

Suikoden FAQ/Walkthrough

by Anthony Nickerson

Updated to v5.0 on Mar 24, 1999

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COPYRIGHT INFO

Ok, this FAQ took me a LONG time to write, so I'd appreciate it if you gave credit where it is due. I'll let you use it for pretty much anything, just please ask me first. Also, keep my name and this copyright part intact. Anyone who helped will be listed in the Acknowledgement and Thanks section, which should also be kept intact.

Suikoden is copyright KONAMI CO. LTD, 1997. Published by KONAMI, developed by KONAMI COMPUTER ENTERTAINMENT TOKYO.

VERSION HISTORY

- 1 - When this beasty FAQ was born.
- 2 - Added the tip for defeating the Golden Hydras. Also added a 'g' that I left out.
- 3 - An update as major as the previous one was minor. A torrent of information was supplied, and it was duly added. A list of specifics would be too lengthy to enter into here. I did change the end of the Walkthrough message from "Congratulations, you've won". When I wrote this a few months ago, I was in a bit of a hurry to get it finished, so I just put in the first thing that came to my mind. Just my luck, it was one of the lamest things ever. It's probably still fairly lame, but I'll let you be the judge.
- 4 - Fixed the Acknowledgements list.
- 5 - Added the Commonly Asked Questions section, as well as the date of the edit (rather long overdue, actually). Also fixed up something dumb I forgot to correct in the previous versions.

INTRODUCTION

I've tried to make this the most comprehensive and thorough FAQ for Suikoden (judging by the size, it probably is). I've assumed some knowledge of how to play the game, but I have added some control guides.

I haven't added anything completely pointless like what all the weapons are called at their different levels. If you really want to know you can find out for yourself. I also haven't included character stats, since they can change with levels and use of rune pieces. Also, please don't e-mail me telling me that 'armour' is spelt 'armor'. I live in Australia, and 'armour' is the correct spelling here. I've spelt everything this way, so just get over it.

I was playing the translated PAL version released in Australia, so I don't really know about any version differences.

LIST OF THE 108 STARS OF DESTINY

This is a (rather lengthy) list of the 108 companion characters in the game. It has their full name, star, and a description of how to recruit them. This information is repeated in the walkthrough, but I've written this for people who want it all in the one place. If you haven't taken the castle yet, you will not be able to recruit many people. The only ones are the Hero

and his original party, Viktor, Mathiu, Camille and Tai Ho. The rest must wait until you have the castle. Characters marked with a star are those that will always be recruited (i.e. it is impossible not to recruit them)

1. HERO MCDOHL - Tenkai Star *

Of course, his real name isn't "Hero", but since you can call him anything (8 characters max.) this is what I'll refer to him as. He's the main character, so you obviously won't need any recruiting information. If you can't get him in your party there is something seriously wrong with your game.

2. LEPANT - Tengou Star *

Lepant is friend of Mathiu's, and can be found in Kouan. To recruit him you first need to steal his sword (talk to Giovanni and then Krin), then you need to help him free his wife. After this, he'll join you if you talk to him.

3. MATHIU SILVERBERG - Tenki Star *

Mathiu runs a school in Seika, and is Odessa's brother. After the hideout in Lenankamp is attacked, Odessa will tell you to take an earring to Mathiu. He won't join you at first. You need to go up the stairs to his school and talk to the student closest to the chart. Go out and talk to Mathiu, who will walk up the stairs. Follow him up the stairs and talk to him again. He'll tell you to go away, and after you go back down the stairs you'll run into some soldiers. Follow them up to the school and fight them. Mathiu will join you after you accept leadership of the Liberation army.

4. LUC - Tenkai Star *

You will first meet Luc on Magician's Island, and you'll have to fight a golem of his creation. After leaving Magician's island, he will be out of the story for a while. Upon taking over the castle, Leknaat will deliver him as a gift to the army.

5. HUMPHREY MINTZ - Tenyu Star *

He is an ex-Imperial leader who had joined the original Liberation army. When the hideout is attacked he will disappear for a while. He will join when he, Flik and Sanchez come to the castle after defeating Kwanda.

6. KASIM HAZIL - Tenyu Star *

One of the five Great Imperial Generals, Kasim will join you after you defeat him at Moravia.

7. KWANDA ROSMAN - Tenmou Star

Another of the five Generals, Kwanda can be recruited after defeating him in a duel, if you spare his life.

8. PESMERGA - Teni Star

A warrior who is searching for Yuber, the Black Knight. You will find him in Neclord's castle, a short time after defeating Neclord.

9. GREMIO - Tenei Star *

The Hero's childhood protector, he will join at the start of the game.

10. WARREN - Tenki Star *

Warren is a Liberation sympathiser who gets caught by Kasim. Free him and he'll join you.

11. KUN TO - Tenfu Star *

A black market dealer who will join you when you travel to back to Kirov

after collecting the fire spears. He'll be in the large house, closest to the docks.

12. CLEO - Tenman Star *

Another protector of the Hero who will join you at the start.

13. VIKTOR - Tenko Star *

Viktor is one of the strongest characters in the game, and has a major part to play (you'll see what I mean). He will join you when you escape from Gregminster.

14. VALERIA - Tensyo Star *

An ex-Imperial living in the woods, she will join you during your quest to save the elves.

15. GRIFFITH - Tenritsu Star *

An Imperial general who you will recruit after taking over the Northern Checkpoint.

16. CLIVE - Tensyo Star

Clive is pursuing someone (it doesn't say who) and is sometimes difficult to run into. He will occasionally turn up at the inn in Rikon, and can be recruited if you see him there. He seems more likely to appear if your castle is of maximum size.

17. FLIK - Tenan Star *

A member of the original Liberation army, Flik will disappear (like Humphrey and Sanchez) after the hideout is attacked. When he comes back, he won't join you immediately. You'll need to take Viktor to Kaku and talk to Flik (he's in the house to the left of the stairs). He'll join forces with you then.

18. CAMILLE - Tenyu Star *

You need to recruit Camille before you can talk to Tai Ho, just talk to her at the bar in Kaku and she will join you.

19. KREUTZ - Tenku Star

Kreutz is a former enemy of Humphrey's, and is staying at the fortress of the Dragon Knights. Talk to him (with Humphrey in your party) and he will join.

20. STALLION - Tensoku Star *

A self-absorbed elf who can run extremely fast. He will join after you defeat Kwanda.

21. KAGE - Teni Star

A ninja-mercenary, Kage can be hired for 20,000 bits. You'll find him at the secret factory.

22. FU SU LU - Tensatsu Star

A warrior who wears a tiger mask and hangs around with the kobolds. He will join if you pay 10,000 bits for the food he's eaten.

23. KIRKIS - Tenbi Star *

Kirkis is an elf who enlists the aid of the Liberation army to help save the village of the Elves, he will join you after you accept.

24. MILICH OPPENHEIMER - Tenkyu Star

Milich is another of the five Great Generals, and he is a complete fool (in my opinion, at least). You can recruit him after you defeat his army

and attempt to burn his roses. Spare his life and he will ask to join. Although there has been some debate about it, Milich is quite certainly male. Talk to the people in Bier Blanche/Antei before recruiting him and you'll get something resembling proof of his gender. Still, it is a bit of a fuzzy area.

25. PAHN - Tentai Star *

Pahn is another protector and friend of the Hero, and will join you at the start. He will leave prior to your escape of Gregminster, but must be re-enlisted after saving Lepant's wife, Eileen. If you don't forgive him, you'll be at a dead end until you do.

26. SONYA SHULEN - Tenjyu Star

The other Great General that you can recruit, you will need to travel to the basement of your castle after returning from the Floating Fortress. She will be in the jail there, and you can recruit her.

27. ANJI - Tenken Star

Anji is the leader of the pirates, and can be recruited after being defeated by your party (which must contain Tai Ho and Yam Koo). If you don't beat all three by the end of the fifth turn, they will stop fighting and tell you that "you've got a lot to learn".

28. TAI HO - Tenhei Star *

A fisherman who you need to recruit to get to the castle. To recruit him, you will need to beat him at a game of dice with a default bet of 1,000 bits. He's at the bar in Kaku.

29. KANAK - Tenzai Star

Another pirate who will join along with Anji.

30. YAM KOO - Tenson Star *

A close friend of Tai Ho, Yam Koo will join you after you defeat the dragon in the castle on Lake Toran.

31. LEONARDO - Tenpai Star

The other pirate who will join along with Anji.

32. HIX - Tenron Star *

Hix is a teenager from the Warrior's Village, and will join when you enter Neclord's castle.

33. TENGAAR - Tensui Star *

Daughter of the chief of the Warrior's Village, Tengaar will join you once you save her from Neclord.

34. VARKAS - Tenbou Star *

Leader of the outlaws on Mount Seifu, he will join you after you save Eileen. He will be waiting on the first floor of the castle, and you will talk to him automatically.

35. SYDONIA - Tenkoku Star *

Another outlaw from Mount Seifu, he will join with Varkas.

36. EILEEN - Tenkou Star *

Eileen is Lepant's wife, and will join after you save her from Kraze.

37. LEON SILVERBERG - Chikai Star

Father of Mathiu and Odessa, Leon lives at Kalekka. To recruit him is a rather annoying process, but here goes. When your castle is as big as it's

going to get, he will tell you something about the Liberation army being impressive, and will tell you to say that to Mathiu. From now on, talk to Mathiu at every possible opportunity, eventually he will give you a letter to take to Leon. Go back to Kalekka and hand the letter over to Leon, and he will join.

38. GEORGES - Chisatsu Star

Georges is an idler at Kirov, and will join after you beat one of the records on his game. I found it easiest to win the 10 matches one, I don't know why this was.

39. IVANOV - Chiyu Star

A painter at Milich's castle, you can recruit him by talking to him after defeating Milich.

40. JEANE - Chiketsu Star

The runemaster at Antei, she can be enlisted after you have recruited 45 other people.

41. EIKEI - Chiyu Star

A fighter who "only respects strength". He can be recruited once the Hero gets to level 40 or beyond, just talk to him at Teien.

42. MAXIMILIAN - Chii Star

An old leader of a bunch of knights, he can be enlisted by returning to the Northern Checkpoint after rescuing Viktor from Moravia castle.

43. SANCHO - Chiei Star

Servant to Maximilian, he will join up at the same time.

44. GRENSEAL - Chiki Star *

Soldier under Teo's command, he will join after the Hero beats Teo in the duel.

45. ALEN - Chimou Star *

Another soldier under General Teo, he will join at the same time as Grenseal.

46. TESLA - Chibuu Star *

Scrivener living in Antei, he can be enlisted after you recruit Kimberly.

47. JABBA - Chieei Star

Appraiser at Rikon, he will only join if you bring him something he can't appraise. Talk to the guy outside his shop a couple of times and he will tell you that Jabba can't appraise a "Nameless Urn". One of these is occasionally dropped by monsters in the surrounding area.

48. LORELAI - Chikatsu Star

A fighter who is waiting at the inn in Kouan. She will only join if the hero is past level 25.

49. BLACKMAN - Chitou Star

A farmer in Kalekka, who is very protective of his sprouts. Just talk to him to recruit him, but he won't join if you walk on his garden (you can afterwards, though, if you need to be destructive. It's also pretty funny)

50. JOSHUA LEVENHEIT - Chikyo Star *

The Commander of the Dragon Knights. He will join after you save the dragons. Check Old Book Volume IV if you don't believe me about his last name.

51. MORGAN - Chian Star

A blind man at the temple of Qlon. Just talk to him to recruit him. He fights surprisingly well for someone who has apparently been blind since birth.

52. MOSE - Chiziku Star *

Head of the Liberation Army Secret Factory, Mose will join after you have collected the fire spears and Ronnie Bell has loaded them into Kun To's boats.

53. ESMERALDA - Chikai Star

Perhaps the most useless member of the army, Esmeralda doesn't do anything at all. To recruit her, take an opal to her room in the Antei inn. You can get opals from the monsters in Soniere prison.

54. MELODYE - Chisa Star

Melodye can change the cursor sounds. Exciting stuff. If you give her the sound crystal (found in Kalekka) she will join. You will need to bring her the "sound setting" items to get new sounds.

55. CHAPMAN - Chiyu Star

The armourer at Antei, you can just talk to him and he'll ask to join. He will set up an armoury in your castle, but he can only sell items from armouries you have already visited.

56. LIUKAN - Chirei Star *

An old hermit who is a great healer. Liukan will join after you rescue him from Soniere prison and take him to your castle.

57. FUKIEN - Chijyu Star *

Fukien is a priest at the temple of Qlon. He will join when you talk to him.

58. FUTCH - Chibi Star *

A Dragon Knight who [spoiler alert] will lose his dragon and be sent to your castle. He will join after Joshua.

59. KASUMI - Chikyu Star *

The ninja that warns you of General Teo's attack. She will join at that time.

60. MAAS - Chibaku Star

A blacksmith working at the human Great Forest village. Just talk to him and he will ask to join.

61. CROWLEY - Chizen Star

An old recluse who lives in the caves behind Qlon. He will only join once your castle is the biggest it will get. You'll know when this happens because after you sail into it by boat, it will show the picture of it with a big banner on the front. You can then go and recruit Crowley. If you can't find him, he is in the second secret room (see the walkthrough for more details).

62. FUMA - Chikou Star

Fuma is a ninja, and also a bit thick. He will be hiding behind the palace of the Dragon Knights on the right hand side, just talk to him and recruit him.

63. MOOSE - Chikyou Star

The blacksmith of the Warrior's Village, he will only join if your current party contains Maas, Meese and Mose.

64. MEESE - Chihi Star

A blacksmith at the Dwarves village, he will only join if you have already recruited Maas (he doesn't have to be in your party).

65. SERGEI - Chisou Star

The inventor of the elevator (or lift for us Aussies and Brits), you can recruit him after taking over the castle. He is waiting at the bar in Kaku. He will install his invention in your castle, it's a real time saver so you should recruit him as soon as possible.

66. KIMBERLY - Chikou Star *

A counterfeiter living in Antei, you can recruit her by talking to her after taking Liukan to your castle. Mathiu should write a letter for her, and she will join (after a rather pointless sequence).

67. SHEENA - Chimei Star

Son of Lepant, he is at the inn at Seika, and can be recruited by talking to him while Lepant is in your party.

68. KESSLER - Chisin Star

Kessler is the leader of some theives on Mount Tigerwolf, and can be recruited during your visit to the secret factory.

69. MARCO - Chitai Star

Marco is a street gambler, and you will first meet him (yes, HIM. It's a guy, believe it or not) in Rockland. Your next meeting will be in the Warrior's Village, and he will join if you win 5,000 bits off him.

70. GEN - Chiman Star *

A shipbuilder living in Teien, he can only be recruited if you have been to the rapids on the way to Liukan's hermitage. After travelling there, just talk to him and he'll join.

71. HUGO - Chisui Star

The librarian at Qlon, he will join if you bring him the "War Scroll". It can be found in the caves behind the temple.

72. HELLION - Chisyu Star

An old woman with the power of Recall. Recruit her from Teien by talking to her and agreeing to her proposal.

73. MINA - Chiin Star

A dancer at Antei, she will join if you dance with her. The Hero needs to be equipped with Toe Boots, or else she won't let you dance.

74. MILIA - Chii Star *

The Vice-Commander of the Dragon Knights, she will join after you take Liukan to the sleeping dragons.

75. KAMANDOL - Chiri Star *

Neighbour and (alleged) friend of Gen, he can be recruited by taking Gen to his house.

76. JUPPO - Chisyuu Star *

Juppo is a trickster who you will find in Lepant's mansion. Talk to him there and he'll walk off, but he'll be waiting in your castle basement after you save Eileen.

77. KASIOS - Chiraku Star

A singer in the employ of Milich, she can play any of the musical scores from the game. Whoopee. To recruit her, take Milich to her room at Scarletia Castle, and talk to her.

78. VIKI - Chitatsu Star

A naive woman who can teleport you to any city you have visited. Very helpful. You will come across her while you are walking to the Kobold village through the Great Forest.

79. RUBI - Chisoku Star

A stray elf staying at Kobold Village. To recruit her, Kirkis must be at or beyond a certain level (40 or so). Then you can talk to her at the inn and she will join.

80. VINCENT DE BOULE - Chichin Star

Either a conman or a complete idiot, you will first encounter Vincent at Antei after being turned away from the Dragon's den. Talk to him and pay his bill, then travel back to the Dragon Knights. Talk to him again and follow his advice. He will then disappear for a while, and will show up again in the jail at Moravia Castle. To recruit him, travel back up to the jail after Kasim Hazil joins and then talk to him.

81. MEG - Chikei Star

Niece to Juppo, she is waiting for him outside the inn at Kaku. Take Juppo to her and she can be recruited.

82. TAGGART - Chima Star *

Servant of Warren, he will show up in your castle prior to your assault on Moravia castle. He will join you then.

83. GIOVANNI - Chijou Star *

Doorman employed by Lepant, he will join you after you save Eileen.

84. QUINCY - Chiyu Star

A hunter who is bludging around at Garan, she can be recruited after you have found 80 other allies.

85. APPLE - Chifuku Star

Understudy of Mathiu, she will be waiting in his house after you defeat Kwanda Rosman. Talk to her and pick any response (it doesn't matter which) and she will join.

86. KAI - Chihi Star

Stickfighting teacher of the Hero, he is waiting at Garan and can be recruited after you take over the castle.

87. LOTTE - Chiku Star

A magician staying in the upstairs room of the Rikon inn, she will join after you bring her cat to her. Her cat is that one running around in Kaku (how the hell did it get that far away?). You can chase after it and grab it, this is much easier if one of your characters is equipped with a Holy rune. Deliver the cat and she will join. By the way, she will only ask you to find her cat if you have found 45 other allies.

88. MACE - Chiko Star

Master blacksmith living in Seek Valley. He will only join if your active party contains Maas, Meese, Mose and Moose.

89. ONIL - Chizen Star

Another completely useless character, Onil can be found at Seika, in the house on the left of the stairs leading to Mathiu's school. Just talk to her and recruit her.

90. KUROMIMI - Chitan Star *

Kobold who is trying to save his people while you are trying to save the elves. He will join when you return to the Kobold village after the village of the elves is burnt down.

91. GON - Chikaku Star

Brother of Kuromimi, Gon can be found in the bottom house at the Kobold village. Talk to him while Kuromimi is in your party and you can recruit him.

92. ANTONIO - Chisyu Star

A cook staying at the inn in Seika. After Marie has set up her inn at your castle. Talk to her three times (you don't have to stay three times). On the third time she will mention that she needs a cook. Go talk to Antonio and you will be able to recruit him.

93. LESTER - Chizou Star

Another cook, this time in Kirov. To recruit him, you will need to go into both houses on either side of Sarah and taste the stews within. Then, go to Kun To's house, and Lester will be inside. Talk to him and recruit him.

94. KIRKE - Chihei Star

A headhunter. He is waiting at Lorimar, but won't show up on your first visit (while you are there with Mathiu). After leaving, return immediately and he will be there. Talk to him and recruit him, saying you don't mind that all he can do is cut off heads (he actually sounds pretty useful).

95. ROCK - Chisou Star

The warehouse guard employed by Lepant. Talk to him during your break-in and you will be able to recruit him.

96. LEDON - Chido Star

One of the thieves under Kessler's command, he can be recruited by talking to him when you meet him at the secret factory.

97. SYLVINA - Chisatsu Star *

An elf, also Kirkis' girlfriend. She will join after you defeat Kwanda.

98. RONNIE BELL - Chiaku Star *

The "giant woman", Ronnie Bell will be found at the secret factory. She will join along with Mose.

99. GASPAR - Chisyu Star

A gambler, and one of your best sources of income (if not the most reliable). To recruit him, go to the basement of the Kaku bar after the "Three months" break (this occurs after defeating Kwanda and returning to the castle). Win 5,000 bits off him and he will join.

100. WINDOW - Chisu Star

A warrior-scion who doesn't want to be a warrior, he wants to build stain glass windows. To recruit him, get the Window Crystal from the first secret room (see the walkthrough for details) and take it to him. He is in the Item Store at the Warrior's Village. Give him the crystal and he will join. He can change the appearance of the window. It's not at all useful, or even interesting, but he is one of the 108 characters so if you want

the best ending, you'll need to recruit him.

101. MARIE - Chiin Star

The owner of an inn in Gregminster, she will be kicked out after you leave and can be found at the inn in Seika. After taking over the castle, talk to her and you can recruit her. She will set up an inn in the castle. It won't be free, but cost you 30 bits per person.

102. ZEN - Chikei Star

The gardener at the temple of Qlon, he will join if you bring him red, blue and yellow flower seeds. You can buy them from the item stores at Teien, Rikon and the Warrior's Village.

103. SARAH - Chisou Star

Just some lady who is washing clothes, you have to go through a silly process to recruit her. I recommend putting a character with a Holy rune in your party, just to shave a few seconds off the time. She is in Kirov, and she will be washing clothes in about the middle of the town.

I - Talk to Sarah and attempt to recruit her. She will ask for some soap.

II - Talk to the guy standing near the armoury. He will ask you to get him soy sauce in exchange for soap.

III - Talk to the guy around the middle of the town (on the left of the house to the left of Sarah). He will ask you for some salt in exchange for the soy sauce.

IV - Talk to the girl in the bottom right of the town. She will ask for a yardstick in exchange for salt.

V - Go to the inn and talk to the guy in the room on the right. He will ask for sugar.

VI - Buy some sugar from the item store.

VII - Deliver the sugar to get the yardstick.

VIII - Deliver the yardstick to get the salt.

IX - Deliver the salt to get the soy sauce.

X - Deliver the soy sauce to get the soap.

XI - Take the soap to Sarah and find out she's already got some. Be really irritated and recruit her.

104. SANSUKE - Chiretsu Star

An expert on baths. Sounds useful, no? He is in the leftmost house in the humans Great Forest village. Talk to him and recruit him.

105. QLON - Chiken Star

Specialises in saying the names of places. After defeating Milich, talk to Qlon, who will join you in thanks for getting rid of the silly village names.

106. TEMPLETON - Chimou Star

A mapmaker who wants to map the entire world. After the elves village is burnt, exit and return. Templeton should be waiting and will be easily recruited. You will also get a map, which is extremely helpful.

107. KRIN - Chizoku Star *

A thief who apparently enjoys grinning stupidly. Anyway, he will be waiting in your castle after you save Eileen.

108. CHANDLER - Chikou Star

A merchant who is waiting outside the Fortress of Kwaba. Just talk to him after taking over the castle and he will join.

=====
OTHER CHARACTERS
=====

These characters are the ones that don't join your party (or in some cases, do but not for long). They're basically other characters who have pictures to go with their speech.

TED - A 300 year old (!) boy who is the keeper of the Soul Eater. A friend of the Hero.

WINDY - The court magician, who is after Ted and the Soul Eater.

LEKNAAT - Seer and astrologist living on Magician's Island. Windy's younger sister.

BARBAROSSA - The Emperor. Not much else.

ODESSA SILVERBERG - Founder and leader of the original Liberation Army.

KRAZE - Imperial Commander. A weakling in command.

KANAAN - Self-absorbed idiot who takes credit for everything. High-ranking Imperial officer.

YUBER - The Black Knight.

NECLORD - A 400 year old vampire living in his castle south of the Warrior's village.

HANZO - Leader of the ninjas at Rokkaku.

ZORAK - Chief of the Warrior's Village.

CHIEF OF THE DWARVES - Have a guess. They could have given him a real name.

SANCHEZ - Part of the original Liberation Army (in Lenankamp) he will join your army as well. He's not one of the 108 though.

AIN GIDE - An Imperial Officer. Extremely loyal.

=====
LIST OF RUNES AND SPELLS
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This is a list of all runes that are mentioned in the game, even if you can't actually find them in the game. I've taken the list of runes from the manual, as well as adding the extra ones not listed there (Cyclone, Rage, etc.). If a rune enables multiple spells, I've listed them as well.

The number of spells each character can cast is based on their MGC statistic. On the status screen, the numbers below the names (e.g. 1/4/2/1)

is the number of REMAINING spells. The ONLY way to recover spells is to rest. Even if your character has gone up a level and is capable of holding more spells, you will have to rest before you will be able to cast them.

Regarding strengths of spells, I've tried to classify the attacking spells as follows.

<no classification>	- Regular Attack
Medium power	- Slightly stronger than regular
Strong	- High power
Powerful	- Paramount power, extremely damaging

These are based on my observations, it is not definite. Different characters will have different strengths of spells, but it is all relative.

SOUL EATER - The cursed rune, near the beginning of the game it will be equipped permanently on the Hero by Ted.

Deadly Fingertips - Removes one enemy from the battle. Does not work on boss creatures.

Black Shadow - Attacks all enemies.

Hell - Removes all enemies from the battle. Does not work on boss creatures.

Judgement - Powerful attack on one enemy.

RUNE OF THE GATE - A rune with "the power to link worlds". Split in two parts, with Windy and Leknaat owning one part each. Obviously, it can not be used by your characters.

DRAGON RUNE - Allows dragons to exist. Owned by Joshua. Again, it can not be used by your characters.

CONQUEROR RUNE - Mentioned only once, the Conqueror rune is owned by Windy and apparently can take over bodies and souls.

BLACK RUNE - Mentioned by Kwanda and Milich, it was apparently given to them by Windy. It has some kind of power over animals.

NIGHT RUNE - The Star Dragon Sword is apparently "the night rune transformed". I dunno...I guess it's some kind of anti-undead thing.

SOVEREIGN RUNE - Uh...Barbarossa says something about a Sovereign rune near the end of the game. I have no idea.

SOUND RUNE - A rune that you'll need to give to Melodye if you want to enlist her. Used to make sounds (obviously).

WINDOW RUNE - A rune that makes stained glass windows (how?). Anyway, you'll need to give it to Window to get him to join.

WATER RUNE - Enables water spells.

Drops of Kindness - Heals one character (300 HP)

Fog of Deception - Lowers enemy accuracy

Water of Kindness - Heals all characters (300 HP)

Rain of Kindness - Heals all characters (300 HP)

NOTE: The healing spells also cure poison.

LIGHTNING RUNE - Enables lightning spells.

Angry Blow - Attacks one enemy
Rainstorm - Attacks all enemies
Raging Blow - Strong attack on one enemy
Ball of Lightning - Powerful attack on one enemy

FIRE RUNE - Enables fire spells.

Flaming Arrows - Attacks one enemy
Firestorm - Attacks all enemies
Dancing Flames - Medium power attack on all enemies
Explosion - Strong attack on all enemies

EARTH RUNE - Enables earth spells.

Clay Guardian - Protection spell for one character
Voice of Earth - Attacks all enemies
Copper Flesh - Strong protection spell for one character
Earthquake - Strong attack on all enemies

WIND RUNE - Enables wind spells.

Wind of Sleep - Incapacitates enemies for one turn. Does not always
work on all enemies.
The Shredding - Attacks one enemy
Healing Wind - Heals one character (Full HP)
Storm - Strong attack on all enemies

FLOWING RUNE - "Upgraded" water rune.

Fog of Deception - Lowers enemy accuracy
Water of Kindness - Heals all characters (300 HP)
Rain of Kindness - Heals all characters (300 HP)
Mother Ocean - Heals all characters (Full HP) will resurrect (?)

NOTE: The healing spells also cure poison.

THUNDER RUNE - "Upgraded" lightning rune.

Rainstorm - Attacks all enemies
Raging Blow - Strong attack on one enemy
Ball of Lightning - Powerful attack on one enemy
Thunder God - Powerful attack on all enemies

RAGE RUNE - "Upgraded" fire rune.

Firestorm - Attacks all enemies
Dancing Flames - Medium power attack on all enemies
Explosion - Strong attack on all enemies
Final Flame - Powerful attack on all enemies

MOTHER EARTH RUNE - "Upgraded" earth rune.

Voice of Earth - Attacks all enemies
Copper Flesh - Strong protection spell for one character
Earthquake - Strong attack on all enemies
Guardian of Earth - Powerful protection spell for all characters

CYCLONE RUNE - "Upgraded" wind rune.

The Shredding - Attacks one enemy
Healing Wind - Heals one character (Full HP)
Storm - Strong attack on all enemies
Shining Wind - Powerful attack on all enemies, heal all characters
(Full HP)

RESURRECTION RUNE - Mixed rune, with attack, heal and resurrection
spells.

Scolding - Attacks one enemy
Yell - Heal character, approx 1/3 of health. Will resurrect and cure
status ailments
Scream - Heal all characters (300 HP). Will not resurrect
Charm Arrow - Strong attack on all enemies

KILLER RUNE - Increases likelihood of critical strikes.

HAZY RUNE - Lowers enemy accuracy.

COUNTER RUNE - Increases likelihood of counter strikes.

GALE RUNE - Increases speed of character.

FORTUNE RUNE - Doubles experience points received by character.

PROSPERITY RUNE - Doubles amount of gold received from battles. There
are only two known ways to get this rune. The first is
in Sarady (see section 1 of the walkthrough) and it is
also dropped by Siren enemies in the Kirov area.

DOUBLE-BEAT RUNE - Attacks two enemies in one turn. As far as I know,
Eikei has the only one of these. However, it can be
removed from him and re-equipped on anyone.

HOLY RUNE - Enables dash. Hold <circle> while on close-up areas.

TRUE HOLY RUNE - Enables dash. Increases speed on world map. There's
only one of these and Stallion has it. You can't remove
it from him.

CLONE RUNE - Powerful attack on one enemy. Leaves character unbalanced.
Can only be used by sword-armed characters who are not
otherwise permanently equipped (see "Notes on Restricted
Runes" section below).

BOAR RUNE - Powerful attack on one enemy. Leaves character unbalanced.
Can only be used by Pahn, Morgan and Eikei.

SHRIKE RUNE - Bodyslam attack on one enemy.

HATE RUNE - Throws fireball at one enemy.

FALCON RUNE - Powerful attack on one enemy.

TRICK RUNE - Makes a little bloke pop up and hit one enemy. Honestly.

SUNBEAM RUNE - HP restorative rune. The rates of restoration are as
follows.

On world map : 1 HP / step. All characters.

On close-up : 1 HP / 3 steps. All characters.
In battle : 5 HP / turn. Holder only.

PHERO RUNE - Makes a character of the opposite gender protect the holder during battles. As far as I know, the only place you can get one of these is from the Beast Commander enemies in the Seika and Kouan area.

TURTLE RUNE - Prevents status abnormalities.

CHAMPION'S RUNE - Prevents most random battles. Note that large groups of monsters or more powerful monsters will still attack you.

SPARK RUNE - This rune changes the attacking order. When the character with this equipped does whatever you told them to do, the character in position 1 (see below), provided that they haven't already attacked, will perform their action. Next is the character in position 2, then 3, etc.. This rune basically disregards speed. As for the positions:

1 2 3
4 5 6

That's the order. Obviously, it's best to equip on your faster characters, then load your party up with big, heavy hitters. Very powerful strategy, since it overcomes the usual slow speed of the tough characters.

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NOTES ON RESTRICTED RUNES

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Several runes (namely the Boar, Clone and Trick) are restricted as to who can use them. In my opinion, these runes aren't terribly useful. Maybe I was just a bit too impatient, but the Trick rune seemed to do pitiful damage and the other two left you unbalanced (nice damage, though). Here's a short list of the runes and their users.

Boar - Eikei and Morgan (Pahn comes equipped with a permanent Boar rune)

Clone -- Viktor, Kuromimi, Lepant, Humphrey, Kreutz, Flik, Kasim, Gon, Griffith, Milich, Pesmerga, Hix

Trick -- Meg (Juppo comes equipped with a permanent Trick Rune)

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COMBINATION ATTACK CHART

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This is a list of the "Unite" attacks. Note that it is not necessarily complete, since there are thousands of possible combinations and I couldn't be bothered trying them all.

CHARACTERS	ATTACK NAME	# OF ENEMIES	UNBALANCED
~~~~~	~~~~~	~~~~~	~~~~~
Gremio + Pahn	Talisman Attack	One	No
Hero + Kai	Master Pupil Attack	All	No
Tai Ho + Yam Koo	Fisherman Attack	One	Yes
Varkas + Sydonia	Bandit Attack	One	No
Anji + Leonardo + Kanak	Pirate Attack	One	No



Kuromimi + Gon	Kobold Attack	One	No
Kuromimi + Gon + Fu Su Lu	Kobold +1 Attack	One	No
Alen + Grenseal + Flik	Pretty Boy Attack	One	No
Kirkis + Sylvina + Stallion	Elf Attack	One	No
Kirkis + Sylvina	Wild Arrow Attack	All	Yes
Kirkis + Stallion	Wild Arrow Attack	All	Yes
Kirkis + Rubi	Wild Arrow Attack	All	Yes
Maas + Meese + Moose + Mose	Blacksmith Attack	One	No
Maas + Meese + Moose + Mace	Blacksmith Attack	One	No
Maas + Meese + Mose + Mace	Blacksmith Attack	One	No
Maas + Moose + Mose + Mace	Blacksmith Attack	One	No
Meese + Moose + Mose + Mace	Blacksmith Attack	One	No
Juppo + Meg	Trick Attack	All	No
Kasumi + Kage + Fuma	Ninja Attack	One	No
Pahn + Eikei + Morgan	Martial Arts Attack	All	No
Gen + Kamandol	Fatal Attack	One	No
Eileen + Lepant	Couple Attack	One	No
Eileen + Lepant + Sheena	Lepant Family Attack	One	No
Kai + Liukan + Fukien	Flash Attack	One	Yes
Gen + Sansuke	Carpenter Attack	One	No
Futch + Milia	Dragon Knight Attack	One	No
Hix + Tengaar	Warrior Attack	One	No
Krin + Humphrey	Bumpy Attack	One	No
Sonya + Cleo + Eileen	Beauty Attack	All	No
Valeria + Cleo + Eileen	Beauty Attack	All	No
Camille + Tengaar + Kasumi	Pretty Girl Attack	One	Yes (Kasumi)

NOTE: If characters involved in a Unite attack are dazed, they can still take part. Unless all characters are dazed, the attack will still happen. However, if one of the characters dies before the attack is performed, the characters that remain will do nothing that turn.

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#### COMBINATION OF SPELLS

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In the Old Book Volume II, you can read about combinations of spells. It basically says that if two ultimate spells from harmonious runes are cast simultaneously, you will get an extremely powerful combined spell. In simpler terms, an ultimate spell is the paramount power of the rune, or the fourth spell. Harmonious is runes that complement each other. This is a list of the harmonies of runes, as shown in the Old Book:

Fire + Earth  
Earth + Wind  
Wind + Water  
Water + Lightning  
Lightning + Fire

Note that a Rage rune is counted as a Fire rune, a Mother Earth rune is an Earth rune, a Cyclone rune is a Wind rune, a Flowing rune is a Water rune

and a Thunder rune is a Lightning rune.

Simultaneously means at the same time for those of you who don't know. You don't have to do anything about this, since the characters will do this automatically.

So, for anyone who wants to know, I've described each spell below:

Fire and Earth: A large, white circle appears beneath the enemies and starts to bubble. Flames and rocks shoot out of the ground and annihilate the enemy.

Earth and Wind: A bunch of rocks appears above the enemies and pulsates for a little while. A large wave of wind comes and breaks it, and they rain down across the ground.

Wind and Water: Basically a Shining Wind spell, lights appear over both groups of enemies, complete with swirling bits and stuff. Blue rocks start hitting the enemies, and then there is a bright light which whites the screen out. All of your characters will be healed, and the enemies will be as good as dead.

Water and Lightning: A blue hemisphere surrounds your characters. Lightning strikes an enemy (only one, unfortunately) and all of your characters will be healed to maximum. The lightning will be directed at the enemy you attacked with the Ball of Lightning or Thunder God spell.

Lightning and Fire: A black triangle appears below the enemies, with flames around the edges. Lightning begins striking the enemies and basically kills them all.

It's a great way to show-off if you want to, and it is also very valuable when you're fighting bosses.

In one of the Old Books, these combinations are mentioned. It also seems to say something about triple combinations, but I have been unable to find anything like this. Maybe it was just a translation error.

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#### LIST OF MAJOR BATTLE GROUPS

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This list shows how the 108 characters are divided in major battles, for anyone who wants to know. I've listed the name of the group, the characters in it and the power (if applicable).

#### CHARGE ATTACKS

~~~~~

| | | | | |
|----------------------|-------|---------------------------|-------|----|
| Knights Party | ----- | Max, Sancho, Qlon | ----- | 30 |
| Lepant Family | ----- | Lepant, Eileen, Sheena | ---- | 26 |
| Commander's Team | ----- | Hero, Pahn, Gremio | ----- | 26 |
| Old Soldiers | ----- | Kai, Liukan, Fukien | ----- | 24 |
| Wild Geese | ----- | Kreutz, Morgan, Kirke | ---- | 24 |
| Humphrey's Team | ----- | Humphrey, Alen, Grenseal | -- | 24 |
| Viktor's Team | ----- | Viktor, Warren, Taggart | --- | 23 |
| Pirates | ----- | Anji, Leonardo, Kanak | ---- | 23 |
| Former Imperial Team | --- | Kasim, Griffith, Valeria | -- | 22 |
| Invulnerable Defense | --- | Kwanda, Eikei, Gaspar | ---- | 21 |
| Fellows | ----- | Blackman, Zen, Ivanov | ---- | 21 |
| Bandits | ----- | Varkas, Sydonia, Kessler | -- | 21 |
| Fishermens | ----- | Tai Ho, Yam Koo, Kimberly | - | 19 |

Warrior's Village Kids - Flik, Tengaar, Hix ----- 17
 Good Buddies ----- Marie, Onil, Sansuke ----- 16
 Black Golds ----- Maas, Meese, Moose ----- 15
 Carpenters ----- Gen, Kamandol, Tesla ----- 14
 Secret Factory Team ---- Mose, Ronnie, Sarah ----- 14
 Kobolds ----- Fu Su Lu, Kuromimi, Gon --- 13
 Tricksters ----- Juppo, Jabba, Meg ----- 6

BOW ATTACKS

~~~~~

Forest Protectors - Kirkis, Sylvina, Stallion - 21  
 Experts ----- Clive, Pesmerga, Mace ----- 19  
 Adventurers ----- Lorelai, Quincy, Mina ----- 17  
 Cooks ----- Antonio, Lester, Rock ----- 14  
 Engineers ----- Sergei, Hugo, Templeton --- 12  
 Archers ----- Rubi, Georges, Marco ----- 8

MAGIC ATTACKS

~~~~~

Children of the Runes - Crowley, Luc, Lotte ----- 25
 Magicians ----- Jeane, Hellion, Viki ----- 20
 \* Soldier Beauties ----- Sonya, Cleo, Camille ----- 20
 Narcists ----- Milich, Vincent, Esmeralda - 18
 Musicians ----- Kasios, Melodye, Window ---- 14

\* - The Soldier Beauties team will be in Bow attacks until Sonya joins.

OTHERS

~~~~~

Dragon Knights - Joshua, Milia, Futch  
 Merchants ----- Kun To, Chapman, Chandler  
 Ninjas ----- Kage, Kasumi, Fuma  
 Thieves ----- Krin, Ledon, Giovanni  
 Strategists ---- Mathiu, Leon, Apple

For anyone who doesn't know about the "Others" functions, here goes:

Dragon Knights are an "air strike" attack. Their power depends on the number of enemies you are facing, so use them at the start of a battle. They can be shot down by bow attacks, but if they are it won't affect the rest of your army one jot.

Merchants will attempt to make the enemy defect to your side. They are more likely to succeed if the enemy has more soldiers than you (I have no idea why).

Ninjas will discover the enemies next tactic, with a 100% success rate.

Thieves will either discover the enemies next tactic or steal money, each with a 50% success rate. It appears to be random which one they perform.

Strategists will boost the charge attack power. The number of them that you have determines how many boosted charges you can do (providing that you follow the plan).

Remember, MAIN CHARACTERS CAN DIE during major battles. This is, needless to say, a very bad thing. I always advise saving the game before major battles, just in case this happens.

=====  
 THE PARTY AND BATTLE SYSTEMS  
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The party system used in Suikoden can sometimes be confusing, so it's worthwhile making a few points known.

From the 108 characters, most can be put into your active party (70 or so, I think). The active party is defined as those who are currently in the group (of course, this doesn't include someone like Kanaan, who doesn't actually DO anything). You won't actually need to make a party until you've taken the castle. Now, your active party will always contain the Hero, since he is obviously the main character. Sometimes, characters will insist on coming along (e.g. Viktor in the Neclord episode) but otherwise you are free to choose as you wish. There can be a maximum of 6 people, but you don't necessarily need to have that many (although there's no reason not to).

As far as I remember, the "optional" characters don't actually have any bearing on the story. They don't say anything, all they do is stand around or fight. Since there are so many characters in Suikoden, this is the only practical way to handle it.

Resting will only rest those characters in the active party. Once a character has been taken out of the active party, he/she will remain exactly as they are until they are returned to the active party. This is a very important thing to remember, since you wouldn't want to run off to a boss battle and find half the people in your party are dead anyway.

Now for the battle system. First, each character in the active party has a range for their weapon. This can be S (short), M (medium), or L (long). Each type has a few points to be made about it.

S - These can only be used from the front row of your formation, and can only hit the front row of the enemy formation. The upshot is that usually they pack a fairly hefty punch.

M - These can be used from either row of your formation, but can only hit the front row of the enemy formation. Damage is fairly average.

L - These can be used from either row of your formation, and can hit either row of the enemy formation. This is offset by the fact that they are comparatively weak weapons. Also, a character with a long range weapon cannot perform counter hits, but their own hits are unable to be countered.

Note that using runes to perform a physical attack (e.g. Boar, Falcon) will disregard the ranges of the weapons. For instance, Pahn with his Boar rune could use it to attack a back row enemy from the back row of your own formation. The same comments apply equally to Unite attacks.

Speed is an important factor in a battle. The faster you are, the more likely you are to incapacitate or destroy the enemy without them getting a chance to fight back. Based on my observations, striking order takes two factors into account (this applies to enemies as well). First is the basic speed of a character (e.g. Kasumi is faster than Kwanda Rosman). Second, it also takes the current HP of the character into account (e.g. a character at full health will strike earlier than they would at half health). The two factors are used to determine striking order for everyone and everything involved in the battle. If two or more characters from the same side will strike in order, and are attacking different targets, they will attack simultaneously. This is purely to save time, the characters would likely have different speed ratings.

When striking, as far as I know the chance to hit depends on the speed and skill of the characters involved. For instance, Pesmerga would have much more trouble hitting Sonya Shulen than Kage would. This is just guesswork and speculation on my part, but it seems the only way other than having a flat percentage possibility. It is also likely that Luck is used also. Note that some status changes will affect the characters chance to hit (a bucket on your head isn't exactly helpful when trying to hit someone). One final

point - runes and Unite attacks disregard everything here. They will always hit regardless of speed or status.

And finally, wounding. The damage done per hit is determined by a lot of different values. The Attack and Power values of the attacker, along with the weapon strength will be compared against the Armour and Defense values of the defender. The damage inflicted is based on all of these values. Critical Hits will sometimes be performed also (the camera will zoom in on the pair of fighters). The likelihood of these (as far as I know) will depend on the Luck of the attacker. They do approximately 2.5 times the usual damage.

So, after reading that you will hopefully have gained a greater insight into the workings of the game. This isn't necessarily vital to the playing of the game, but it helps you appreciate some of the complexity, and also gives reasons as to why things will happen.

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THE WALKTHROUGH
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<*> GENERAL INFO
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- In this game you will sometimes be given decisions to make. Decisions will be separated from the main body as shown:

[?] These are 'fake' decisions. In other words, if you make the wrong one, it will simply ask you again. Note that these also include the ones that after a while will stop asking you (eg. when Pahn asks to join the Liberation army). If you are pig-headed and stubborn and continue to choose the wrong one, it will give up. You will most likely be left at a dead end and will have to go back to the person and choose the right one.

[!] These are the real decisions, that will result in an immediate outcome. You will be asked this once and once only. For instance, when rescuing Eileen, you will get a decision to make about Kraze. That decision is one of these, and if you don't know what I'm talking about you'll see once you get there. They won't necessarily make a difference to the big picture, but you may want to be forewarned about them.

After each decision (of either kind) I'll include the outcomes afterwards in {these brackets}. If none of this makes sense to you, you'll pick it up as you go. I haven't included the "Recruit" or "Don't Recruit" decisions, as well as a few other obvious ones. I've mentioned those I haven't separated though.

- I've divided the game into sections, each with a separate sub-heading. Under each sub-heading, I've listed items to get in the area and any characters that can be recruited. These characters are ONLY those that can be recruited, I couldn't be bothered with the ones you just meet.

- Each boss will be given a separate section with information on how to deal with them. If the Deadly Fingertips spell doesn't work on it, I've called it a boss.

- For major battles or duels, I've also given information on what to do and general tactics.

- I've used up, down, right and left rather than north, south, east and west. This is just for simplicity, not because I think you can't



early on in the game. Both are achieved in pretty much the same way. If you want a Fortune rune, leave the house now. If you want a Prosperity rune, go and get Ted before leaving. Now, to get the runes, you'll have to go to Sarady (where you'll deliver the blueprints later). This is actually more difficult than it sounds, but with a little preparation it won't be such a hurdle. The easiest way to do it is save first, then go over to Rockland. Win a stack of money from Marco, then save again. Equip your character/s with the best armour possible in Rockland. Gain experience by fighting monsters nearby. At first, the only one you'll stand any real chance of beating is called a BonBon. If you encounter anything else, you may as well try and run, since you'll certainly die if you stay. Once you've gotten a bit more experience, you'll be able to tackle stronger opponents. Once you think you're up to an acceptable level, go off to Lenankamp. Sharpen your weapons, and upgrade armour if possible (can't remember if it's necessary). Save once again, and head for Mount Tigerwolf. If your characters are as strong as mine were, the mountain won't be much trouble. Once you reach the map again, go straight up to Sarady. Enter the house in the top right corner of the village, and talk to the guy inside. He will give you the crystal that you came all this way for. Go back to Gregminster and continue with the game.

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Walk upstairs (if you went and got the Prosperity rune, Ted will have already joined you, otherwise he joins here) Go into your room (the one on the left, in case you don't know) and you will talk to Ted for a while. He will ask you if he could help work for the Empire.

[?] Of course.

{Let him come with you}

Gee, I dunno.

{Listen to him whinge and then be asked again}

You'll have to let him come along. Soon you'll have to go to dinner. Sit in the only empty chair and Teo will make a speech. After this, you'll go to bed automatically. Teo and Gremio will come during the night, and then Teo will head north. When Gremio wakes you up in the morning, he will join you.

You may want to save the game at this point. Go to the dressing table in the Hero's room, and press <cross> to read his diary - you can actually read Pahn's and Sonya's diaries as well. Cleo's will be locked :). Anyway, the Hero's diary is just a save point.

Walk downstairs and Pahn and Cleo will join as well. Attempt to walk out the door and Ted will join also. Head back to the castle and talk to Kraze. He will tell you about your errand assignment and ask you a question to see if you've been paying attention.

[?] Northeast of Gregminster

{Show that you've been listening, continue getting briefed}

Northwest of Gregminster

{Make him think you're an idiot, continue getting briefed}

Somewhere on this earth.

{Make him think you're a pompous brat, continue getting briefed}

Whatever you say, eventually you'll end up going outside. After talking to your friends, walk right to the stables and talk to Futch. He won't join you yet, but he will take you to Magician's Island. Walk up along the path, you can pick up Medicine and a Leather coat from the chests. When you find Luc, he will create a golem that you have to fight.

This is simple. Get Gremio and Pahn to do Talisman attacks, and everyone else to attack normally. You should beat it in two or three turns.

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After defeating the golem, Luc will take you to see Leknaat. Walk up all the stairs, and after talking to her, follow her into the room. She will give you the Astral Conclusions. When you walk out, she will give a Fire crystal to Cleo and then Luc will teleport you back to the shore. After Futch flies you back to the castle, report to Kraze.

<b> TAX COLLECTOR

-----

Items in this section: Boots, Medicine x2, Defense rune piece, 1,000 bits, Antique, Escape Talisman, Leggings, Thunder rune piece

Characters in this section: -

When you get to Kraze, Kanaan will be standing behind him. He will tell you of your mission to Rockland, and Kanaan will come with you (he won't fight, of course). On your way out of Gregminster, visit the rune master and attach the Fire rune to Cleo. Leave Gregminster, and walk right on the world map until you should come to Rockland. You will see Marco here, and you can win a lot of money off him. He follows a set pattern here, so you should be able to work it out. Just bet 100 bits, and write down where the coin ends up. See the Tricks and Other Stuff section for the patterns, and when you can match it to a patten you can up the ante (to speak colloquially) and choose the corresponding cups. 50,000 is tons of money for now, but you can get more if you feel like it. Go to the armour store and outfit everyone. Rest at the inn if you need it, then go into the large house at the top of the town.

Grady should meet you here, and tell you about the bandits. You'll be given a decision to make:

[?] Of course.

{Go fight}

We should return home first.

{Get ordered by Kanaan to go fight}

When you can, leave Rockland and walk right to Mount Seifu. Mount Seifu is full of loot, grab it from the treasure chests as you go. You should use the Defense rune piece on Pahn, he needs it the most. Eventually you will get to a Queen Ant. It's not a boss (you can encounter them in Seek Valley), but you can't beat it. Just defend, and after 3 turns your characters will break off the fight. Ted will tell everyone to stand back, since he has an idea. You'll be given another decision:

[?] OK, Ted.

{Let him do his thing}

Don't be reckless, Ted.

{Warn him, then let him do it anyway}

Ted will enter battle alone, and will automatically waste the Queen Ant with a Hell spell. After the short conversation, continue going through the caves.

[SAVE] - It's unlikely, but some people may get beaten by Varkas and his bandits.

Make sure you use a medicine on anyone who's hurt before going up the stairs. Walk up the aforementioned stairs and confront Varkas and Sydonia.



After a short talk, you'll fight five bandits. If Cleo can do a Firestorm spell (unlikely) use this, but otherwise just put them on Free Will. After beating them, you will fight Varkas and Sydonia.

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BOSS TIPS: Varkas  
          Sydonia

This shouldn't be too much of a problem. Get Gremio and Pahn to do Talisman attacks on Sydonia, while Cleo does Flaming Arrow spells on Varkas. It doesn't matter what the Hero or Ted do, but you may as well attack Varkas first, then Sydonia. Sydonia may be faster, but Varkas does more damage. You should beat them in a couple of turns

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After this, you'll capture them and be taken automatically to the base of the mountain. Go back to Rockland, and rest at the inn. If you walk up the right hand side of the village, you will see some Imperial soldiers beating up a little kid. You can fight them if you want, but it doesn't make much difference. Go talk to Grady, and he will take Varkas and Sydonia off your hands. He'll also give you 10,000 bits, but Kanaan will take it and won't give it back. Head back to Gregminster, and make sure that Ted and Pahn don't have anything valuable.

Upon your return, Kanaan will take Ted to the palace. Go and get your antique appraised (assuming you picked it up) and sell it. You may want to buy two pairs of Wing Boots for Cleo from the armoury. They'll make her extremely fast and will be a great asset. Keep in mind that they cost over 10,000 bits per pair. Go back to your house, and Gremio will cook a meal. When you can, walk downstairs and you will find Ted on the floor. Everyone will rush downstairs, and you will be asked to help move Ted.

[?] Help  
    {Help move Ted}  
Don't Help  
    {Convince them you're in shock}

Ted will end up in one of the beds in the house, and he will relate his story of how he got his injury. When you can, talk to Pahn, who should be waiting outside the door. He will leave saying he's going to buy medicine, and you will head back inside. Ted will ask you for a favor.

[?] What is it, Ted?  
    {Ask him what he wants}  
No.  
    {Refuse and be asked again}

After accepting, Ted will tell you about the Soul Eater and ask you to take it.

[?] I'll take it, Ted. Don't worry.  
    {Take the Soul Eater}  
No.  
    {Don't take it, and get asked again}

The Soul Eater will be transferred across to the Hero. You will hear a crash at the door, and Cleo and Gremio will run out of the room. Follow them to the front door, and you will find Kraze and Kanaan. They had been informed by Pahn of Ted's whereabouts, and will ask you to send him out. Cleo and Gremio will refuse, but Ted comes out anyway and offers to be a decoy.

[?] No.

{Refuse, and get Ted to ask again}

All right.

{Accept his offer}

Ted will be handed over to the Imperials, and you will be led out the back door.

<c> ESCAPE

-----

Items in this section: Medicine, Brass Armour, Antique, 700 bits,  
1,000 bits

Characters in this section: Viktor

You will find yourself outside the house in the rain. Walk over to the inn, and Marie will talk to you and stash you in the top room. Despite what Gremio says, wander about and attempt to leave the inn. You will run into more Imperials, and the first guy will complain to you.

[?] Shut up, you fool.

{Insult him, and generally be conspicuous}

(We'd better try to be inconspicuous)

{Be conspicuous anyway}

Cleo and Gremio will run downstairs and offer to hold them off while you escape. Before you do, Viktor will come and save the day. Once outside, he will lead you behind the inn, thank you for helping him, then walk off. Follow him and talk to him. He will say that he has a plan.

[?] I'm not sure I can trust you.

{Refuse to hear him out}

All right. Help us out.

{Hear his plan}

If you refuse to listen to him three times, he will stop asking, but you will be at a dead end without listening to him. After he joins, make sure you put him in the front row of the group, since he has a short-range sword. Walk down to the gate, and Viktor will talk to the guard. The guard will get out of the way, and you can walk out. Despite what Viktor says, that part won't cost you any money. You will then be asked to fulfil your part of the agreement.

[?] It's a promise.

{Agree to go to Lenankamp}

I've never heard of Lenankamp.

{Appear ignorant then go anyway}

Head to Lenankamp. When you get there, Viktor will leave the party, and head towards the inn. Follow him, and stay the night. It won't cost you any money, by the way. You will hear Imperial soldiers at the door half way through the night, and will be given a decision about what to do.

[?] Let's fight.

{Do nothing, you were obviously joking}

I'm scared, let's run.

{Attempt to run away, but fail}

Whatever your choice, Odessa will appear behind the clock. Go talk to her and the clock will move aside. When downstairs, walk into the meeting

area, and you will be told about the Liberation Army. After a short talk you will be given a decision to make.

[?] Who says I'll join?  
{Appear to like the Imperials}  
Maybe I should join the Liberation Army.  
{Appear interested}

No matter what decision you make, you will be told to stay until it is safe up above. Try to leave the hideout and you will find a collapsed bandit blocking your path. Talk to him and take him inside, and he will tell you that Varkas and Sydonia have been captured and strung up to die. You will get another decision to make.

[?] It's our fault.  
{Confess that you captured them}  
This has nothing to do with us.  
{Be an idiot and be reprimanded by Cleo and Gremio}

You'll end up on a mission to Rockland with Viktor. Put him back in the front line of your group, and head up to the blacksmith. Sharpen everyone's weapon to Level 5 (unless you don't have enough money) and attach the Thunder rune fragment to Cleo. Walk back up to Rockland. You may want to stay at the inn here before you try anything else. Talk to the guy outside Grady's house, and he will tell you to go away. Your group will walk off to the side, and Viktor will say that he has a plan. After setting the house on fire, Viktor will return and you can enter the mansion. Work your way through, looting the house as you go. Once you get to the six guards next to the door to where the bandits are tied up, you may sustain some injuries. If Cleo can do a Firestorm spell, this battle will be over in one turn.

Once in the backyard, talk to Varkas, and you will rescue both of the bandits. Go back out of the house (you'll talk to Grady on the way) and the bandits will leave you. Head back to Lenankamp and enter the Liberation Army hideout.

#### <d> PLANNING AHEAD

-----

Items in this section: Circlet, Medicine x2, Gloves, Wind rune piece,  
Antique, Clone crystal, 1,000 bits.

Characters in this section: <Odessa>

Upon your return, Odessa will ask you if you want to join the Liberation army.

[?] My father goes his way, I go mine.  
{Agree to join}  
Since I'm a member of the Imperial Army...  
{Be stubborn}

Note that if you refuse, she won't automatically ask you again, but you'll be at a dead end until you join. Those of you that refused will be asked again.

[?] I guess...  
{Join}  
I mean...  
{Don't join}

Obviously, you'll have to join the Liberation army. You'll be given the blueprints and told to deliver them to Sarady. Odessa will come with you.

She has a wind crystal (that you can't pilfer) and Medicine (which you can). Hand the Medicine over to another character, just so you don't forget later. Odessa's bow is already Level 5, so you don't need to get it sharpened. Head to Mount Tigerwolf (go up from Lenankamp and a bit to the left and you will find a bridge. You'll know where to go from here). Keep going and grab the stuff from the chests on your way. Eventually you will reach Ledon's hut, and will be asked if you want to stop.

[?] Me too.

{Agree to stop for the night}

We'd better go on.

{Stop anyway, since everyone else does}

Once you're inside, Ledon will serve you some tea and you will be given a decision about whether or not to taste it.

[?] Not if it's bitter.

{Refuse and be asked again}

Just a taste, then.

{Taste the tea}

It's drugged and everyone will collapse. Kessler will come in, and after a short discussion, will order Ledon to prepare an antidote. You will stay the night for free, as repayment. When you wake up, talk to both Ledon and Kessler. All of your group will get up, and Ledon will unlock the door. Keep progressing through the mountains, opening the chests on your way. You will soon end up on the world map.

If you can't find Sarady, you're stupid. Look harder. When you get to the village, head first to the item store and buy a Water crystal. Go to the inn and stay the night. You will wake up, and you should talk to Odessa who is standing outside. She will ask you several questions, and I'm too lazy to put them in. Soon, Kage will come up to collect the blueprints. Head back to bed (either of the empty ones), and you will go to sleep. In the morning, head back to Lenankamp.

Upon your return to Lenankamp, attach the Clone crystal to Viktor and the Wind rune piece to Gremio. You may have picked up some Water rune pieces from the Killer Slime enemies on the mountain. If you did, attach these to the Hero. Head up to the inn, and you will find the innkeeper collapsed on the floor. Odessa will run off to the hideout, and you should follow her. If you want, you can fight two bunches of five Imperial soldiers by walking in to the first two "sections" of the base. Odessa is in the third, and you will need to fight to get to her. When you get there, you find that she has been wounded protecting a child. She will give you two requests: one is to give the earring to Mathiu in Seika, and the other is to throw her body in the stream. You will have to decide about the second one.

[?] I can't.

{Refuse}

As you wish.

{Dump the corpse in the stream}

If you refuse three times, Viktor will throw her body in the river anyway. After her big death scene, Odessa will cark it and you can now use the Deadly Fingertips spell.

<e> THE BIRTH OF A NEW ARMY

-----

Items in this section: Mega Medicine, Toe Shoes, 2,000 bits, Antitoxin x2,  
Power rune piece, Pointed Hat, Medicine, Wind crystal

Hazy crystal

Characters in this section: Mathiu, Camille, Tai Ho, Yam Koo, Luc

To reach Seika, you will need to pass through the Fortress of Kwaba. It is directly below Lenankamp. Once you get there, Viktor will stop you and suggest you think of fake names. They will all decide, and you will be given your choice.

[?] Masamune.

{Call yourself Masamune, make everyone think you're an idiot}

Piisuke.

{Call yourself Piisuke, make everyone think you're an idiot}

Schtolteheim Reinbach IV.

{Call yourself Schtolteheim Reinbach IV, make everyone think you're an idiot}

It obviously doesn't matter what you call yourself. You will head down through the fortress and meet some soldiers. They will stop you, and accuse you of being rebels. Ain Gide will come up, and Gremio will pretend to attack you (it'll make sense when you see it). You'll be let past (because Teo's son wouldn't be dressed like a bum). Once past, Gremio will ask you to forgive him for the way he acted.

[?] Unforgivable!

{Don't forgive him}

I understand, Gremio.

{Forgive him}

If you refuse to forgive him three times, he will stop asking and you will continue to Seika. It doesn't make any difference if you do or don't forgive him. Head to Seika (straight down from Kwaba) and head up to the school at the far end of the town. Talk to the student closest to the chart, then leave and talk to Mathiu waiting at the bottom of the stairs. He will walk towards his house, and you should follow. Talk to him again, and you will be told to go away. Start to leave, and you will run into some Imperial soldiers. Follow them back to the house, and observe the scene. Gremio will ask you what to do.

[?] Help them, of course.

{Fight the soldiers}

Wait. Let's see what's happening.

{Delay the fight}

If you wait, the conversation will continue for a minute and then Viktor will run forward. The soldiers will ask you who you are.

[?] Survivors of the Rebel Army.

{Sound resilient and dangerous}

Just some good guys passing by.

{Sound cool and nonchalant}

It obviously doesn't matter what you tell them. You'll end up fighting three soldiers, a Firestorm spell should take care of them. Go talk to Mathiu after the fight, and he will tell you to keep the earring.

[?] Why?

{Ask him why (duh)}

But Odessa...

{Attempt to honour Odessa's request. Let him explain about earring}

He will say what the earring represents, and ask you if you will take over leadership of the Liberation Army.

[?] I can't do it.

{Refuse to accept}

I'll do it.

{Accept}

If you refuse, you'll be at a dead end until you accept. After accepting the earring, Mathiu will tell you to go to Kaku, which you should do. Kaku is down and left from Seika. Once there, first stay at the inn, then go to the bar and talk to Camille, who will join you. Go downstairs and talk to Tai Ho. You will have to beat him at a game of dice, with a default bet of 1,000 bits. Just keep trying and you'll beat him eventually. When you do, he and Yam Koo will head outside and prepare the boat. Go out and head to the armoury. Buy armour for all five of your characters and go down to the docks. Talk to Tai Ho and you will sail to the Toran castle.

Once you get there, a short talk will ensue and Tai Ho will join your party. Mostly the layout of the castle is fairly straightforward, but there are a couple of places you may want to know about. The first room inside the castle contains a chest behind a pool of water. You can reach it by walking close to the wall from the left side. Inside the chest is a pair of Toe Shoes, which you should equip on the Hero.

[SAVE] - That Zombie Dragon is really annoying.

In the eleventh screen, you will notice two seemingly unreachable chests. The one near the bottom of the screen is accessible through a secret tunnel which begins slightly below the entry on the left side of the room. It looks something like this:

```
X
XXXXXX
  X
  XX
```

The other one is simple. A little below the top right corner of the room will be a simple straight horizontal secret passage.

Once you reach the screen that appears with a screen title "The castle of Toran", you will not be attacked by random enemies. After the two screens of stairs, you will come to the Zombie Dragon (in the sixteenth screen if anyone else was counting). You'll have to fight him to take over the castle.

---

#### BOSS TIPS: Zombie Dragon

It can be difficult to beat this guy sometimes, he can really take a pounding. Cleo should use up all of her spells first, then attack regularly. Viktor should use his Clone rune when he isn't unbalanced, and use a medicine on the most injured person when he is unbalanced. The remaining characters should attack regularly. The extra punch from the spells and the Clone rune should allow you to defeat him.

---

After beating the dragon, the fog will disappear and you will be asked to name the castle. You'll be given a couple of suggestions, but quite honestly I think they're crap names. It doesn't matter at all, but I prefer to have a good name for a castle. Just be creative, but you have an eight character limit.

After naming the castle, there will be a fade and everyone will be standing in one of the rooms. Leknaat will appear, and deliver the Stone

Tablet of Truth, and Luc. Mathiu will suggest that you attempt to recruit Lepant, and the screen will fade again.

<f> TRICKLE OF ALLIES

-----

Items in this section: Shoulder pads, Medicine x2, 700 bits, Counter crystal  
Speed rune piece, Leather armour, Fire rune piece,  
White Paint, Water rune piece, Antique

Characters in this section: Sergei, Onil, Marie, Chandler, Sansuke, Maas,  
Kai, Antonio, Rock, Lepant, Pahn, Varkas,  
Sydonia

When you wake up, Gremio will come in and say that you should talk to Mathiu. Mathiu (off to the right of your room, if you can't find him) will explain about Lepant, then Viktor and Cleo will join. Mathiu will ask you who else you want to take, I recommend Luc and Tai Ho.

Now, it is obviously in your best interests to make your fighting in Lepant's house as easy as possible. To achieve this, you should now embark on a quick round-trip of the area, collecting allies and gaining experience as you go. Sail to Kaku, and recruit Sergei from the bar. Walk up to Seika to recruit Marie from the inn and Onil from the house to the left of the steps leading to Mathiu's house/school. Head up to Kwaba and recruit Chandler. Now, walk all the way down to the Great Forest. In case you don't know where it is, from Kwaba walk right until you reach the trees, then straight down. You'll come across it eventually. Get Maas from the smithy and Sansuke from the leftmost house. Now, walk over to Garan, which is slightly up and a fair way to the left of the Great Forest. Talk to Kai, and get him to join. Now, follow the coast back to Kaku. Sail across to your castle, and use your new lift to go to the second floor. Talk to Mathiu, and replace Luc with Kai. Head down to the first floor and get Tai Ho's weapon sharpened by Maas. Trot over to Marie and talk to her three times (you don't have to stay three times). On the third time, she will mention that she needs a cook. Sail back to Kaku, then walk on to Seika. Recruit Antonio from the inn.

All of this should have made you a bit stronger, so you're now ready to tackle Kouan. It's directly down from Kaku, you may have passed it when you were going to Garan. Once you get there, talk to Giovanni outside Lepant's house (the big one on the left). He will be remarkably unhelpful, but you have to talk to him. You may want to head over to the armoury and outfit everyone, it will help a lot. Walk to the inn and talk to Krin. He will say that he knows how to get you an audience with Lepant.

[?] Tell me what you have in mind.

{Hear his plan}

I can't trust you.

{Ignore him, with good cause}

The only way to get in is by Krin, so you'll have to listen to his plan. He will leave the inn, and soon Cleo will say that it's about time to go.

[SAVE] - It isn't before a Boss or MAJOR battle, but those dolls can be annoying.

Head over to the right wall of Lepant's house and talk to Krin. Once on the roof, just walk along to the ladder.

Lepant's house is fairly straight-forward, with the chests easily visible. Once you see Rock, talk to him and recruit him. When you get into the room with the dolls, you must avoid walking in their line of vision so that you don't get caught. Below is an (approximated) ASCII diagram for

people who don't know what I'm saying.

```
+-----#-----+
|           ::::  |
|@@@ X::@@ : |      Key:  X = Robot
|@@@  :: @@ : @|      @ = Blocked (not able to walk over here)
|           :X  X: @|      % = The chest
#::::  :: @@ : @|      # = Door
|   :X X: @@ : @|      +,-,| = Walls
|@@ ::::: @@ % |      :::: = Safe path
+-----+-----+
```

Sorry about how cramped it is, and I did this purely on memory, so I can't guarantee the scale or the positions of the blocked parts. I am very certain about the relative positions of the robots and the path shown, though. Note that if you are caught by a robot, you will just be sent out of the room, you won't die or have to fight.

Once you're past there, it requires very little thought. Just progress through the house, opening chests as you go (make sure you get the paint!). Talk to Juppo on your way past, and he will go and shut off those dolls in the upper room. When he refers to "the big one" is he talking about the wheel in the next screen? I'm not entirely sure what he means here, but anyway. Keep going and you will come to the aforementioned wheel. This is complete luck, the place it lands on is entirely random. Just keep trying until you get across. Walk through the corridor and grab Kirinji. Head back out of the house (thankfully the wheel will automatically take you back to the other side) and talk to Krin. He'll take you off to the inn.

Once there, he'll offer you some tea. Sound suspicious? Well, your characters won't fall for it this time. Lepant will come up and make a ruckus. When you talk to him you'll be given a choice of responses.

[?] .....

{Give him a blank stare and get your friends to fill him in}

Um, Mathiu recommended you.

{Tell him yourself}

He'll say he wants to help you, but he can't, and ask for his sword back.

[?] We need your help.

{Be stubborn and ask him again}

I understand. We'll return your sword.

{Give him his sword back}

If you don't give his sword back, he'll just keep asking you repeatedly. Hand it over, and Giovanni will come in and report that Eileen has been taken by Kraze. Lepant will storm off, and you should follow him (you may want to rest and save first). He'll have gone off to the house in the top right of the town, and you'll see him smite (I dunno...it's the best way to describe what he does) the guards. Go in, and he'll smite some more. Before you follow him again, go into the room in the bottom left of the house and open the chest there. Go back to Lepant, and he will join you after you remove one person from your party. Kick Tai Ho out, and fight six soldiers. A Firestorm spell should take care of them adequately. Go upstairs, and follow the hall. Enter the left room first and grab the antique. Then go into the other room and confront Kraze.

Once you get there he will call six more guards to fight you. Another Firestorm will wipe them out. Kraze will then call Pahn in. After a heartfelt speech, Pahn will run towards Kraze and knock him away from Eileen. You will then be given a decision.



[!] You're the one person I can't forgive.

{Kill Kraze, hehehe...}

Get the hell out of here.

{Let Kraze go}

You'll only be asked once, and it actually doesn't matter if you kill him or spare his life (it might to Kraze, though). If you let him go, you'll never see him again anyway, so do whatever you want. Once the screen comes back, talk to Lepant and he will join. Talk to Pahn, and he will ask to join the Liberation Army.

[?] I can't forgive you.

{Refuse his plea}

Pahn, lend us a hand.

{Let him join}

If you refuse to forgive him three times he'll stop asking, but you won't be able to get anywhere until you let him join. Once everyone has been recruited, head back to the castle.

On the first floor, you will find Varkas and Sydonia. They will join up, and a banquet will be suggested.

[?] Let's do it.

{Hold the banquet}

Now wait a...

{Attempt to refuse, but everyone will agree before you can}

There will be a fade to a table. You can talk to everyone if you want, but there's no real point. Walk outside, and you will be attacked by an Assassin.

---

#### BOSS TIPS: Assassin

Ok, so he can hardly be called a boss, but the Deadly Fingertips spell won't work on him, so I've given him a separate section. The Hero will have to fight him alone, but you should still be able to defeat him in two or three turns (one with a critical strike). He'll disappear in a shower of rose petals. How sweet.

---

People will run out of the hall, and the Assassin will run off. After the fade, there will be an argument between Pahn and Gremio as to who gets to protect you tonight. Walk towards the bed and there will be another fade.

<g> SYLVAN ALLIES

-----

Items in this section: Thunder rune piece x2, Pointed Hat, Skill rune piece, Magic robe, Sunbeam crystal, Blue ribbon, Gauntlet x2, Escape Talisman x2, Needle, Water rune piece, Fortune rune piece x2, Feather, Karate Uniform, Sacrificial Buddha, Guard Robe, Killer Crystal, Medicine x4, 5,000 bits, Mega Medicine. Gale Crystal, Old Book Volume I, Steel Shield, Half armour

Characters in this section: Krin, Juppo, Giovanni, Eileen, Kirkis, Meg, Gaspar, Sheena, Viki, Valeria, Meese, Templeton, Kuromimi, Kwanda, Sylvina, Stallion, Gon, Fu Su Lu, Lorelai, Apple

When you wake up, Gremio will join you. You may notice that Krin, Juppo, Giovanni and Eileen have now joined you. Go down to the docks and you will find Kirkis, who you will take inside. He will ask for the help of the Liberation army to save the forest.

[?] Of course.

{Agree, in a way}

But...

{Begin to point out that you're still microscopic}

Mathiu will suggest a recon party. Temporarily, for the remaining three members choose Juppo, Tai Ho and Lepant. Sail to Kaku, and head for the basement of the bar. Recruit Gaspar by winning 5,000 bits off him in a game of dice. Go to the inn, outside it you will find Meg. Recruit her, then walk off to Seika. Recruit Sheena from the inn, then head back to the castle.

Kick Juppo and Tai Ho from your party, and add Lepant (he left when you recruited Sheena, in case you didn't know), Pahn and Viktor. Attach the Fire rune piece that you have to Viktor. Now, remember that Water crystal you bought way back in Sarady? Find it (Cleo had it in my game) and take it with you. Sail off to Kaku, then continue on to Seika. Connect the Water crystal to Kirkis (he won't be able to use many spells, but it can come in handy). Walk down to the Great Forest, and after the fool has run off continue along the path. Collect the treasure from the chests as you go, and recruit Viki when she pops up behind you. You will soon reach Kobold Village, and Kirkis will mention the lack of kobolds. Kuromimi will come up and mutter something before going off again. Kirkis says to go to the Village of the Elves, which is east. Despite what he says, the Elves village is south-east. Head right first, then down. It's the big tree, pretty hard to miss.

Walk in and climb the ladder. Observe the scene with Valeria. Forego buying armour for the moment, but head over to the inn. Rest and save, then go into the large house at the back of the village. You will be thrown into the dungeon. Talk to Valeria, then approach the right-side bars. Sylvina will come and let you out. Kirkis will say that you should head to Dwarf country to gather information or something.

[?] I agree.

{Head to the Dwarves}

Let's go back to the castle first.

{Be told to go to the Dwarves anyway}

Note that it matters little what choice you make, since you have an unlimited amount of time. Evacuate the village of the Elves, on your way out Valeria will join you, remove Lepant from your party.

On the world map, head up a bit and right and you will reach the Dwarf Trail. Just work your way along it (be careful of the Dwarf enemies, they can sustain a lot of damage). You will notice two chests, with large trees near them. The paths behind the trees look something like this:

X

XX - First Chest            XXX - Second Chest

XX                            XXX

When you get to the mountain section, you will run into Kuromimi again. He will mutter some more, and then run off. Just keep going along the path, you don't need to save your game at the save point (you can if you're paranoid though). Once you get to the world map again, head up and right to the Village of the Dwarves. First, go and buy armour, then with whatever remaining money you have, go to the blacksmith and sharpen your weapons, and recruit Meese while you're there. If you want to sharpen all weapons up to level 9, you'll need a lot of money (in excess of 100,000) so you probably

won't be able to. Don't worry if you can't. You should sharpen in the order: Viktor, Pahn, Gremio, Valeria, Hero, Kirkis. Make sure you keep 1,200 bits to stay at the inn later. Also, attach the Water rune piece to the Hero. Head to the large house (house? Doesn't look like one) in the top right corner of the town, and talk to the Chief of the Dwarves. He will, after some discussion, want you to prove human agility by breaking into their vault.

[?] Let's give it a try.

{Go to the vault}

Better not try.

{Don't go}

You'll be at a dead end until you break into the vault.

[SAVE] - Gigantes can be dangerous, particularly since you'll be weak from all the enemies in the vault.

Rest at the inn and head up on the world map. Talk to the dwarf guarding the vault, then proceed into the depths. The layout of this is basic, so you shouldn't have any trouble. When you get to the room with the levers, the order is: Middle, Right, Left. You have to flip them in this order, or else you can't get past. Be sure to grab the Sunbeam crystal from the chest on your way past. After some more stairs and a maze-like room (you'll see why I say 'maze-like', it's stupidly simple) your next "puzzle" is a room with moving platforms. It's easy to work out, but for those of you who don't want to think, you can reach the chest by going on the platform second from the left. To get to the other side, from the start take the rightmost platform, then the platform at the bottom of the ledge.

After another silly little "maze", you'll get to a combination lock. The combination is: Left, Right, Right, Left, Left, Left, Right, Right. Continue through the vault until you reach a room shaped like an hourglass. Make sure you grab the Escape talisman here, especially if you don't already have one. Go downstairs (bottom middle) and start to walk along the corridor. Before you get to the boss, make sure everyone has full health.

---

#### BOSS TIPS: Gigantes

This guy can be a pain sometimes. He's can do a strong attack on one character or an annoying flame-ring spell on all. To fight him, get Viktor to use his Clone rune, and Medicine when he's unbalanced. Get Valeria to use her Falcon rune, and do Talisman attacks with Pahn and Gremio. Kirkis and the Hero should attack regularly. If someone is in desperate need of healing you should get Kirkis to do a Drops of Kindness spell on them. You should beat the boss this way.

---

Once you beat him, go through the door behind him, and grab the treasure from the rooms, including the Running Water Root. If you've got patience you could walk all the way out of the vault, but it's much easier to use that Escape talisman you picked up earlier. Go back to the Dwarves and talk to the Chief. He'll start building a Firewind Cannon, and you should head back across the Dwarf trail. On your way, you'll be stopped and shown the forest burning. Oh well.

Run off to the (now burnt) Village of the Elves, and endure the scene. Leave and return immediately and recruit Templeton. You'll be given a map, which will obviously help you navigate on the world map.

[SAVE] - There's a lot to do after this, including a major battle and a boss battle.

Go back to Kobold village. You'll run into some Imperial soldiers. Valeria will strike a deal with them for your safety, by offering herself as their prisoner.

[?] Stop it, Valeria.

{Be given another of those talks about goals. Watch her leave}

I'm sorry, Valeria.

{Apologise. Watch her leave}

You'll be attacked anyway, and Kuromimi will join your party. Your enemy is six soldiers, but these are Veteran soldiers and are more dangerous than the other soldiers you were previously fighting. Use Deadly Fingertips, Clones and Talisman attacks to win.

After beating all six, Gremio will say "We're losing". Didn't look like it to me. Anyway, Mathiu will come along with the army and the Imperials will be chased off. Mathiu will say that you should attack Kwanda Rosman.

[?] All right, all troops forward.

{Go attack}

It's not time yet.

{Get Mathiu to say something profound, then attack anyway}

-----  
MAJOR BATTLE STRATEGY: Battle at Pannu Yakuta Castle

Ok, since this is the first major battle I'll give a quick rundown of what you do. The battle is turn based, using a paper-scissors-rock format. That is, Charge beats Bow, Bow beats Magic and Magic beats Charge. Also you have the Other menu, which contains miscellaneous "accessories" to the big game of Janken.

Kwanda will have 9,000 troops compared to your 7,105. Unfortunately, the computer does not follow a pre-defined set of attacks, it seems to change with each game. It does stay the same in your own game, so if you save it before a battle, write down what they do and then reload, you'll be able to win easily.

It's your first battle, so you can be forgiven if you lose a lot of troops. If you lose entirely, you'll have to reload your game from the Burnt Village of the Elves.

-----

Once Kwanda is defeated, he will go back to his castle and attempt to use the Burning Mirror. The Chief of the Dwarves will destroy his little toy, and you will have to go in after Kwanda. Your party will be automatically chosen as Gremio, Viktor, Valeria, Kirkis and Kuromimi. Arrange them so all the short-range people are in the front row. Once you are inside the castle, you can rest if you enter the room on the right. You may also want to save the game (you'll have to go back to the Village of the Elves, though)

When you've looted the place, go up the stairs and into the throne room. There will be a big ugly dragon waiting for you.

---

BOSS TIPS: Dragon

Just follow the standard thing with Viktor. Valeria should use her rune, and everyone else should attack normally. If anyone is mildly hurt, get Kuromimi to use a Medicine on them, if they are seriously hurt use Drops of Kindness from Kirkis. The dragon isn't too hard since it isn't very well armoured.

---

After this fight, arrange your group's armour so that the Hero has the highest AC (armour class if you don't know, I'll be using it a bit. It just means defence value) as possible. Make sure he has full energy, then head up the stairs behind the throne and face Kwanda in a duel.

#####  
DUEL GUIDE: Hero vs. Kwanda Rosman

The first (of three) duels. It uses a barely recognisable Janken system, but it's more difficult. Attack and Defend are self-explanatory, but a Desperate Attack is different. It is an all-or-nothing attack, if the enemy Attacks or does their own Desperate attack it will connect, but if they defend they will dodge it and you will take the damage. In essence, if the enemy is going to Attack, do a Desperate attack, if they are going to do a Desperate Attack you should Defend, and if they Defend you should Attack.

If you've gotten this far before you may have noticed that the enemy will say something before every turn, and what they say determines what they do. A duel guide is some of the sayings so that you'll know what to do. The sayings are usually fairly clear, so if there is one not listed here you'll be able to make an informed guess.

Attack

~~~~~

Heh, now it's my turn.
What's the matter? If you don't attack I will!
At a loss are you? But I'll show now mercy!
Taste the sharpness of my blade.
Well done. But can you take this?
Ha ha. You'll have to do better than that.
You're better than I thought. But how about this?

Defend

~~~~~

Can you break my invulnerable defences?  
Don't bore me. Show me what you can do.  
Carefully...

Desperate Attack

~~~~~

Victory is near. I strike with all my might.
We're getting nowhere. Here I come!
Impossible! You can't avoid my blows!
Take that!

#####

After beating him, Kirkis and Kuromimi will go on about revenge. You'll be given a decision.

[!] Vengeance! Your time is up!
 {Kill Kwanda. Don't do this}
 Something's wrong.
 {Don't kill him}

If you spare him, he'll talk about the Black rune that Windy gave him, and ask you to let him die like a soldier.

[!] You're right.

{Kill him. Again, don't do this}

I want you to join us.

{Recruit him}

After this, you'll end up talking to Mathiu. Sylvina and Stallion will join, and Valeria, Kuromimi and Kirkis will join permanently. Mathiu will suggest that everyone goes back to the castle. Tell him you have some unfinished business, since now is a good time to collect a couple more allies. Walk off to the Kobold village, and head to the inn. Talk to Fu Su Lu and pay 10,000 bits for his food. After he joins you, head for the house at the bottom of the town and recruit Gon. Go back through the forest trail and walk to Kouan. The Hero should be of a high enough level to convince Lorelai (waiting at the inn) to join. Walk up to Seika and recruit Apple from Mathiu's school (it doesn't matter what you say to her). Sail over to the castle and head inside.

<h> OLD FRIENDS

Items in this section: Mega Medicine, Blinking Mirror, Silver necklace, Antitoxin, Half Helmet, Magic Robe, Spark Crystal, Magic rune piece, Black Paint, Red Paint, Sound Setting 0, Window Setting 1

Characters in this section: Humphrey, <Sanchez>, Flik, Hellion, Mina, Chapman, Jeane, Jabba, Lotte, Anji, Leonardo, Kanak, Gen, Kamandol, Kimberly, Tesla, Liukan, Milich

Upon your return to the castle, you will get a message saying "Three months after defeating Kwanda Rosman's army...". Before you go any further, head to Marie and save your game. Go over to Gaspar and get as much money as you can (you'll need it if you want to recruit the pirates in this section). After getting 999,999 bits, go to the meeting room on the third floor. You will find Flik there, whinging about how Odessa isn't here. Mathiu will come in, and ask you if he may tell Flik about Odessa.

[?] But Odessa's last request...

{Be given a speech about something and he'll tell them anyway}

You're right.

{Allow him to tell them}

Flik will storm off, and Mathiu will tell you to go and talk to him. With Viktor (who will join automatically) sail to Kaku, then enter the house on the left of the steps. Talk to Flik, and he will ask if you will join forces with him.

[?] No.

{Refuse to join him, but get asked again}

Of course.

{Accept his offer}

If you refuse, he'll just ask you over and over again, so accept and head back to the castle.

[SAVE] - Soon you will fight a major battle. It shouldn't be difficult, but it's better to be on the safe side.

Go to the War Room, and Flik will suggest you attack Garan.

[?] Prepare to depart.
 {Go and fight}
It's not yet time for battle.
 {Wait for a while}

If you've already saved the game, go off and attack.

=====
MAJOR BATTLE STRATEGY: Battle at Fortress of Garan

The enemy only has 6,000 troops here, and unless you did horribly against Kwanda, you should have more than them. You gained about 4,000 more troops since your last battle. Use Krin and Giovanni to attempt to find their strategy, and remember to use the Strategists if you need to charge.

=====

After this battle, you'll be pitched immediately into another Major battle.

=====
MAJOR BATTLE STRATEGY: Battle at Scarleticia Castle (I)

You'll be facing 12,000 troops with whatever you had left over from the last battle. YOU CAN NOT WIN HERE. Milich will use an attack called "Poisonous Pollen", and after one of these Mathiu will order the retreat. It is an extremely damaging attack, and there seems to be no way to minimise casualties.

=====

You'll be back at the Fortress of Garan, and a recon party will be organised. Viktor and Flik will join automatically, and Gremio will ask to join after Viktor tells him to stay behind.

[?] Stay here, Gremio.
 {Try to get him to stay behind}
Okay. Come with us.
 {Allow him to come along}

You can refuse as much as you want, but Gremio has to come along. For the remaining two people in your party choose Tai Ho and Yam Koo. This will allow you to recruit the pirates. Follow the coast above you to Teien. Go to the inn and recruit Hellion. Grab the Mega Medicine and the Blinking Mirror from the chests. Make sure that the Hero holds the Blinking Mirror, you'll want to have it no matter what your party is. Be sure to visit the item store here so that Chandler can sell you Yellow flower seeds later. Go to the blacksmith and sharpen all the weapons up to Level 12, this is why you needed so much money. On the world map, go right to Antei. Recruit Mina from the inn (make sure the Hero still has the Toe Shoes) and Chapman from the Armoury. You'll also have enough recruits to get Jeane from the Runemaster's shop. Go back to the armoury, and equip all of your characters with the best possible armour (you won't need to keep the Toe Shoes anymore). Go down and right to Rikon, and visit the Item store to add those items to Chandlers available stock. Head upstairs at the inn and talk to Lotte. Go back out to the world map and wander aimlessly. This is to serve two purposes: one is to get all your characters to a decent level (at least 28) and to get a Nameless urn. These are dropped by the Holly Fairy enemies, but it can be annoying since they sometimes drop Needles instead. Try walking around in the area a few screens left of Rikon, you should get one soon. While you're there, drop into Soniere prison (right of Rikon) so that you can teleport

there later.

Once you have gotten a Nameless urn and all your characters are at high levels, use the Blinking Mirror. Talk to Viki and teleport to Kaku. Grab the cat by chasing it into the area to the right of the bar. Sail back to the castle and teleport to Rikon. Recruit Jabba and Lotte.

[SAVE] - The Pirates may not strictly be "enemies", but they can be painful sometimes.

Head up to Teien and get in the boat. Go up and left to the Pirates Den. Walk inside and talk to Anji, who will challenge you to a fight.

[?] Fight.

{Rise to the challenge}

Don't fight.

{Be a wimp}

You'll have to fight if you want to recruit them.

BOSS TIPS: Anji

Kanak

Leonardo

This battle will be pretty difficult, because quite honestly I don't think you're supposed to be fighting these guys yet. Anyway, it's possible to beat them if you follow this strategy. Flik will be able to take care of Leonardo with two Raging Blows and a Rainstorm. Follow this pattern for him, and get everyone else to ignore Leonardo. Tai Ho and Yam Koo should do Fisherman Attacks on Kanak, and use Medicine on anyone who needs it while they're unbalanced. Viktor should use his Clone rune on Anji and also use Medicine while he's unbalanced. The Hero and Gremio should do regular attacks on Anji, then Kanak after Anji is defeated. Once Flik has beaten Leonardo, he should attack the same way as Gremio and the Hero. You should just be able to defeat them within the turn limit.

Now that you've gathered all these allies, head back to Rikon and get in the boat there. See that dot on the map way down near the bottom? Head towards it. You won't be able to get there, since you will run into some rapids. Go back to Rikon (you must have touched the rapids) and your characters will say that you won't be able to cross them with a regular boat. Walk up to Teien and go into the top left house. Talk to Gen, and he will ask you what you want.

[?] We have no business with you.

{Get told to go away}

We need a boat that can beat the rapids.

{Enlist his aid}

You can't get past the rapids without him, so get him to join you. It doesn't matter which of Tai Ho or Yam Koo that you kick out since you'll have to eject the other one shortly. Walk to the house right of Gen's, and attempt to go in. Gen will call Kamandol out, and you will be invited in. After the conversation, head down to Rikon. The engine will be unloaded automatically, and while Gen and Kamandol work the remaining four will go to the inn. During the night, Gremio will talk to your character (I assume that the Hero is asleep). In the morning, walk out of the inn and you will automatically talk to Gen and Kamandol. Board the boat.

Head back down to the rapids, but now you will be able to cross them. At Liukan's Hermitage, before talking to him go inside and get the Black paint.

Go back and talk to Liukan who will be whisked away by Milich. Instead of getting back on to the boat, head out the side and get to the world map. Use the Blinking Mirror and go talk to Mathiu. He will write a letter for Kimberly and tell you to recruit her and Tesla, both living in Antei. While you're here, remove Gen and Kamandol from your party and stick Pahn and Cleo in. Teleport to Antei.

Kimberly is in the house up and right of the inn. Talk to her and you will deliver the letter. After a boring sequence she will join and tell you that Tesla is in the town, but he is using the name Albert. Go up and left from Kimberly's house and inside the house there. Talk to "Albert" and he will be tricked into joining. Head back to the World map and use the Blinking Mirror.

Go and talk to Mathiu and you will be given the fake orders which will allow you to enter Soniere prison. Before teleporting there, find the Sunbeam crystal you picked up from the Dwarf Vault and attach it to Viktor (you will obviously need to detach the Clone rune). Rest and teleport to Soniere, and go inside.

[SAVE] - Again, there isn't actually a boss as such, but there will usually be a lot of guys to fight and no other chance to save.

Save at the save point to the right, then head back the other way. Be sure to pick up the Old Book from the chest on your way past. When you get to the room with the lever, attempt to walk through the door to flip the lever. Continue through the prison, it's very straight-forward. Sometime during your visit here, you will need to obtain an Opal. These are dropped by the Nightmare enemies, and can be difficult to obtain sometimes. Only stop to try and get one if you're about to leave and haven't yet picked one up.

Soon after you get to the cells, you will have to fight sets of Veteran soldiers. The first two are three each and the other two (which, by the way, are optional) contain five each. To beat them easily, a Dancing Flames spell will wipe all of them out, or a Firestorm and Rainstorm spell used on the same turn (you can't combine these). Liukan is in the cell at the end. Walk up to him to free him. An escape talisman won't work, so you'll need to walk all the way out. Before you enter the lever room, check to see that you have an Opal. If you don't, walk around fighting until you get one, but don't go into the lever room yet.

Before you exit the jail, ensure that Gremio isn't holding any vital equipment. Better to be safe than sorry, since I'm still unsure as to what does and doesn't appear in the vault. Whatever you do, don't leave Gremio carrying the Blinking Mirror.

Walk into the lever room and you will find Milich. Instead of fighting you, he will throw a vial of "Spores of Agony" on the floor and then scarper. Gremio will flip the lever, push everyone through the door and close it, while staying on the other side. You'll be given a choice of what to say.

[?] Open the door, Gremio!

{Attempt to get him to open the door. Fail}

This is an order, Gremio!

{Attempt to order him to open the door. Fail}

No matter what you say, Gremio will be eaten by the spores. Don't worry, if you get all the other 107 stars and keep them alive, he'll be back later. By the way, you can now use the Black Shadow magic. Mathiu will come and open the door, and you will begin to leave. Viktor will run back and grab Gremio's axe, and keep it for a while (he'll give it to you later).

Gremio's equipment in the Vault is still a bit of a mystery. Some stuff

does appear, other stuff doesn't. As long as you took the precautions above (don't say I didn't warn you) you won't encounter much of a problem.

[SAVE] - This major battle can be a little difficult sometimes.

Walk outside and talk to Mathiu. Liukan will join, and Mathiu will advise that you attack Scarleticia castle.

[?] All right. Let's begin assembling the troops.

{Go fight}

I just don't feel like it right now.

{Be depressed and wait a while}

There's nothing that needs to be done, so bite the bullet and attack.

MAJOR BATTLE STRATEGY: Battle at Scarleticia Castle (II)

Thanks to Liukan's antidote, you can now fight Milich's army. He will still have his 12,000 troops, and you will somehow have gotten 6-7 thousand more. Where are these people coming from?

If you find that the enemy is doing "Milich's Attack", this is a Magic attack so you should use Bows.

After defeating his army, you'll be in front of Scarleticia castle. You will have to decide on your party, with Viktor and Flik as fixed members. Make sure you add in Pahn, but the other two don't matter. I took Kai for the Master Pupil attack, and I also took Kwanda because he looks cool. Now, walk through the castle and grab all the loot. On the left-hand side on the lower floor, walk straight up through the doors and into the wall and you should come across a "Portrait of Milich". You will be given a choice.

[?] Milich, too, is a victim...

{Open up the secret room}

What a creep.

{Ignore it}

If you pick the first choice, a room will open up with a Window setting and a Spark crystal. Make sure Pahn is at least Level 31 (preferably 32 or 33) before going on to the balcony. Everyone will run out and Mathiu will say to burn the flowers. Milich will come along and squeal at you. After his rune has melted, Flik will ask you what to do about him.

[!] Gremio must be avenged.

{Kill Milich. Bad thing to do}

This man is not at fault!

{Let Milich live}

If you let him live, he will ask you to join the Liberation army.

[!] I can't.

{Refuse to let him join and never see him again}

I understand.

{Let him join}

After your decision, Stallion will run up and warn you about the Imperial army.

<i> DYSFUNCTIONAL FAMILY

Items in this section: Earth rune piece, Old Book Volume VIII, Antique,
Sound crystal, Window Setting 0

Characters in this section: Ivanov, Kasios, Qlon, Esmeralda, Kasumi, Georges
Sarah, Lester, Blackman, Kessler, Ledon, Kage,
Melodye, Kun To, Mose, Ronnie Bell, Alen,
Grenseal

At the start of this section you'll be outside the castle. Before proceeding, you may want to gather a few allies that are now available. Talk to Sanchez to change party members, and make sure that your new party contains Milich. You may also want to put Stallion in to save time on the World map. Get the Opal you found from Soniere, and teleport to Scarletia. Talk to Ivanov (right side, bottom floor) and recruit him, then head upstairs and recruit Kasios from the right bedroom. Go back to the World map and walk to Antei. Recruit Qlon, then go upstairs at the inn and give the Opal to Esmeralda. Use the Blinking Mirror to return to the castle.

[SAVE] - This is VITAL. MAKE SURE YOU SAVE!

Rest and make sure Pahn has full health and that his AC is as high as possible, then talk to Kasumi in the conference room. She will tell you about Teo, and then join you. Mathiu will suggest a skirmish to test the power of the enemy.

[?] Fine.

{Go and fight}

But I'd rather not fight my father.

{Attempt to refuse, but be told about duty and so forth}

No matter how many times you refuse, Mathiu won't stop asking. You'll end up in the fight.

MAJOR BATTLE STRATEGY: Battle with Teo (I)

Again, you can not win here. After three turns, the retreat will be sounded. You seem to be able to minimise casualties by using the weakest Charge groups.

After retreating, Pahn will stop and say that he will hold them off.

[?] Pahn, I'll see you later.

{Apparently, this is telling him to come with you. He won't, though}

Good luck.

{Leave him and run off}

Pahn is determined to fight Teo, so you'll have to leave him there. Teo will come up, and after a short speech will engage Pahn in a duel.

DUEL GUIDE: Pahn vs. Teo McDohl

Teo can deal a lot of damage, but he takes hits like a sissy. Take advantage of this.

Attack

~~~~~

Did you see me coming?  
All you can do is defend yourself, Pahn? No mercy!  
My sword's not rusty yet.  
That was a good one, Pahn. Now it's my turn.  
Is that all you've got? Now it's my turn!

Defend

~~~~~

Come on, Pahn. See if you can kill me.
Good work, Pahn. I'll have to be more careful.
I'll see that coming next time!
I'm losing my cool. Better be careful.
Strike me, Pahn!

Desperate Attack

~~~~~

My killer blade...  
Finish me with a single blow!  
Hmmm. Here I come again.  
Impossible! Take that!  
That's...no good.

#####

It is very easy for Pahn to lose this fight, but don't let him. If you want the best ending, he needs to stay alive. If you win, Teo will order a retreat.

When it goes back to the Hero, you will be standing on floor 3. Go upstairs and to your bed. Walk towards it and the screen will fade. Leknaat will visit you during the night and tell you that you must keep fighting.

[?] Why must I?

{Ask her why, and be told about her sister}

Perhaps, but...

{Trail off and get the same answer}

After the conversation, you will wake up in the morning. Talk to Flik in the conference room and he will mention Fire Spears. To get them, you'll need to travel to Kirov. If you've been there already, you'll know that there's a "maelstrom" (which looks a lot like those rapids) blocking your path. Go down and save your game (you don't want to have to get Pahn to fight Teo again if you've already won) then go to Sanchez and form a new party. It must contain Tai Ho, but you can choose the other four. You may want someone with a Holy rune so that you can do the annoying item collection (to recruit Sarah) faster, but it's not vital. If you insist on me giving a recommendation, take Stallion, Kirkis, Kai and Kasumi. Go down to the docks, and Gen will tell you about the high speed boat he's just made (the geezer helped too) and ask you if you want to take it for a test ride.

[?] Yes, I'll take a test ride.

{Take it for a spin}

Correction Maybe later.

{Do a few other things first (eg. be gramatically challenged)}

You'll have to take the boat. Tai Ho will pop out and say how impressive the boat is, and then you'll get in. Kirov is a long way up and left of the castle, hidden within a small archipelago. Use the map if you're lost. Once

you get there, talk to Sarah and collect the items needed to recruit her (look at the Stars list at the start of this FAQ for the order). Taste the stews in the houses on either side of her, then go into the big house near the docks and talk to Lester, who will join up. Go to the inn and play a card game with Georges, if you beat one of the records he will join you.

Head out the little gap at the top of Kirov and go up to Kalekka. There is no need to talk to Leon (first house) yet, so don't bother going in his house. Work your way through the village, and be careful not to step on Blackman's sprouts. Talk to him and recruit him. Go into the house in the top right, and get the Sound crystal. Walk out the top exit of Kalekka, and continue on to the Secret Factory. When you arrive, you will find Ledon and Kessler talking to Ronnie Bell. You'll be given a decision on what to say.

[?] Hey, it's Ledon and Kessler.  
    {Get Ledon and Kessler's attention}  
Hey, giant woman.  
    {Get Ronnie Bell's attention}

All three will turn around, and Ledon will recognise you. Tai Ho will ask if you know these two.

[?] Yes.  
    {Admit it}  
I've never seen them before.  
    {Get Ledon to remind you}

After a short conversation, Ronnie will lead you inside the factory. Before following, talk to Ledon and Kessler to recruit them. Inside, talk to Kage (he's hard to miss) and pay him 20,000 bits to recruit him. Go right and talk to Mose, and he will ask you about Odessa. You'll be given only one response (tough decision to make) and he will give you Fire Spears.

Leave the Secret Factory and go back down to Kirov via Kalekka. Once in Kirov, talk to Melodye (bottom left of the town) and give her the Sound Crystal. Go into the big house and talk to Kun To, who will join. After Ronnie has finished loading the spears into the boats, she and Mose will join. Get into your boat and speed back to the castle.

When you attempt to enter the castle, Tai Ho will step out and say that he's tired. There will be a fade and you will find yourself in your bed.

[SAVE] - Teo will make you pay for any mistake you make, so be sure to save.

Walk to the conference room. Talk to Mathiu, and he will ask for your orders.

[?] Order all troops to advance.  
    {Go and fight Teo again}  
Let's wait a while.  
    {Do some other stuff first}

If you've already saved, rush off to battle with your shiny new toys and prepare to deal some death.

=====  
MAJOR BATTLE STRATEGY: Battle with Teo (II)

The only way to use your new Fire Spears is to charge, and the only way to inflict damage is with the Fire Spears. Boost the charge power, then attack in the following order:  
Commander's Team (first in the plan)

Lepant Family (strongest)  
Pirates (next strongest)  
Bandits (next strongest)

This should finish them off.

-----  
After winning, Teo, Alen and Grenseal will be standing in front of you.  
After a short conversation, Teo will challenge you to a duel.

[?] I accept.

{Accept his challenge}

I'd rather not fight you.

{Be insulted, then fight anyway}

Obviously, you'll end up in a duel.

#####  
DUEL GUIDE: Hero vs. Teo McDohl

This is the easiest duel you will have to do. Teo has only half his HP,  
and the Hero is (or at least was in my game) much stronger than Pahn. One  
Desperate attack should finish him.

Attack

~~~~~

We're getting nowhere. Here I come!

Here I come, my son.

Do you see how much better I am?

Is defending yourself all you can do? You'll never win that way.

You're soft...soft! This is how you attack!

That was nothing. Now it's my turn.

Defend

~~~~~

Show me what you've learned.

Leader of the Liberation Army! No wonder you're careful.

Come on! Show me what a man you've become.

Is that all you've got?

Desperate Attack

~~~~~

My deadly sword...

My sword is the Emperor's sword. I'll show no mercy!

The next one will be more painful.

#####

Teo will have his big death scene, and he will ask Alen and Grenseal to
join the Liberation army. After Teo dies, you will be able to use the Hell
magic from the Soul Eater.

<j> INTERVIEW WITH THE VAMPIRE

Items in this section: Sound Setting 1, Full Helmet, Mega Medicine x2,
Antitoxin x2, Medicine x3, Crimson Cape, Head Gear,
Boar Crystal, Champion's Crystal, Flowing Crystal,

Window Crystal, 5,000 bits, Escape Talisman,
War Scroll, Silverlet, Skill rune piece, Earth boots,
Old Book Volume II, Old Book Volume III, Green paint,
Earth rune piece, Magic rune piece, Cape of Darkness
Characters in this section: Kirke, Marco, Moose, Fukien, Morgan, Zen, Hugo,
Window, Quincy, Rubi, Eikei, Hix, Tengaar

You will begin this section on the docks at your castle. Go up to the conference room and talk to Lepant. Everyone will suggest that you attack the Fortress of Lorimar.

[?] Let's attack the fortress of Lorimar!

{March to Lorimar}

Let's wait a little longer.

{Wait for nothing in particular}

There is no point in waiting, so march to Lorimar. When you get there, you will find it deserted. During the search of the fortress (automatic), Viktor and Cleo will get into your party. Mathiu will ask you for the rest of the party. For now, make your party Maas, Meese and Mose. Walk down through the gate then return immediately. Recruit Kirke, then leave again.

The Warrior's Village is a little down and left of Lorimar. Go there, and watch the scene. Zorak will ask you to come inside, but don't follow him just yet. Head right and recruit Marco by winning 5,000 bits off him. Enter the house just above Marco and recruit Moose. Visit the item store so that Chandler can sell you flower seeds, then enter Zorak's house.

Talk to him, and endure the long conversation. When you can, move out of the room and walk towards Tengaar. After she leaves, walk towards Hix. When he finishes talking to Cleo and leave, enter the bedroom and talk to Viktor. Viktor will say that he is staying up, and you will automatically go to bed.

In the morning, walk outside and you will find Neclord. After Zorak and his three warriors are incapacitated, Viktor will run down towards Neclord and the rest of your characters will follow.

BOSS TIPS: Neclord

Despite what the first impression gives you, you can hurt Neclord here. You'll never win, but it's worth knowing. For instance, Kasumi can use her Shrike rune and cause a few hundred points of damage. You won't be able to survive long enough to kill him like this, so just resign yourself to failing. The quickest way to die is to attempt to run away.

After your party is defeated, Neclord will take Tengaar away. You will find yourself in Zorak's house again, and Viktor will ask you if "you've come to your senses yet". Is this a translation error? Viktor was the one who was determined to kill Neclord, not you. Anyway, go talk to Zorak and he will mention the Temple of Qlon (that little git that says the name of the castle?). Leave the Warrior's Village and use your Blinking Mirror.

Once in your castle, form a new party. Replace the blacksmiths with Milich, Kirkis and any other character (they'll be leaving when Hix joins later). I took Grenseal, but it really doesn't matter. Now, you will need to get your hands on Water, Lightning and Holy crystals. Kirkis should still have a Water rune attached, you should transfer this to Milich. If you don't already have the other two, you should be able to buy them from Chandler. Remove Cleo's Fire rune and attach the Lightning one, and attach the Holy rune to Kirkis. Viktor should still have the Sunbeam rune, leave it there.

Now, you will want to sharpen all weapons as high as they will go. This costs a ludicrous amount of money, but Neclord was the most annoying boss

for me so it's worth it. You won't need to sharpen the temporary character's weapon, which will save you a bit. Keep getting money from Gaspar (you'll get lucky eventually) and continue sharpening until the weapons are at Level 15. Although Viktor will get a new sword soon, it will retain the level of his previous sword.

Equip the characters (including the temporary one) with the best armour possible. Buy all three flower seeds from Chandler, then teleport back to the Warrior's Village. Rest if you need it, then head left on the World map. A few screens away is the Temple of Qlon.

Once you reach it, go inside and talk to Fukien. He will join (not in your current party, though) and lead you to the cave. Before going in, talk to Zen (to your right) to recruit him. Go back in the temple and talk to Morgan (right of the back door). Now head into the cave.

[SAVE] - If you're not at a high enough level, the enemies in the cave will give you a lot of trouble.

The Caves of the Past have an annoying layout, but you'll be able to work it out. Remember to dash everywhere. There are two secret areas which you will want to know about. Their layout is as follows:

| | |
|---------------------------|---------------------------|
| X | X |
| X | XX |
| XX - First secret passage | X - Second secret passage |
| X | XXX |
| X | X |
| | XXX |
| | X |

You will be able to recognise them by the straight part of the wall on the bottom edge. The first passage is found in the fourth "main" screen, almost directly below the entrance. It leads to the Window crystal, which you should get. The second is in the eighth screen, counting the one that you re-enter twice. It leads to Crowley, but he won't join you yet so don't bother.

Most of the items aren't all that important, but before you approach the Star Dragon Sword, make sure you have found the Flowing Crystal, the Window Crystal, the War Scroll and the Escape Talisman. When you walk up to the sword at the end of the caves it will curse you and cast some big spell. You will end up flying out of a shrine in a village with wooden houses. Walk up and right, and you will see a boy run away from you. Walk to the well, then follow the boy as he runs again. Talk to him, and he will ask you if you're here to steal the treasure.

[?] What treasure?

{Admit that you have no clue what he's talking about}

No.

{Attempt to reassure him, I guess}

You'll get the same answer no matter what you choose. He will be called away, and Cleo will ask you a question.

[?] He did remind me of Ted.

{Agree that something weird is happening}

No, it must be someone else.

{Attempt to deny that it was Ted you just spoke to}

Walk up and right and talk to the Village Chief. He will go inside the house, and you should follow. You may want to open the chest before talking to him again. When you do talk, Windy will appear outside, and everyone will

rush off to confront her. After a short conversation, the village will spontaneously combust, and the old guy will teleport you all off to the back room of his house. The Soul Eater will be transferred across to Ted, and you will be asked to take him away. Run out the back door and follow the path.

Yuber will pop down in front of you and attempt to cut you all into little pieces. Before he can, Neclord will appear and tell him that Windy wants him. After a fade, you will be standing in the middle of the charred village. Before you do as Viktor suggests, go back along the path and get the Boar rune from the chest. Go into the house to the right of the steps to the shrine and get the Champion's Crystal. When you attempt to walk up the steps, Viktor will ask you what to do about Ted.

[?] We'll take him along.

{Take him with you}

We can't take him along.

{Leave him behind}

It doesn't matter what you choose, since he won't be able to cross over if you take him along. When you appear back in the caves, walk down and you will find the sword again. After a short conversation with it (yes, with the sword) Viktor will pull it out. Use the Escape Talisman that you found to go back to the surface.

Talk to Hugo to deliver the War Scroll. You may want to rest in the bed before continuing. Go back to the Warrior's Village, and you will find Zorak with the warriors assembled. Before talking to him, head into the hardware store and give the Window crystal to Window. Now go and talk to Zorak. All the warriors will leave for Neclord's castle. Follow them, his castle is down and a bit to the left of the Warrior's Village. When you get there, you will automatically talk to Zorak, and Neclord will appear. He will say some stuff, and you will end up going in. Before you can Hix will come and ask if you can take him along.

[?] You'll just be in the way.

{Attempt to refuse}

All right. Come with us.

{Take him along}

If you refuse, he will just ask again, so he will end up coming with you. Kick out the temporary character, and you will automatically enter the castle. You should go back out straight away, talk to Zorak so he'll let you past, then use the Blinking Mirror to go back to your own castle. Sharpen Hix's sword, and outfit him with armour. Detach Milich's Water rune and give him the Flowing Rune. Rest at Marie's inn.

Now, before you go any further, check that Cleo can cast a Ball of Lightning spell, and Milich can cast a Mother Ocean spell. It is vitally important that they can, and that they don't cast these before you reach Neclord. If they can't yet, return to the caves behind Qlon and gain some experience.

Before you go back to Neclord's castle, teleport to Garan. You will now have enough recruits to convince Quincy to join. Go to the Kobold Village and recruit Rubi from the inn. Go to Teien and recruit Eikei (far right of the town). Teleport back to Neclord's castle.

[SAVE] - There is a save point on the lowest floor, left hand side and down the stairs.

The layout of the castle is pretty simple, you'll work it out. Once you get to the third floor (floor, not screen) you will come to some paintings on the wall. It is basically a combination lock. The combination is as follows:

From the left, I've numbered the paintings 1, 2, 3 and 4.

3. "Chestnut Tree"
2. "Girl in the early afternoon"
4. "Peasant Girl"
1. "King of the Night"

Continue through the castle. When you reach a balcony where you are outside and the sky is orange (i.e. near sunset), stop and check the levels of your characters. I have defeated Neclord with everyone on Level 45, but it helps if they are a bit higher. If you're desperate, you'll be able to defeat him easily using my strategy with everyone on Level 48. This takes some time, but it makes the battle much simpler. If you're impatient, 46 will do. Make sure everyone is at full health. Hand all the antitoxins to Kirkis, all the regular medicines to Hix and all the Mega Medicines to Cleo. Confront him and his crappy organ playing, and you will end up fighting him again.

BOSS TIPS: Neclord

Apart from the special cases mentioned in your other fight with Neclord, no one will be able to hurt him until Viktor has attacked. Get the Hero, Cleo, Kirkis and Hix to defend, while Viktor and Milich attack. From this turn on, give any one person who needs it a regular medicine, and any one person who is badly hurt a Mega Medicine. The first time all of your characters are in need of healing, do a combined Lightning-Water spell. If they all need healing again, just get Milich to do a regular healing spell. As for attacking, the Hero should use all of his Black Shadow spells and then attack normally. Cleo should use all the Raging Blow spells, then attack normally. Everyone else should continue to attack regularly. When Neclord turns into a swarm of bats and attacks someone, they will usually end up poisoned. Get Kirkis to use an antitoxin on them and Cleo to use a mega medicine on them if this happens.

Once you've killed him and rescued Tengaar, you'll have to get out of the castle. An escape talisman won't work, so run all the way out (snore). After the conversation at the doors, Viktor will ask for leave to go to his hometown.

[?] That could be a problem.
 {Tell him it could be a problem}
All right. Come back soon.
 {Let him go}

If you try to stop him, he will just ask again, so he will end up going. Tengaar will join, and you should teleport back to the castle.

<k> DEATH FROM ABOVE

Items in this section: Goldlet, Old Book Volume V, Power Gloves,
 Master Robe, Sound Setting 2, Mega Medicine,
 Old Book Volume IV, Window Setting 2, Gold Necklace,
 Cyclone crystal

Characters in this section: Fuma, Kreutz, Milia, Joshua, Futch

You will start on the docks. Walk up to the conference room and talk to Mathiu. He will suggest that you attempt to recruit the Dragon Knights.

[?] I'd rather not go.

{Attempt to refuse}

Let's go meet these Dragon Knights.

{Agree to go}

If you refuse, you will be reminded about the Liberation army needing all the help it can get, and then be asked again. Once you agree, Flik and Humphrey will join. Leave the screen and return, then talk to Sanchez and form a new party. Put in Liukan (trust me), Milich and Kai. Sharpen weapons and buy armour, you may want to attach a rune to Humphrey, I suggest a Killer rune.

The Dragon's Den is to the left of Antei, just follow the mountain. Once you get there, talk to the Gatekeeper and you will be turned away. Return to Antei, where you will find Vincent de Boule talking to the innkeeper. He will greet you and introduce himself.

[?] Greetings, sir.

{Pull off an imitation of an aristocratic fool}

Sure, I'll bet.

{Refuse to believe him, with good cause}

Whatever you say, Vincent will ask you to pay his bill and then scarper, and you will be forced to pay 200 bits. No big deal.

[SAVE] - Those enemies in the Dragons Den can be a pain (literally)

Go back over to the Dragon's Den and talk to Vincent. He will lead you aside to the big rock and say that there is an entrance behind it. Go in, and proceed through the cave which is behind it. The cave as a simple layout, you won't need any help getting through it.

Once you come to a wider cave, Humphrey and Flik will come out and say a few words. You will fall off the cliff and land in the middle of a bunch of dragons. After talking to Milia and Futch, they will head left and you should follow. Once on the world map, continue left and you will come to the fortress.

You can find Fuma outside the fortress on the right hand side, he's that little red spot hiding behind the battlement. Go inside and talk to Kreutz, who is on the lower level, top left corner. Rest and save, then walk upstairs. Once you enter the room, you will automatically talk to Joshua, and he will ask you what you want.

[?] We need your help.

{Try to enlist his aid}

Please let me fly on a dragon.

{Sound like a silly little kid and force him to confess}

No matter what your answer, Joshua will tell you about what has happened to their dragons. Liukan will come out and you will be led back to the cave. Liukan will explain the situation and leave your party, and Milia will replace him. Go back to the fortress and walk towards Thrash to be taken to Seek Valley.

Once you arrive, just follow the paths, it's a fairly basic layout. Once you reach the four-way intersection, right is to Mace's house (you can't recruit him yet, by the way), left is to a chest containing the Sound Setting 2, and up is the continuing path.

[SAVE] - If you don't know what you're doing, the Crystal Core will be the end of you.

You will soon come to the Crystal Core.

BOSS TIPS: Crystal Core

In it's first form with it's orbiting crystal shards, it can only attack one character at a time. Don't waste your magic on this form, and get Milich to heal anyone who needs it. When you see it turn into a little red ball, get Flik to use his most powerful spells, and the Hero to use Black Shadow magic. Everyone else should attack regularly, except Milich who should heal once per turn.

After defeating the Crystal Core, save at the Save point and continue along the paths. When you reach the Moonlight weed, Windy will come in and bring Ted with her. Ted will ask for the Soul Eater back.

[?] Return Soul Eater.

{Begin to give the rune to him}

Don't return Soul Eater.

{Begin to refuse to give it to him}

Whatever you choose, there will be some silly magic animation, then it will show Ted talking to you with no background. He will say that his body has been taken over by the Conqueror rune, and will ask you to forgive him for what he is about to do. Once he has finished talking to you, he will ask for the rune again.

[?] I will not give you the Soul Eater.

{Refuse to give it to him}

All right. I'll give it to you.

{Agree to give it to him and get Windy's hopes up}

Even if you agree to give it to him, Ted will regain control of his body for long enough to command the Soul Eater to take his soul. It will do this, and you will be able to use Judgement magic. Windy will run towards you but the Soul Eater will push her back. She will disappear in an unimaginative way, as will Ted. Milia will grab the weed, and you should head back to Thrash.

Joshua and Liukan are waiting in the castle, not with the dragons. Before you talk to Joshua, open the chest on the left and get the Old Book from the right-hand bookcase. After talking to them, they will say that Futch has gone alone to get the Black Dragon Orchid. It will show Black flying, and then Futch will appear in the garden. As Futch (who can dash, by the way), walk down a screen and run into the first plant on the right of the screen. Barbarossa will come, and tell you to go away. Run back to Black, and Futch will automatically take off. Windy will come and zap them both, and they will come hurtling back towards the ground.

When the screen is shown again, Futch will be in a bed surrounded by everyone, and Liukan will say that the dragons have been saved. The third ingredient was a dragon's liver that came from Black, who was already dead when they found him. There will be a fade, and it will show Humphrey and Flik talking to you downstairs. Walk upstairs and talk to Joshua, who will join you. He will request that you take care of Futch, which you will agree to. Milia will offer you a ride back to your castle, which you may as well accept.

<1> THE SARACEN FOE

Items in this section: Pink Paint, Taikioku Wear, Mega Medicine, Needle,
Mother Earth crystal, Old Book Volume VII

Characters in this section: Taggart, Mace, Crowley, Pesmerga, Leon, Clive,
Griffith, Warren, Kasim, Vincent, Max, Sancho

If you accepted Milia's offer of a ride, you will find yourself on the docks in front of your castle. Walk inside, and after the conversation with Kasumi and Krin you should go downstairs. Teleport to Kalekka and talk to Leon. Now, go back to your castle and go up to level 4. You will find Taggart there, who will tell you about what has happened to Warren and Viktor, then join you. Mathiu will point out that the soldiers still need proper training.

[?] I don't know.

{Be told about how wrong you are, until you agree}

I agree.

{Agree}

After this, Mathiu will suggest that you go to bed. Before you do, talk to Mathiu in his room, he should give you a letter to deliver to Leon. Form a new party which contains Maas, Meese, Mose and Moose, as well as any character with a Holy rune. Get a Champion's Rune (you should have one from the Interview with the Vampire section) and attach it to one of the blacksmiths.

Teleport to the Dragon Knight's Fortress then fly to Seek Valley on Thrash. At the t-intersection, take the right path and follow it until you reach a hut, inside it you will find Mace. Recruit him, then return to the castle. Teleport to Qlon and find Crowley. If you don't know where the secret passage is, in the eighth "main" screen, run straight down from the entrance, it should be very slightly to your right. Go back to the surface and walk to Neclord's castle (you may want to teleport, but I had Stallion so walking was quicker). Run all the way up to the organ and recruit Pesmerga who will be standing there. Teleport to Kalekka and deliver the letter to Leon.

Teleport to Rikon. If you're lucky, you'll find Clive standing to the left of the counter at the inn. If he's there, recruit him. If not, return to the World map then go back to the inn until you find him. His appearances are more frequent now that the castle is maximum size.

Before you go to bed, it is vital that you choose and outfit the party that you will take with you to Moravia castle. You will have to take Kasumi and Krin, and their weapons desperately need to be sharpened. It doesn't really matter who else you take here, but Milich will help with his Flowing rune. You may also want to take Kai for the Master Pupil attack. I took these two and Kwanda, but that was only because he was already equipped in my game. You should take anyone who has already been equipped, it will save you some money.

Go to the fourth floor and go to your room. Mathiu will enter behind you, and inform you of the spy within the army. He will request to be in charge of maneuvers tomorrow.

[?] No.

{Refuse, but he'll just ask again anyway}

As you wish.

{Allow him to do what he wants}

In the morning, you may want to save first.

[SAVE] - The battle won't be a problem, but it is still a "major" battle.

Talk to Mathiu in his room. He will tell you that everything is ready.

[?] Good. Let's go.
 {Go to battle}
I forgot something.
 {Do some other stuff first}

You've already done everything else there is to do, so go to battle. The spy has informed the Imperials that the Liberation Army is out for maneuvers today, but Mathiu will launch a surprise attack.

=====
MAJOR BATTLE STRATEGY: Battle at the Northern Checkpoint

If this battle poses any problems for you, how the hell did you get this far anyway? If you insist on a strategy guide, just use a ninja and then wipe all 3,700 of them out in one attack. You may want to try the Dragon Knights, but they'll seem very weak in this battle. Don't worry if they get shot down, you won't lose any soldiers and they'll be back next battle.

=====

After you beat them, you will be asked what to do about Griffith.

[?] Recruit.
 {Get him to join you}
Cut off his head.
 {Get Mathiu to intervene before you can}

Griffith will end up joining you, and there will be a fade back to the castle. Put in the characters you chose the previous night, and it will fade back to the Northern Checkpoint. Mathiu will run through the plan, and you will walk to the World map. Head to Moravia castle (up and left a bit).

Continue walking up until you get inside (you'll be stopped twice).

[SAVE] - These enemies in Moravia castle are VERY dangerous. Talk to the Record Keeper.

This castle has the simplest layout of all of them in the game, so you won't need any navigation help. Once you reach the jail, you will let Viktor and Warren out, then there will be a fade to the throne room. Kasim will be recruited (after a series of events) and you will end up on the World map.

Return immediately and head back up to the jail. Recruit Vincent from there (Vansan?) and get the Mother Earth crystal. Go back to the Northern Checkpoint and recruit Max and Sancho. Grab the Old Book from the chest and go back to the castle.

<m> LAST BASTION

Items in this section: Chaos Shield, Guard Ring, Master Garb, Mega Medicine,
 Thunder crystal
Characters in this section: Sonya

Go up to the conference room and talk to Mathiu. He will eventually tell you that he thinks you should attack Shasarazade. He will say that he can prepare 500 boats by tomorrow.

[?] That's impossible.
 {Be dumbstruck along with the rest of them}
All right. Let's get to work.
 {Agree to his plan}

No matter how many times you try to refuse, Mathiu will end up getting his way. There will be a scene showing the various people around the castle talking. At the end, it will show you in your room. Viktor will come in and give you Gremio's axe. In the morning, save your game.

[SAVE] - The battle can be tough sometimes.

Go down to the docks, and you will see all the new ice boats. You will be asked for your orders.

[?] Wait a moment.

{Go and do some stuff first}

All Right. Move forward.

{Attack}

If you've already saved it, you should go and attack.

MAJOR BATTLE STRATEGY: Battle at Floating Fortress Shasarazade

Although you are facing 17,000 troops, you will have a slight advantage. Your first move should be the Dragon Knights, they will cut a nice big chunk from the enemy. This will be the first battle where the ninjas will show how useful they are, you should use one and then counter effectively. Although you only have three ninjas, you will inflict enough damage each time to finish them in three turns.

Once you win, you will be standing in front of Shasarazade.

[SAVE] - These two bosses pack a decent punch, and the regular enemies aren't exactly docile.

Walk towards Mathiu, and you will be required to choose a party with Viktor as a pre-chosen member. I found that a ludicrously effective combination was Milich with a Flowing rune, Kasumi, Kage and Fuma. If you've got enough money, you should go back to your castle and sharpen all of the ninjas weapons to Level 16. Viktor should still have his Sunbeam rune.

Head inside the castle. There are a few chests along the way, and the layout is linear. Continue along until you come to a three way intersection. Left is to a chest, down is to the Shell Venus. Get the item out of the chest then confront the boss.

BOSS TIPS: Shell Venus

This boss can take a lot of damage, but if you've brought the party I did you'll be able to inflict a lot. The ninjas should do a Ninja attack each turn, and the rest should attack. Save your Judgement spells for Sonya. Milich should heal anyone who needs it. You'll win with ease if you follow this plan.

Once you've beaten the Shell Venus, Viktor will close the floodgate. You will want to grab the Thunder crystal from the chest, then leave the fortress. As you are going, Sonya will come up behind you and ask you a question.

[?] What you are saying is not true.

{Believe that you are right}

That is...

{Get interrupted by exploding oil barrels}

Whatever you choose, the oil will be lit, and you will end up fighting Sonya.

BOSS TIPS: Sonya Shulen

She is very fast, and can do a lot of damage. She can't take too much, so it balances out. The ninjas should do Ninja attacks, the Hero should use all his Judgement spells (probably one at this point) then attack. Viktor should attack, and Milich should heal every turn. Sonya won't take too long to beat.

After you beat her, Sonya will attempt to jump into the fire. Viktor will stop her, and you should leave the fortress. You will find Mathiu on the ground, and Flik being angry at Sanchez. Sanchez will admit that he was a spy, and Flik will attempt to behead him. Mathiu will stop him, and you will all return to the castle.

Once you get there, go down to the dungeon and you will find Cleo talking to Sonya. After Cleo leaves, talk to Sonya and she will ask what you want.

[?] I have no business with you.
 {Don't talk to her}
I want you to join us.
 {Attempt to enlist her}

After you ask her to join you, she will remind you that she hates you.

[?] You have a point there.
 {Stop talking to her, and don't recruit her}
I don't mind.
 {Allow her to join}

Despite what she says, she will help you fight. Save your game at the inn, and talk to Mathiu in the conference room. He will advise that you march for the capital.

[?] Let's wait and see what happens.
 {Get Mathiu to beg you to attack until you agree}
March to the capital.
 {Go and attack}

There will be a scene showing the troops assembled. Leknaat will come in and say a few words. Now, if all goes according to plan, Gremio will be resurrected here. If he's not, we're both screwed. You because you won't get the best ending, me because I left something out. Anyway, it will show another scene of the different people in the castle.

<n> THE COUP DE GRACE

Items in this section: Windspun armour, Horned Helmet, Power Ring
Characters in this section: -

[SAVE] - There's going to be the last major battle coming up soon.

[?] Wait a minute.
 {Do some stuff first}

All right. Let's go!

{Attack}

After choosing to attack, it will show a scene with Kanaan and Yuber, and Kirkis will report that there are 100,000 enemy troops. Windy will attempt to remove the monsters, but will be unable to. You will be given a response choice.

[?] The Soul Eater...

{Suggest using the Soul Eater}

Then what...

{Trail off}

If you suggest the Soul Eater, she will say that you must never use that rune. Haven't you been using it the entire game? Anyway, Joshua will come along and lend Leknaat power. They will remove 80,000 of them, then you'll be pitched into battle.

A quick post-script to what Leknaat said about the Soul Eater - I tried playing through the whole game without ever using the Soul Eater. Nothing out of the ordinary happened.

=====
MAJOR BATTLE STRATEGY: The Last Battle

Since the enemy has more troops than you, you may want to try recruiting some of them with the Merchants. Regardless of whether or not it works, you should next use the Dragon Knights, they will kill 5,000 of them (less if the Merchants succeeded). Then just use the ninjas and counter however appropriate. Remember to use the Strategists.

=====
After winning, you will meet Hanzo. He'll be there along with Zorak and the Chief of the Dwarves. You will then go to Gregminster, and will have to go after Barbarossa. Choose your party, which must contain Viktor and Flik. Anyone good at Magic with strong attack-all spells is perfect for this party. Definitely take Alen, but the others don't matter a lot. I took Cleo, for her high Magic rating and long-range weapon, and Rubi since she also has a long-range weapon and high Magic rating, and she starts at a high level. Visit the armoury here, then leave and go back to your castle.

In my opinion, these are the runes you should use. Viktor should keep the Sunbeam rune, it's a great help. Replace Flik's Lightning rune with the Thunder rune found at Shasarazade. You can't detach the Rage rune from Alen, but it's extremely useful in this anyway. If you took the characters I did, give Cleo a Flowing rune (take the one from Milich if you can't find any others) and give Rubi a Cyclone rune. Ensure that all weapons are at Level 16, then visit Chapman.

Make sure that everyone is wearing a Silver Cap, even if you have found something that will give a better AC. The Silver Cap restores HP at 5 per turn in battles, and is very useful. Otherwise, give them the best possible armour.

Before going back to Gregminster, rest and check the levels of your characters. If any of them need experience (everyone should be Level 48 minimum) teleport to Shasarazade and fight some monsters. When you think you're ready, rest again and go back to Gregminster.

[SAVE] - Ain Gide can still pose a threat to you, even when he's outnumbered 6 to 1.

Walk up towards the palace, and you will find Ain Gide (remember him?) on the bridge. He won't let you past, so you'll have to fight him.

BOSS TIPS: Ain Gide

He won't be too much of a problem if you know what you're doing. Use all of the spell combinations that you can think of, you'll be able to do Fire + Lightning, Lightning + Water and Water + Wind. Use Judgement spells as well. Viktor should attack normally, and anyone not involved in spell combinations should use their most powerful remaining spells. Get Cleo to heal and you should beat him easily.

After you beat Ain Gide, you will automatically walk up past his body. It is worth going back and resting at an inn to replenish your spell stores.

[SAVE] - Enemies in the castle can hurt you a lot.

After doing this, go into the castle and progress your way through. Some people may have difficulty spotting the door in the top-left of the throne room, but other than that you shouldn't have any trouble.

The annoying thing about the castle is that in addition to the random enemies there are gits that jump out at you every now and then. They'll be groups of soldiers, and there's no way to avoid fighting them (even if you have a Champion's rune). You'll get there eventually. Search for the save point (off to the left at a T-intersection).

[SAVE] - This is it. You're almost up to the final battle. Save it now, because you don't want to do anything dumb.

When you reach an extremely long carpeted hall, just walk back and forth and let the Sunbeam rune heal you to full (you won't fight any enemies here). Once everyone is full, head up and confront Barbarossa.

BOSS TIPS: Golden Hydra
Golden Hydra
Golden Hydra

GACK! He's ENORMOUS. However, don't be fooled by the size, or the fact that there are three heads. He's easy to fight, and can only do one attack per turn. He can do a powerful magic attack on one character, a strong attack on all characters, or a heal on all heads. The Heal will resurrect dead heads, and therein lies the challenge. The left head is the allegedly the only one that can perform the heal, while the other two can perform either of the attacks. Upon closer inspection, it appears the heads are resistant against particular elements. The right head is immune to Fire, and the middle head is immune to Lightning. It's likely (but not tested) that the left head is immune to an element as well (possibly Earth). Note that Fire + Lightning spells will damage the left head ONLY. The other two nullify both elements.

Now, as for strategy, take out the left head first. Use whatever means you like (you may as well use your Judgement spells on this head) until the head is destroyed. From here, it's fairly simple. Take out both heads however you please, healing as appropriate. Keep in mind the immunities of these heads and don't do anything dumb.

The Great Generals will run up after the battle, and Windy will pop in. She will steal the Soul Eater from you (you will temporarily vanish, for some reason). There will be some magic animation, then she will whinge about how it didn't work. Barbarossa will speak for a bit, then grab her and jump off the castle. You will now have to evacuate, but don't worry. There's no

time limit.

On your way, you will encounter a large group of soldiers. Viktor will say that he'll hold them off while you escape.

[?] Don't be ridiculous, Viktor.

{Attempt to dissuade him}

Hurry.

{Let him do what he wants}

You can't persuade him to come, so leave him and continue on. Soon Flik will get hit by an arrow, and offer to stall the enemy some more.

[?] I can't leave you here.

{Try to stop him}

Stay alive, Flik.

{Let him stay there}

Again, you won't be able to bring him with you. This is the final decision you have to make, so sit back for the beginning of the End. Your characters will run off, and it will switch to a few of the major characters standing outside the castle. Note that even if they were with your party, they'll still be here. They will exult in victory a bit, before it switches to Mathiu and Liukan. Mathiu, still wounded, says a few sentimental things before dying (at least I think he dies, the text is a bit vague). There will now be a (rather lengthy) list of all 108 characters and what they did after the war was resolved.

Now is the bit that all you people who spent the time getting all characters to resurrect Gremio have been waiting for. Sorry to disappoint you, but I can't truthfully say that I thought it was worth the effort. If you didn't resurrect Gremio, there will be a picture of the Hero in the classic "walking off into the sunset" scene. If, on the other hand, you did get Gremio, the Hero will be joined in the picture by Gremio. That is what you've spent all your time for, which is bound to irritate a few. Still, it is a fitting end.

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SHOPPING LIST

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This is a list of the shops that are in each town, and (where appropriate) the items that you can buy are listed. Note that the items sold at Gregminster will change, so Gregminster (I) is at the start of the game, and Gregminster (II) is at the end. Obviously, the list for the Village of the Elves is prior to it being burnt down, and the list for Kobold Village is after the kobolds return. I have alphabetised it, because I'm a nice guy.

Antei

~~~~~

- + Armoury - Half Helmet
- Head Gear
- Magic Robe
- Ninja Suit
- Toe Shoes
- Guard Ring
- Rose Brooch
- + Hardware - Medicine
- Mega Medicine
- Needle
- + Inn (170 bits)

+ Runemaster

Dragon Knight's Fortress

~~~~~

+ There will be a person inside the fortress who will be (in essence) a free inn.

Great Forest

~~~~~

+ Blacksmith Lv. 5

+ Hardware - Medicine

Mega Medicine

Needle

Counter Crystal

+ Inn (100 bits)

Gregminster (I)

~~~~~

+ Appraiser

+ Armoury - Bandana

Headband

Robe

Tunic

Leather Coat

Wooden Shoes

Wing Boots

+ Hardware - Medicine

Antitoxin

+ Inn (30 bits)

+ Runemaster

Gregminster (II)

~~~~~

+ Appraiser

+ Armoury - Silver Hat

Dragon Armour

Master Robe

Full Armour

Earth Shield

Cape of Darkness

Guard Ring

+ Hardware - Medicine

Mega Medicine

Sacrificial Buddha

Escape Talisman

+ Runemaster

Kaku

~~~~~

+ Armoury - Pointed Hat

Brass Armour

Guard Robe

Wooden Shield

Cape

Gloves

Shoulder Pads
Leather Coat
+ Blacksmith Lv. 5
+ Hardware - Medicine
Antitoxin
Escape Talisman
Holy Crystal
+ Inn (150 bits)

Kirov
~~~~~

+ Armoury - Half Helmet  
Head Gear  
Ninja Suit  
Dragon Armour  
Chaos Shield  
Silver Ring  
Silverlet  
Silver Necklace  
+ Hardware - Medicine  
Sacrificial Buddha  
Fire Crystal  
Fortune Crystal  
Sugar  
+ Inn (200 bits)

Kobold Village  
~~~~~

+ Hardware - Medicine
Needle
Hazy Crystal
Wind Crystal
+ Inn (30 bits)

Kouan
~~~~~

+ Appraiser  
+ Armoury - Karate Uniform  
Leather Armour  
Steel Shield  
Boots  
Gauntlet  
Blue Ribbon  
Emblem  
+ Inn (150 bits)

Lenankamp  
~~~~~

+ Armoury - Headband
Pointed Cap
Tunic
Leather Coat
Brass Armour
Cape
Circlet
+ Blacksmith Lv. 5

+ Hardware - Medicine
 Antitoxin
+ Inn (70 bits)
+ Runemaster

Moravia

~~~~~

+ The record keeper will act as a free inn.

Mount Tigerwolf

~~~~~

+ Inn (70 bits)

Pannu Yakuta

~~~~~

+ You can rest for free here if you talk to a lady in the room on your  
right when you enter the castle.

Qlon

~~~~

+ You can rest for free here by walking into the bed in the top left
corner of the temple.

Rikon

~~~~~

+ Appraiser  
+ Hardware - Medicine  
    Antitoxin  
    Earth Crystal  
    Blue Flower Seeds  
    Blue Paint  
+ Inn (150 bits)

Rockland

~~~~~

+ Armoury - Headband
 Tunic
 Leather Coat
 Gloves
 Leggings
 Wooden Shield
+ Hardware - Medicine
 Escape Talisman
 Antitoxin
+ Inn (30 bits)

Sarady

~~~~~

+ Hardware - Medicine  
    Water Crystal  
+ Inn (50 bits)

Seika

~~~~~

- + Hardware - Medicine
 - Antitoxin
 - Water Crystal
- + Inn (100 bits)
- + Runemaster

Teien

~~~~~

- + Blacksmith Lv. 12
- + Hardware - Medicine
  - Mega Medicine
  - Killer Crystal
  - Yellow Flower Seeds
  - Yellow Paint
- + Inn (150 bits)

Village of the Dwarves

~~~~~

- + Appraiser
- + Armoury - Half Helmet
 - Brass Armour
 - Leather Armour
 - Half Armour
 - Fur Cape
- + Blacksmith Lv. 9
- + Hardware - Medicine
 - Mega Medicine
 - Turtle Crystal
- + Inn (200 bits)

Village of the Elves

~~~~~

- + Armoury - Headband
  - Pointed Hat
  - Guard Robe
  - Magic Robe
  - Necklace
  - Feather
- + Hardware - Medicine
  - Antitoxin
- + Inn (200 bits)
- + Runemaster

Warrior's Village

~~~~~

- + Armoury - Head Gear
 - Full Helmet
 - Dragon Armour
 - Full Armour
 - Cape of Darkness
- + Blacksmith Lv. 15 (After you recruit him [Moose] he won't be replaced)
- + Hardware - Medicine
 - Mega Medicine
 - Antitoxin
 - Lightning Crystal

Champion's Crystal
Red Flower Seeds

+ Inn (100 bits)

Your Castle

~~~~~

Note that you will obviously have to recruit the correct people.

- + Appraiser
- + Armoury - varies, can be everything
- + Blacksmith - variable levels, up to 16
- + Hardware - varies, can be everything
- + Inn (30 bits)
- + Runemaster
- + Various unique services - eg. Window and Sound change, teleportation

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TRICKS AND OTHER STUFF

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These are a few things that you may want to know.

<a> Your quickest source of money is Gaspar. Once you have him and Marie in your castle, talk to Marie and save your game. Go over to Gaspar and bet as much money as possible. If you lose and still have money, bet again. If you win, accept his challenge. Repeat this until you are broke or have a healthy gain. If you are broke, reset by holding Start, Select, L1 and R1 for two seconds. If you have gained money, save your game and repeat. It can take some patience, but you will eventually get a lot of money. Too bad you can't get more than 999,999.

NOTE - People have complained that this doesn't work. Perhaps I was just supremely lucky, but it still should come around eventually. For people who still can't get money of Gaspar, see below for patterns for Marco. It's not as fast, but more reliable.

<b> Around the place you will find various coloured paint. Give all of them to Ivanov (if he's in your castle, put them in the vault if he isn't) and he will paint a mural. After the mural is finished, Ivanov will give you binoculars, which can be used to rotate the camera in a battle screen (not the major battle screen but the team fights). Using the second controller (assuming you have one) you can press <square> and <circle> to move left and right respectively, and <triangle> and <cross> to move up and down respectively. It's no use at all, but some people want to know these things.

<c> You can display antiques that you have found in Sansuke's bath. Apparently, different combinations will activate pointless effects. Details are scant, so the combinations will be left up to anyone who feels the need to find out.

<d> Marco's patterns - courtesy of Cindy T.  
(they're broken into threes to make them easier to follow.)

RLL LLL MRM RRR MLM MLL RMR RLM RLM

RML RML MLL LL



RLM MMR MLM MRM LM

RMR RRM MLL LLL MRR RM

RMR RLL MML RLR LRR

LRR MRL RML RRR RLL MML

RMM LRL RRL MLM RRR MRL RLM MMM MMR RLL RLL MRM RMR MMR

RMM RML LLR LL

LRL RM

LRM LMM RML L

MRR RRM LML MML MMM

MRL ML

MLR MMM LMM LRL RM

MLM LRR LLM LLM MRL RRL LMR LMR MMM RLM MLM

MML

MRL LRR M

She also has this to add:

With Marco, there is usually one pattern used in Rockland, and several different patterns used in the castle. I generally start by betting 100 bits for three cups (five on the patterns which vary farther in) and then bet 10,000 until I reach the end of the pattern I've got, and then 100 bits again (writing down additional bits of the pattern) until I either get sick of the music, have enough money, or reach the edge of the graph paper where I keep a record of the patterns. Whenever I find a new pattern, I keep a record of it. I seem to get odd patterns more often when I'm already rolling in money or am at a very high level.

AN's note - Personally, I'd go 1,000 bits at the start. My eyes are fast enough to follow at that speed, and 100 bits is painfully slow. But then again, I'm usually a bit of a speed freak (that's why I always go to Gaspar).

<e> This next part falls quite squarely into the "Other Stuff" category. Many of you would have noticed that, when you fight enemies, you will be given either a "Run Away" option or a "Let Go" option. In general, You will only get "Let Go" when fighting enemies several levels lower. "Let Go" is pretty self explanatory. This will ALWAYS work, so if you don't feel like fighting puny weakling enemies, pick this option. On the other hand, "Run Away" won't necessarily work. I'm still unsure as to whether your chance of running away is affected by the speed of the characters in your party. Nevertheless, think carefully before choosing this. By the way, you won't be able to run away from Boss battles. On the subject of evading battles, there are a few things to remember about the "Bribe" option. As far as I know, this will always work provided that you have enough money. Of course, you can't bribe bosses (I can picture your characters coming up to Neclord and saying, "Here's

some money. Now, be a good vampire and go away.")

<f> You will no doubt be aware that some items are bought in multiples (Medicine, for instance, is bought in groups of 6). Also you will know that you don't have to use all of the items in the group at once, so you will frequently be left with things like 3 Medicines or 1 Antitoxin in your inventory. Well, here's something I stumbled across. Once Rock has made his vault in your castle, drop these "incomplete" items into the vault. Pick them back out again, and they will be completely recharged. The usefulness of this trick is debatable, but it's still worth knowing about.

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LOCATIONS OF PAINTS, BOOKS, SOUND AND WINDOW SETTINGS  
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This is a list of the locations of the paints for Ivanov, the books for Hugo, the sound settings for Melodye and the window settings for Window. It's mainly for people who want to complete the game in its entirety, since they are not much use.

Paint

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White Paint - Chest in Lepant's house.  
Yellow Paint - Sold from hardware store in Teien.  
Blue Paint - Sold from hardware store in Rikon.  
Black Paint - Chest in Liukan's house.  
Red Paint - Chest in Scarleticia Castle.  
Green Paint - Chest in Neclord's castle.  
Pink Paint - Chest in Moravia Castle.

Books

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Old Book Volume I - Chest in Pannu Yakuta castle.  
Old Book Volume II - Chest in cave behind Qlon.  
Old Book Volume III - The left-hand bookcase near Hugo at Qlon.  
Old Book Volume IV - The right-hand bookcase near Joshua at the Dragon Knights Fortress.  
Old Book Volume V - Chest in Dragon's Den cave.  
Old Book Volume VI - Chest in Soniere prison.  
Old Book Volume VII - Chest at Northern Checkpoint.  
Old Book Volume VIII - Chest in Kalekka.

Sound Settings

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Sound Setting 0 - Chest in cell next to Liukan (Soniere prison).  
Sound Setting 1 - Chest in Neclord's Castle.  
Sound Setting 2 - Chest in Seek Valley.  
Sound Setting 3 - Dropped by Siren enemies at Shasarazade.

Window Settings

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Window Setting 0 - Chest in Secret Factory.  
Window Setting 1 - Secret room in Scarleticia castle.  
Window Setting 2 - Chest in Dragon Knight's Fortress.  
Window Setting 3 - Dropped by the Sunshine King enemies at the Dragon's

=====  
COMMONLY ASKED QUESTIONS  
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This section is to address all the questions asked about parts of the game. As of now, it's still fairly small, but if questions keep popping up, they'll find their way here. Watch this space.

Q: It won't let me pick up the cat in Kaku. What am I doing wrong?

A: As simple as it seems, it's a surprisingly common question. First, Lotte must have asked you to get the cat for her (you can't just grab it and cart it around early in the game). When attempting to catch the cat, it will always run away from you, but you still have to be right next to it. Two methods are to use a Holy Rune to chase after it, or trap it in the lower right section of the town (just above the bar). Press <cross> to grab it.

Q: Gremio didn't get resurrected. What's going on?

A: Well, you need to have all 107 characters recruited (and alive) before Leknaat comes to visit you on the eve before the final Major battle. Check the Stone Tablet of Truth, and there should be no gaps, with Gremio's being the only greyed name. Once you've checked this, keep playing until Leknaat visits you. If all goes according to plan, she will resurrect Gremio.

Q: What is it with those stairs in the Great Forest Hardware Store?

A: Quite honestly, I don't know for certain. Allegedly, in the original Japanese version, there was a sub-quest to allow you to get up there, ending with fighting that guy who stops you heading up the stairs. It was deemed too difficult for us Westerners, and so was removed. Supposedly, up the stairs there was...something good. Further than that, I don't have a clue.

Q: I can't recruit Leon, because Mathiu always starts wars when I try to get the letter. When can I get it?

A: A good time is the night before going to Shasarazade. When Mathiu tells you to get some sleep, go off and have a chat to Leon. Return to the castle, and talk to Mathiu. He should give you the letter (I'm writing this from memory, correct me if I'm wrong). Take it back to Leon to recruit him. If you're already after this point, I don't know off-hand of any other opportunities to get the letter.

Q: I got Gremio resurrected, and saw the "better" ending. Is that it? What was the point of going to all that trouble?

A: I'm told that having a saved game with Gremio alive will let you recruit him and the Hero in Suikoden 2. I don't actually know if this rumour is true or not.

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ACKNOWLEDGEMENT AND THANKS  
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Since V1 I've been getting a lot of feedback about this FAQ. Thanks for all that (I think I've replied to you all personally, but I'm putting this in just in case). Also, these people had some things to add.

+ A majority of the information for the V3 update. Included little bits I overlooked, as well as a great deal of information I never even imagined was in the game. Kudos to you for all your help.

-----  
Frost Wolf (frost_wolf@yahoo.com)

+ Reminding me about the "Run Away" and "Let Go" commands.  
+ Helpful information regarding the Golden Hydras.

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Roman (roman.engels@metronet.de)

+ For a tip about defeating the Golden Hydras.

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I thought the FAQ was more or less complete at V1, but bits and pieces keep coming in. The FAQ is now tentatively labeled "complete", but the odds are that someone will have something more to add.

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ANYTHING ELSE WORTH MENTIONING  
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For anyone who doesn't know already, the official Konami website can be found at <<http://www.Konami.com>>. Obviously, from there you'll be able to get the most recent news about current and upcoming Konami games, although it's mostly just sales pitch stuff.

My e-mail is <[bzcharkl@hotmail.com](mailto:bzcharkl@hotmail.com)>. Any feedback about this FAQ should be sent there. For the most up-to-date versions of any of my FAQs, check <<http://www.Geocities.com/TimesSquare/Ring/9520>>. I also submit them to <<http://www.gamefaqs.com>> but it may not necessarily be the most recent version.

Geocities seems to have a bit of a problem with Microsoft Internet Explorer. People using any version of Netscape Navigator won't have any troubles, but Explorer people might. To visit Geocities sites with Explorer, the addresses are case sensitive (i.e. TimesSquare/Ring). I'm going to try and get more information about this from the Geocities Staff, but for now just bear this in mind.