Cost: 3500  
Slots: 1  
DC: 3.浄化の源

ライトメイス：  
Cost: 7500  
Slots: 2  
DC: 6.疾風のエキス

キュアメイス：  
Cost: 13500  
Slots: 3  
DC: 8.日光のしずく

ラーズメイス：  
Cost: 21000  
Slots: 4  
DC: 15.夢幻の源

-----  
Rina  
-----

ブレイブソード：  
Cost: 1000  
Slots: 1  
DC: None.

マジックソード：  
Cost: 4500  
Slots: 1  
DC: 4.水晶のエキス

ガーディアンソード：  
Cost: 7500  
Slots: 2  
DC: 2.鉄石のエキス

ライトニングソード：  
Cost: 12500  
Slots: 3  
DC: 3.浄化の源

白銀の剣：  
Cost: 25000  
Slots: 4  
DC: 16.新月のエキス

-----

Albion

-----

ヘヴィアングレット:

Cost: 1000

Slots: 1

DC: None.

戦士のアングレット:

Cost: 8000

Slots: 1

DC: 5. **勇気**のしずく

パワーアングレット:

Cost: 11000

Slots: 2

DC: 1. **炎熱**のエキス

女神のアングレット:

Cost: 15000

Slots: 3

DC: 14. **女神**のしずく

光のアングレット:

Cost: 21500

Slots: 4

DC: 11. **太陽**のエキス

-----

Jannet

-----

ヘヴィソード:

Cost: 1000

Slots: 1

DC: None.

バーバリアンソード:

Cost: 8000

Slots: 1

DC: 5. **勇気**のしずく

ルナティックソード:

Cost: 11000

Slots: 2

DC: 13. **引月の源**

オーガバスター:

Cost: 15000

Slots: 3

DC: 1. **炎熱**のエキス

トルネードブリンガー:

Cost: 21500

Slots: 4

DC: 2. **鉄石**のエキス

----

Rion

----

白のケープ:

Cost: 1000

Slots: 1

DC: None.

乙女のケープ:

Cost: 4500

Slots: 1

DC: 17. 蜘蛛のエキス

天使のケープ:

Cost: 7500

Slots: 2

DC: 8. 日光のしずく

女神のケープ:

Cost: 17000

Slots: 3

DC: 14. 女神のしずく

光のケープ:

Cost: 21000

Slots: 4

DC: 11. 太陽のエキス

-----

Spica

-----

マンゴーシュ:

Cost: 1000

Slots: 1

DC: None.

ホーリーダガー:

Cost: 3500

Slots: 1

DC: 3. 浄化の源

グラディウス:

Cost: 7500

Slots: 2

DC: 17. 蜘蛛のエキス

シルフィードダガー:

Cost: 14000

Slots: 3

DC: 7. 巨人の源

銀のダガー:

Cost: 28000

Slots: 4

DC: 9. 水煙のしずく

-----

Eliss

-----

Cost: 1000

Slots: 1  
DC: None.

Cost: 4500  
Slots: 1  
DC: 2. **鉄石**のエキス

Cost: 9000  
Slots: 2  
DC: 1. **炎熱**のエキス

Cost: 20000  
Slots: 3  
DC: 9. **水煙**のしずく

Cost: 22000  
Slots: 4  
DC: 7. **巨人**の源

-----  
Popuul  
-----

かっこいいうさパンチ:  
Cost: 1000  
Slots: 1  
DC: None.

パワフルうさパンチ:  
Cost: 6000  
Slots: 1  
DC: 1. **炎熱**のエキス

**見事**なうさパンチ:  
Cost: 11000  
Slots: 2  
DC: 5. **勇気**のしずく

**爆裂**うさパンチ:  
Cost: 13000  
Slots: 3  
DC: 13. **引月**の源

ファイナルうさパンチ:  
Cost: 22000  
Slots: 4  
DC: 7. **巨人**の源

-----  
Crystals  
-----

Haven't figured out what several crystals do yet.

-----  
1. **炎熱**のエキス  
-----

Effect: Str increased by 20%

-----  
2. 鉄石のエキス  
-----

Effect: Def increased by 20%

-----  
3. 浄化の源  
-----

Effect: Character has a permanent "Holy Sword" effect casted on them.

-----  
4. 水晶のエキス  
-----

Effect: Int increased by 20%.

-----  
5. 勇気のしずく  
-----

Effect: Morale starts at 100, rather than 50.

-----  
6. 疾風のエキス  
-----

Effect: +2 movement speed in battle.

-----  
7. 巨人の源  
-----

Effect: Attacks knocks the enemy back one square.

-----  
8. 日光のしずく  
-----

Effect: Regenerates 8% of Maximum HP per turn phrase.

-----  
9. 水煙のしずく  
-----

Effect: Magic Damage taken by character is halfed.

Notes: This crystal is bugged so that Healing spells in battle will be cut into half too. They work fine outside of battle.

-----  
10. 吸光の源  
-----

Effect: Damage taken is reduced by half. The prevented damage is then redistributed equally among all other party members.

Notes: It's Spirit Link from the Frozen Throne! Combo with mass healing item.

-----  
11. 太陽のエキス  
-----

Effect: Max HP increased by 100

-----  
12. 水鏡のしずく  
-----

Effect: Reflects damage from Magic.

-----  
13. 引月の源  
-----

Effect: ?

-----  
14. 女神のしずく  
-----

Effect: Immune to sleep and paralyzsis

Notes: Combo with Rion's spells.

-----  
15. 夢幻の源  
-----

Effect: Chance to put target to sleep with Attack.

-----  
16. 新月のエキス  
-----

Effect: Max MP increased by 100.

-----  
17. 蜘蛛のエキス  
-----

Effect: Dexterity improved by 20%

-----  
18. 陽光の源  
-----

Effect: ?

-----  
19. 幻影のしずく  
-----

Effect: ?

-----  
Techniques  
-----

-----  
1. 移動斬り  
-----

Cost: 25 MO

Effect: Teleports target to a position of 4 squares in a non-diagonal line. Everything in the target's path takes damage.

-----  
2. 2段斬り  
-----

Cost: 30 MO

Effect: Well, the description implies that the character attacks 2 times, but it's simply just a regular attack with more damage it seems.

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3. 龍巻斬り  
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Cost: 70 MO

Effect:

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4. 稲妻斬り  
-----

Cost: 80 MO

Effect: Chance of instant kill on target. No damage if unsuccessful.

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5. 霞斬り  
-----

Cost: 80 MO

Effect:

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6. 払い斬り  
-----

Cost: 80 MO

Effect:

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7. 通し矢  
-----

Cost: 80 MO

Effect: Fires a piercing arrow in a straight non-diagonal line.  
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## 8.流れ矢

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Cost: 70 MO

Effect:

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## 9.走り矢

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Cost: 50 MO

Effect: Hard to describe, but I'll try anyway.

Basically, Eliss fires straight in front of her, moves 1 square sideways, and then does it again. The arrows travel for 5 square or until they hit an obstacle, so you won't pierce multiple enemies with it.

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## 10.返し矢

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Cost: 60 MO

Effect: Arrow attack with range of up to 4 squares in a line, but cannot hit adjacent targets.

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## 11.旋風牙

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Cost: 80 MO

Effect:

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## 12.タックル

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Cost: 60 MO

Effect:

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## 13.当て身

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Cost: 50 MO at start. 10 MO per hit.

Effect: Sends the character into a "defensive" state. If he is attacked, he will expend 10 MO to counter the attack. The "defensive" state ends when Morale is less than 10.

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## 14.眠り

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Cost: 0 MO



Effect: Puts yourself to sleep

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15. 踊り  
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Cost: 20 MO

Effect: Reduces enemies Morale.

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Contact info  
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You can e-mail me at Davzz666@gmail.com if you have anything to add to the faq. Please include something like "[Romaken II FAQ]" tag in your e-mail title or it might be deleted in the thousands of spam I get.

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