

Suikoden II FAQ/Walkthrough

by Jook

Updated to v1.3 on Jan 14, 2001

©1999 - 2000 Jonathan Bouldin
The JP guide to
Suikoden II

Questions? Get in touch at lunchboxes@hotmail.com

Contents:

FORWORD

\/

MAIN CHARCTERS

\/

BATTLE SYSTEMS

\/

WALKTHOUGH

- The Mercenary Base
- Your New Destiny
- In Need of a Leader
- New Places, New Faces
- New Places, New Faces (part 2)
- Return to Muse
- The Toran Republic
- More new Places, and More new Problems
- 'Tis Neclord Again
- Four Major Battles and a Very Good Time
- The Final Mission

\/

CHARACTER LIST

\/

ARMOR LIST

\/

YOUR CASTLE

\/

SUGGESTION BOX LETTERS

\/

THE OLD BOOKS

\/

FREQUENTLY ASKED QUESTIONS

\/

THANK YOU'S

~Vertion Numbers~

0.1. I've written the forward, cast list, and just started the walkthrough. I'm actually half way dreading writing this thing; I've made one hell of a project for myself.

0.2. Wrote even more in the walkthrough and its going nicely! Although I may not have the chance to over the next little while as to I'm going on vacation, and right after I get back friends are coming over. My calendar is full for the next 2 weeks.

0.3. I've started on a Castle FAQ, which is about your Suikoden 2 castle, of course. I'm not going to put it on here just yet, however. It's still not quite done. I also fixed a few problems in the walkthrough itself.

0.4. Very small walkthrough update this time, but I made a few corrections to it and

added two lists. An armor list and a character list. I'd like to thank both of the people who let me use these, Feral and Odin135 (check the Thank You section for more information).

0.5. This is a pretty big update, if I do say so myself. I covered the whole Greenhill section of the game, and also the Unicorn Quest you have to go on to get Hix and Tengaar. Oh, and if you've noticed that I haven't been writing the interactive questions down, it's because most of them at this time are just unimportant, so I've been saving time by not writing them down. If it's an important one, I'll put it down for sure, though. Ok, I just wanted to clear that up.

0.6. A added the castle FAQ to this, and submitted it on another document as well! Yay!

0.7. A rather large update this week. Lots of walkthrough updates, updated the Your Castle section with a few corrections and new info. Started a Suggestion Box Letters section, which is coming along alright, but it's going to take a long time to finish, so if you happen to want to send me some of the suggestion box letters I'd be happy to toss them up here. I also added the Suggestion Box letters section to the Castle FAQ since the Suggestion Box is, as a matter of fact, in your castle!

0.8. I almost forgot to add my new version number! Another really big walkthrough update and also more letters, etc. Nothing too special, really. I'm planning on putting the content of the Old Books up here sometime soon, so that should be pretty cool. Anyone agree? Of course, I thought so! I can't believe I'm actually getting close to being DONE with the walkthrough!!! I mean, I know I still have a ways to go, of course, but I'm getting closer all the time! I simply can't get over it! Oh, and this is also a happy time because of the big 200k anniversary! This FAQ is now a whopping 200k!! Woo hoo!!!

0.9. Well, another update hits the web. I started the Old Book section by putting three old books on this FAQ. I have two more to add, but I'm a bit tired of writing for now. I haven't found all the old books, so if you want to send me one, I have a spot in my wonderful Thank You's section just for you. I evidently won't be finished with this guide by version 1.0, but that's alright. Maybe I'll be done by the time I reach 2.0. Yes, I DO expect to get to 2.0, I'm not sure that I will or anything, but I rather expect I will sometime in the future, probably thanks to the suggestion box letters ?. Anyway, enjoy the new update, and don't wonder off too far till the next one.

1.0. Well, here we are at the big 1.0, the whole number, the big tomalley. You'd think that after the huge gap between this update and the last one, this would be a huge update. Unfortunately, it's not. Actually, all I have for you is a couple more old books and letters. I've been sick for quite a while now, so I finally sort of feel like writing again. Even so, I'm forcing myself to write even this much (you may not guess, but writing the old books out is a real pain). Over the past couple weeks I've been playing a lot of Golden Eye, actually. I borrowed it from a friend. I've gotten him several new cheats, only one of which is actually cool (well, I sort of like Enemy Rockets...), and all of the sudden he wants it back. Of all the nerve! I spent a couple hours trying to get the Invincibility cheat, then decided it was sort of stupid to get it on someone else's game, so I gave up on it. I did, however, get the next best thing... Invisibility! Beating the Archives on 00 agent in 1:20 seconds is really tons easier than I thought it would be. I wouldn't have even tried, but I accidentally went to the level on that difficulty. The very first time I tried I beat it and got a time of about 1:55, so I decided I could do it and kept trying. And eventually I beat it with 1:20 exactly, which is satisfactory to me. I made a very, very weak attempt at the unlimited ammo cheat. I ended up getting blown away by the drown gun right outside the elevator... really quite sad. I mean, I practically didn't even start the level! Needless to say I haven't tried since. Anyway, I've been blabbering on enough, and it's about a totally different game! So, I'll just leave you with this thought: I'm hoping to write more in the walkthrough this week, but please don't be

mad if I don't, since I might be a bit busy. Also, I'd like to give a shout out to Tutsy for the e card. Thanks, it was a lovely change from the normal array of game questions that I usually get. ;-) Again, thanks.

1.1. Are you glad that I finally updated this dang thing?? Anyway, we've got lots more walkthroughness, tons of new letters. And I even added a battle system explanation thing. Why an explanation on battle systems, you ask? Well, it came to me while I was playing a major battle, that some people might not fully understand everything about all the battles systems. Major battle's are the most complicated, normal six person party battles are the easiest. Of course, the other reason that I made it is I have to come up with lots of crazy and nigh useless ideas so this FAQ can get bigger and bigger. Yes, my evil plan has been revealed! Anyway, enjoy the update, and I'd like to say sorry for not updating in so long. Sorry! And another sorry for not replying to all my e-mail. If you sent me a question and I didn't answer, you sent it when my inbox was down (it goes down a lot!). Anyway, I shall leave you now with this 1.1 update. Have a wonderful day, guys and gals.

1.2. Ahhhhhh, yes... can you say, "finished the walkthrough", boys and girls? I knew you could!! FINALLY!!! After like, 5 months, I'm done with the walk through!!!! I'm ever so fulfilled.

1.3. I took some time to fix all the errors and stuff in the guide. Other then that, nothing's really new...

__-__-__-__-__-FORWORD-__-__-__-__-__

If anyone remembers Suikoden, the first game, they probably remember the sheer size of everything. The cast, the game itself, the soundtrack, the list goes on. Well, there are just as many, and more of those things in the sequel, properly named Suikoden 2. This is a walkthrough of the USA version of the game. Oh, also, this guide is one big spoiler. If there's something to be spoiled, this will spoil it. Keep that in mind!

__-__-__-__-__-CHARACTERS-__-__-__-__-__

It would be stupid to list all 108 people, really. Instead, look at the end of this guide for a list, and the methods to get them all. Yes, it's better that way. I'll just cover the main characters here.

The Hero: You get to name this guy at the start of the game. He uses a strange weapon that's best described as two big sticks with handles... He joined a Youth Group called The Unicorns. Ever so fear-inspiring...

Jowy: Another Member of The Unicorns, also a good friend of the Hero. He uses a staff, like the Hero from Suikoden.

Flik: Presumed dead after being hit by an arrow and staying the Emperor's castle to fight off some guards. Somehow, he pulled through, and here he is. He is now a part of The City-State, and is a leader of a mercenary group southeast to Muse and leads them with a big sword.

Victor: Also presumed dead after staying behind to help Flik in the Scarlet Moon Emperor's castle. He is still helping Flik out as the other leader of the mercenary group. He also uses a sword to take out baddies.

Nanami: The Hero's sister. She is also his only family member. She and Hero guy were orphaned and then adopted by a nice old man. He then gave them lesions in hurting bad guys. He died a year before the game starts. And now Nanami and the Hero are on there own.

Luca Blight: I mean young man who is starting a war between Highland the Jowston City-State. No one knows why...

Genkaku: This is the man that adopted you. He's more than just an old guy, though. The game will answer why.

Shu: A very rich trader from Radat. A little ways into the game he joins you as a Military Strategist. He studied under Mathiu. And he also knows Apple, another character from Suikoden who is a lead character in this game, too.

__-__-__-__-__-__-BATTLE SYSTEMS-__-__-__-__-__-

Why did I write this, you ask? Simple. The battle systems in the game vary, so I decided to put together some suggestions, tips, and other little things to help you with battles. Major battles especially because of all the options that are involved.

-Normal Battles-

Normal battles consist of 2 to 12 people/monsters (1 to 6 people in your party and 1 to 6 baddies) and happen at random. This is the basic battling style that you'll be using throughout a huge majority of the game. As far as working with this style, you'll have no trouble. The instruction manual explains it pretty fully!

-One on One Battles-

A favorite of most Suikoden players, the one on one battles are between two people and use a different engine than the normal and major battle engines. It's sort of like playing Rock, Paper, Scissors; except the options are vastly expanded from a mere three menu commands. Whatever your opponent does, you have to counter-act it by choosing 'Attack', 'Defense' or 'Wild Attack'. The guy you're fighting has the same options, but you can predict his actions by what he says before each turn. See the walkthrough for lists of commands and what to do with the commands.

-Major Battles-

And so, this brings me to the last, and second most commonly used battle system, the major battle system. Apple explains how to work your units close to the start of the game, but what she doesn't explain in that you can do more than simply go out in a major battle and hope everything works out for your overly weak units. Actually, characters that you can recruit also lead units. And other characters that you recruit can be put into these units giving you certain attributes. A good example of this is how I half the hero's unit set

up in my own game. I have Chaco, who gives me the 'Fly' ability and lets me cover a lot of ground. And I also have a character with strong defense, AND who gives me the 'Calvary' ability. 'Calvary' gives the hero's unit a horse and lets him move faster. With this combo, the hero's unit can cover tons of ground in a turn, and has higher defense than he normally would. Easy, yeah? If it doesn't seem easy, it's because of my sloppy technique of explaining things!

__-__-__-__-__-__-WALKTHROUGH-__-__-__-__-__-

Ok, the first part of the game isn't too tough, but this IS a walkthrough so I'll stick by my

word. The scene opens on a camp. Your pal, Jowy will walk in to your tent and say some stuff, after which, you'll be given a choice. The first of many. He'll ask if you're going to sleep.

"Let's go outside..."

(go walk around outside)

"I'm going to sleep."

(go to sleep and progress with the story)

If you want to walk around, go ahead. Get a feel for the controls. You won't really gain anything from it, though. You can talk to people, many of which will just tell you to go

to bed. Taking the path from the bottom right of the camp will take you to another path. At the end of it you'll see a strange man who will run away. Not necessary, but so scary! Whenever you go to bed, you'll be woken up by some noise outside. And then you'll here someone yell "Surprise attack!!!" Jowy joins you here. Go on out side to see what's up. The camp boss man will run up and fill you in and tell you to escape. You can do two things, run up to the exit at the top of the camp to a cliff. Or you can do what he says and

try to escape out the lower right passage. If you take the upper passage, you can get on with the game faster. Rowd comes and talks a little and you find out he's in on the whole thing. You'll then be attacked a couple times. Just use your unite attack to make quick work of them. Rowd will run off, and you and Jowy will think of something to do. You decide to jump the heck off the cliff. If you take the lower right passage, however, Jowy will make an observation. Before you run off one of the screens, Jowy will stop you. You can ask him why.

"What is it, Jowy?"

(ask him why he stopped you)

"Let's run away."

(try to talk him into running away)

Either way he'll say the same thing. Run all the way back to camp and you'll see Rowd talking to Luca Blight. Saying that everything is as planned and mean things like that. Then you can say yet another thing.

"Let's get out of here, Jowy."

(run out the exit at the top of town)

"Let's talk to the captain, Jowy"

(go talk to the captain)

If you talk to him, you'll get in a fight, then run. If you decide to run, you'll just run. It's

up to you. At the cliff, Rowd will come and you'll have to fight off some baddies. Do your Unite attack for an easy win (take advantage of this attack. You won't have it forever...). Then Rowd will run off to get more people to kill you. Well, all three of the paths you can take end up here (that is, whether to run out the north exit, talk to the captain, run from the captain etc.). The only way out is to jump for it.

"Look at that current! We'll never make it!"

(be told the facts, it's the only way)

"I guess there's no other way."

(agree with Jowy)

After some more talking, Jowy will strike and \ type line in a rock as a point to come back to if you both live but get separated. Then he'll ask for a promise. You can say:

"I promise."

(promise him and strike a / type line in the rock, making an X)

"Forget it... We'll make it together."

(he'll strike the / line in the rock and finish the X and say that's his prayer that you make

it together)

It doesn't matter what you do. Choose one and jump. The opening credits will role, then you'll wake up on a beach.

__-__-__-__-__-__-THE MERCANARY BASE-__-__-__-__-__-__-

Some guy'll find you on the beach. He'll ask for you're name. These questions aren't very important, so I won't put them down. It really doesn't matter what you say. He'll tell

you his name, Viktor, and then he'll take you prisoner. Flik will walk up and mention

Jowy, then you'll head to the fort to be put in jail. Pohl will then make his appearance. For the next few days, you'll have to do work for these people. The first job is to push some crates up against the wall. Pretty simple. Just walk against one till it moves. And do this with all of them. As for the last crate, it has no where to go. Just push it up to the right or left wall and that'll do fine. Pick up the rope on your way out. When you exit the room, Pohl you go and judge your work. If you did everything right (its hard not to), he'll say you did a good job.

"Of course!"

(let him know you have a working spirit)

"I'm pretty tired."

(he'll say he's not surprised and will still be impressed)

Then you'll reach day two, as well as job number two. This will be the longest job, but its not hard. From where you are, just go left and up to the black smith and get three Flint Stones. Next, go down and left some more and talk to the large loud woman there and take two pairs of Boots. Now go up stairs and tall the way right. You'll see a guy in green behind a counter. This is the item shop. But he'll say he's out of Flour, which is what you need. Go tell Pohl about it. He'll tell you to go to Ryube for him. No problem. But he says to take someone with you. So go upstairs and talk to the woman with the red dress. She'll help you out. Go talk to Pohl at the front door, straight down from where you are, and he'll let you out. Gengen (one of the people who is with you) ill ask to be called Captain Gengen. You can play along with this or not.

"....."

(he'll tell you to speak up and be strong)

"Yes, Captain Gengen."

(he wont mind baby sitting you)

Gengen is a cool guy, so be nice! Do what Pohl says and follow the road up and right. This is Ryube. The item shop is between the BlackSmith and the Armor shop at the lower right side of town. Grab some flour. You may want to save at the inn before going back. There really isn't anything else to do, so just leave and head back to the fort after you've saved. Talk to Pohl again. This will trigger day three. This job isn't very hard. All you have to do is clean oil up off the floor with a rag. There are two oil spots in you line of site. But there are more all over the place. There are altogether three on this floor and Pohl cleans one of them up. Just go left and you'll come across the other two. When you're done with them, go up the stairs. Go across the room to the stairs and there will be other spot here. Then go up these stairs. This is the top floor. Go in the middle door and clean the spot there, then leave and to left and clean the spot there. Go down and talk to Pohl again and he'll say you've got talent.

"Of course!"

(let him know you've got spirit)

"It's my talent..."

(he'll think you've got spirit anyway. evidently you were joking)

It doesn't matter what you say. He'll think you're cool no matter what. Jowy will sneak in and yell for you a while later. You can answer him or not.

"Im here Jowy!!!"

(he'll run to the prison)

"....."

(he'll yell for you again)

If you stay silent four times he'll find you anyway, so just answer. Now he'll join you and you'll both make a brake for it. You don't get very far, though. Flik, Viktor, and a bunch of solders are waiting on the next floor. Jowy is ready to give up for the moment. But you can disagree.

"Lets bust through!"

(This is pretty funny. You try to run through only to get smacked in the head by Flik)

"..... I understand."

(give up quietly)

Either way, you'll both be put in front of Flik and Viktor for questioning. Viktor will ask

what happened, that is, how you both wound up washed up by the river.

"The truth is..."

(fill him in and get thrown back in prison)

"I cant say."

(try to keep your Highland pride and get thrown back in the prison)

That night, Jowy will ask to see what you have with you in your inventory.

"Are you going to try to escape?"

(he'll say yes)

"Why?"

(he'll say its cause he's going to escape)

He'll pick the lock with a spoon, and you'll get out. On the second floor, you'll see two guards. Jowy, being the James Bond fan he is, will light that oily rag with the flint and throw it, catching the floor on fire. This will give you a chance to run. Go up the stairs right below you. Now go down and out the door and you'll be on the deck. Jowy'll use the rope and you both will climb down. You'll get out just fine and Jowy will say that he wants to go back to Kyaro, your hometown.

"Lets go back to Kyaro Town."

(agree with him)

"Its too dangerous to go back."

(disagree, leaving poor Jowy speechless)

When you leave the fortress, go back to Ryube and walk to the right a little ways. You'll see some traveling performers putting on a show. When you start watching, Eilie will pick you from the crowd to help them out with the next trick. They'll put a fruit on your head and Eilie will throw a few knives at you. And they'll say not to move. When you're up, about to have the thing thrown, a menu will pop up.

"Don't move."

(don't move, don't get stabbed)

"Move a hair to the left."

(move, get stabbed)

"Move a hair to the right"

(move, get stabbed)

You'll have to decide this a few times before the event ends. Or can just move once and get stabbed, bringing it to a quick end. It doesn't matter, for the most part. Rina has good medicine. After the show, you'll learn that all of them are going to Kyaro, too. And they

suggest that you all go together.

"Of course."

(agree)

"It's my pleasure to travel with such a beautiful lady."

(hit on Rina and agree at the same time)

"No way!"

(Jowy will back you up and you wont go with them)

You can't get to Kyaro without them, so bring them along. If you refuse them just talk to them again to take them. Buy new armor for yourself and for Jowy, and buy some Medicine. Of course, save at the inn, and leave town. North Sparrow Pass is straight up from Ryube. Take a right at the fork in the road. You'll come to North Sparrow Pass in no time. The guards here don't want to give in, though. So Rina "talks" some sense into the captain... anyway. Head on up.

-North Swallow Pass-

Ok, first of all, follow the path up and you'll reach a fork. Take a left to see a treasure

chest and a small pool of water. Take the treasure, but don't leave this area. The pool of water refills you HP and MP, so build your levels to five (or six if you have the time). And also, the Cut Rabbits in this area drop the Double-Beat Rune, which is a really great one. Be sure to get one of these while you're doing your level building. When everyone's up to level, go back to the fork in the road and take the right path. Just follow it to another

fork. Take the right path to a Escape Talisman (if you've gotten a billion of these from building levels, skip this treasure). Now go back and continue up. You'll come to another fork. Take the right path and grab the Brass Armor. Equip it on the Hero and go back to the fork and go left. Go all the way up. When you get to the next screen, don't take the path leading up. Go all the way right and save at the save point. Heal if you REALLY need it, but don't just waist medicine. After you've saved, go up and fight the Mist Shade.

===Beating the Mist Shade===

Well, for a first boss, I'll just say that it's pretty hard. But if Rina is Level 6, she'll have a

very strong spell to use against it that makes the fight easier. There are two random forms

you might fight, a male and a female. The female form uses one attack a turn that hits everyone. The male form uses two attacks a turn on one person at a time. So it's a very balanced fight. Don't be shy, use your Circus unite attack when possible and when Bolgan is unbalanced, use all the magic you have, and have Bolgan use any attack Scrolls he has equipped. The hero and Jowy should attack, not unite. Other then that, use whomever to heal whenever that's needed. This isn't too bad. By the way, they each have about 750 to 800 HP.

-After The Mist Shade-

Well, if you want, you can run back and save. But it doesn't matter. Just keep going up till you reach another fork. Go right and grab the Feather Hat and put it on Jowy. Then go back and continue along the path to the exit. Go up on the world map and you'll see Kyaro. Go on in and Eilie, Rina and Bolgan will leave to find other places to perform. Jowy will leave, too, and go home. Save at the Inn, and then go to your house. DO NOT go in your house yet, however. Go up the right side of the fence and you'll see a big tree.

Walk up to it and push X. Do this three times and Mukumuku will join your party. Isn't he cute? Now go into your house. Go through the back door and you'll see Nanami, your sister, for the first time. But, she hardly even notices you're there. Silly girl. After her

calm, peaceful, not-painful-at-all welcome, she'll join you. On your way out, you'll se some vases on a large box. There are three, a large one, a small one, and a medium one.

Take whichever one you want and leave the house. You'll be attacked by some solders outside, then Rowd will come and try to act cool. He'll tell you to come along

"Captain..... Why...."

(ask him why then get arrested)

"No!!!!!"

(fight him and his men)

It doesn't matter what you say here. You can go quietly or choose to fight. If you fight him, you'll lose. But I heard from someone that he IS possible. Xuniveur, the person who told me this said that he seems to have about 1200HP and he said he give you about 10025p. But anyway, after you're done getting arrested, a scene cuts to Jowy and you'll see that he's not doing so well on his side of the crib either. In the end, you'll find that

you're all sharing a jail cell. Together again at last... Anyway, Rowd will come up and tell you the plan... His plan. Then he'll send you all to die painfully. You'll be led down the road, where you'll see Princess Julia. She'll ask what's going on and stuff, and Jowy will say some last words. You can, also, if you'd like.

"I'm Innocent!"

(try to talk some sense in to her. this, however, will be useless)

"....."

(let Jowy do the talking)

Whatever you say, you'll be taken away. The next scene will be of you and Jowy being beaten, right before you're hanged. Rowd, being the nice guy he is, asks if you have any last words.

"No, I don't"

(get on with the murder)

You're a jerk.

(I like this one!)

After your last words, Rowd will look up at the sun set. When he looks back down, though, he'll see a bunch of dead people and Viktor and Flik will be busting you out!! Yeah!!! After this Rowd will run off and Jowy will say that you should go get Nanami.

"Let's go save Nanami."

(agree)

"Let's hurry out of here."

(be told to go save her)

To save time, just agree. Nanami is an awesome party member anyway, so why fight it? But, if you'd like, you CAN leave her behind and she'll join up with you again in Muse, which you'll be at later. You'll leave and see Nanami and Mukumuku running from the guards. She'll then see you and join you. Then you'll have to run out of town. Take the exit where you came in to get out and on the way out, Nanami will stop and ask you if you think you'll ever come back.

"We'll come back someday."

(reassure Nanami)

"I don't want to come back."

(this will also reassure her)

Head back to North Swallow Pass. Backtrack through this place. In fact, head all the way back to the Mercenary Fort. Once you're back, Viktor and Flik will tell you some things. Viktor suggests you go and recruit people. There are three people you can recruit, and they're all in Ryube. Before you set off, though, go talk to Leona at the bar and pop Gengen into the party. The more, the merrier, you know. You can go down stairs and talk to Pohl, too. You can rest and save for free with him. You know, he was the guy that told

Flik and Viktor to go save you, so be thankful. You also have the chance to sharpen your weapons to level three, if you wish. Of course, you should cause this is a very important part of the game. When you're done, head to Ryube.

-Recruit #1-

The first thing you might see when you arrive in Ryube is the strange man in blue laying on the ground (those are kickin' sideburns!!!). Walk up to him and push X and a menu will come up asking what you want to say to him.

"Are you Ok?"

(ask him if he's Ok)

"Whats wrong, you bum?"

(ask him if he's ok, just in a mean way)

"...Lets leave him."

(take a guess!)

After you ask him this, he'll just say, "My Stomach..." Then another menu will come up.

"Does it hurt?"

(ask him if it hurts in a nice way)

"??????"

(give him a puzzled look)

He'll then say he's starved. To recruit him, you'll have to buy him some food.

"Ok... Sure..."

(agree to buy him some food)

"No way."

(don't buy him any)

To recruit him, and proceed in the game, you'll have to buy him his food. It'll be 3000p, so be sure to have some cash handy. If you don't buy it for him, he'll have to wash dishes and you won't recruit him. So, for the last time, buy his lunch and be done with it! He'll join you afterward.

-Recruit #2-

Now, walk on over to the top right corner of town to see a girl with a very large hat on, pacing back and forth. Talk to her to see what's goin' on. She'll ask what you want.

"No. Nothing."

(tell her you're just watching her pace back and forth)

"What's wrong."

(see what's happening)

She'll tell you her pet ran into the woods and asks if you'll help her find it.

"Sure I will."

(say yes)

"Sorry. I'm busy."

(be called "mean")

Agree to help her and she'll join the party and you'll appear in the forest. This is a very easy place to get through. At the fork, turn right and follow the path to her pet. However, her pet attacks the party...

===Beating Bonaparte===

This isn't too hard. Just attack, mostly, and have the Hero and Nanami do their unite attack. You'll have to heal, too, though. Cause even though this is a small little guy, it has

a strong attack!

-After Bonaparte-

She'll ask if he's cute. Just say whatever to her. She'll then join you!

Recruit #3

A lot of people miss this guy. Go back to the fork in the path and go right. On the path you'll see a small bird on the ground. Walk up to it and put it in its nest. Now go up into the next screen and keep going up. Turn at the first left and get the Leather Cape and the Gauntlet from the chests. Equip them on a couple people, then walk around and fight things for a few minutes. I think the time he appears at is random. Eventually, go back to the bird's nest and there will be a guy and a dog standing there. Talk to him and he'll ask if you put the bird back in the nest.

"That's right."

(say yes)

"Not me."

(say no)

Say yes and he'll tell you about himself. Then he'll ask what you're up to.

"We're looking for companions to join us."

(tell him what you're doing)

"I can't say..."

(brush him off)

If you say no, he'll walk off and you won't recruit him. If you say yes, you WILL recruit him and everything will be fine. Be SURE to recruit him.. Oh, and then he'll ask if he should go with you. If you say no, he'll just go back to the fort and if you say yes, he'll

join your party right there. By the way, if you don't feel like walking around in the forest

waiting for him, know this: You come back here later. And he'll be here for sure on your next visit to the forest.

-After All the Recruiting-

Go save at the Inn at Ryube since you just got four new helpers, and head back to the world map. Don't go back to the fort right now (unless you want to change party members or something), just follow the road up. At the fork take a left and follow this up to a town called Toto. When you get to this village, a small girl will run up saying

"Uncle

Jowy!!" This, of course, is the girl that found him on the beach. During the chat, you'll bust in and say:

"Who is this kid?"

(act like a moron and ask who she is)

"A friend of Jowy's?"

(ask who she is without being a moron)

After this, Jowy will tell you the untold story of being washed up on the river. Pilika will

ask if you're a friend of Jowy's.

"That's right."

(say yes)

"Yes. Im his best friend."

(say yes and tell her you two have known each other for a while)

"No way."

(lie to the poor girl)

No matter what you say, she'll ask for your name.

"Hero."

(say your name in a calm way)

"Ummmmm..."

(get all nervous)

Somehow, she knows your name even if you say "Ummmmm..." Which is kinda strange. She'll then lead you both up into her house and introduce you to her parents. After a heart-warming conversation with them, Pilika will ask you both into her room. Then she'll explain that it's almost her dad's birthday and she wants to get him a present. She saw a gift in Muse she thinks he'll like, but she can't go there alone. So you and Jowy have to get it for her. Jowy says you will right away, but you can act like a moron again and say

"Yeah right."

(agree with Jowy to go to Muse)

"It's kinda far."

(act stupid and go anyway)

When you're done, leave the village through the top left exit and follow the road on the world map. You'll see a small house on the way. This is an Inn, and a very cheap one. Go ahead and stay just cause you can. After which, continue left to the huge city of Muse. Once you're there, go up and take the second right. Follow this path to a shop with a small circle above it and go in. This isn't the item shop, but you'll want to go here. Remember the Double-Beat Rune you got by fighting the rabbits? Well, you can actually put them to use. Go in and talk to the shopkeeper. If you got one Rune, put it on the Hero.

If you got more than one, be sure to put on the Hero and the rest on whoever. But if you have an extra, the best choices are Nanami or Rikimaru, if you happen to have him in your party (I normally put mine on Nanami). Also, you can buy some Runes. He has a couple nice ones in the 'Rare Finds' section. If you have 15000p, pick up the Fury Rune. None of these are really needed at this point though, so don't stress it. Even if you have 15000p, you might even want to save it for something else. Leave and go to the item shop at the bottom left of town. The guy in here says that he does have the Wooden Amulet, but it'll cost 500p.

"We'll pay, of course"

(gladly pay for it with your money)

"No way."

(get Jowy to pay for it)

If you pay for it, you'll lose 500p, but you say 'No way' Jowy will sell an old ring of his and get 2000p for it. Not only will you get the Amulet for this, but you'll also get 1500p!

Pretty nice, pretty nice. Now just save if you want, and head back to Toto Village for a surprise... When you get back, you'll see that the village has been burned down, and Pilika is the only survivor. Shortly after your arrival, a Suikoden character makes her appearance. You may remember Apple from the first Suikoden. But you may not cause she wasn't a main person at all. But in this game, she's one of the important ones. Anyway, she walks up and asks who you are.

"What Happened here?"

(inquire why the place is in ruins)

"Who are you?"

(inquire who she is and why she's here)

Pick one and get on with it. Anyway, She'll explain everything (Im not going to say what she explains, it would spoil some things) and requests you take her to see Viktor and Flik.

You'll appear on the world map, but before you go to the fort, go back in the village and recruit Hanna. NOW head to the fort to see Viktor. After Apple tells them whats going on in the world, the scene changes to you, Jowy and Pilika. After some more talking, he'll go on about how he doesn't know who to trust anymore.

"You can trust me."

(reassure him)

"I don't know either"

(let him know you're in the same boat he is)

After you answer, you'll be told Viktor wants you. Head up the big room on the top floor and he'll give you an assignment. That is, go recruit a man living in the forest so he can fix the Fire Spears and you can defend the fort.

"Of course."

(say you'll do it)

"We can't do it."

(try to say no and be asked again)

You can turn them down a billion times if you want and it'll keep going in the same triangle of people asking you the same thing over and over again. After you say you'll do it, go to Ryube again and go to the forest. Take a left at the fork and follow the long path

to his house. It's not much of a maze, so you shouldn't get lost. If you do, take my advice

and stop playing this game right now cause you wont get anywhere. Maybe you should try something rated EC or lower... Ok, just kidding. Anyway, if you decided to leave the forest when you put the bird back in his nest and never talked to Kinnison, he'll be there now for you to recruit. Once you get to Tsai's house, no one will be there. But after waiting for about 15 seconds, he'll walk in. Of course, he won't be happy about you being in his house when he wasn't there, but that's beside the point. Anyway, he'll ask what you want.

"We've come because we need you."

(tell him what's up)

"Nothing in particular."

(have him tell you to leave)

After you've told him about Luca Blight, he'll join you and let you keep the 2000p Flik gave you. Pop Tsai in your convoy and head back to town. When you get there though you'll see the place in flames with Luca himself killing people left and right. It's not a happy scene. You'll watch a couple people die, then Jowy will act all pissed off. After which, you can comment on it.

"We can't just sit here and watch."

(say you should go kill Blight right now and be stopped by Tsai)

"We have no choice..."

(act logical and stay out of his way)

Be glad you don't fight him now. Actually, you'll get your chance later in the game and, IMO, he's harder then the last boss. But, that's LATER. Lets focus on NOW. Go back to the fort, rest up and save, then go see Viktor. Flik will be there as well, and they'll both thank you. Then they'll tell you to get ready to leave for Muse City.

"I understand"

(leave for Muse)

"I want to fight by your side"
(persist on staying)

If you say you want to fight, you'll progress in the story faster and save yourself a pointless trip to Toto Village. If you say you want to leave, just head for Muse. When you leave the fort, Jowy will say that you should go back. If you keep going anyway, before you leave Toto Village, Jowy will bounce in again and say that you should go back and do what you can.

"Let's go back... Jowy."
(agree to go back and fight for your right to party)
"We should run away."
(disagree and be asked again)

You can't disagree. So go back to the fort and go see Viktor and Flik again. Once you say you want to fight, Flik will test you in a Dual Battle. A one-on-one fight between you and him. However, you have a huge advantage over him, that is, you can tell what he's going to do by what he says. One thing you should remember about these fights though, when the enemy is defending, DO NOT use the Wild Attack option. He'll counter attack. Remember that.

^^^Dual Battle vs. Flik^^^

This isn't THAT hard. You don't have to damage him too much to win.

Attack Phrases:

"This is just a waste of time"
"That's how to attack. Got it?"
"Nice try. I'll go next."

Defend Phrases:

"C'mon take a swing at me"
"Okay, it's your turn. Let's see what you've got."
"That's how to attack. Try it yourself."
"In combat, caution is the best weapon."
"Want to try that again?"

Wild Attack Phrases:

"The next one's going to hurt!"
"Here goes! Hope you can handle this!!!"

-After the Fight-

Keep in mind that he says more things than that. But those are pretty common phrases. After you win, he'll let you tag along. You'll get to name your company. HOWEVER, this name will go far beyond a company's name. This will be the name of *slight spoiler* your army when you become the leader of the Your Name Here Army, and at the end of the game your new country will be named whatever name you choose here. Be careful! *end of spoiler* Jowy will suggest a few, then you'll get to put in the final name. After the big name is put in, Pohl will warn that the Highland Army is in the sights. Rest and save with Pohl real fast, then go outside. After a briefing of the battle plan, you'll be asked if you're ready. If you say no, you can go save or do something else. Whatever. When you say you ARE ready, the story will progress and the fort will be attacked. This is your first major battle, that is, where you lead your company instead of just six people. You'll see when the fight starts.

|||MAJOR BATTLE: GUARD THE FORT|||

This is a very easy major battle that very well may be impossible to lose. Apple will tell you how to do everything during these first few Major Battles, so don't worry about not knowing what to do. Since you only lead one unit, and the computer controls the others, all you really have to do is either stay out of their way or try your luck with attacking

or
you can use your Fire Spears. But try not to hit any allies with these! This wont last very long and, to tell you the truth, these Major Battles in Suikoden 2 or easier then the ones in Suikoden, IMHO.

-After the Major Battle-

Well everyone will cheer and stuff, however, the peace will be killed by a second attack on the fort right after the first one. You'll be given another choice here, go rest and save

quick or just go ahead and get this other fight over with. During this next fight, Apple will again tell you how to do everything. Just keep 'Waiting' and Luca's army will pop up behind you. You're now surrounded and you love this on auto. After you lose, Viktor and Flik will run off and tell you to, also. Of course, you'll be heading to Muse. But first,

Jowy says you should go get Pilika.

"I'll go with you."

(just go with him)

"Im getting out of here."

(try to leave by yourself)

If you say you'll leave on your own, you won't be able to get out the front gate cause of a group of solders that never stop coming. This is the game's little way of telling you that you have to go give Jowy a hand. Run back inside the fort and head to the top floor and into the big room where you'll see Pohl, Luca and Pilika. Jowy will be next to the door. Luca will kill Pohl (Grrrrrrrrr...) and then try to take Pilika down. Yes, he's mean. But you should be kinda mad at him since he killed Pohl and all. A menu will pop up. You can choose "Save her," or "Don't save her." If you wait too long, Jowy will try and save her, but fail. If you choose to cave her, you'll help Jowy out. Even if you choose to be a wimp, it'll turn out the same way. Viktor rushes in and says that he threw the spears in the boiler and the place is about to blow up. When you get outside, you'll notice that Pilika can't talk.

"Don't worry. She's just in shock."

(reassure everyone)

"Luca couldn't have....."

(do the exact opposite of reassuring everyone)

Well, head for Muse again. At this point in the game, the computer seems to choose a random party for you. It's annoying, but you'll have these people in your party for quite a while. You can buy new armor and stuff pretty soon though. So don't worry.

__-__-__-__-__-YOUR NEW DESTINY-__-__-__-__-__

In Toto, Pilika will run off into a cave at the top right corner of town. Follow her and you'll read some writing on the wall. After which, you'll just disappear into another part of the cave. Leknaat will appear in front of you. You'll remember her from the first Suikoden if you played it. She'll say a few things, then you'll go all the way up to see what happens next. A very long flashback type thing will take place. You'll discover you were a scary looking kid. You'll just see scenes from the game that you've already done. Its cute and long. After this, Leknaat will say some more things. She doesn't seem as friendly as she did in Suikoden... Anyway, the Bright Shield Rune beckons you. You want its power, right?

"Since we need 'Power'....."

(agree to receive the Rune)

"I don't need 'Power.'"

(try to get out of it but just be asked over and over again)

Jowy will take the right cave, and leaves you with the left. Go in and take your Rune. I must say, I cool as the your Rune is, I like the Black Sword Rune sooo much more!! But, oh well. Take what you can get and head to Muse. The mean guard wont let you in. So go to the White Deer Inn. You'll see an interesting little cut scene, then you'll hit the hay. In

the morning, you'll go down stairs. There are two people sitting at the tables, one is an Item shop and the other is a Rune master, just so you know. When you go the Bright Shield Rune on the Hero, his Double-Beat Rune was removed. Have it put on Rikimaru if you happened to get him. If not, just put it on someone else. The Item shop has 2 Belt of Strength's in the Rare Finds section that you may want. Oh, and buy a freakin' lot of Medicine. When you try to leave, Alex will run in all mad and stuff. He'll say he has an Entry Pass to Muse, and says he'll let you use it if you help him look for the treasure in the ruins. You'll be at a dead end till you do, so go ahead and agree. Be sure to save.

This

isn't that easy, but not really hard either... but save. Go out of the Inn and around to the right and all the way up to a couple big doors and enter.

-The Ruins-

Go up to see a door and a small panel next to the door. Check out the panel to open the door and keep going. This place is a big, monster filled maze. The monsters are pretty tough, also. So you may want to make sure you have an Escape Talisman or three just incase you have to get out in a hurry. The Talismans also come in handy after you've beaten the ruins so you won't wave to walk all the way back out. In any case, go up and left to get the two treasures, then go back to the main path and keep going up a bit. Then go right and up. Now go up and make a U turn to the right where there aren't any bushes and go down. There's a chest here with an Angry Blow scroll in it. Go back up and left, and up again to a bridge. When you're across, Go up and take the Gauntlet from the chest then go all the way down, then left, then all the way up into the next screen. Go left across the bridge and up when you reach the end of the path. Push the statue onto the little square button and go through the door. Take the Shoulder Pads and then take the round plate on the pillar. Now go back across the bridge and put the plate in that hole in the wall to open the door next to it. In this next room, you'll see a statue of a two headed

snake. This is what you'll have to fight in a little while. Anyway, go left across that there

bridge, and go up when you see an opening leading up. Take the triangle plate in the pillar. If you want, you can go out of this room and keep going left to get a Fire Lizard Rune. It's not a very cool Rune though. When you're done, go back across the bridge and take the path going up, then go right. Go up the stairs here and put the plate in the wall.

This drains the ruins of water. For some reason, it also seems to release tons of new, much harder enemies for you to enjoy. Backtrack out of this room. When you get back to the intersection, go strait across the bridge and follow this path to a save point and save.

You don't want to do all that stuff again, do you? Of course not. Now go back to the intersection and go up. Just go strait and get the Chain Mail at the end of the path, then go

back the way you can and get into the moat. In the moat is where you'll start fighting the new, tougher baddies. Go down into the next screen then take a left. You see a square plate, which is good. Take it and backtrack out of the moat. Go all the way down to where you saw that two-headed snake statue go through the opening on the bottom right wall. Follow this path to a door. Put the plate in the opening and get the very nice things

in the chests. You'll see that the plate disappears when the door opens. Its being put back

into you inventory for use later on. Now go out, back to the main area and up. Go across the bridge back to the save point and save, then put the plate in the door and go through it. You'll see another panel by a door in this room. After some talking, the door opens

and that's your queue to head on through. You'll then have to fight the two-headed dragon.

===Beating Double Head===

Ok, first off, Jowy should be on about level 14 or 15 (having the other party members on that level is also nice). If he is he'll have a super strong Rune attack that will help you a

bunch. Use this in the first round, as well as the Family unite attack with the hero and Nanami. When Nanami is unbalanced you may want to have her heal with Medicine or something. Otherwise just have her attack. After Jow has used the super strong Piercing One attack, have him use Flash Judgment every turn after. The Double Head only uses attacks that hit everyone and they don't hurt too badly, but over a couple turns you'll start

to need healing. When this happens, use the hero's Rune. Great Blessing will heal everyone just fine. He also has an attack called Shining Light that you can use to put the

hurt on Double Head. Have everyone else just attack or use any Rune they might have and this is won. BTW, double boy can only attack once per turn, making this even easier. This is just too easy..

-After Double Head-

Go straight to see the treasure. As it turns out, it's a Healing Herb. Cute, huh? Well, there's

nothing left to do here except save if you want. When you're ready, use an Escape Talisman to get out. If you don't have one you'll have to walk it. Once you're out, though, Alex'll toss the herb on the ground in shame. Go back to the Inn to see that Hilda is really out of it. In fact, she's on the floor half-dead. No one knows why, but that doesn't matter. You'll take her to a bed and Jowy will run off to find a doctor. After a little while of talking, you'll get control over the hero back. So, what you need to do is go

back to the place where Alex threw the healing herb down and get it. Then take the healing herb to Hilda for a quick recovery. Nice, isn't it? Alex will hand over the entry permit and Hilda will drop the price for staying at the Inn to a cool 0.00p per night. You might as well stay and save since it HAS been a while, then head to Muse.

-Muse-

This place is big. But, before you can discover all its bigness, you'll have to get in. This

is a pretty funny scene.. Nanami will give herself the part of Hilda, Jowy the part of Pete, and you the part of Alex. Jowy doesn't feel too great about it, though.

"Nanami....."

(she'll just tell you to do it and you won't have a choice)

"It'll be fine. Come on already."

(don't get Jowy's approval)

"Let's go, Pete"

(again, Jowy won't be happy)

Anyway, you'll get arrested no matter how good or bad your acting is. In the prison cell, Nanami and Jowy will be mad at each other. They'll then ask who was the better actor.

Jowy was better."

(make Nanami mad)

"Nanami was better"

(hurt Jowy's feelings)

"You both stunk."

(tell the truth)

At night, after the gals are asleep, you and Jowy will still be up. The first question doesn't

matter, since he'll say the same thing either way. In fact, all the questions are like that.

But anyway, He'll then ask if you think you'll ever go back to Kyaro.

"Don't worry, We'll go back..."

(reassure him)

"....."

(just wonder like he is)

Then he'll go on some more. He talks a lot... He'll be mad at himself for not being able to protect Pilika when Luca was about to chop them both to bits.

"It'll be Ok....."

(reassure him again)

"....."

(again, say nothing and just look at the moon)

The next morning, You'll see Viktor and Flik at the door. They bail you out and tell you to go to the Leona's new Tavern. When you're in town, from where you are go up and take the first right. Then go down till you reach a dead-end and go up the stairs. Someone named Elza will come and ask you a favor. Except her offer. She'll give you two packages. Now keep going up and a dude named Clive will come into the scene and ask you if you've seen her.

"Nope. Never saw her."

(be convincing)

"I... Er..."

(somehow, he'll believe you)

Anyway, now go to the Tavern. You passed it on the way to see Clive and Elza. Go inside and chat with Leona at the bar, and then you'll appear outside again. Now its time to head to city hall to the north. It's not hard to find at all. Keep going up even when you

get inside, and you'll see Viktor. He'll join you and you wont have any choice but to go into the door above you. Inside, you'll meet the Mayor of Muse, Annabelle. Along with her annoying jerk of an assistant, Jess. I don't like him at all, but hey, that's my problem.

Anyway, Annabelle is very smart, and it turns out she knows a lot about the three of you. Genkaku comes up during the conversation and Annabelle mentions that she wasn't able to atone the crimes against him; or something like that.

"Atone him for your crimes?"

(ask what she means)

"....."

(sorta ask what she means)

Either way, she won't tell you now. She leaves you in the care of Jess (I hate Jess) and goes off somewhere. Head up into the room above you to the right and Jess will be in there talking to someone. He'll see you and ask you to sneak into the Highland Army's camp to find out how much food they have. That's right, he's gonna risk the lives of you two cause he's stupid and cant think of a better way. Anyway, it's up to you.

"Sorry, but no way."

(refuse)

"Alright. We'll do it"

(agree)

If you refuse three times he'll stop asking, but you can't really do anything if you don't say yes. But before you agree, you might want to do the following stuff...

-Pre-Spy Preparations-

Say no three times so that you can walk around the room and search the top book shelf. You'll get a "? Book" which isn't necessary, but since you're going for everything, you might as well get it. After you get it, leave City Hall and go down a little ways. You'll see

Tuta in front of a box down the road. Talk to him and he'll ask about the fort and say he heard it was burned down.

"I'm fine."

(well, he can already see that you're alright, cant he?)

"It was horrible."

(tell him your story)

Well, either way he'll invite you to see Dr. Huan. The H. man will tell Tuta to help out Viktor. Really though, you just got yourself a new party member in your soon-to-be army. After words, go back into the house and talk to Huan again and he'll give you the Recipe #3. Another not necessary, but nice item for your soon-to-be army. No go strait down till Elza steps out again. She'll give you the Sound Set #1. Yet another item that will serve no usefulness till your soon-to-be army is up and running. That wont be too long off, actually, isn't that cool? Anyway, the Clive comes and things get dramatic. Elze almost shoots you and Clive, being the mid-evil FBI kinda guy he is, dodges the bullet and runs after Elza right out of Muse. You can't follow them either. Now you can also go to the Rune Master's shop and buy a Fire Rune. Put it on Nanami since she's probably the only one with a Double-Beat Rune. She's be attacking four times every turn by doing this. In fact, if you're VERY lucky, you can get up to attacking EAGHT TIMES in one turn!!! Quite useful. But you don't HAVE to do this. There's also an appraiser in town that you may want to visit. He can turn those "?" items into real things that you can use later in the game, or sell now and get a good bit of cash for them. Now, you're finally ready to try your luck at being a spy and sneaking into the Highland camp. Be sure to save, then go see Jess again. He'll give you the uniforms and complement you on your bravery/stupidity. Now go back to the Tavern and talk to Leona and make yourself a party (finally!!). Be sure to make a strong party. The woods you have to go through to get to the camp aren't too cool. Now that you can exit Muse at will, you can recruit Anita from the Tavern! She's the blond girl sitting at the first table alone. If she's there, go to

the shop and buy an Antitoxin. Then go talk to her a few times. She might ask for an Antitoxin, if she does, give her one. She might ask if a female swordsman really THAT rare, if she does, say she's beautiful. And she also might ask you to refill her glass of wine. If she asks this, go talk to Leona to get some wine and bring it to Anita. You'll have to run out of Muse a few times every time you do something new for her. But after you do all three things, she'll join you. She's a very good fighter, put her in your team to

test her out. After you do this, exit Muse, take the road leading up and keep going strait at

the fork. You'll come to the checkpoint. After being cleared, the guard lets you through and shows you the way into the woods. Check your inventory and make sure you have a lot of Medicine!

-The Woods/Highland Army's Camp-

The first screen is simple. Just go right and up. There are two treasures in this whole place, a Belt of Strength and a Circlet. Both aren't very good, so if you pass them up, no one will hate you. I never get them! If you want them, though, from the entrance of the second screen, just go right until you see a path going up. Pass this and hold right. This will lead to another path going up. The Belt of Strength is here. Keep going right to see an exit to the lower right hand corner. Follow that path till you reach the Circlet. When you exit this screen, just go up and you'll find the way. The rest of the woods are very simple. When you reach the end, the hero the Jowy will change into their uniforms and go into the camp. Head to the top-right hand side of the camp. This is the ration tent. When you get there, a guard will see you. Be sure to play along! Anyway, after you're done in the tent, you start walking away, only to see the meany Rowd. He spots you and,

of course, let's everyone in the base know that you're here. You'll run to the left a bit, but before you get going, go back to the ration tent. On the outside behind a box there's a treasure chest with a "Fire Sealing" Rune. As it turns out, there's nowhere for you to run except inside the big tent in the middle of camp. This is a tent for Royal Family, but Jillia plays along and lets you hide in the tent. After Rowd leaves, she even gives you some good ol' Highland tea. What does this remind you of? That time in Venice? Never mind. That's an old coffee ad incase you're wondering. Anyway, she recalls seeing you in Kyaru, when you were about to be killed by Rowd. She asks if you'll ever forgive Highland.

"I will.... Someday I know I will."

(lie to her and yourself)

"....."

(just say nothing)

Jowy will ask what Highland is trying to do to the State and she'll mention Luca Blight, and ask if you know him.

"I know him."

(lie again. I mean, you really don't)

".... He's a fiendish monster."

(get scolded by Jowy, but get support from Jillia)

She'll talk, and talk, and talk, and before you know it, the tea will be cold! This is the time to leave.

"You're right."

(agree and head out)

"The tea was delicious."

(agree and head out, but add a complement first)

You'll appear outside the tent. Follow the left wall down to the exit and Rowd will stop you again. You'll stop and listen to him for some reason, and guard jump out to attack you. Kill them, then Jowy will tell you to run.

"I can't do that."

(disagree and get pushed away)

"Okay, see ya."

(agree and run off to the others)

When you're with the other people again, there will be no sign of Jowy. Solders'll attack you again, so kill them. After the fight, Nanami will ask what happened.

"First we have to get out of here."

(leave. you might as well do this)

"....."

(get attacked again)

Unless you want to fight some more, pick the first option. You'll be outside the woods now. Just head back to Muse. When you get there, go to City Hall to find out you can't see Jess or Annabelle at the moment. Now go back to the Tavern to see Viktor and Flik there, waiting. Viktor will join you and say to go back to City Hall. Save and rest since you can, and the head to City Hall. When you get to City Hall, head to Annabelle's office. Viktor will use a nice little trick to get you in, and you'll go inside. You'll soon find out that Jess didn't even tell Annabelle about his little plan, which wasn't nice. He'll then ask you how much provisions Highland had.

"About two weeks worth....."

(tell him and because you're nice)

"....."

(let Nanami fill them in)

Now then, Annabelle will say she's sorry for putting you in such danger, even though the only involvement she had in it was hiring a loser like Jess. Jess will make some more rather mean comments and you'll go back to the bar, mad and dissatisfied. Nanami is still worried about Jowy, but talks herself into believing he'll be Ok.

"It's Jowy. He'll be fine."

(Ressure her, of course)

"I don't know....."

(tear down the situation even more then it already is)

Either way, she'll go wait for him by the front gate. Go and stay with her. She'll keep asking you to go back in about three different times. You can do so, or stay and wait. If you go in, you'll actually just keep waiting at the Inn.

"Welcome home."

(make him feel loved)

"I'm tired from waiting."

(he'll say he's sorry for making you worry)

If you stay and wait with Nanami, Pilika will soon come out, too. And after a while, Jowy will trudge up with open arms.

"Welcome home."

(make him feel loved)

"I'm tired from waiting."

(he'll say he's sorry for making you worry)

Anyway, you'll go back to the bar and go to bed. And a week will pass by very, very fast. Nanami will tell you two that there's something going on up on Jowston Hill. The entrance to Jowston Hill is way up at the top left corner of town. Head up there and at the top of the hill you'll meet up with Viktor again. He'll let you tag along with him so you can get in on the Hilltop Conference action. But the person guarding the door wont let him in because he doesn't have proof of his identity! So, Flik comes along and gets you guys in. What an ego crusher... Inside the place, just follow the path to the room where it'll take place. Another guy I hate in this game, Gorudo, pushes Nanami out of his way. Unfortunately, you'll be having further dealings with him later. I won't go into that anymore, though. You take your seats after a Knight saves Gorudo's rep, and the meeting starts. During which, I feel I must point out that Gorudo makes more bad mouth comments to the Mayor of Greenhill. And the Mayor of Greenhill is a woman. He must be sexist, if you ask me. Anyway, before you know it, Blight and his army are heading for Muse. After the meeting, just go back to the bar and you'll find Annabelle and Apple. Annebelle asks you to slow Blight down for two days so that the other State solders can arrive. Hey, no problem! Its only two days against the Highland Army, right? Anyway, you'll end up agreeing! Annabelle will say for you to go to her room after the fight, and she'll tell you about Genkaku's past. The next day, save. You're about to fight a major battle. When you've saved, talk to Viktor and lets get this started.

|||MAJOR BATTLE: SLOW DOWN THE HIGHLAND ARMY|||

You'll see what you're up against now. Not too pretty, for sure. Like Apple says, if you beat Solon Jhee's unit, they'll run. You won't even have a chance to attack him and some Knights that are on your side show up. Another thing, don't attack Gilbert's unit. Try to protect it, rather. Gilbert wills rather quickly and switches sides to join your cause. He's

one of the 108 stars, so if he dies now, he's gone for good. Don't let that happen. Now, all you really have to do is either attack weaker units, or stay out of the way all together.

Either method will do fine. After a while of fighting, Camus will show up and tell your Knight friends that they have orders to withdraw. Nice. Real nice. Reluctantly, they back off leaving you to handle everything. So, now you get to fight some more. Keep it up, don't die! Soon, they'll run off to rest up so they can kill you later, and you go back to the bar so you can rest a bit, also.

-After the Major Battle-

Before you do anything, go save, because it's the right thing to do. Then run up stairs and

talk to Nanami - she's in one of the rooms. She'll ask if she can tell you something.

"Sure."

(let her tell you something)

"I'm kind of tired."

(snuff her off and go to bed)

If you let her tell you something, she'll just say "forget it" and you'll go to bed. But in the next room, you see Jowy talking to someone. Who? Well, Kage. You might remember him from Suikoden 1. After Jowy says something about taking the right path, you'll know something up. And you're right, too, the game is about to take a drastic turn. But anyway, the next morning, the three of you go up to City Hall to talk to Annabelle about Genkaku. But, when you get there you'll find her way too busy to tell you anything, and she tells you to come back in the evening. So, go back to the Inn. When you arrive, though, Jowy just runs off again and doesn't say why. Talk to Nanami and say you're worried about him, then go up to City Hall again. On the right side of the entrance you'll find Jowy and Kage talking again, but this time you catch him in the act and can ask him what's up.

"What are you doing?"

(take a guess)

"Who was the person?"

(this isn't a hard one, either)

Either way, he'll give a stupid answer and tell you to run far away.

"What are you going to do?"

(try to dig deeper into what his plans are)

"Yeah....."

(act like you know he's up to something)

If you ask him what he's going to do, he just says he wants you to take care of Pilika, should anything happen to him. That night, Viktor pays a visit to Annabelle and they have some wine. A nice though, really, since she won't be able to drink wine for much longer. Anyway, after that, it's your turn to go see her about Genkaku, finally. So head on up, but the guard will say something about your friend going to see her... Yeah, none other than Jowy. He goes into her room, and after a few words and little bit of fighting, he stabs her and runs off. He DOES get a new picture in his text boxes here, though. So it's not all bad. Then you run in and see what's up. He'll run off no matter what, and Annabelle will die there. On top of your best friend betraying you and Muse already losing the war because the mayor of it just died, to make matters worse Jess runs in and since you're the only ones in the room, accuses you of killing her. Yeah, nice guy. After that, you'll find yourself running from yet another city. Go back and see Leona and she'll tell you that the army is meeting up again in South Window. Pilika joins the convoy, and then you run out of town. That night, Nanami brings up the option of running away and

living on your own in the mountains. It doesn't matter what you say, she'll agree either way, actually. You wake up the next morning, and you happen to be right next to Coronet, just a little farther south and you're there. When you get there and try to book a boat in the bottom left corner of town, you find that Luca has ordered no one to leave the city on a boat. Sucks. Anyway, now that you know this, go to the Inn. Doesn't the innkeeper look like Sanchez from Suikoden 1? Anyway, it just so happens that the three traveling performers are passing through. You know, Rina, Eilie, and Bolgan. Eilie doesn't like the looks of Nanami being there, since Eilie wants you for herself. Anyway, you can say you don't know her, which is fun. Or you can say, "It's been a while." Either way, you all sit down for a drink. Then, it's up to you to find out away to get a boat. Well, first go save since it's been a while.

-Getting to South Window-

I thought that last subheading was getting to long, so I decided to give this its own subheading. Hope you don't mind! At the southeast corner of town, you'll find Sheena, a Suikoden 1 character. He'll run out of the hut, and yell some stuff through the door. Strange, huh? Go in the hut and you'll find Tai ho and his bro, Yam Koo, also from Suikoden 1. Be persistent while talking to them, and he'll challenge you to a game. It's a game of chance, so luck is all you have. Just keep trying, and be sure you saved before you try this! It can drain your cash! Anyway, once you've won, go back and get your friends from the bar, then go back to Tai ho's place and hop on the boat. He'll take you across with no problems. Save when you get here, then leave town and head south for long ways till you reach South Window.

-South Window-

Now that you're finally here, you'll see Viktor near the entrance. After a bit of talking, you'll all head to the bar. The bar is actually at the Inn, so go there to find Flik and Viktor waiting. There will be even more talking, then you, Viktor, Flik and Nanami will head to City Hall. Once you're there, you'll meet the mayor of South Window. After some more talking, Granmeyer, the mayor, will ask Viktor to go see what's going on in North Window, since young girls have been disappearing in surrounding areas. Now, you loyal Suikoden players will probably know what's going on. Neclord, the vampire is there in North Window. But how? He died in Suikoden 1? Well, you'll understand later. Go back to the tavern now. After a bunch more talking, you're given a party of five people, and now you're off to North Window. It's actually more to the northwest, really, at the top left corner of the island. Once you get there, you'll see, for the first time, Viktor's hometown. It's a ghost town, however. The aftermath of the vampire Neclord still remains. Viktor tells the story of what happened, but then, Neclord, the big meany, walks up. And let me tell you, time has NOT served him well - he is UGLY!!!! But that's besides the point, the real bad thing is that he's very alive and doing just fine. He then attacks, but don't bother with him. You can't win at the moment, just let yourself die. After your dead, he'll run off and your new mission will be to go fetch the Star Dragon sword. If you have enough medicine, use some now. If you used any Rune power during and fights, go back to South Window and rest. Other wise, just heal up and leave North Window. Go down then left at the fork, and you're there.

-The Cave of the Wind-

Save outside, then go on in. First, go all the way up into the next room. Then keep following the path right, and into the next room. Take the next path up and right into the next room, then follow the path through here. There's only one path to take again, so follow it into the next room and you'll be in a room with the path you came in on, another path leading up, with is right behind you, and another path strait ahead. First go strait and get the Fish Badge from the chest, then go back and take the path leading up. Go strait through the next room and go through the door at the other side. Then go up and take a left at the first path to get a Fire Wall Scroll, now go back and continue up. No go up and

right, and in the next room you'll be faced with a few fear inspiring "puzzles." First, you'll see a few rocks blocking your path, go up to the top one and push X to push it out of the way and keep going. Next, you'll see a tunnel that's blowing wind making it so if you walk across, you'll get blown into a hole. Give up? Ok, take the rock that's next to the hole, and push it in front of the hole. This is the basic idea that should make the rest of the rooms easy. Just remember to always stay BEHIND the rocks, and you'll be just fine. The last room has four rocks and four of the wind gust things, once you're past the last room, go strait across to find an old man and three treasure chests. Take them all, and if you need to get out of the cave, talk to the old guy. If not, go back and down just a little to another path, right below the path with the old guy on it. Take the door at the end. Now then, exit this next room through the door at the top, and in the next room go left and down through the other door. In the next room, go down at the fork, then at the next fork go down again and you'll reach three other paths. Take the bottom left path to get a Half Helmet, and take the bottom right path for a Stone of Defense. Now exit this big room by taking the top left path and following it to a door. Once you're through, go up a little to meet Kahn, a vampire hunter dude. After a bit of friction, he'll join you to help you take out Neclord. So, with that, keep going up. It's just one path the rest of the way, so you'll be fine. You'll soon reach the Star Dragon sword, but Viktor really screws up and makes the sword very mad. At that time, the sword attacks you...

===Beating the Star Dragon Sword===

First off, the hero and Nanami should use their unite attack, and when Nanami is unbalanced, have the hero attack regularly or attack or heal with his Rune. Viktor should attack or heal, but mostly attack. Have Kahn use his nifty Rune, and have Eilie attack or heal as needed. The sword attacks twice per round and really has some rough attacks, so watch your power. And he has 2500 HP, so this is a balanced fight, if you ask me, but it still might take a short while to beat him.

-After the Star Dragon Sword-

He'll join you to kill Neclord, and you'll walk out of the cave through a door behind the sword. The first thing to do now it to run back to South Window and take a nap at the Inn. And while you're there, if you haven't already, buy new armor as needed, and also restock on items. After this, go back to North Window and go in the castle. There's actually only one real direct rout through here, but there are two or three little side areas, and another thing, there ARE enemies in here, but the encounter rate is extremely low. You could run through this whole place and not get in a fight, probably. When you first get it, go in the door right above you and get the Fire Rune in the bottom left corner. Then exit the room and go left, up, and through the door. Then go up and left through the door here. Ignore the door on the upper wall and head strait through the door in front of you. The next few screens will just be a strait path, but when you come to a room full of statues, you'll be in another dreaded puzzle room. First, push the statue that's out of place on the square above the brown square, then push the west-most statue up to open a secret door. Go in the room to get the Darkness Rune, and exit the secret room and push the out of place statue onto the discolored floor panel and continue on. Its another single path trek now and soon you'll be in a room full of candles. Light the bottom row of candles by pushing the X button. The only candle you don't light is the next to the last one. Go in the secret room to find a Blue Ribbon. Now leave and light the unlit candle on the top row to continue. Keep going up till you reach a bridge. This will let you know you're almost there. Just keep going and be sure to get the two treasure chests in one of the rooms on the way, since one of them is a Chain Mail. Equip it to the hero, unless someone else really needs it, then keep going. You'll cross another bridge, then be in the room right

before Neclord's. Heal up now, if you need to, make sure everyone is equipped with good armor, and go on in. Once inside, Neclord will actually want to make a deal. The Star Dragon Sword for Daisy - Daisy evidently an old girlfriend of Viktor's, or something of that nature. But Viktor is too smart for that, he sees through the N man's plan and beheads the Daisy impersonator. With his plan destroyed, Neclord runs off, but leaves a huge monster of his that you'll get to kill.

===Beating Abomination===

Now, the problem here is a combination of a few things. 1. This guy has 4500 HP. 2. He has a number of attacks and they all hurt rather badly. 3. He attacks twice a turn, so that's two painful attacks every turn. However, you have your tricks too, right? Sure! First, have the hero and Nanami use the unite attack, and have the hero heal with his Rune when Nanami's unbalanced. Now have Viktor attack with Scrolls or his sword. Have Kahn use his strongest Rune spell, Charm Arrow, then have him use the scrolls he has in his inventory. Have Eilie heal and attack with everything she's got. When worse comes to worse, have the hero use his strongest Rune spell to heal everyone. Doing this, and being on level 24 or 25 should be enough to win without too much of a struggle. But keep in mind that this is easily the hardest boss you've fought, so don't do anything foolish.

-After Abomination-

You'll automatically leave the castle and Kahn will leave the crew to follow Neclord. When you start heading back to South Window, Flik, along with Leona, Apple, and the others will walk up to greet you with the news that Highland has overthrown South Window. And even worse, Mayor Grenmeyer's head was hung on the South Window gate. War, what is it good for? Anyway, Freed is pretty crushed by the news, and since he has no where to go, he decides to stay with you guys. You'll go back inside the castle, congratulations, by the way, it's your new home! After a little bit of chatting, Apple tells you about a guy named Shu who lives in Radat. He's a strategist, and according to Apple, a very, very good one. A good place to start would be to have him join your cause. For the first time in too long, you'll be able to make your own party again. Make up one of real quick. The only real hard thing you have to do is walk across the map, and that's not hard. So make a party, save, and leave. Radat is on the other side of the island. I mean, the OTHER side, all the way east. So start walking. You'll come to it eventually. If you're still injured from the fight with Abomination, which you should be, stop in Kuskus on the way and stay at the Inn. Once you're in Radat run strait through town till you reach a wall with a break in it. This is the front gate at Shu's house. Oh, did I mention he's rich? Yes, he got rich off trading. He's a cool guy, if you ask me. Anyway, you get to speak with him, but he just sends you away saying that he uses his smarts to "predict shifts in the world's economy." You won't leave till you get him to join you, though, so lets think for a second... Well, go to the tavern and talk to everyone there. Then, when you're leaving, Shu walks in. Apple literally begs him to join you, but again he lets you suffer in all your humiliation. Well, with that, leave the tavern and go down a bit to find a man in a trench coat named Richmond, the privet eye. He'll tell you he can help you, and after paying a small fee, he tells you to go to the Inn to wait. So, go ahead and wait at the Inn. After a while, he'll tell you about Shu meeting someone at the port to the east. So, you sleep at the Inn, and the next day (there's that cool music again) you wake up and head to the port. Just follow the same path you went to get to Shu's house, just go farther. After waiting for a bit, Shu shows up, and again tries to give you the cold shoulder. But Apple wears him down enough to where he makes a deal with you. If you can find a coin he throws in the water by morning, he'll join you. But hey, that's a strong current. You'll have to get the dam doors shut before you can do any searching. Talk to the dude with the headband, and he'll give you the brush-off. Then, Amada will walk up to say hi, and then HE'LL make you a deal. If the hero can beat him in a one on one

battle, he'll close the gate. Man, lots of gamblers around here, huh?

^^^Dual Battle vs. Amada^^^

Attack Phrases

Ok, first a little test...
YOWCH!!!! Nice one! My hand's all numb!
Ouch! I felt that one!
Ouch!!! I definitely felt that one!!!
Ouch! Pretty good! Ok, it's my turn next!
Thinking the same thing, eh. C'mon, let's go.

Wild Attack Phrases

That won't get us anywhere! Lets try this one on fer size!!!!
Argh!!! I'll get ya next time!!!!
I'm just about ready to take the gloves off.
Ok, here we go!
Ok, it's my turn next!
That was fun!!!! Lets go again!!!!
Ok, boy, here we go!

Defend Phrases

Ha ha, ok, first show me what you've got, boy.
Dammit!!!! I might lose this one!!!!
C'mon, now it's your turn.
Damn! Dammit!!!! Gotta think!!!!

-After the Dual-

A deal's a deal. He opens the gate so you guys can crawl around in the 20-degree water all night! Later that night, you three are still looking. Nanami has nothing but bad things to say, and finding the thing isn't looking up at all. However, just before you give up, the hero sees the coin and grabs it. And Shu appears on the stairs and joins the army. Of course, he's wondering how the coin got in the water, since all he threw in was a rock. He'll never know, but you get to see Richmond standing on the bridge flipping a coin. Of course, he threw it in. Well, you might want to save after all that, then head back to the castle.

__-__-__-__-__-__-IN NEED OF A LEADER-__-__-__-__-__-__

Once you're home again, go to the main hall where Viktor, Flik, and a few others are waiting. Shu shows up right away and already has a plan. After laying down his employment rules, he explains the plan. Which is, basically, to sneak behind Solon Jhee's unite and attack it from behind, then to get the South Window troops to join you, then you'll have a good chance of winning. Shu assigns you, the hero boy, to be the one who attacks Solon Jhee. The next morning, save and then pay another visit to the Main Hall again, where everyone is waiting for you. Well, get started with the battle.

|||Major Battle: Defend the Castle|||

The computer will do most everything until you arrive behind Jhee, then you'll have some say in the fight. You arrive right after the fight starts, so head up to the J-man as soon as you can. Once you've attacked Jhee once, everyone will see what you've done and switch sides and join you. Try and stay away from battle after that, or at least keep the hero's unit away. The other units you command don't matter a great deal. Soon enough, Solon will call a full retreat... wimp.

-After the Major Battle-

You'll arrive back at your HQ to find all your new recruits cheering for you. Then you'll head back to the Main Hall, and Flik will inform you that you're officially 'the hero.'

You're all of the sudden famous. Well, of course, this new army needs a leader. Of course, Shu has his eye on you for the new leader. He explains all that you've accomplished, and really, by the time he's done, you'll probably end up thinking you're the one for the job, too. Obviously, you can't proceed in the game until you accept, so I won't put the your responses in here. Nanami wants you to think about it more, so you take here advice and Viktor tells you to meet up with him in the bar of the castle so he can tell you about "something Annebelle didn't have time to tell you." That night in your room, You and Nanami talk about this leader concept a little more, then you head to the bar. Save at the save crystal outside your room. Then head to the bar. If for some reason you don't know where it is, from your room go up through the big door at the top of the room, then go down the stairs. You'll now be in the main room of the castle, the nucleus. Head through the door at the bottom of this room and then you're almost there. Just go through the door to the right and you're at the bar. Viktor will be there, so have a chat with him. He'll ask if you still want to sit through the story.

"I still want to here it."

(persist in hearing it)

"Forget about it."

(have Nanami persist for you)

If you refuse, you'll get out of hearing it, but there's nothing else to do, so of course you'll end up hearing the story. It's pretty interesting anyway, so if you refused, talk to

him again to get the story. It goes a little something like this...

spoiler

"Okay... Now this happened a long time ago. It has nothing to do with you. Hero, you're an individual named Hero, you're not just 'Genkaku's son.' Okay? Don't you ever forget that."

"Just before this war started, fighting between Highland and the State was pretty much limited to just minor border skirmishes. It was just about 30 years ago? Highland and the State fought a great war against each other. There are lots of different stories about what happened, but it seems that the State started the war. Annebelle's father, Mayor Derall of Muse, let the State, and the famous general, Han Cunningham let the Highland army. Derall was an amateur when it came to war and before long he had lost have of Muse and the Matilda Domain. That's when a hero appeared... Your adopted father Genkaku. Genkaku got command of a unit and raided Highland's supply tent. This slowed Highland long enough for the State to recover."

"The war went back and forth. Genkaku and Han were from the same village and it looks like they were good friends. Sometimes they would drink together leisurely right in the middle of both camps. By doing so, they both realized what a stupid and pointless war it was. And so, Genkaku and Han worked together to make a peace treaty. Citizens of both countries were overjoyed. All except for one man... The mayor of Muse city."

"There was one border city, your hometown of Kyaro, that Derall refused to give over to Highland. So negotiations broke down and the war began anew. That's when the kind of Highland, Agares Blight, made a suggestion. The war should be decided by a 'dual between both champions.' Darell agreed to the idea, as did Han and Genkaku who wished only for the war to finally come to an end."

"The time came for the dual to begin. King Agares gave his sword to Han and Mayor Darell gave his sword to Genkaku. This singled that each champion was fighting as a representative of their own country. But something happened. Genkaku never once even raised his sword. Darell ordered him over and over to fight over and over, but he refused. Time passed, and people got angry that the contest was spoiled, they blamed Genkaku. With no other choice, Han knocked away Genkaku's blade and put his sword on

Genkaku's neck to declare victory. That's how your town of Kyaro came to be Highland territory."

"Genkaku was called 'traitor' and ordered into exile by Lord Derall. He left without ever revealing his true reason for not fighting. Many years passed, Darell had left his job as mayor, and finally it was learned why Genkaku didn't fight. Darell had secretly coated the sword he gave Genkaku with poison. Genkaku was ruined if he won or lost. If he lost, fine. If he was, Darell was planning to expel him for his 'evil crime.' Genkaku detected the poison and couldn't bring himself to swing his sword. And so... Genkaku's name was finally cleared, but he would never again return to the City-State. As for what happened after that... well, you know better than I do."

end of spoiler

And there's the story! It's a long one, huh? Well, Nanami will be asleep when Viktor's done with the story, and the next morning she'll wake you again. Save, then head to the Main Hall. Chat with Shu to be asked the question again, that is, do you want to lead the Army. Obviously, you have to join the army. If you refuse over and over again, the people standing around you will eventually all try and talk you into it, then it will just repeat. So, go ahead and agree, you have no choice, anyway. After you accept, Huan, the doctor you met in Muse will arrive and join the army. Nice, huh? I can't blame him, of course. If my hometown had just been destroyed I'd go ahead and join to get some revenge, too. Well, enough about me, after he joins, you'll be asked to name the castle whatever you want. So, name it something good, because you'll be stuck with it for the rest of the game! I named mine Evermore Castle, after the Secret of Evermore. Hey, it's all I could think of, shut up! Then Leknaat will appear! Good ol' Leknaat! Players of Suikoden 1 will understand the story behind her a bit better. Anyway, you may also remember Luc from Suikoden 1, well, Leknaat leaves him with you at your castle, so now you have one of the best magic Rune users in the game! Sure, he dies easily, but it's a small price to pay for his power. After all this is done, you'll wake up the next morning

with Nanami screaming in your ear. You seemingly can't do anything, but leave the castle, and right before you go onto the world map, Fitcher, you may remember him from Muse, will run up and ask you if he's in North Window.

"Nope, You're way off."

(tell him he's wrong and he'll leave)

"That's right."

(he'll ask you a few more questions)

Don't say he's way off, just say that he's in North Window and everything will be fine. He'll then ask about the great hero who defeated the Highland Army.

"He's unbelievably cool."

(put in good word for "the hero.")

"Eh, he's nothing special."

(just let him decide for himself, I suppose)

"The hero is me."

(he'll say you're joking and go off to talk to the "real" leader)

It doesn't matter what you say, of course. Once he runs off, head to the Main Hall to see him talking to Shu. He then, of course, finds out who you really are and grovels for forgiveness. See? Being leader isn't so bad, is it? He'll ask you to come to Two Rivers City to forge an alliance. Of course you want to, right? I mean, it Two Rivers City! You've never been there! And besides what else can you do? Nothing! So, say you'll go and let's get on with it, shall we? However, you need a captain to get your boat to Two Rivers. Before we go get one, however, we're going to do a bit of recruiting! Yay!

Now then, go to the bar and make a party of some sort and head over to South Window. When you enter, you'll see a shadowy figure to the left. This is Clive, you may remember

him from Muse. He won't join you just yet, but soon. Go to the Inn/Bar and recruit Zamza, if you didn't earlier in the game, you can now.

Then go upstairs in the Inn and talk to Alex and Hilda. You went treasure hunting with Alex, if you remember. And Hilda, of course, is his wife that owned the White Deer Inn. Well'p, three recruits so far! Not bad!

Now leave the Inn and go right until the armor shop comes into view, then go all the way up to a house. A stupid inventor, that is sadly one of the 108 Stars, lives here. First, he asks for a Sacrificial Jizo. Bolgan has one equipped, unless you've already used it. If not, give it to him, if you used it, run to Kuskus and check out the item store's Rare Finds section. Go back to South Window and give it to him, and he'll ask for a Wooden Shield. Thankfully, they sell them at the armor store just a little ways away. Go pick one up and bring it back to Adlei, the inventor. From here, go to the Rune Master's shop and buy a Wind Rune (5000p! Ouch!). Now take them to Adlei and give them to him. Be sure to pick "Throw Wind Crystal" when the option appears, or you'll have to get him another Sacrificial Jizo. After you hit him in the head with it, he turns into a rather nice guy! In fact, he builds you an elevator in your castle! Sweetness!

Well, now that you're at your castle, go to the bar and make a party of all female characters and go to Kuskus. Just left of the entrance, there is an old woman down some stairs. She'll tell you about some meanies who beat women up for fun. Leave town, then go back in and go to the west side of town, across the big yellow bridge. The fellows are over there and start making remarks, etc. Then you get hit in the back of the head and knocked out. But Oulan, the person you came here to recruit, saves you. Tell her what she wants and ask her to join.

We're actually not done. The most frustrating recruit in a large portion of the game is next. Go to the docks on the east side of Kuskus and talk to Tai Ho. He and his brother will be your boat captain if you win his freaking game again! But this time, if you lose, you OWE him money, so if you get into the minus numbers (i.e. -1000p), just start the game over. You could blow a lot of money on this, but it MUST be done! It MUST I say! So just keep trying and you'll eventually get lucky and win. A good method is to go and fight till you have about 5000p, then save at the Kuskus Inn. Then whenever Tai Ho cleans you out, just push Start, Select, R1, R2, L1 and L2 to reset the game and start at the Inn with all your cash, ready to play again.

After you've won, go back to your castle and go to the bar. Put Freed in your party, then leave the castle again and go to Radat, the town you got Shu in. Stallion, another Suikoden 1 character is in this town and if you've successfully ran from 50 battles, he'll join. However, unless you're insanely under-level and have ran from most of the battles you've fought to this point, he probably won't join yet. Anyway, go down to see Richmond outside the Appraiser's store. Talk to him and ask him to join, he'll play a coin flip game. After you've lost once, go to the bar and talk to the man directly left of the door inside. He'll give you a new coin to use when playing the coin game. Go down to Richmond again and he'll see that he's been beaten, and will join.

Now go directly right from where you are behind the large wall to find a woman hanging up laundry. This is actually Freed's wife, and after a long bit of talking, she'll ask if she can join so she doesn't have to be away from Freed. Of course it's alright with you, so after she joins, go back to the bridge where you had to search for the coin. Its time to visit your pal Amada!

Amada wants to join, of course, but he still wants to decide it with another one-on-one battle.

^^^Dual Battle vs. Amada^^^

Attack Phrases

Ok, first a little test...
YOWCH!!!! Nice one! My hand's all numb!
Ouch! I felt that one!
Ouch!!! I definitely felt that one!!!
Ouch! Pretty good! Ok, it's my turn next!
Thinking the same thing, eh. C'mon, let's go.

Wild Attack Phrases

That won't get us anywhere! Lets try this one on fer size!!!!
Argh!!! I'll get ya next time!!!!
I'm just about ready to take the gloves off.
Ok, here we go!
Ok, it's my turn next!
That was fun!!!! Lets go again!!!!
Ok, boy, here we go!

Defend Phrases

Ha ha, ok, first show me what you've got, boy.
Dammit!!!! I might lose this one!!!!
C'mon, now it's your turn.
Damn! Dammit!!!! Gotta think!!!!

-After the Dual-

Victory should come rather easily, and he'll join the army.

You're actually still not done! One more person to recruit! Go across the rest of the bridge and you'll be back on the continent the game started on. The one with the old fort that Luca burnt down. From the bridge, go northeast, or up and left, until you reach the fort. Go on inside to meet Templeton, the mapmaker. He's another Suikoden 1 character, back and ready to give you a map. He'll run off after you talk to him at the fort, and he'll

go to Toto Village, Pilika's hometown, now in ruins. Head up to Toto to talk to him again and he'll join you for the sake of the difficulties all this town destroying is causing him

and his mapmaking. He'll then join the army AND give you a Suiko Map, a very useful item!

Now go all the way back to the castle. Your recruiting is done for the time being, but you'll be getting Clive soon. Once you're back at the castle, go see Shu in the main hall again. Since Amada will be in your party, he becomes your captain. Then Shu asks you to choose your remaining party members. Put Luc in, and kick Anita out. Fill her space with whomever you'd like, and you don't have to bring Oulan, but I did, she's useful. Now that you have your party, go down to your docks (from your room go through the big door, down the stairs and into the next room, then through the door just right of the big stairs you just came off of) and on the left side of it, you'll see Amada preparing your boat. After he says his words, leave the castle and go to South Window to recruit Clive, replace who ever you'd like, he's a good companion to have along.. While you're here, go to the Rune Master's shop and attach your Blue Gate Rune to Luc's head, and the Darkness Rune to whomever will accept it. Now stroll to Kuskus and go to the Blacksmiths. Sharpen your weapon, Nanami's weapon, and whoever else is in your party, to level 6. But not Luc's weapon, he won't be attacking with his normal weapon too often.

__-__-__-__-__-NEW PLACES, NEW FACES-__-__-__-__-__

Now go back to the castle, get on your boat, and go to Lakewest. Its up and left from your

castle, you'll see it on the map. Once you're at Lakewest, Go to the house at the top left corner of town and inside you'll find Taki. Talk to her four times, then she'll join you. Good start! Now leave Lakewest and follow the road directly west to Two Rivers City. As soon as you walk in, you'll be pick pocketed and all your potch will be taken, you wont get it back any time soon, either, so you'll have to deal with it! Go to the top of town and show your letter to the guards at the door to find out that the stupid thief you stole your cash also got the letter.

-Catching Choco-

Well, I myself hate this guy! Too bad he ends up joining your army... But anyway, this is a deceiving title, because you don't actually catch him and get your money back. All you do is get chase him around for a bit, then get caught up in government business, then you chase him some more, etc. I'll shut up now, lets just get on with it! There's a passage leading up to Choco's village on the left side of town. You don't walk on the world map at all, its just right above you. In fact, you'll see him run up to his village by it, so follow

him! Once you're there, the chase will began, so keep following him till he fly's away with your letter, and your money. Well, head back to Two River to find Fitcher about to get a... rather severe punishment for running off you find your castle and lying about you coming to their village. You can either stop the punishment, or stand back and watch him get lashed. Either way, you get to see Makai and chat a bit, then he send you to an Inn to get some rest. At the Inn, in your room, you find Choco waiting. After asking a couple more questions that go nowhere, he fly's off again. Go back downstairs to see Fitcher run up and tell you that Makai and Ridley are fighting about a reason unknown. Go to City Hall and head to Makai's room to see what's up.

-Trouble in the Message Center-

Well, city hall actually! When you arrive in Makai's room you'll see him and an enraged Ridley! Despite all efforts to calm Ridley, he storms out breaking the age-old alliance between Two Rivers and Kobold Village. To get to Kobold Village, go to the Winger's Village and then through an exit at the top left corner of town and you'll be there. You won't be able to get through, though. So you'll have to think of another way... Well, start heading back and Fitcher, being the "feeb" he is, gets pick pocketed by Choco! Of course, it's time to play the chasing game again! You'll corner him again, but again, he'll escape, yet again, through a secret passage!! Follow him, but NOT far! The enemies in here are very tough and before you go too far into the sewers, I recommend you build your levels to 30, no less. Why? First, there's a very hard boss in here that you'll need to be on level 30 for, and second, you need money. You'll be killing two birds with one stone by building up here. Also, aside from leveling up and getting cash, the enemies here drop nice things (Land Sharks drop Guard Rings and Recipe #21's, Sirens drop Banshee Runes and Mangoshs, etc.), I know it will take a long time, but do it because it's really for the best. Once you're FINALLY at level 30, go rest, save, stock up on Medicine, and make any Rune adjustments you'd like, but leave the Blue Gate Rune on Luc and buy a Water Rune and put it on the Hero... Now, head to the sewers!

-Two River Sewers-

Once you enter the main part of the sewers, you'll see a treasure on the other side of the water. If you didn't get it while you were leveling up, go down and across the bridge and get it. Then go down and follow the path to another bridge, then go up for a Resurrection Rune, then turn around and take the bridge across to the other side. Don't go crazy on using your Runes in during battles in here, attack regularly as much as you can. Anyway, go across the bridge, then left and down off the screen. Keep following the path off the screen again, and... Well... Just keep following it! It's just one long path! You'll find a Healing Wind Scroll on the way, then you'll reach a fork in the road. Take the path leading up and get the Fire Emblem and the Stone of Defense, and go back to the fork and take the other path. Just keep moving along and you'll come to a save point! Heal, save, and go through the door ahead of you. You'll then be in a dark hall. Keep walking up and you'll be attacked by the Pest Rat.

===Beating the Pest Rat===

This boss is quite hard indeed, but he should be very bearable as long as you have a high level. It has 5200 HP, attacks twice a turn and all his attacks hurt! But, you have the Hero

armed with his normal Rune AND a Water Rune, so you'll be able to take on anything coming your way. Further more, you have tons of Medicine (don't you?), so the odds are totally in your favor. First, have the Hero use his Water Rune and use the Protect Mist spell. Also, unite attack with Nanami, or heal, whichever is needed. Then have him attack or heal while Nanami is unbalanced. Have Oulan open the fight by using her Rune, the attack or heal with Medicine. Have Luc drain his Blue Gate Rune. Use everything except Empty World - you shouldn't need to take such drastic measures. Have Clive use Scrolls and attack or heal. With that strategy, you should be fine!

-After the Pest Rat-

Go back and save, of course, then continue to the exit of the sewers. You'll be right in Kobold Village! Ridley runs up to say hi, then after getting very mad, he'll tell you what happened. You see, it seems someone was hanging around the village the night before, and one of Ridley's men saw him. The strange guy got away, but he dropped a secret peace treaty between Two River and Highland. Normally, this would be alright, but Ridley doesn't like the fact that the treaty also signs the Kobolds over to Highland. That's why all this is going on. He then says he can no longer trust humans.

"I understand."

(be a good hearted young man and let it be)

"That's what the enemy wants!!!!!"

(I like this one as to you get to sound like a real leader who knows what he's doing!)

Ridley throws you out again, and you're at another brick wall as of what to do. Head back to the town of Two River to see Makai and the towns people chatting with Kiba and Klaus, Kiba being a famous Highland General and Klaus being his military strategy genius son. After the people are done talking, Kiba and everyone leaves, and Fitcher asks Makai what's going on. Then Choco appears again and yells out some more human hating stuff, and runs off. Go to the Inn and go upstairs to see a guy in one of the rooms.

Talk to him and tell him to go to your castle and that it won't cost him anything and he'll

join the army as the castle Armor shop. Now rest at the Inn and save, then go to Makai's place to talk about this 'treaty.' When you're there, Makai basically says that he's going to join up with Highland, destroy your army, the Kobolds and the Wingers. In any case, he's not planning on joining forces with you. He tells you to stay at the New Leaf Inn before you head out, because Highland is at large. Once outside, Choco will dash up and tell you his grandmother wants to mean you, and then Fitcher will spring upon you the fact that he sent a letter to Shu sending for reinforcements! Surprise!! Well, it's time to

meat granny, so go to the Winger's village again. Choco will show you the way to his house, and granny will talk for a while, telling you her thoughts on everything that's been

going on, and will give you a history of the wingers. When you're ready to go, you'll see Choco yet again, and he'll just tell you that he still doesn't like you and he won't give you your wallet! Nice guy, for real. Go back to the Inn to rest and save, and in the morning Kiba arrives. The only difference is that he has his army with him..

As soon as they've talked, the battle begins and people start dying left and right! From here, run over to Kobold Village and try to get Ridley to join again. At first, he still won't, but then he comes to his senses and helps in the fight. Not only that, but the Wingers drop in (hee hee, I made a pun) and start helping out. Furthermore, your army arrives and this leaves Highland surrounded. Then they retreat and you have won the battle! YES!!!

On the Highland's side, you see Solon Jhee saying his last words in his defense before

Luca Blight cuts his head off, and Jowy steps up for a try. He makes a very strange offer to Luca, and a seemingly impossible one, but as we shall see, he's all but able to get any sort of job done... Anyway, the next morning, you'll be informed that Shu is there to see you. Go to the assembly hall to talk to him, and when you're done there, go to Kobold village. At the Item shop, buy a Fried Taco or two, then just start heading back to your castle. On the way out Choco will ask to join, so recruit him even if you don't want to, which you probably won't! In Lakewest, have the Hero eat all the Fried Tacos. If you see steam coming off him, he's 'toasty.' In a house at the upper part of the village, there's a

guy who builds baths. Talk to him while you're toasty and he'll join you! When you're finally home again, go save at the crystal right outside the main hall, then go into the main hall to speak with Shu. He'll bring up a new problem, but says he won't tell you till tomorrow. Well, you wake up the next day in your new room! Finally! You actually may want to explore your castle before talking to Shu again, it's been improved by a long shot. Also, go outside and over to the rightmost side of the castle. Go up and through the big door (the one you used when you entered the castle to fight Neclord). Now, go around the water supply and through the door. In the next room, you'll see your new bath! Take one if you'd like! After you're done, go through the door on the right side of the room. Go through the door just to the right. You'll be in a big empty room. Go down and through one of the doors at the bottom of the room to see a guy named Hai Ho talking to one of your men. He'll insist on joining your army! Join him and he'll turn the balcony and the big empty room into a totally nifty restaurant!!! YEAH!!! Now, go back and save again and go talk to Shu, he'll tell you about Greenhill City, and how forming an alliance with them would be a huge help. He then tells you his plan to send you, and four other young people into the school as students so you could form one. He tells Flik to go along, and then you have three people to choose from, cause Nanami's coming along. I'm taking Luc, Choco (you should take him too. He allows you to recruit someone on the way) and Gengen! Now that you're leaving, head to the boat docks!

__-__-__-__-NEW PLACES, NEW FACES (PART 2)-__-__-__-__-

Go to Lakewest, you have to go through here to get to Greenhill. Before you leave Lakewest though, go to the Inn and speak with Hix and Tengaar in the corner. Both of these people were in Suikoden 1, by the way, and happen to notice Flik! After a bit of chatting, they run off. Bid farewell to them for now and continue on to Greenhill, which is past Kobold village to the west, then north and west. You'll see it, believe me. Head on

in to see Fitcher at the entrance. He tells you a few things, then tells you to come up with

some fake names. You can temporarily name yourself anything! So, after coming up with a new name, you get to name Nanami, too. It, of course, doesn't matter what you name anyone. So, do what you feel and head up to the front gate. Thanks to Flik's really great and smooth speaking skills, you get through unhurt. You might as well save at the Inn, and rest if you need to. Go, run up the center path and you'll soon see a soldier and a young girl in a fight. Well, Flik saves her, and she gets an instant crush on him, but of course, we all know that Flik still loves his old friend Odessa, who died four years earlier.

Because of this, he won't let himself get with anyone else. A sad tale indeed... Anyway, After this whole thing is over, go up and into the big building and talk to Emilia behind the desk. After enrolling you, she'll run off. Run after her and talk to her again, and she'll

pretty much give you a big run down of the locations of everything. Then Shin will walk by, he's rather important. Now go talk to Emilia again and tell her she's pretty, but only once. Now go outside to see Nina talking to her friends about Flik! Whew, she's totally lost it... Now she drags him off. To where? No one knows. Now go rest in your dorm, it's the one on the left side of the school. She'll tell you where your rooms are, but for some reason she tells you in a very confusing way. Here are easier directions: Go up the stairs on the left side of the room, then at the top of the stairs make a U turn and you'll be

at your rooms. Now, if she makes THAT sound confusing, I'd hate to here her explain anything else. You can keep looking around and exploring if you'd like, but there isn't

much reason to. After dinner, you'll go back to your rooms and Nina will walk up, judge Nanami (is it just me or are those fake names not working too well?), and you'll go to bed. In the morning, you'll hear that kick ass morning time music again, then go outside the dorm to see Flik. He tells you about Shin, and how he's been following him. He says that he thinks Shin has something to do with Teresa. But before anything else can be said, Nina spots him and he's forced to run off. You'll see Emilia near the exit of the campus and she'll tell you a few things you knew already. All the while, hinting for you to go into

town. So, do what she says! Go into town and go to the Inn to see some crazy stuff going on involving Teresa, the Inn, the owners of the Inn, and Highland Soldiers. So, do you give up? Well, it seems the soldiers have a crazy idea Teresa is hiding at the Inn!! Silly guys. You'll also see Rowd again... Great... Anyway, Shin walks up and says a few things, and after everyone is gone, he says a few more things to the owners of the Inn, apologizing and the like. Now as he walks off, try to tail him, but by the time you reach the school you'll see that you've lost him. Go talk to Emilia and ask her about Shin. By doing this you can have a fun little conversation with her. End up telling her that you're the leader of (insert name here) Army, and she'll wish you luck and tell you she'll help you if she can. Actually, what you've just done is recruited her. She won't actually go to your castle and join, however, until this whole ordeal is over with. Go back to the dorms, rest, have dinner, and you'll be back where you started! That is, at your room. Nina will ask about Flik's favorite food, then mention ghosts in the dorms. Now, you'd think that after living through something like stealing a castle from a vampire, Nanami would be ok with this. But, she gets totally freaked out! You can entertain this idea, or make her feel better, whichever you'd like.

-Getting Closer-

Well, the next day you go outside the dorms to see nothing interesting or out of the ordinary, which, judging from your stay here so far, is strange. Go into the school and head left to see Nina hiding out in the corner. She tells Nanami about shadows in the dorms at night and completely restarts the whole ghost thing. Then goes on to tell Nanami that Flik told her that he has someone he loves who is always with him. Of course, he's talking about Odessa, but Nina doesn't know that! Incidentally, Nanami doesn't either. She then walks off again. Walk back outside to find Flik, he assures Nanami that he's not into kids. Now head to town to find Fitcher about to be beat up by the locals! Flik saves him using a rather entertaining plan of his, then he tells you about

the person who took Greenhill, even though he doesn't know who it is. Now is a good time to save since you haven't in a while, and tonight something different and interesting will happen. On the way back to the dorms, Nina stops you and Flik just puts it in your hands and then runs off. Nina, of course, takes off after him. Go back to the dorms now and eat dinner, and Nina will, yet again, stop you on the way back to your rooms. You manage to get away, however, and go to bed. That night, you'll be woken up by Nanami, who heard something. She'll tell you to go see what it is, then as you walk away she'll join your party. This is just a big game of hide and seek, really. Just keep chasing the shadowy figure until you chase it into the room on the bottom of the dorm building. When you see the thing is gone, light the unlit light on the wall to open a secret door, and

continue on. Once you're through the little passage, you'll be in the school. Follow the shadowy guy all the way left and you'll find out that the person you were following the whole time was Flik, who was following Shin. He'll then join your party - be sure to put him in the front row! Now keep going to find another dead-end. The door is open by examining the statue, of course. Head through the door to enter the forest. There's only one treasure to get at this time, and that is the Protection Mist Scroll. The way you get it

is when you come to a fork, go right to find it. That's all you need to know. Other than that, it's a strait path. Once you reach the end, you'll see a cabin off in the distance. Shin

then walks up and is very close to trying to kill you all, then Teresa steps up. She invites

you inside, and explains how Highland managed to take Greenhill. It's pretty cool, really.

You see, the soldiers of Muse were released and they came to Greenhill. Then Highland gave all the weapons and armor they took from the soldiers back. After this happened, the Highland army appeared and all the soldiers got prepared to fight them. Even though Highland was right at Greenhill's front door, they never made a move, and the food supply of Greenhill dropped because of all the new soldiers. Over time, the soldiers and the citizens were fighting over the remaining bits of food, and then everyone realized the real reason Highland returned the soldiers and weapons - to take Greenhill without even fighting.

And so, Teresa finishes her story and tells you to leave. Shin seconds that and you have no choice but to head back and pack your bags because. The next day, while listening to that cool morning music, you begin to leave, but don't quite make it because there is a ceremony being held for the guy who took Greenhill. Of course, you must know that this person is Jowy, but if you didn't know, the person is Jowy. After becoming very close to being captured, Fitcher gets you out of it and you run. Head up to the secret passage you took last night and run to the cabin. By the way, you can sometimes get a Scale Mail from the soldiers, and that should help you out since it's very strong armor. Once you reach the cabin, you'll see Nina, Shin and Teresa there. Teresa, being the insecure girl she is has decided to give up and turn herself in. She leaves and Nina runs after her. Now you have to run all the way back to the entrance of the school to see her telling Rowd about her giving up. Shin has other plans, then you run up to give him a hand. After a couple fights, Nina runs up and, with the help with a few other people, convince Teresa to try and live. Now you have to run back to that cabin again, where Rowd will appear and Shin will stay behind to stall him while you make a run for it. Now you're in a new section of the forest. At the first fork, go down to find some Tow Shoes, then backtrack and keep going to another fork. Go up to find a Silver Hat, and continue along and you'll come to a fork going the other way. Make a U turn to find a Chimera Rune, and then keep following the path to find Jowy yet again. He'll tell you about his secret plan against Highland and tells you to give up on your army and run away. You end up dragging Nanami off screaming. Just run down a bit more to the exit of the forest, then you'll see a

cut scene with Jowy and Rowd. Rowd is threatening Jowy about letting people sneak by, but then Culgan and Seed back Jowy up and Rowd lets him off the hook. You now find yourself back on the world map. Before going to Two River, go to the Muse border and recruit Meg and her robot Gadget. Now head to Two River and go into the last house in the Kobold Village here. Gengen's old friend Gobocho is here and he follows you out after you leave. Sneaky kid. Now go to the human section of Two River and recruit Jeane from the Rune shop. Now go rest and save at the Inn, and now head to the other Kobold village. You should see Hix and Tengaar here, if you don't, I don't know what's up. But you should see them right when you walk in. Afterward, be sure to save at the Inn, then head to the elder's house.

-Old Associates-

You'll see them outside, then they'll go inside and by the time you walk in, they'll be done telling their story. The elder notices you, then Tengaar mentions the Warrior's Village, which you'll remember from Suikoden 1. Once the elder hears that, the scene cuts to you and Hix having a man to man kinda talk. No matter what you say to him, if I remember right, he'll say the same thing. So don't worry about it. The next morning, you find Hix screaming his head off over Tengaar, who's pretending to be cursed by a Unicorn. The elder plays along and this motivates Hix to go on the Unicorn Quest. He'll join you and you have to make someone leave your party to make room for him. If you have Luc, go ahead and send him along, and then head to South Window! Along the way, stop in Lakewest and save at the Inn, then talk to the guy with yellow hair. He'll challenge you to a game. You might remember how annoying this was with Tai Ho, but you have to do it again. Once you win, he'll join! Now head to South Window, but don't stop in the main hall of your castle along the way or else you'll progress in the game, and

we just don't want that quite yet, but you can empty that pesky suggestion box if you'd

like. Also notice that your castle looks a heck of a lot nicer on the world map now, because it's getting bigger all the time. Go right to South Window and at the item shop they'll sell you the Blue Stone for only 30p. Once you have it, go back to and show it to the elder, and he'll tell you about the Red Flower, which is in the Cave of the Wind, so go to the Cave of the Wind and you'll see the flower right inside. After this, go back and talk to the elder. Now, once he tells you where the Green Bell is, go to the Two River sewers. But on the way, right after you go down the first ladder in the sewers next to the small waterfall, go directly left to find a hidden room where Chaco's brother lives. Be sure you have Chaco in your party and he'll join you. Now continue through the sewers to find the bell. It's not hard to find. Once you have it, leave the sewers and go back to Kobold Village to talk to the elder again. He'll tell you that Tengaar has left for the Unicorn Forest. Go save, then enter the forest on the top of down.

-The Unicorn Forest-

Run strait up for a little bit, and when you reach a fork, go right to find a Necklace.

Now go back and take the other path, and go left when you can. Now go down to find another Necklace, now run strait up and follow this path till you reach a path leading up. Take it to find another Necklace! Now go back to the main path you were just on and go right a little bit into the next screen. Follow this path to the next screen, and now you'll come to

a fork again. Take the upper path to find yet another freaking Necklace, and then go back and take the other path. Follow this path for a while and you'll come to Tengaar. She'll fill you in that this was just a test, there's no such thing as the Unicorn Quest. It is then a

Unicorn steps out of the bushes! Now, did you expect that? I don't think so!!! Anyway, he Hix ends up standing up to the Unicorn and you all go back to the village. As thanks for your help, Hix and Tengaar join your army. By the way, if I haven't mentioned this yet, the Kobold on the right side of the elder's house gives you a new recipe. When you leave the house, keep an eye out for a small girl named Yuzu you will now appear in the town. Recruit her and you'll have someone to look over your farm animals when you get some. Of course, she has lost three, and you have to find them for her in the forest. The first one is right up ahead, the second one is right up next to where the first one was.

The third one? Well, it's also where the other two were, now you can officially recruit her.

Be sure to rest and save now, and head, at last, back home.

-Home Again-

Well, once you're back at your castle, save, and also you can compete in a cooking contest for the first time at the restaurant. Head to the main hall and talk to Shu (man, Teresa must be glad to stay put for a while. She's been traveling with you through all those side quests and everything!). Once she's about to walk off and think, Shin walks in with Fitcher, cool guy. The Nina will run up! Yay! Shu will then send you to bed, and for some reason, you wake up in your room. Go to bed to go to a cut scene with Jowy being talked to by Blight. Jowy now sort of has Blight's approval, which is impressive, and then Jowy asks to marry Luca's sister, Jillia. Silly boy, silly boy indeed. Luca, not being

really happy about this, is about to kill Jowy when Jowy mentions an idea. After which, the cut scene ends and you wake up the next morning. Go back to the main hall now to see Shu, and he'll tell you about Matilda, and how he thinks you should form an alliance with them. Make your party and be sure they're strong, since you'll be fighting some pretty... *ahem*... tough baddies on this little mission. As far as recruiting goes now, its pretty slim. If you've been running from a lot of battles (50 to be exact), you can recruit

Stallion from Radat. Go pick him up if you think you can. If you DO go to Radat, be sure to buy the pig that the little kid is selling on the side of the road and give it to Yuzu when

you get back to the castle! That's about it, but you'll be getting several more recruits during this Matilda mission! So, after you've gotten Stallion, if you did, go to your docks

and head to Lakewest (by the way, there's a baby chick on the beach of Lakewest, so be sure to take it). From there head to Two River, and from Two River go north, then way, way, way northwest at the fork to the Forest Village. Talk to Wakaba in front of one of the houses here and he'll ask if you know of any strong people.

"What about me?"

(You'll get to show off a little and then he'll join you)

"I dunno..."

(He'll say thanks anyway and continue his search)

How 'bout that guy..."

(He'll run off happily, but if you exit and enter the town again he'll still be in the same spot, and still searching)

Once you've recruited him, he'll mention that his master might have headed to Matilda. Isn't that nice? You're just on your way there! From where you're standing, keep going up for a while to find a guy selling a sheep for 4000p, buy it and then go to the elder's house. You'll find Tony in the back room of this house, so invite him to your castle.

He'll

say he can't go, but then the elder will convince him to join you. On your way out, talk to

the elder again for some seeds, which you'll need so Tony can grow some food and stuff. Now then, be sure to check out the Rare Finds section of the Armor Shop! Really nice stuff! Now walk across the map to the other side of the Greenhill region. The Checkpoint you want to go is the north-most one. Once you're there, go into the forest. This is pretty

strait forward, you won't have any trouble. On the way you'll see a big Indian guy who won't join you now, but will soon enough. When you reach a place to turn right, follow that path to find a Guard Ring and continue till you come to another fork. First, take the left path for a Mega Medicine, then the top right path for some Dragon Armor, and then go back to the lower right path. While walking along here, Viki will transport right in front of you! RECRUIT HER!!!! She'll teleport you to any town you've already visited! Outstandingly useful! Recruit her!! Ok, I'm done with my outburst. After you've recruited her, keep going on to the Matilda Kingdom. Once you're there, you'll be forced to see the king of Matilda, Gorudo. You might remember him from... awe... who cares about where you last saw him! After he insults you, he tosses you into your room for the day. Go to sleep, and during the night Leknaat will appear in your room and will talk to you about your destiny and such, then the next morning, go upstairs to see everyone running around. You'll see that Highland is at the border! Wow! Surprise, surprise!! You can either go to battle, or watch. You don't have your whole army with you, and not much becomes of the battle, so it may be a good idea to just watch. Gorudo orders his knights to let the refugees be killed by Highland, and that does make Miklotov happy. After everyone has died, Miklotov and Camus walk off angrily, you should follow them outside. Miklotov says he's going to Muse to see what's going on, and after he goes off, Camus asks you to follow him and help him out. You now can explore the town freely for the first time. However, there isn't here right now, except some good armor and Runes. Rest and save at the Inn, then leave town.

__-__-__-__-__-RETURN TO MUSE-__-__-__-__-__

From Rockaxe, go southeast and you'll go through a small village called the Highway Village. You'll be doing more stuff here in a bit, but for now, go through the village and southeast some more to the border. You'll find Miklotov here, and he'll join you. If you want, you can put him in your convoy so you won't have to send any of your other party members away. After he joins, head south from the border down to Muse, and you'll get to see all of Muse's people get eaten by a giant demon dog, namely the Beast Rune. After this, go into Muse and head to the top left corner of town, and you'll be attacked and ran off by solders! Now go back to the Highway Village for a new opportunity to recruit two

more people. First, go to the Inn to see Futch run by in a hurry, then walk up a bit more to see Humphery standing facing the wall. After a bit of him talking to an Inn employee, walk up and talk to him and you'll see a cut scene with Futch and Kent. By the way, you might remember from Suikoden 1 how after Futch's dragon died, Humphery was supposed to take care of him. And here they are now, isn't that nice? Anyway, Futch will tell Kent that he once was a Dragon Knight, and how if he ever got another dragon he'd take Kent for a ride. Once you can talk to Humphery again, you can say whatever you'd like I think. I don't think what you say matters, but anyway, he'll say talking to you was nice and walk away. Then the Innkeeper will give you a room. So, the next morning, you can thank him if you want, but either way go outside to see Kent talking to some other guy. The other guy will tell him about rumors of a dragon on a mountain to the north, and Kent, wanting a ride on a dragon, decides to go see if he can catch the thing. Oh, by the way, there's a cow next to the Inn for sale that you can buy! Ok, back to the story, go inform Humphery of Kent's running off and Futch will run off to a room. Talk to the Innkeeper again to stay for the night, and the next morning you'll learn that Kent still isn't back. Humphery and Futch will decide to go save him, and now you should go with them. So, after they've joined you (Leave Wakaba in your party), save at the Inn and buy some supplies if you're short on them. Now leave town and head north for a while till you finally reach the mountain.

-Ratukei Mountain-

When you arrive, you'll see a bunch of fog and mist, but Futch's dragon scale gets rid of it and now you can continue. Go up for a couple screens to come to a fork, then go left to find a Fur Cape, then go back to the fork and go right. There's another small side path here off to the right, which has a Run Lightning Card on it. In the next screen you'll be at

another fork, go right for a ways to find a Thunder Amulet, then go back to the fork and go left. After going onto the next screen you'll be at another fork. Go left for a Stone of

Power, then go back and head right, into the next screen. Now you'll be in a maze-like area. Go up and all the way right for 2000p, then down and all the way right for the Unicorn Plans 2 (you'll want these). Now go back and up at the first path you come to and go right into the next screen for a Skill Ring, then head back into the last screen and

go up and all the way left for the Dragon Plans 2 (you'll also want these). Now go all the way right for a Medicine Rune, and then take that path right below you to the next screen. Now simply follow this path for a bit to a save point, so be sure to save. Then head on up a little more to your boss, Harpy!

===Beating Harpy===

There are a couple rules of this battle. 1. It was 7400HP. 2. Attacks twice every round. 3.

Has about four attacks. 4. Will always be hard, no matter how you fight, with what party, or what strategy. Now then, I don't have that much to say about this battle except it IS one of the hardest in the game and you'll have to use everything you might have handy to win. Its attacks may take as much as 200HP out of you at a time! Good luck!

-After Harpy-

Kent will wake up and you'll chat with him for a little bit about how stupid he was for coming here alone. He'll say he heard a dragon, and after tons of talking into, Futch agrees to go see if there's a dragon up ahead. You might want to save now, since you just beat Harpy, then continue up to the next screen. A little ways up on the next screen, you'll see a dragon egg! Yay!! Anyway, Kent is very excited about it and begs Futch to take it a raise it. Humphery is also a bit pleased. But Futch, finally after all this time,

breaks down and tells everyone that he doesn't want another dragon. He only wanted Black, and Black is gone, he's done with dragons. Humphery will then take his sword and when he's about to break the egg, it hatches, and that makes Futch want to take care of it, and he names it Bright. After this, Humphery wants to repay you. Ask him to fight

with you so that he'll join you. Now, rest and save and go back to Rockaxe. There's still nothing to do here, so go to the castle to see Camus again. Then Miklotov runs off to see Gorudo. When Gorudo doesn't let Miklotov take the army to Muse, he throws his Knighthood away by breaking his oath. Camus walks in, and when Gorudo tells him to arrest Miklotov, Camus breaks the oath also and steps down as a knight captain. They both join you, of course, and the other knights in the room all do the same. So now is your queue to run again. Once you're back at the border, everyone will meet you there, including Shu. And you'll appear right in your castle. Talk to Shu in the Main Hall and he'll pretty much say that you should rest tonight because there's going to be a battle tomorrow, and then it'll be nighttime. There isn't much you can do since guards block off most of the doors in the castle, so go see Pilika, who's waiting in your room, and after this you'll go to bed. You'll see a cut scene with Jowy and Blight, and they'll talk a little

bit more about his 'idea.' You'll also find out that Jowy is getting married at this point.

Yay!! In the morning, go meet up with Nanami in front of the Main Hall, then go inside. Shu will tell you that Highland has just taken Radat. Surprise! Viktor will talk Shu into letting you guys go down there and checking it out. So, make yourself a party at the bar and go to Radat. By the way, you can teleport there now by talking to Viki, who is in the same room as Luc, who is guarding the stone plate with all the names of the people you've recruited so far. You should know where that is by now. Once you're in Radat, check out the town. It doesn't take long to see that Kiba and Klaus are the people who took Radat (wow, what a huge accomplishment that was). Now you should get the heck out of there and head back to the castle. Save, then talk to Shu again. Now another Major Battle will take place.

|||MAJOR BATTLE: KIBA AND KLAUS|||

This will be another incomplete fight, but you shouldn't just screw around either. Right after the fight starts, Ridley will ask a question about the troop deployment, but Shu won't give a good answer. After a few more rounds, Ridley will take his men and leave. Figures, of course, I can't say I wouldn't have done the same thing. After this, you'll soon realize you can't win, and you retreat.

-After the Battle-

Well, after a bit of talking, Shu tells you to get some rest. First things first, though. Save!

Now go to your room and Eilie will be there to say a few uplifting things, then she'll let you go to bed. You'll then see another cut scene of Jowy, the king, Jillia, and Luca.

Jillia

will accept to marry Jowy and Jowy will cut himself as proof of his loyalty. He then pours his blood into a glass for the king to drink. The king does so, then dies because Jowy had been drinking an Antitoxin everyday and poisoning his blood just for this event. He then passes out, but survives nonetheless. The next morning, go to the Main Hall. Apple will tell you that Kiba's heading for your castle for a frontal attack. You'll be

going to war again in a moment, so if you've done anything special lately you should save beforehand. Once you're ready, deploy your troops and get on with it!

|||MAJOR BATTLE: LAST FIGHT WITH KIBA AND KLAUS|||

The first bit of this battle is pretty much straight forward. Just wait for them to get close to

you, and then the other units will ambush them. This is when it starts getting a bit exciting. You'll watch as the enemy ignores the ambush and continues going for your main unit. Of course, this shakes your army up a bit, but they can still fight, so defend yourself as good as you can. You'll then have a pleasant surprise when Ridley and his troops attack Kiba and Klaus from the back. Now, go ahead and attack them like you really mean it! You'll have to hang in there for a while longer though, until the fourth company will get an order from Luca to get outta there. The 4th retreats and leaves Kiba and Klaus there to die, and they get captured.

-After the Major Battle-

You'll be back at the castle and Kiba and Klaus will be taken to you. RECRUIT them, don't kill them even though you may want to. After you tell them to join you a couple times, they will and you'll have an even better army than you did before. Now, isn't peace good? The next day, save again and then go outside to the entrance of the town. You'll see Sheena there and he'll run off to hang out with the Suikoden 1 crew. Now go to the Main Hall. Apple will pretty much tell you that Highland has 75'000 soldiers coming to visit your castle, and you command 25'000. Matilda won't change its mind, Tinto is doing weird things that no one knows about, Greenhill was taken by Highland, etc. You have nowhere else to turn to, and this might just be the end of the line. *gasp* Perhaps not! At this point Sheena walks through the door and invites you to come to Gregminster, the capital of the Toran republic. This town will sound very familiar and refreshing to the ear if you played Suikoden 1. It turns out that the hero from the first Suikoden wasn't president for very long. He left after a while and now Lepant is the prez. Lepant is, as a matter of fact, Sheena's dad. So, with that, Freed and Sheena join you. On the way out, Freed asks if you can stop in South Window on the way there, why not? Go to the bar and fill the rest of your party, then head for South Window.

__-__-__-__-__-__-THE TORAN REPUBLIC-__-__-__-__-__-__-

In South Window, go to city hall to hear Freed say some touching words, then go to Radat. Head to the dam again, and on the far side of it you'll see a path leading down. Go down the path and take the stairs to find a man who'll give you a lift to Banner. Yay! When you're in Banner, rest and save before you leave, then head out through that top path.

-Banner Pass-

Go up and you'll reach a fork, take the top path to find a Mega Medicine and then backtrack to the main path and keep going. You'll reach another fork in the next screen, take the top path for a Full Helmet and continue to the next screen. You'll now be at the bottom of a cliff. Go up the left ladder for a Stone of Luck, then go back down and head up the right ladder. Now take the left ladder up here, and go down the ladder on the other side of this cliff to find a Magic Ring. Now go back to the platform you got to this one from and take the upper ladder, which leads to a Wing Ornament. Now go back to the first platform with two ladders on it and take the right ladder to find a Poison Rune and head up the next ladder from here, then head into the next screen. Now follow this path for a while till you come to a save point and three paths. The top path goes to a Silver Shield while the bottom takes you to a Silverlet. Save if you want, then take the center path and fight the big worm boss.

===Beating the Worm Thing===

This shouldn't be much of a fight, really. This thing has 4200HP, but only attacks once a turn and only has about two attacks. Just use a few strong Runes, unite attacks and normal attacks and it'll be done with. Pretty pathetic... But Konami was probably just getting your confidence up before your next boss fight, which isn't far off. Anyway...

-After the Worm Thingy-

Continue up and follow this path to the checkpoint. After a bit of trouble, you're taken to

Gregminster! Yeah! You appear in the castle, at the exact place the first Suikoden started.

After a little waiting, you'll get to see Lepant. He'll tell you about the hero you founded

Toran and say you remind him of the hero. Then he'll agree to send you some help. He'll let you choose between two people to lead the help he's sending along. I like Kasumi a lot more than Valeria, but it was the other way around in Suikoden 1. Go figure. But I myself picked Kasumi, if it helps with your choice any. She's a better fighter if you ask me, and also lets you get into the secret village of Rokkaku a bit earlier than you normally would. After this, Lepant gives you the Blinking Mirror, which is the coolest item in the game. Teamed up with Viki's teleport moves, you can get anywhere and back super fast. You'll appear back at the checkpoint, but talk to Varkas and go back to

Gregminster real quick. You can see a bit more of the castle. Go to Kraze's old office to see that they made it into a tribute room to the hero from Suikoden 1. Search the bookshelf in this room for Old Book Vol. 7. You can go see the old hero's house, and go to the Inn. At the Inn on the second floor, talk to Sarah. She'll give you the Cyclone Rune. For right now, that's about all you can do here. So talk to Varkas again and go back across Banner Pass. Two screens past the save point in Banner Pass, walk along the lower tree line to find a secret passage leading to Rokkaku. It won't do you much good going there now, though. Once you're through the Pass, you'll see Apple and Ridley at the exit and they'll zap you back to the castle. Go to the Main Hall to hear that you're still outnumbered, but no one's worrying. Then you'll be zapped to nighttime. Chat with Nanami, then go on to sleep. You'll then be blessed with another cut scene with Jowy. You'll hear a little bit of their strategy now, but nothing more. The next morning, go to the Main Hall. You'll be interrupted with news that Ridley has been ambushed near Radat and needs help. If you want to save, you can have him wait a minute. If not, go ahead and get started.

|||MAJOR BATTLE: AMBUSH|||

You only need to survive one round until back up arrives. Unless you take some REALLY hard hits, that shouldn't be too hard. Once the rest of your army is there, send them down to get Ridley out of trouble by taking out the surrounding units. While you're doing that, though, Luca himself and his company arrives, making the battle a lot tougher. His unit is pretty much impossible to beat, so try to stay away from it... if you can. Well, you might win. But you'll probably end up losing Ridley's unit. It's alright tough, he's not a puppy. He can take care of himself. He's taken in front of Luca and Luca tries to talk him into a little deal. But Ridley refuses... what a nice guy, huh?

-After the Major Battle-

Shu tells everyone to rest again. You should now save, make a party of your best characters, the ones you plan on using for Luca, that is, and head over to Kuskus and sharpen their weapons. You may also want to go see Hans and buy THE BEST armor for EVERYONE in your fighting party. If you have the patience and the time, you can build your levels to 42 or so, of course, you probably won't pull this off. So powerful weapons and armor are your best bet, I'm afraid. You have a few last minute things to do before the big fight.

-Recruit #1-

Go up to your room (your castle should be at level three now, so your room is actually on the 5th floor) and Tsai should come and see you. He'll ask if he can speak to you.

"Yes."

(let him say what he wants, you should do this)

"I'm busy."

(he'll simply walk away. You shouldn't do this)

He'll tell you that he left some tools at his house, so before going to bed, go to the bar and put him in your party and teleport to Ryube. You'll see that some survivors of the massacre that took place earlier have come back, but the village is still burned to the ground. Head up the path on the top right of the village and follow this path up and take a left at the fork. Now just follow this path all the way up to Tsai's house. He'll see his child, Tomo there. She'll force you to let her join the army, even though Tsai doesn't want her to. For some reason, Tsai doesn't take his tools... Oh well. Now you can go back to your castle, but DON'T go to bed just yet. You have a few people to recruit (since your castle is level 3, and it SHOULD be by now. You can tell that it's level 3 by the huge additions added on to it. The 5th floor, the Dojo, the watchtower, etc. If it's not, level 3, it will be soon, so just skip this section and save it for later), so go put Tsai out of your party, and put Shiro the dog in his place.

-Recruit #2-

Head to the Forest Path, you know the place that connects the Greenhill region to Matilda. Talk to the big Indian guy there, who not only will join you, but also gives you two Listening Crystals.

-Recruit #3-

Now go back to your castle and put Kasumi in your party and go to the Kobold Village (the one called Kobold Village on the teleport menu, not the Kobold section of Two River) and go into the forest where you saw the Unicorn and Hix became a warrior. Walk up to the tree and Sigfried, the same Unicorn, will appear, thanks to the Listening Crystal.

Tell Kasumi to say "Yes" when Sigfried asked her if she wants him to join, and he'll join.

-Recruit #4 & 5-

Now go back to the castle and teleport to Banner Path, the place that connects the State to Toran. In the screen after the cliffs, walk along the lower wall to find a secret passage leading to Rokkaku, the town of ninjas. Upon entering, you'll be arrested, but now that your castle is level 3 and Kasumi is with you, she steps out and speaks in your behalf (if you try to come here when the castle is level 2, you'll be arrested and thrown out even if Kasumi is with you). Hanzo will send Mondo and Sasuke to go with you, but Sasuke will run off before he joins. Mondo joins right then and there, however. Go outside the small building you're in and walk through the town to see Sasuke in front of a house. Talk to him again and Kasumi will talk him into joining you. If you get rid of Kasumi, you'll have to go back to the castle, put her in your party, go back to Rokkaku, and then talk to him. So don't get rid of Kasumi till you get home. I know that because it happened to me. Very annoying indeed. While you're here, buy a Gold Bar from the trade center.

-Done-

All righty then! Head back to the castle! Once you're back, you can take Kasumi out of your party, but take her Bolt of Wrath Scrolls first. They should be a bit useful. Now put whoever you're planning to use on Luca in your party, and equip someone with the Bolt of Wrath Scrolls. Now save, save, save!!! Finally, you can go to bed. You'll see a cut scene with Ridley in the Highland camp, where you'll see him bravely stand up to Luca, cause Ridley's cool. The next morning, someone will wake you up. Go down to the Main Hall to hear Shu's new plan. It pretty much goes like this: Kiba brings Luca into an ambush, the army jumps out and attacks Luca's unit and destroy it, and kill Luca. Yep, that's your plan.

|||MAJOR BATTLE: LUCA HIMSELF|||

Kiba will bring Luca back a little ways, then you'll jump out. This is where you start attacking Luca, I mean, a lot. When you get a sword to appear over Luca's unit, telling you he's hurting, he'll teleport away, and at the same time hit you with a huge bit of magic. After this, you have to run since all your units are injured.

-After the Major Battle-

Well, save one more time. You don't want to do that again, right? You'll seem to be at a dead end, but when you're walking through the hall of the castle, that is, the place where Viki is and the Stone Tablet of Promise is, etc. Ridley will walk up to greet you! Some people in your army helped him bust out! Now go to the main hall and Ridley will give Shu a letter from Leon Silverburg. It will tell you that Luca is planning a night raid, and that you should ambush him on his way there. Of course, some people think it's a trap, but it's actually not. It's all part of Jowy's big plan. So, agree to do it and let's get this show on the road! Now, Shu will tell you to select your party members. Select the people whom you got ready (you know, the ones you got the armor for, sharpened their weapons, etc), and then he'll ask you to make two more parties for two other units. Both

of these parties will die, you're unit is the only one that will have a chance against Luca. I

found it quicker to not put any people in units 2 or 3, it won't take them as long to die that way and you'll get on to Luca faster. That night, you see Luca sneaking up, he stops for a moment to comment on the castle's torches being lit, and then he and his solders get shot by a huge amount of arrows. Flik (and his party, if you made one for him) will step up, and quickly die because of Luca's five solders and his super large amount of strength. He then tries to get away and runs into Viktor (if you gave him a party, they'll also be there). Viktor probably wont last too long, either, even though Luca's amount of solders have dropped to three. Luca will try and get away once again, and then you will step up to him! You, the great leader of the New Alliance Army! You, the one you defeated Solon Jhee! You, the over all wonderful person!! You must fight this battle for Pohl!!! And all the people who were killed in those village massacres!!! This is the last straw!!!!

Luca Blight's life ends here!!!!!!!

===Beating Luca Blight===

Luca has 6500HP, not too much, Harpy had more then that. However, he has NO weaknesses and he attacks THREE times every turn with attacks that HURT and really rather BAD. Sorry for all the caps, but I had to get my point across. You should use some sort of magic protection Rune or item as soon as you can. After that, well, you have to use every single thing to your advantage if you want to win. Don't hold back on anything and keep very healed and protected. Luca only has about three attacks, but all of them are quite deadly. Use those scrolls you got from Kasumi, too, they should help a bit. Don't bother being surprised if you lose a few times, by the way... This is the hardest boss in the game. The second hardest, of course, is the final boss, but just so you know, this WILL NOT be an easy fight. Do it for Pohl.

-After Luca Blight-

Well, you'd really think that would be enough for him, wouldn't you? Well, after watching your character's levels shoot up, you'll see that Luca is still pretty much alive and well, and he then run off again. However, he won't get away. Flik and Viktor join you, it doesn't matter who you kick out since you'll only be fighting some solders on the way to where Luca is. Before you chase after him, though, HEAL everyone! Ok, now go on ahead. The solders shouldn't serve any problem. Before you exit the screen, be sure to heal the Hero. Now, when you exit the screen, you'll see Luca again, and he'll spot a small wooden amulet hanging from a tree. While he's distracted by this, he's again shot by tons of arrows from people hiding in the bushes. You'll run up to him, and he'll attack you one-on-one. This is truly the final battle with Luca Blight.

^^^Dual Battle: Luca Blight^^^

This actually isn't as hard as you'd think. Konami isn't THAT mean, I suppose. Just don't screw up unless you want to do all that other stuff again...

Attack Phrases:

Ha.... A draw....

Defend Phrases:

Pathetic!!!! That's what you call power!!!!

You fool!!!!!!

Fool!!!! That can't stop me!!!!!!

Wild Attack:

You Pig!!!!!! You dare wound me!!!!!!

Sorry I didn't get more phrases for this guy, but I wanted to fight him again just about as

much as you do, so I played it safe. That should be enough, anyway, since he's already very wounded you could kill him in one turn if the situation was right.

-After the Fight-

He'll fall over, completely out of strength, then stand and ask you why you want to fight.

"To end this war."

(he'll pretty much make fun of you, saying that war and death is apart of life, etc)

"....."

(well, the turn out's the same, but he doesn't seem to make fun of you as much)

These last few words before his death really make you see how psycho this guy was. After screaming "I am he true face of evil" he finally dies for good, and you finally have gotten full revenge for Pohl, your old friend. You then get to see Jowy waiting behind a tree, and you learn that his plan has gone perfectly.

_ _ _ _ _ -MORE NEW PLACES, AND MORE NEW PROBLEMS- _ _ _ _ _

The next morning you arrive back at your castle. After absorbing the fanfare for a minute, you totally pass out. You then see a cut scene of Jowy and Jillia getting married, and Jowy now becomes the king of Highland. An ambitious young man, I must say. Back at your castle, you get out of bed and Nanami comes into your room. You've been resting for a week, silly boy. You may want to save, you know, now that you're done, and then go to the Main Hall and talk to everyone. When you leave, Nanami will say she wants to go to South Window and Kuskus Town now that you have some free time and all the cities around there have been freed. Before you just go around exploring, though, it's time for some more recruiting.

-Recruit #1-

Go to the bar and make a party, then go get one of your Celadon Urns from Barbara, which you SHOULD have a couple. If not, you can sometimes get one from the Bon Bons around Kyaro or the Flyers around South Window. But they're both a bit rare, so hang in there. When you get a Celadon Urn, go to Radat and visit the tavern. You'll see a guy in here you is actually pretending to be you. He's actually getting a lot of money and food out of it, too. When he gets found out, he tries to make a run for it, but gets blocked

off at the entrance. Then he runs to you and asked for help. The people take you as an imposter, too, and are well on their way to making some sort of an attempt to kill you. They couldn't, of course, but even so, it's rather insulting. After they throw you out, they

walk off, and Hoi joins you, not even knowing you're the real Hero. When you go back to your castle, it all dawns on him, though.

-Recruit #2-

Now go to the Appraiser's shop in Radat and he'll join you upon seeing the Celadon Urn.

-Recruit #3-

Go get an Ancient Text or two and another Celadon Urn. Ancient Texts can be gotten cheap at the trade center in Kobold Village, and of course, the Celadon Urns can be found around South Window by fighting Flyers. Now, go through Banner Pass and stop in Rokkaku and buy all the Soy Sauce they have, and now continue on to Gregminster. When you arrive, speak with Lorelai on the left side of town and she'll join you, too.

-Recruit #4-

Now go to the trade center and talk to Gorden. Tell him you want him to join you, and he'll say he will if you make 50000p off him in trading. Sell the Soy Sauce, the Celadon Urn and the Ancient Text(s). This should be enough to pay it off, but if it's not, you'll at least be almost there, so you can finish paying it by selling him a few smaller things.

-Recruit #5-

Once you've recruited him, go back to the castle and teleport to South Window. When you enter, Max will run up and pledge to join. Accept his pledge, and of course, he'll join. If you don't accept, he'll run off in tears.

-Recruit #6-

Still in South Window, go to the Inn to see a young woman getting yelled at by the Innkeeper. Then he throws her out, and she goes to the right side of city hall. Go over to City Hall and talk to her there and she'll recognize you from the Inn. Ask her to sing for you, then when she's done tell her you want to hear her sing some more and she'll join up with you.

-Recruit #7-

You'll see a guy in red in South Window, too. Talk to him and tell him about Alex, then teleport back to the castle. Go to Alex's shop to see Alex and Killy (the guy in red) talking, then Killy punches Alex and says he'll kill him if he doesn't tell him what he found in the Sindar Ruins. Hilda runs up to see what's going on, and you, Viktor, Flik and Leona run up to help, too. After Alex tells him what he found, which is basically his wife and son, Killy walks off happy with the answer. Go back to South Window and talk to him and ask him to join you over and over till he does.

-Recruit #8 & 9-

Go to the castle and get a Sound Set from Barbara, and now go to the forest village. You'll see a girl and a huge bird. The bird is hurt, and the girl is trying to protect it from the villagers. Then, three other birds will fly up and chase off the attackers, but then they'll attack you and try to get to the hurt bird to kill it, or something. Fight them off, not hard, and then use a Listening Crystal to recruit the bird. The girl, Ayda, will then join the army, too.

-Recruit #10-

While in the Forest Village, go into the house right above the Inn on the left side of town and go into the back room. Talk to Connel there, and he'll mention your sound set. Then talk to him again and ask him to join you.

-Recruit #11-

Go to Two River and head to the Kobold section of town. By now, you'll have enough people to recruit him.

-Recruit #12-

This person isn't on of the 108 stars, but is easily one of the best characters in the game.

It is none other the Lord McDohl of Suikoden 1. However, if you didn't get all 108 stars in the first game and uploaded the saved data, he won't appear in the game, in which case you might as well skip this part. But if you did get the stars and upload the data, head to

Banner village. When you get there, you'll see Ko, the little boy who loves both you and McDohl. He even has a costume of your outfit! Cute! Talk to him and he'll tell you about some guy who's been fishing in the lake for the past few days. The passage to the pond is on the bottom right corner of the village. Go try to talk to McDohl to see that Gremio won't be letting you do that. Go back and talk to Ko, and you two will come up with a plan. Go talk to Grem again and he'll take the bait perfectly. Ko will yell for help from over the hill, then Gremio will run off to help him, leaving you wide open to speak with McDohl. However, before you say too much, Gremio will run up to tell you both that he wasn't faking. Some mountain thieves kidnapped him. Of course, you decide to go help him out with the help of McDohl. If you say "I...I..." Gremio and McDohl will leave without you and you'll catch up to them later. If you say "Lets go" they'll join you right there. Save before you leave, by the way. Now, make your way through Banner Pass and at the save point, you'll see the bandits. At first, they don't really want to give Ko back to

you, then they realize that they're talking to 1) the leader of the Liberation Amry which took down the Scarlet Moon Empire. And 2) the leader of the New Republic Army, the

person who killed Luca Blight with his bare hands. After this, the bandits tell you that they left the kid in the middle of the forest when a huge monster appeared. McDohl now joins you, if he didn't before. Heal and save at the save point, and go up the center path to fight the monster.

===Beating the Worm Thingy/Poison Moth===

For the worm thingy, just use unite attacks, but don't use any Rune power. After a couple rounds, the Poison Moth will bust out of the worm. This is a much harder battle and you should now start using Runes like mad. With 6800HP, it attacks twice per round with SUPER strong attacks. Don't bother holding back on anything, this includes using McDohl's outstandingly cool Rune. Playing this just goes to show how lucky you were to have him in your party the whole time in the first Suikoden! Be sure to keep healed, that is, HP levels OVER 200! He can quickly wipe the party out if you're not very careful! This is a pretty hard fight, but nothing that you shouldn't be able to handle...

-After the Fight-

Ko has been poisoned, so McDohl and Gremio decide Dr. Luikan would be perfect for the job of curing him. So, continue on to Gregminster and you'll here that Ko will be fine. Lepant begs McDohl to claim the throne of Toran, but he refuses once again. Leave the castle to find Pahn and Cleo and a few others waiting. Then you attend dinner with them. After dinner, go down stairs and talk to Cleo. She'll ask you how you feel about war, and so on. The next morning, McDohl and Gremio will join you so you can go to the castle. Varkas will escort you back to Banner, then Grem and McDohl will leave the party. Now you have to go through Banner Pass again to Gregminster and talk to McDohl at his house. He can join you again there. Now, after you have him, try not to put him out of your party since then you'll have to walk all the way through Banner Pass again and then back, etc.

-Recruit #13-

Now that you've done the McDohl quest, the item shop in town should sell the Rose Brooch in the Rare Finds sections. Buy it, as well as the other rare finds, good stuff. Now go to Radat and go to the left side of the riverbank to find Simone. Give him the Rose Broach and he'll join you.

-The Meeting with Jowy-

One you've recruited all those people (whew...), save, and go to Kuskus and here about a Highland boat pulling up to shore. Go to the docks to see Culgan. He'll tell you about a peace treaty, and request to be taken to your castle. Take him back to the Main Hall in your castle and he'll tell Shu that Jowy has arranged for a meeting with you for a peace treaty. Culgan then leaves you with the option of whether or not to go to Muse to sign the treaty. Of course, some people think it's a trap, some think it's not. You'll soon find out that you simply don't have a choice in the matter. But, don't worry, it IS a trap, so you don't have you wonder anymore. Make a party, which will include Chaco and Nanami. The fastest way to Muse is through Coronet, since you can't teleport there. Sail to Coronet and then hike to Muse. Jowy's waiting at the meeting place at the top of the mountain. You'll see that Muse is now a ghost town, and it has been ever since the beast Rune ate everyone alive. But anyway, go to the meeting place and inside you'll see Jowy again for the first time in... well, a while. After some small talk, Jowy calls some soldiers with cross bows behind you and orders you to surrender. If you keep refusing, Jowy will be about to kill you when Viktor rushes in with Pilika, and Jowy doesn't fire because of Pilika being in the room. If you surrender, the same thing will happen, only sooner. You then make your get away, and with no more thoughts of a peace treaty now have to take Highland down by force. Back at the castle, you meet Shu in the hallway. After some arguing about Pilika, go save and go to the entrance of your town to meet Koyu, a kid who wants you to help him and his siblings out with a small problem around Tinto. The problem is, namely, Neclord.

---`TIS NECLORD AGAIN---

Koyu will join you, then Nanami will join you on the way out. No, you can't refuse! Although a neat little interactive conversation takes place if you try. Once you've made your party (which you may want to include Wakaba for recruiting reasons), go to Barbara and grab a Window Set if you have one in your vault. If you don't, you can win one from the Tigers in Banner Pass. I recommend you get one way or another before you leave (for recruiting reasons). Once you have one, or if you're just going to leave without one, go to Drakemouth village. You may have stumbled upon this area before. In this event, you can teleport there. Otherwise, you've gotta walk it. If you're walking, Drakemouth Village is down south from Kobold Village. So teleport to Kobold Village and head down to find it. Once you're there, go to the top left of the village to find a blocked off gate. Koyu takes care of that, and you get to pass along into the Tinto region. The monsters along the path are sort of tough, by the way. Once you've come to a fork, take the stairs. When you go up them, you'll be at another fork. Go right first to find a Master Robe, then take the left path. Gimiju is there to tell you that the zombies attacked the bandits' place, so they burned it and everything leading to it. He then tells you to head over to Tinto to see if you can get the governor to do something, since the chances of him listening to some bandits are kinda slim. Now go back down all the stairs and take the strait path this time, and just follow it for a short time till you reach Tigermouth village. Before you do anything, go down and talk to a guy in a redish tan jacket to get some tomato seedlings for Tony, then go down a little more to find a chick for Yuzu. Now follow the lower wall to a house, and go in it. In the first bookshelf in here you can find Old Book Volume 8. Now leave the village to be back on the world map. Tinto happens to be the dot on the map farthest away from where you are. One you get there, run up the ramp, then go right up another ramp and a bit farther right then down the path here and talk to the old guy in here to get the Unicorn Plans #3. Then go to the house just to the right of this house and talk to the guy in there to get the Dragon Plans #3. Now go back up the path and left to find a wooden crate of black stuff. Search it to find a Power Ring. Be sure to stop at the Blacksmith and sharpen your weapons to as high as you can afford. You'll want to have your weapons to level 13 (McDohl's is 14) before you go through the mine to fight Neclord, so the sooner you get them sharpened the better. At the top of town is a building with a guard in front of it. To the side, Raura will be walking back and forth. Talk to her and tell her Jeane is at your castle and she'll join your army. Now, go talk to the guard and he'll let you in the house. Gustav is through the first door in the top left of the first room. After he stops yapping, he'll admit he needs help and requests reinforcements. This is another one of those non-refusable options. He'll call a kid in who looks strangely like Bill Gates, and he'll show you to your room. The next day, you might want to save just to be safe, then head back to the meeting room where Gustav is. Lilly, his little girl, will run in and announce that zombies have come to town. Everyone will join you, now run down to the entrance of town. Neclord will be there telling everyone that he's going to take over the town, and turn everyone into zombies. Those he doesn't turn into zombies he's going to toss out of the Tinto region, then he leaves. Back in the meeting room, Jess (yeah, THE Jess) walks in and informs Gustav of his success in finding even more solders. Then he asks why you're here. After getting an answer, he gets in your face and calls you a spy, saying you killed Annabelle etc. Of course, Viktor defends you, but its not until Ridley walks up and gives Jess the what for, then he leaves. You might want to go save again before you start planning the attack. But anyway, after you've planned for a bit, you'll be sent to bed. After talking to Jess by your room, Nanami goes off to her room. You can go to bed now, if you do, Leknaat will visit during the night, after which, you'll have to go to Nanami's room. You can also go to her room right after talking to Jess, which will simply skip the Leknaat part. Either way, you'll end up in Nanami's

room. She'll ask if you think you should run away, or stay and fight. This time, though, you have a choice.

-If you Run-

Two random people that were in your party will be at the door and will tell you that they'll go with you. Now head to Crom (the dot farthest west on the map) to find out that a battle has just now broken out in Tinto and you're about to get arrested for being a spy, even though you're not actually a spy. You're taken to the village chief, where Koyu then runs in and tells them you're the leader of an army and stuff. They then let you go and send you to a room. That night, you try to get away again, but the door is blocked. Koyu finds out that his sister was captured by Neclord, and so was Lilly. The next morning, zombies are all over the town. You can get away if you just keep running, and you'll get to see a guy get eaten alive, too. But you can also help the people fight. Once you're out of town, if you want to keep on the run, head to Tigermouth village and go through town heading toward the mountain pass. In Tigermouth, head toward the east exit and the guard will run off to help stop the zombies breaking into the town. You can either leave now or go help. If you help, Nanami will eventually drag you off. When you're leaving the town, about 13 zombies will pop up around you. The Bright Shield Rune will then give off a power that kills them all in one big hit. The hero's power is now drained. He's unbalanced and his HP is 1. You can't restore his HP, either, so don't waste any items. Nanami will toss him on her back and will run through the pass fighting zombies along the way. When you're about to get killed by the third zombie you encounter, a guy named Georg jumps out of nowhere and kills the zombie and takes you too safety. About this time you'll see a cut scene of Jowy (along with Pilika, who can talk again) you is evidently feeling the drain of power being caused by the Bright Shield Rune. The hero will wake up later. Talk to Georg again and he'll basically tell you that you should do what you think is right and not care much about feelings of obligation. Head through the pass to Drakemouth. Along the way, you'll find that the hero is no longer unbalanced all the time, but his HP is still at 1 and it still won't go any higher for a long period of time.

Once you reach Drakemouth, the hero will completely pass out. This might be the time you see the scene with Jowy, it's either or when you were with Georg. Sorry, I'm not sure. Anyway, you'll wake up in a storehouse in Drakemouth. Nanami will run outside and almost get killed by Flik, then you go outside to find Apple and Shu there, also. Shu will ask you about three times to come back to the army, it sort of doesn't matter what you say, but if you keep refusing he'll slap you and give you a bit of a scolding, which you fully deserve by the way. He'll also tell you that Ridley was killed in battle because he was preoccupied with looking for you. When he walks away with Flik and Apple, your two other party members leave you now, also. By the way, if you want to go back, don't worry about losing one of the 108 stars. Ridley's son, Boris will show up and take Ridley's place. He's the same star Ridley was. You can, however, see a special ending to the game if you leave the village to the south exit, leading to the world map. A picture of a house will appear, I suppose telling you that Nanami and the hero lived a relaxed, fightless life from then on.

-If you Stay-

The next morning, go to the meeting room to find that Jess has ordered his troops to take on Neclord at his place of occupancy, which is totally stupid. He has 5000 soldiers, if he loses them, you've just lost 5000 people and Neclord just gained 5000 zombies. Not good. Now you're forced to go to battle just because of his moronic move. Go to the top right corner of town to hear that a mine tunnel caved in. Go in the mine and follow the path and down the elevator. You'll come to a curve that goes right, if you go down there you can find a Cape of Darkness. Keep heading along the time path to find Neclord. A fight will start, and after a couple rounds, it will then stop. Neclord will try to put a curse on you, but the Bright Shield Rune will block it. Now you can escape from the mine. Once you're outside, you'll see that the town is covered in zombies, then the Rune will kick in and the hero's power is drained. At this point you'll see the cut scene with Jowy

and Pilika in Muse. After this, you'll wake up in Crom. Leona is downstairs, so you can make a party again. If you had McDohl with you, though, he's now back in Gregminster. Make a new party and go to the Inn. Wakaba's master will rush out and then run off after the innkeeper runs after him. You can find L.C. Chan behind a building just right of where you are. When you've found him again, after a funny scene involving L.C. Chan's bad memory, he'll join the army. Now go save at the Inn and head to the entrance of town, where you'll find Kahn, the vampire hunter from earlier in the game. He'll tell you that he has learned how to take Neclords soul, but he can't do it alone. There is a person in Tigermouth with that ability. Once you've done everything you need to here (buying items, equipping characters, etc), head to Tigermouth to meet Sierra, the good vampire who hunts vampires. Once you're in Tigermouth, you'll see that Sierra has attracted a bit of attention to herself, as to a crowd of people is around her and frankly, they want her to

die. So, after she scares off the angry mob with an abrupt lightning attack, she starts talking to Kahn. Now, thanks to the Star Dragon Sword being with you, she joins. She wouldn't normally. After you give the OK for her to join, out of the blue she starts fighting you. It's strange, but it must be done. She's not hard, so I'll just tell you this

about the fight: Attack and heal and you'll do fine. No special patterns are required to beat her. After the little fight, she says you're pretty good for a human, and joins up. Unless you're overly happy with your present party, put her in your party. Otherwise, the convoy is always there. You may want to heal up at the Inn, and maybe save if you want, then head back to Crom. Go to the village leader's house at the top of town to see a little

scene with Sierra introducing herself to Klaus. Silly boy. Anyway, after this, you'll go to

your room to sleep. However, if you'd like, you can go get some background on Kahn and Sierra by talking to them and asking them why they're after Neclord. They're both upstairs, so if you want to do that, you can. Afterwards, though, you'll just have to go to

bed since there's nothing else to do. In the morning, after Nanami wakes you up, head downstairs to find everyone lined up and ready to go. Try to fit Nanami, Sierra and Kahn all in your party, along with the other characters in it. You'll be taking a very long hike

through the Tinto Mine to get to Neclord, so stock up on lots and lots and lots of Medicine. Now leave town and go to the right a little bit to get to the mine.

-Tinto Mine-

Ok, first of all, use regular attacks on the enemies in here. NO runes, NO scrolls. You have to save them for later. For now, just attack and focus on making it through the mine. That's why you got all the Medicine, you know. Anyway, head up, and into the next screen, then exit this next room through the door in the top right corner. Now go up to a fork and take a right to find a Dancing Flames Scroll, now head back and take the left path. Follow this path for a while, there are no other paths to take, so it's hard to get lost.

Soon enough, you'll come to another small fork. Go right to find a couple treasures, that is a Full Helmet and a Stone of Magic Defense. Now go back and continue following the path to another fork. Go up to find a Master Garb, then keep going into the next screen. At the first left you come to, take it and go into the next screen. Now go up and around and follow the path all the way up to find a Window Set #5 and a Old Book Vol. 9. Now go back and take the path to the right of you and go right at the fork to the next screen. Go strait across this hall into a new really big room. In here, take the small passage below

you to find a Silver Necklace, then go back up and go right a little bit and you'll see a couple slides. Slide down the big one for a Mega Medicine, if you don't want the MM, take the small slide and you'll come to more slides. This time, the small one leads to the Mega Medicine (the same one from before) and the bigger one takes you farther. Once you've gone down the big one, go down and left and down the little slide and then down the ramp to get a Double-Strike Rune, then go back up the ramp and around the slide. You'll see a guy standing here on the way. He's one of your recruits, but he won't join

till your castle is level 4, and it's not as of yet. So continue on to the right and go up the ramps. You'll see a save point here, and I'll use this save point as a landmark. If you want a Star Earring, go up and down the slide to find one. You'll just have to slide down a couple more slides then walk around the wall to get back to the Save Point. If you don't want the Star Earring, just go right. Before taking the little slide, ask yourself, "do I want a Wind Hat?" If you answered 'yes,' then go all the way right and take the big slide down. You'll have to walk around the wall to get back to the Save Point. If not, save and take the small slide and go through the door. Follow this path for a bit, and you'll enter a room with a box. There's also a broken walk way at the top of the room. Push the box to the walk way to make a little bridge, then go left and follow this path back into the room with the box, but you'll be on the walk way. Thanks to that box, you have no troubles. Follow this path up some more and you'll finally come to a boss. A really big boss.

===Beating the Stone Golem===

This guy is easy even though he's huge and has 7500HP. He only attacks once per round, and one of his attacks is OK, even though it's not that good. It hits one or two of your party members for about 200HP. His other attack hits the whole party for a good 130HP. Other than that he's harmless. His defense is awful. He's very weak to dark magic, like the stuff Sierra uses, and he's also weak to Lightning magic. However, try to use magic (including healing magic) sparingly by using unite attacks and runes that don't run low on power. Of course, you CAN use magic, just don't use it all up during the fight. I've never found this one to be a problem, so you shouldn't either... ok?

-After the Fight-

Just keep going up. You're not out of the mine yet, I'm afraid. Follow the path for a good while till you come to a really large room. Go across the bridge, down the elevator, and then head left across another bridge, then up to a ramp. Go down the ramp and then follow the path down to the exit at the south end of the room. Once you're in the next screen, just keep following the path (ignore the fork, just keep going down) and go up the elevator and you'll be at the exit in no time. When you're out, go left and fight the zombie, then continue left to fight another zombie. Now go up the big flight of stairs to find the church. This is where Necky boy is. Heal if you must and go inside, he's in the first room on the left. In here you'll see Lily and... I forgot her name... Anyway, they're about to meet unsettling fates with Neclord, but you arrive just in the nick of time. Speaking of which, this is my favorite part in the game, where Viktor goes off on Neclord by saying the following: "I'll make sure you never grin again. I'll shop you up! Grind you up! Dry you in the sun! Break you into pieces! Bury you in the ground! Piss on you! Then I'll dig you up! Pull you! Stretch you! Drag you around! And then... and then... in any case, I'll never forgive you!" Hehe, I love that... Anyway, at this time a barrier hits Neclord making him very weak, and then your party will attack him! Yay!

===Beating Neclord===

This is another fight that I never have a problem with. Simply attack with whatever attacks you have left over from the Stone Golem fight and you'll win. He has a mere 4000HP now, but he can attack twice a turn, which is no big deal. So can nearly every other boss in the game.

-After the Fight-

Neclord willingly returns the Moon Rune when he finds out he's about to die. However, this does him little good. With the Star Dragon Sword's final words to Necky boy, "Die, vampire", Viktor kills Neclord. For good? Probably. Neclord wasn't immortal this time, so I think he's gone forever. But only time will tell for sure. Leave the church and go down to the bottom of town where you'll see a large crowd of people, including Jess and Houser. If you want all 108 stars, I'm sorry, but you MUST recruit Jess now. Actually, it's not that bad. He says he's sorry for everything and stuff, so it's not all bad. Everyone

then goes off and leaves you there. Go to the Inn to rest and save, then go to Crom. Go to the house at the top right corner of the village to find.. dang.. what was his name? The Window Set guy! He'll see the Window Set you have and you can either ask 1'000'000p for it, 10'000p, or ask him to join you in exchange. Sorry, you can't get a million bucks for it, or even 10'000. You'll have to settle for him joining you. After he joins, go to the mountain pass that leads to Drakemouth. At the first fork, go down and you'll see Georg there (if you ran when you had a choice, you'll know where I mean). Recruit him, and then continue back to the world map. Either way is fine, but just backtracking is faster. Use your Blinking Mirror to go back to the castle, then teleport to South Window. Go talk to Gensetsu, who's standing in front of that statue in front of town hall (he's the guy with that huge lump on his head who you've probably ran into a few times already). Talk to him and ask him to join, and he'll challenge you to a little strength test thingy. You'll win, of course, and he'll join. Now go back to the castle.

NOTE ON RECRUITMENT

This concerns a lot of people when they're playing Suikoden 2. They don't think they can get all the characters because they run out of listening Runes and can't recruit the monster character, who IS a star, living in Tinto mine. And they're right. In fact, the only way you can recruit him is if you don't recruit Sigfreid the Unicorn. But what most players don't know is that Sigfreid and the monster you get in the Tinto mine are the SAME star. Hence, if you get one, you can't get the other, but that's not a bad thing because you don't need the other because they're the same star. Argo, if you want the guy in the Tinto mine, don't recruit Sigfreid. It's as simple as that! I hope this little fact calms a lot of worried people out there.

-_-_-_-_-TWO MAJOR BATTLES AND A VERY GOOD TIME-_-_-_-_-

In the castle, go to the top of the main room (the one with the big rock with the star's names' on it) and Sheena will join the convoy/party. Head to the main hall to here about Shu's brand new plan! There's no rest for you, huh? Anyway, you'll learn that your army is going to make a counter strike and liberate Greenhill. And its about time, isn't it? Yeah,

I think so too. Shu then tells you to run along and get some rest. In your room, Sheena leaves and nighttime arrives really quickly. Go down to the very first floor of the castle and walk around. You'll see a bunch of cut scenes involving a few people in the army. None are important, but you at least have to watch the one with Gengen in the hallway because we all love Gengen. I mean, who doesn't? He's so dang cool! Anyway, once you've gotten enough of the cut scenes, go back to your room to find an intruder. She's an assassin and, incidentally, she wants to kill you.

===Beating Lucia===

This can't be THAT hard since you only have one person in your party (you), and Konami isn't an unfair game company like some. Depending on your Runes, this battle can range from really easy to kind of easy. Her HP is 1500, but she won't endure for that long. She'll only take about 800 - 1000 HPs of damage before she gives in.

-After the Fight-

Flick and Viktor will run in and catch her. Then she blabbers on about some stupid things for a minute. You can either take her to prison or let her go. Well, actually you can only take her to prison. Even if you say "Let her go" they'll take her to prison (at least I think so). Besides, she just tried to kill you! Why would you let her go? The next day you'll find a couple guards stationed outside your door. No more people will be breaking into to your room now! Now what you must do is save and go to the Main Hall. Once you've saved and are in the Main Hall, Shu will ask you who you want to go with. The one that's recruiting Greenhill, and one that's slowing the other army down, or if you'll just be

giving orders from the castle. Of course, I'll be covering all the options here so you can decide which one you want to do. Or you can do one and reset, and do another, then repeat. But I'll tell you this now, the one where you stay at the castle is the coolest!

-“I'll Wait Here.”-

At first, you'll just be waiting around at the castle for battle reports to come in. But soon enough you'll be giving so many orders you'll think you're a waiter (umm... sorry, bad pun). Anyway, in all the order's, you can either ask for Apple's advice, give a very harsh order that Apple will decide against, or give a calm, leader-like order.

Order #1

Houser has ran into solders from Muse.

“Don't pursue too far, we have to save time.”

(leader-like)

“Advance! Crush them!!”

(harsh)

“What should we do, Apple?”

(ask Apple)

Order #2

Kiba has ran into some Highland defense forces.

“Be mindful.”

(leader-like)

“Wipe them out... all of them.”

(harsh)

“What should we do, Apple?”

(you know this one)

After a few more reports (not orders), Apple will say how you should have gone with Houser because you could have learned a lot.

“I suppose you're right.”

(leader-like)

“That Experience, I don't need!”

(harsh, but she'll agree with you)

“100 lashes for Houser.”

(Apple won't let you do this one... But isn't it funny??)

After that one, you'll be called to Greenhill by Shu.

-“I'll go with Viktor's group...”-

This one involves a major battle, but what's wrong with that? Everyone loves major battles. Once the battle starts, you'll see Jowy is with them. If you beat his unit, they'll

retreat. And it's not actually very hard to do this because every unit that Jowy has isn't really super strong, and you outnumber them. Try to use the Fire Spears or the Bombard Ability on Jowy's unit. These are the safest ways to beat him without risking the loss one of your own units. This one is easy, folks.

-“I'll go with General Kiba...”-

This is another major battle, but this one is harder and more interesting then the one with

Viktor's group. It includes two people you'll remember. One of those people is Yuber from the first Suikoden, and the other person is Lucia, the gal who tried to kill you last night. In this battle, you're outnumbered by about two units, but they don't have many really strong units. But they have lots of them. However, there are a few things working to your advantage. One of them is Luc. Luc and his magic attack are very important. It's

strong, it always seems to wipe out half of a unit for every time you use it, and it can be used from a few squares away. Another thing is that many of the soldiers won't move until you get right up next to Greenhill. But once you get there, they'll start using their own magic attacks on YOU, which isn't always fun. In the end, it all comes down to beating Yuber's unit, but you'll probably end up killing every unit they have before you can. Yuber's unit is very, very strong, so use Luc's magic on it. Or if you're feeling lucky, attack it and hope you get a critical. This is a long fight, you must be patient.

-In Greenhill-

Teresa joins your convoy and you decide to take that old forest path that leads to the back of the school to reach Greenhill. Shin also wants to join your party, but he doesn't have to. You can say "Nope" and we won't join. Then you get to pick the rest of your party. You'll want to pick your very best and most used characters because there's a rather tough boss waiting for you inside Greenhill. Georg is a good one to use since he's on level 58, which is about 10 levels higher than you should be right now. And I urge you to take Kahn, or someone else who's at a high level and can use dark magic. Charm Arrow is a very important spell for this! You may want to run back to the castle real quick and save. Once you're ready to go into the forest, go for it. You should know the way by now since you've gone down this path about a billion times already! But there is ONE THING that's different now. And the different thing is that along the way, you'll be attacked by Lucia again. Is it just me, or is she getting overly annoying?

===Beating Lucia===

This time around, she gets pretty tough. She has three little followers who can pack a punch, and should be killed ASAP. By the time they're gone, you'll probably discover that she attacks twice per turn and uses a devastating Fire Rune. She'll attack with her whip, then use the rune, or visa versa. I've never seen her attack twice in a row with the rune, but she might. She has two rune attacks. You've probably seen both of them because you've probably used them on enemies before. The one where the fire turns into blades and slices your party into itty bitty pieces is the one that hurts the most, normally hitting for over 200HP. The other one is where a big beam of fire falls on the party and blows up, hitting for about 190HP. Just hit her with whatever you have. This may be a harder battle, but it's still not hard.

-After the Fight-

Well, Lucia is very stubborn and unmanageable, so she doesn't listen to any of Teresa's kind and loving words after the fight. She just runs off moping. Heal up and continue along the path to Greenhill. Once you're back at the school, go out the front door and you'll see two people standing across from each other. The guy on the left will let you save, and the girl on the right will heal the party. Very convenient, yeah? After you've saved and rested, go into town and go down to the entrance. Here you'll see Yuber again, and he'll then let the Bone Dragon out to play with you.

===Beating the Bone Dragon===

This thing attacks only once a turn, but it uses attacks that take 240+ HP out of the whole party, so staying highly healed is up there on the important side. Use Kahn's Charm Arrow. This'll hit the dragon for about 1200HP each time you use it. Have everyone else attack with whatever they have. If it works, use it. The Bone Dragon has about 7500HP, so don't hold back.

-After the Fight-

You'll be taken back to the castle very quickly and you'll learn that Matilda has given in to Highland. You then decide to attack Muse. But when Apple asks you what you want to do, say you'll think about it and teleport to Greenhill. Your last nine recruits await

you!

-Recruit #1-

Go to the school in Greenhill and go into the Blacksmith classroom. At the top right corner of the room you'll meet Jude. Talk to him a couple times to learn that he's out of clay, then hike to the forest village. Go up and take a right at the armor shop and go down

this path. You'll see a house. Go up past it on the right side of the house and go along this

path to find a short guy with white hair. He'll give you some clay. Now then, return to Greenhill, talk to Jude, give him the clay, and recruit him.

-Recruit #2-

Go to the Greenhill Inn and listen in on Pico fighting with his ex-girlfriend about Annallee. Mention Annallee and tell her where she is and he'll join you.

-Recruit #3-

Teleport back to the castle and pop Viktor in your party and head to Kuskus. Go to the Blacksmith's place and talk to Tessei in the back. After a rather funny scene, Tessei will join you. Now you FINALLY have a blacksmith in your castle!

-Recruit #4-

Go back to the castle, then teleport to Tinto. Head to the Armor Shop and talk to Albert, the guy standing next to the desk. Tell him about Annallee and Pico and he'll join you.

-Recruit #5-

Go to Kuskus and visit the Inn. Talk to Karen here and she'll tell you that she'll join you

if you can keep up with her dancing. The dance combo is triangle, square, O, X, triangle, X, O, square. You have to do the steps one right after another with no brakes in between. This may sound tough, but it's not. Don't worry about it.

-Recruit #6-

Go back to the castle and replace Viktor with whomever you would normally have in your party, then go to the 4th floor of the castle. Go out on the balcony. If you see a statue of the person who's been most useful in all the battles throughout the game so far (which is normally the hero), then your castle is at level 4 and you're ready to recruit some more. For the next recruit, you'll need to spend some money, but that's OK. Go to Greenhill and go to the blacksmith's classroom. Talk to the student on the right side of the table to get the Silver Hammer. Now go back to the castle and have Tessei sharpen the hero's weapon to level 14. After you do this, go sail to Coronet. On the docks you'll see Genshu. Talk to him and he'll join you because your weapon is really sharp.

-Recruit #7-

Now go to the Cave of the Wind and go through the cave like you normally would. In the very last room, where you fought the Star Dragon Sword, you'll meet up with Pesmerga. Ask him to join, and he'll gladly do it.

-Recruit #8-

Go back to the castle and put Simone in your party, then go to Radat, to the place where you found Simone. Vincent De Boule, one of my favorite characters from Suikoden one, will be there and will join your army.

-Recruit #9-

Go to the Tinto mine and head to the room with all the slides (go in the entrance on the world map. If you go in the mine through Tinto, you'll reach a dead-end). You may remember talking to Mazus in here on your last visit. But now that your castle is level 4, he'll join you. CONGRADULATIONS!!!! YOU HAVE ALL 108 PEOPLE!!!!!!

You're now ready to beat the game! Er... well, you will be after you do all the stuff you have to do before the end of the game!

-Back to the Game-

Now, doesn't it feel good to finally be done with all that dang recruiting? I know I felt rather good about it! I mean, now you have the freedom to just finish the game instead of having to watch out for people to recruit. I dunno... Maybe I just get excited too easily. Either way, go to the Main Hall and tell Apple you're ready to go to Muse. After a quick cut scene, you'll appear in the Greenhill dorm building. After getting talked to by Apple, go outside to see... who? Yes! Lucia yet again! Follow her into the school, then through the secret passage in the back. About three screens up through the woods, you'll find Jowy and Lucia waiting for you. Yet again, Jowy tries to talk you out of being leader of your army. However, this time, he finally realizes that just as he can't quit being king of

Highland, you can't quit being the leader of your army. And you both realize that things can never be back to the way things were, because ever since you got those runes on your hands, you've been destined to fight each other. Sad, yeah? Anyway, after all this is over,

go back to the dorm to find that preparations are complete. You may want to save, or maybe not. It doesn't matter a great deal. But whenever you're ready, get ready for another major battle.

|||MAJOR BATTLE: ENTERING MUSE|||

The first thing you'll notice on this is that THEY are outnumbered. You'll also see you have a few new units to play around with. The Highland troops probably won't come into this. They'll probably stay near the back of the screen the whole time. And to make things even easier, the run off part way through the fight. Go for the units Lucia controls.

Once you take out all of them, you'll win. Of course, SOMETHING is going on, but at least you won. If you're having trouble with Lucia's annoyingly tough unit, try some fire magic... Heck, it worked for me!

-After the Battle-

You'll be at Muse! But the place is a ghost town. Nothing to see here... Head for Town Hall to find some of your solders. Something is inside Town Hall, and Viktor, being the cool exploring Indiana Jones type of guy he is, wants to check it out! Head on in to find a really large gold colored wolf...

===Beating the Golden Wolf===

Nothing too it! Just hit it with whatever you have! It attacks twice per turn and uses a little rune, but that's all. It's also low on power with a mere 3500HP. This guy is such a waste of time, your levels won't even go up after you beat him.

-After the Fight-

After you've beaten that one, you'll find that there are more of them scattered over the town. You can fight them if you want, but running is the better option here. If you DO fight them, another one will appear in its place. Sucky, huh? Yep. Anyway, when you're out of Muse, you'll discover that you were tricked (are you surprised?). Solders are coming at you from the east and north! But if you try and get away by the west and south, more solders will pop up and kill you! What do you do? Escape to the east! Well, you'll be back at the castle after all this with Shu. After they're all done talking, go save. Head

to the forth floor of the castle to see a scene between Kiba and Shu. Shu will tell Kiba they need a decoy to win this next battle, and Kiba will have to be the decoy. Now that Kiba just volunteered his life for your war, I don't want to hear any mean talk about him, got it? After the little scene, you may want to run of to the 5th floor and check out your new room in all its freakin' awesome level four castle wonderment!!! After this, go talk to Shu and tell him you'll go through with the fight. This will bring everyone into the Main Hall for a huge battle briefing. It's really quite uplifting! And at the end of it all you

get to yell a hardy uplifting line yourself! Yay! Now Leknaat appears to give your rune

more power (Hehehehehe!! The BIG attack baby baby!!!) if you have the 108 stars. The next morning, you see Kiba and his people off. Now go to the Main Hall to start on the journey to Matilda. A very, very important part of the game. This is where recruiting all those people pays off! Before you give the single to leave, be sure to save. When you leave, you'll appear in a major battle right outside of the Matilda region.

|||MAJOR BATTLE: ENTERING MATILDA|||

After the enemy appears, you'll see that you're very outnumbered. Jowy is there, and Yuber, as well as Gorudo, the stupid sexist fat man. Further more, they have you surrounded from to sides. What you want to do is take out as many enemy units as you can before the third turn. First of all, take three or four units to take care of the Matilda

troops. Have the rest do a number on the Highlanders. After about two turns, Culgan's army will appear behind you. Now you're totally surrounded. However, all you have to do is survive two or three more turns and you're all good. Your reinforcements will arrive (two tiny units. Ha!), and this will cause all the baddies to retreat. Personally, I don't see

how two little units could scare them that much, but what the heck. It worked.

-After the Major Battle-

You'll find out who those mysterious reinforcements were, then you'll go back to Greenhill to rest up. When it's time to select your party members, make it a point to select people over level 50. Georg, Mazus, etc. should be over level 50, but you don't necessarily have to take them. Anyway, once you have your party of level 50+ characters, tell Shu to wait a minute and go get your ass to the inn so you can save. Once you've saved, go back and tell Shu you're ready to move out. The time has come... *dramatic music*

-Invasion of Rockaxe-

After the enemy takes the bate of your armies, you'll pop out of the bushes. After you head in, you'll get a message from Kiba saying that he and Leon Silverburg were both mortally wounded. Sad, yes. Anyway, once you're in the castle, you'll find yourself in a small room. This isn't the main entrance! You have quite a bit of a walk ahead of you. It's a good thing your castle isn't this big, huh? Go up through the door, and follow the hall though the next door. Grab the Stone of Speed from the next chest and head up the ladder. If you want an Escape Talisman, go through the right door, if not, go through the left door and continue on till you reach a room with a door at the top of it, and a ladder leading down. A Stone of Defense and a Crimson Cape is through the door if you want them. Either way, go down the ladder next and through the door here. Just follow this single path till you reach a bridge outside, and cross the bridge. You'll now be back inside. Go through the door here and follow the path to another small room with a ladder and a door. The door leads to an Earth Shield, which just might be worth getting. Once you've grabbed it, or if you haven't, go down the ladder in the little room. You'll be in yet another little room with a door below you and one to the right of you. The one below leads to some Power Gloves, the one to the right continues on with the level. Follow the path to the right and you'll appear outside again! Go through the big door to the right and

you'll now be in the bunker of the castle. The Flame Helmet, a Gold Necklace and some Mega Medicine can be found in here if you look in each of the room. You have to go into them from the top, though. The exit of this room is down the little hall leading off to the

left that you saw when you came in. Follow this hall to the next room. Continue following the hall and you'll reach a stairway, but if you go a bit farther down you'll find

the Dragon Plans 4 AND the Unicorn Plans 4 in the little room here! You should get these things! Once you have them, go up the stairs and save at the save point. Also heal if

you're a little low on power. Now go down through the door here, and follow this path to another door, and go inside. Walk towards the stairs and everyone in your party will decide to stay and fight off the baddies that are coming up behind you, while you and

Nanami go and finish the job. Go through the door at the top of the stairs, and the next thing you'll see is you and Nanami walking through a HUGE hall. The next part of the game is vital for those who want the best ending. You'll run into Jowy here, and he'll tell

you that his army and country is more important than you, therefore, he'll have to kill you himself. However, just when you're about to have to kill your best friend, Gorudo walks into the hall with some archers. What could he be plotting? I'll tell you what he's plotting.

Kill the two most powerful people in the country and get all the land for himself. However, Nanami, being your big sister, wants to protect you from the arrows, so she uses a special move Genkaku taught her years ago. When the text box for you to say "Nanami!!" or "Look out!!" pops up, or have about half a second to say one of them before the text box closes. If you don't say it fast enough, the hero won't pull out his weapons and jump to Nanami's aid. If you say it fast enough, he'll pull out his weapons and jump up to help Nanami. If you want the best ending, keep trying till you say it fast enough. If you don't, you might as well not have gotten the 108 stars! After you say "Nanami!!" and get ready to help her, sadly, she'll get hit with an arrow. But don't worry,

you did it! Now you can get the best ending! You and Jowy, now standing there, shaking it off, decide to join up for one last time and show fatty who's boss. I like this boss fight...

===Beating Gorudo===

Hehehehehe!!!! Ho ho ho ho ha ha ha ha ha!!!! YEAH!!! Now he dies!! This guy is all talk, and besides, with Jowy in your party you have a few huge tricks up your sleeve with his Rune! Fight this one for Nanami.

-After the Fight-

Well, he'll die finally, and Jowy will take his leave. Hey, it's either that or staying around

and being killed by your army! Nanami then passes out, and Shu runs up. He orders for the flag to be burned and then Huan shows up to help out Nanami. Everyone then goes back to the castle. Everyone will be giving you kind words as you all wait outside the doctor's room. Huan then comes out and delivers the news..... Nanami..... is.....

dead. Flik loses it at this point, but Viktor calms him down. If you got the 108 stars and were fast enough when Nanami was shot, Huan will ask to talk to Shu alone in the room. If you didn't do one or both of these things, nothing else will happen. You have reason for rejoicing if he asks Shu to speak with him alone. :-) You'll wake up in your room the next morning. Now is a lovely time to save, since you just did the most important part of the game and all. When you've saved, head to the Main Hall and Shu will tell you that your army should attack Highland and finish them off. Give the order to invade Highland, and walk out of the Main Hall. Then you'll pass out. Go figure! A cut scene will then take place, showing Jowy sacrificing a doll of Julia to the Beast Rune. But his soldiers don't know it's a doll, so they think that he actually just gave his wife to the Beast Rune.

This gives the soldiers renewed vigor... or something like that. When walking away, Jowy will then pass out, too. The cut scene ends there and you wake up in your room with a bunch of people around you. After they give you some reassuring words that the war is very close to being over, you go back to sleep, then wake up again in the middle of the night. Go down to Shu's room and you'll see Apple walking in. She's a bit depressed to say the least, but before she leaves, Shu tells her to pick one of the cards sitting on the

table in his room. She picks fire. Whatever could that mean? Shu doesn't have anything to say, so you can go back to your room and sleep now. Then next day, save first thing! then head to the Main Hall. Everyone, and I DO mean everyone; will be gathered in there. If you still haven't saved, tell them to hold on a minute and go do it real quick. When you're ready, give them the OK to head off. At this point, a few people say some uplifting things, and then you get your chance to yell something uplifting. Don't you feel good? After the cheering subsides, you and your troops will head off to meet your destiny. The next cut scene will be of you and a few troops walking through some woods.

At this point you split up, leaving Viktor and Shu behind to pull off some sort of plan that only they know about. Of course, once you hear Shu say something about his "last mission", you know it can't be good. Then you'll see a major battle screen, but you won't be involved in it. It's just a couple good units against seven Highland units. Once the Highlanders get close to your units, though, Shu will give the signal and Viktor will light the woods on fire, with all those Highlanders in it. HMMMMM... It makes sense now, doesn't it? The card with fire on it? Of course it does! Later, Shu will be strolling through the burning forest, waiting for something to fall on him, perhaps, and he runs into Leon. You can sort of tell that they rather hate each other by their conversation here. Right at the end of the conversation, a tree falls... and... well, Shu doges it and is just fine. However, you and a few others waiting at the entrance to the burning forest don't know that, and assume he's dead. Just when Apple is about to run into the forest in a crazy, whacked out, super fit, Shu and Viktor come marching out without a scratch. Strangely enough, he's rather upset about being alive, but hey, how would Konami look if they had the cool strategist guy die at the end of BOTH Suikodens? Well, worry not, they're smarter than that! You'll appear outside a border. The Highland Border, to be exact. Talk to Hilda on the top left to rest and save, you don't really need to leave this place. You can do that once you reach L'Renouille. Just be sure to save. Apple can rearrange your units for the upcoming major battle, if you want. Whenever you're done doing whatever you're doing, talk to Apple and tell her it's time to move out.

|||MAJOR BATTLE: L'RENOUILLE|||

Here we are. We have reached the final major battle of the game! This, of course, won't be the easiest major battle ever. In fact, it's up there with one of the hardest. But you're a perfectly good match for Highland! To avoid taking lots of damage, you should make heavy use of Luc and Mazus, the two magic users, to hit the baddies hard from a good ways away. You should also use the Fire Spears to your advantage to hit two or three units at once. As you'll see, the units guarding the city won't be moving much. So you'll have all the time you need to position your units right where you need them. But what makes the fight so hard is the strength of the enemy units! Thankfully, Yuber runs off early in the fight, but that still leaves a challenge for you. Be careful during this battle, and take your time! Once you get the hero's unit a couple squares into the city, battle will end. One way of doing this without having to take out all those really strong units is to hurt one of the units bad enough to where it'll run into the city to heal. This will give you a clear passage into the center of the city.

-After the Major Battle-

After that long battle, you'll appear outside L'Renouille. Now you have to make a party. I recommend making a party of only five people. If you want to use the best party you can, you might want to do the same. I'm taking Georg, Pesmerga, Wakaba, and Clive. Remember, leave that last space blank. Why? We're gonna go pick up McDohl! If you don't have access to McDohl, or don't want to use him, choose your last character yourself. But don't go into L'Renouille just yet. Push against the wall behind you and you'll leave the city. Now that you're back on the world map, head northwest to the very little village of Sajah. Since this village is in Highland territory, unlike most other towns of the game, you don't get the same love as you do in other villages. Instead, people here really don't like the great hero of the state who led them to victory over Highland. But that's just a small set back... go to the item shop and check out the Rare Finds section and buy the Golden Hammer. When you bring it to your castle blacksmith, you'll be able to get your weapons up to level 16! You may also want to buy and equip some Crimson Capes since they're sold here. Teleport back to the castle to rest and save, then teleport

to
Banner and go to Gregminster to get McDohl (unless you don't have him in the game or don't want to, etc). Once you get back, you've gotta do some major weapon sharpening. If, and you probably will, run out of money, teleport back to L'Renouille and fight the monsters on the world map, or even the monsters in that are in L'Renouille itself. Really, it shouldn't take all that long. After you get your weapons up to 16, get some more cash and go to your Rune shop. Buy a Water rune and put it on McDohl. Also, from fighting the monsters on the world map, you MIGHT have gotten a Mother Earth rune. If so, attach it to someone, and if not, don't worry about it. Now rest if you need to, but be sure to save, and teleport to L'Renouille for the last time.

-----THE FINAL MISSION-----

Once you get there, go right up into the front door. When you walk up a tiny bit, you get attacked by Lucia again... *sigh*

===Beating Lucia===

This is her hardest form, and she actually might be a problem for you. She has about 6000 HP and some powerful attacks. Further more, she attacks three times per round. Ouch!! She's actually sort of like another Luca Blight, just easier because you're about 20 levels higher then you were when you fought Luca. Just hit her. You probably won't have to waste too much Rune power on this one. Hmmm... on second though, she isn't that tough. :-)

-After the Fight-

You'll see a cut scene involving Lucia and Teresa, which is of no importance, then you get to continue a long. This place is big! From where you are, go left, and keep going left till you reach the end up the hall. Then go up and you'll fight some solders. After they're done with, keep going up till you reach some stairs, then go down the stairs and go through the door. Go down this hall and through another door, and then you get to fight more solders. When you go through the door above the solders, you'll be in a big hall. Go all the way up the hall and you'll run right into the great Han. Really, Han isn't nice. You then fall into a one of one dual with him.

+++Dual Battle: Han+++

This is just another dual... It shouldn't be that tough, though, since I have all these commands written down.

-Defend Phrases-

"You think you can beat me, boy?"
"Let me see your power, Genkaku's son!!!"
"Try that again, boy."
"Well struck... It seems I should be more careful..."
"Unf... You like to take risks, eh?"

-Attack Phrases-

"Foolish boy!!!"
"Ho ho ho... you taught him well, Genkaku me friend..."
"And now it's my turn."
"You can't defend yourself forever."
"I can't let you pass here, son."

-Wild Attack Phrases-

"Now feel my deadly sword."
"You think my sword has lost its bite!!!"
"Yes, but can you defend against my sword!!!"
"Let's bury our past here, boy!!!"

"Watch and learn, boy. Here's how you wield a sword!!!"

"Can you take this?"

-After the Dual-

You should win rather easy. After words, Han has a quick death scene, and you'll continue on. In the next room, go up, then loop around when you get to the top of the stairs and go through the door here, then through another door. Go all the way down this hall and go right and through the door there. Follow this path till you reach a room with two doors in it. When you get there, take the left door. Now follow this path ALL the way up. I mean ALLLLLLL the way up, till you reach a room where four solders jump out at you and fight you. After you kill them, go left and follow this hall till you reach a door

an a path leading to the left. Take the path leading left and follow it till you reach the outside of the castle. Follow the little sidewalk to another door going back into the castle,

and then go right down the hall. You'll fight more solders, then continue. As far as paths go, it gets pretty simple here. All the door you'll come across are locked except for the ones your supposed to go though. Soon enough, you'll reach a fork. Look in the room to the right of you to find a save point! In the next room down, you'll find an Escape Talisman, just incase you're in bad shape, I guess. Anyway, when you've saved, exit this place by taking the path that leads up on the right side of the room. Follow this till you reach a room with a door on the top of the room and a door on the bottom. Take the one on top and then keep going. From here on out its strait all the way. You'll soon see another save point, but this is a rather special one. It restores your Rune power, HP, heals

your status problems, and hey, it even saves the game!! Make use of this lovely little gift

and then keep going up to a final battle with Culgan and Seed.

===Beating Culgan and Seed===

These guys are worthy opponents! Seed has 4200HP, while Culgan has 3800HP. They each have very powerful runes, and you really shouldn't hold back on them at all. Use everything at your disposal. Heck, with that cool save point right behind you, you have nothing to lose! :-)

-After the Fight-

Why do the bad guys always have to make you feel guilty for killing them right before they die? Oh well, after another death scene, you see a cut scene of Jowy and Pilika. It's really quite touching.. He tells her that he's going to have to say goodbye forever, and she asks him to hold her one more time, and he does, and Jillia walks in to hear about her new home in Harmonia that she's going to live in since Highland is about to fall for good. After they say a lot of goodbyes, you get control of the hero back. Before you walk forward any, go back to heal/save at that save point. Once that's done, go back to the hall

you appeared in and walk forward. You'll see Leon again, and he'll tell you about Luca's long time plan to unleash the Beast Rune into the world. After he says this, indecently, he

unleashes it on your party. Here we go, folks.. the last battle..

===Beating the Beast Rune===

After a nifty CG scene, you'll be in battle with this thing. It's made up of five parts. A right head, 4800HP, a left head, 4800HP, a right paw, 5700HP, a left paw, 4500HP, and a rune, 3300HP. Of course, the thing has its super strong attacks and defense, and frankly, you're pretty mismatched. It'll either hit you three times with three attacks, or one time with one BIG attack. Either way, you're in bad shape. McDohl's Black Shadow attack works Ok, since it hits everything at once. And of course, if you get in a jam, you have the hero's Forgive Sign attack, which will get you out of trouble if needed. The first thing to attack is the Rune. Once it's gone, use a couple good attacks on the right leg to kill it. It revives other sections, so it should be taken out fast. After which the left leg is

the target. Now, pretty much all the big threats are gone. Just use whatever you have left over to win. It's not too bad from here on out...

-After the Fight-

Whew... glad that's over... Your party walks into the throne room, but there's no sign of Jowy. Only his cape is sitting on the throne. Then, the castle starts to cave in, and you start to run out. However, the people waiting for you outside are starting to get a bit worried. But then you run out with a big grin on your face and a spirit of victory and justice! Well... you run out, anyway. The next day, you wake up in your castle. SAVE SAVE SAVE SAVE!!!!!!! If you don't save now, you'll have to beat that stupid Beast Rune again to see all the endings!!

_____-ENDINGS-_____-

People are got the 108 stars, rejoice! It's about to pay off!

-Ending #1-

This is one of the basic endings where you don't have to have all 108 stars to see it. Go to the Main Hall and speak with everyone there. They'll tell you that they want you to lead their new country. Say you will, and bam! You've got the ending! You'll then see a few future cut scenes of what happened, teamed up with some great music. Then window will start popping up, describing what every single star did after the war. The credits will roll, and after the credits, you'll see a neat little picture! The End.

-Ending #2-

Another basic ending, but I suppose a bit harder to find. Go to the Main Hall, and they'll tell you about the new country and everything, but this time, say you won't lead the new country. You'll then be able to leave and go to whatever you want. Teleport to L'Renouille and then leave. Walk southeast down the Tanzen Pass, and follow this path till you come to a fork in the road. When you reach the fork, go left, not straight. Follow this path for a while (you may remember this bit of it, since this was where the game started. That is, this is the campsite where the massacre took place), and you'll reach the spot where you and Jowy carved the X in the rock at the start of the game. He'll be there waiting for you. After he tells you a few things you've probably been wondering for a while, such as why he betrayed you and tried to kill you on several different occasions, he'll challenge you to the REAL final battle. A one of one dual. Beat him in the dual, and he'll then die. After words, you'll go back to the castle and become king of your new country. The rest of this ending is just like the last one!

-Ending #3-

This is the ending everyone wants, and it's a real reward for taking the time to get the 108 stars. In the Main Hall, when everyone is telling you about the new country, say you won't lead it and then go to L'Renouille. From here, go to Tanzen Pass, and to the same spot you met Jowy at the last time. The same thing will happen, he'll challenge you to a dual battle, but instead of killing him this time, DON'T attack. EVER!!! After about two duals, he'll get really weak and fall down. He'll then ask you for your right hand so he can give the rest of his power to your rune. When he asks this, DO NOT give him your hand! Keep refusing!! After you refuse a couple times, he'll start to get healed by your rune. At that point, you two finally make up with each other and head off.

-----HUGE SPOILER!!!!!!-----

Read this next part at your own risk of ruining the best ending for yourself. After you two start walking away, Shu comes up to you and tells you something very interesting. When Nanami was shot with that arrow, she really didn't die. She faked it. Why, you ask? She wanted to get away from the hero while the war was going on because "she didn't like to see him hurt". Frankly, I don't see how his sister dying was going to make him feel any better than he did, but whatever. It turns out she's been waiting at Genkaku's house this

whole time! After saying a few more words, Shu leaves you so you can go see Nanami again, and Jowy, of course, comes along with you. You then get to see a bunch of really cool cut scenes of the three of them going off and doing stuff! And you even get to see where Jillia and Pilika live. And believe me, it's nice!!

-----END OF HUGE SPOILER-----

After you see that, you may expect yourself to go back to the castle and lead your country, but you don't. And then the boxes with what the people did after the war comes up again, and then the credits, and a special picture at the end. And so, you've beaten the whole game... ah... its one heck of a thing.

_____-CHARACTER LIST-_____-

A huge thanks to Odin135 for this list!! Thanks again! Oh, and sorry if this is a bit hard to read. After I copied and pasted it, it was all scrambled and stuff. I think I got it to where it's pretty much readable.

108 Stars of Destiny

When I found out that there was no character list for Suikoden 2 I decided to make one. If any one finds anything wrong or has information about characters that I don't have please E-mail me at Odin135@hotmail.com It may take some time for me to repley be patient.

If you have questions about the game include where you are in the game and what you are suppost to do next.

If you want to use this on your website E-mail me and ask first.

Castle Level 1= 30 members and below
Castle Level 2= 31-60 members
Castle Level 3= 61-100 members
Castle Level 4= 101 members and above

Name	Location	How to get them
1. Hero	Start with	Start with
2. Ridley	Two River City	Joins after Two River City beats Kiba
3. Shu	Radat City	Joins after you find his coin
4. Luc	HQ	Lekneet brings him to you
5. Humphrey	Rakutei Mt.	Complete Dragon Quest
6. Hauser	Tinto City	Joins after you defeat Neclord
7. Kiba	HQ	Don't kill him after you beat him in battle and he joins
8. Pesmerga	Cave of Wind	Shows up where you fought the Star Dragon Sword when you have 100 members talk with him and he will join you
9. Sierra	Tigermouth	Joins when you walk into Tigermouth with

- | | | |
|--|-------------------------------|--|
| 10. Teresa | Greenhill City | Rescue from Greenhill City |
| 11. Nina | Greenhill City | Joins when you return to HQ with Teresa |
| 12. Feather
and he joins | Forest Village | Need one of Badeaux's crystals, walk into
center of town and fight griffins |
| 13. Viktor | South Window | Joins when you enter South Window for the first
time |
| 14. Valeria
OR | Gregminister | Choose her at Gregminister |
| 14. Kasumi | Gregminister | Same as Valeria |
| 15. Fitcher | Two River City | After you defeat Kiba at Two River City |
| 16. Clive | South Window | Talk to him when you have a boat |
| 17. Flik
time | HQ | Joins after you defend HQ for the first
time |
| 18. Tsai | Ryube Forest | Go to his house in the forest when you need
Fire Spears |
| 19. Jess | Tinto City | Joins after you defeat Neclord |
| 20. Stallion
race) | Radat Town | After fall of Greenhill, Must beat him in race
(run from battle 50 times to win
race) |
| 21. Georg | Tigermouth Path | After beating Neclord talk to him |
| 22. Hanna | Toto Village | Talk to her after Toto burns down |
| 23. Killey
South | South Window | Talk to him in South Window then
at Alex's shop then back at
Window After Alex has joined you
and after Luca is dead |
| 24. Anita
time | Muse City /
Banner Village | Keep talking to her and saying she is
beautiful and refilling her glass (you
have to leave the town every after
you talk to her |
| 25. Sigfried
the
Unicorn,
quest | Kobold Village | Need to bring one of Badeaux's crystals
and a pure female (Such as Nanami)
place where Hix defeated the
must have completed the Unicorn
quest
first |
| 26. Nanami | Kyaro Town | Walk into your back yard |

27. Rina	Coronet Town	Talk to her after Tai Ho agrees to take you to Kuskus Town
28. Tai Ho	Kuskus Town	Win 5000 bits from him and he will join
29. Eilie	Coronet Town	Joins with Rina
30. Yam Koo	Kuskus Town	Joins with Tai Ho
31. Bolgan	Coronet Town	Joins with Rina
32. Hix go to Kobold	Kobold Village	After defending Two River Talk to him and Tengaar in Lakewest inn and then Village and complete Unicorn Quest
33. Tengaar	Kobold Village	Joins with Hix
34. Freed Y	HQ	Joins after South Window falls to highland
35. Yoshino house and she will has already	Radat Town	Bring Freed Y to her house and then leave the town then come back to her join (will only be there if shu joined)
36. Chaco	2 River (Kobold)	After you defeat Kiba at Two River City joins when you try to leave town
37. Klaus	HQ	Joins with Kiba
38. Gilbert	Battle Map 3	Wound him in battle and he joins
39. Tetsu starts smoking	Lakewest Town	Buy fried tacos from Two River City (Kobold) and use them on the Hero until he then go and talk to him
40. Jeane	2 River (Human)	Talk to her in the Rune shop after the fall of Greenhill City
41. Wakaba	Forest Village	Castle Level 2, Hero must be level 30+
42. Maximillian	South Window	After you Luca has been killed he will stop you when you enter the town
43. Genshu	Coronet Town	Castle Level 4 Hero's weapon level 15+
44. Camus	Rockaxe Castle	Joins with Miklotov
45. Miklotov	Rockaxe Castle	
46. Jude has clay	Greenhill City	After you have recapture Greenhill bring him clay, a guy in Forest Village
47. Lebrante	Radat Town	Buy a Ceadon Vase from the Trader in Gregminister and give it to him

48. Lorelai	Gregminister	Castle level 3
49. Tony	Forest Village	Castle level 2 in the chief's house
50. Gijimu		
51. Rikimaru	Ryube Village	Pay for his meal (3000 Bits) and he will join
52. Gantetsu	South Window	After defeating Neclord challenge him the parties' total strength has to be over 400
53. Simione	Radat Town	Buy a Rose Brouch at Banner Village and give it to him and he will join
54. Connell	Forest Village	Castle must be level 3, bring him a sound set
55. Hans	2 River(Human)	Talk to him on the 2nd floor of the Inn
56. Huan	HQ	Same as Flik
57. Tuta	Muse City	Talk to her in front of Huan's house
58. Futch	Rakutei Mt	Joins with Humphrey
59. Tomo	Ryube Forest	Bring Tsai to his house when he asks to get get some tools, Tsai must be in party
60. Badeaux	Forest Path	Castle Level 3 must have hero and shiro in party
61. Mazus	Tinto Mines	Castle Level 4 he is standing where there are a bunch of slides
62. Mondo	Rokkaku Hamlet	Castle Level 4 if you got Valeria or just have Kasumi and enter the town (see end of faq for directions to town)
63. Sasuke	Rokkaku Hamlet	Same as Mondo
64. Leona	HQ	Same as Flik
65. Adlai	South Window	After you get HQ give him a sacrifice jizo and a wooden shield and then get a wind crystal and throw it at him
66. Raura	Tinto City	Joins if you have Jeane
67. Sheena	Gregminister	Find in HQ(not sure when) and he leads you to Gregminister where he joins
68. Kinnison	Ryube Forest	Put nest back in tree and walk off and back onto the screen and he will join

69. Shiro	Ryube Forest	Joins with Kinnison
70. Amada	Radat Town	Go and talk to him when you need to get to Two River city
71. Emilia	Greenhill City	Tell her who you and Flik are (the first Choice)
72. Zamza	Toto Village	Talk to him with Nanmai in party (before Toto burns down)
73. Karen	Kuskus Town	Castle Level 3, dance with her after Luca has been killed
74. Lo Wen		Joins with Gijimu
75. Tenkou	Crom Village	Bring him a window set and he joins
76. Gadget	Greenhill/Muse Border	Joins with Meg
77. Annallee	South Window	After Luca has been killed go to the Inn then talk to her again to the right of the joins town hall after she sings she
78. Viki	Greenhill/ Matilda	Appears out of no where and joins
79. Koyu		
80. Vincent	Radat Town	Castle Level 4 bring Simione to where he was standing and he will join
81. Meg	Greenhill/Muse Border	Castle Level 2, talk to her
82. Mukumuku	Kyaro Town OR Greenhill/Muse Border	Talk to the big tree behind the Hero's house 3 times Walk back and forth between Greenhill and Greenhill/Muse Border with only the Hero and he will show up in a battle and he joins
83. Marlowe		
84. Richmond	Radat Town	Play the coin game with him once then go to the bar and talk to a game there and get another coin and play him again
85. Apple	Toto Village	When you return to Toto after buying the wooden amulet and she will be there
86. L. C. Chan	CromVillage	Go to the Inn with Wakaba in your party then talk to him behind the house to the right of the Inn

87. Millie	Ryube Village	Agree to find Bonepart and when you do she joins
88. Tessai	Kuskus Town	After you have recaptured Greenhill bring Viktor to the weapon shop and he will join
89. Taki	Lakewest	Talk to her a bunch of times and she joins
90. Gengen	HQ	When you have to go get Flour
91. Gabocha	2 River (Kobold)	Bring Gengen to see him and he joins
92. Yuzu	Kobold Village	Agree to help find her sheep, must complete Unicorn Quest first
93. Hai Yo	HQ	Castle Level 2, On the second floor south balcony (right side) he will be talking to someone and he will join
94. Kahn	CromVillage	Talk to him in town after Tinto is taken over by Neclord
95. Barbara	HQ	Same as Flik
96. Sid	2 River (sewers)	After the city is saved bring Chaco into the sewers and under the water fall and Sid will join
97. Shin	Greenhill City	Joins with Nina
98. Oulan	Kuskus Town	Talk to an old lady who says some thing about a band of people mugging female groups then leave the town and go back in with a mostly female team and cross the bridge in the center of the town
99. Shilo	Lakewest Town	Castle Level 2, win 5000 bits from him and he joins
100. Alex	White Deer Inn	Talk to Hilda when you have a castle and they Join
101. Hilda	White Deer Inn	Joins with Alex
102. Bob	2 River (Kobold)	Castle Level 3 and talk to him
103. Ayda	Forest Village	Joins with Feather
104. Pico	Greenhill City	Talk to him when you have Annallee
105. Alberto	Tinto City	Talk to him when you have Pico and Annallee
106. Templton	Toto Village	Go to the Mercenary Fortress after it has

burned down and meet Templton
and then

go to Toto and he joins

107. Hoi Radat Town After Luca has been killed walk into the bar
and stand up for Hoi

108. Gordon Gregminister Make 50,000 Bits from trading and he joins

There are some charaters that do not get a star because they join your party
until you
until you get rid of them and then you have to get them again.

109. Makumaku 2 River City/ Walk back and forth on the road between
Greenhill City 2 River city and Greenhill City with
only
the Main Character and he
should appear in
a battle with you(you can
have other squirles
in the party when doing this)

110. Mikimiki Greenhill City/ Same as Makumaku Execpt walk between
Forest Village Greenhill City and Forest Village

111. Mekumeku Greenhill City/ Same as Makumaku Execpt walk between
Matilda Greenhill City and Matilda

112. Mokumoku Clearing below Same as Makumaku Execpt walk between in the
Forest Village the
clearing below Forest Village

How to get to Rokkaku Hamlet

On the way to Gregminister just after the cliff where you climb a bunch of
latters
go north until you are stopped by trees and then go right until you are in a
path with
trees above you and below you and then keep trying to go down and through
the trees.
There is a hidden path somewhere in this section that leads to the town.

Abizboah and Rulodia

I have hear that there are 4 monsters in total Sigfried, Feather, Rulodia,
and Abizboah.

I have yet to get them. If anyone knows how you can get them when you have
used 2 crystals
on the Sigfried and Feather and If they count as stars E-mail me ASAP. And
is Rulodia a star.

I would like to say thanks to all the people who helped out especially JL
and Spencer Pantera.

__-__-__-__-__-__-EQUIPMENT LIST-__-__-__-__-__-__-

MAJOR thanks to Feral for letting me use this! Again, thanks man!!

Suikoden 2 armor types and equipments listing
compiled by Feral (feralnoa@aol.com)

version 0.9

Added some rare accessories from the Mountain

Climbing mini-game prizes.

Version 0.8 January 23, 2000. Rearranged some of the accessories listed
after further testing.

Version 0.7 January 20, 2000. Started this list.

Don't you just hate it when you find something like Windspun Armor, and it looks really great, but no one (well, no one that you brought along, at any rate) can wear it? Me too. Well, this is my solution to that. This list is intended to show which of the many characters in the Playstation game Suikoden 2 can equip which armors and helmets/headgear, as well as whether they can have a shield. Also hopefully it will eventually have a comprehensive listing of the accessories and which characters those can be equipped by. I had noticed that the instructions booklet which came with Suikoden 2 had a list placing each of the armors into one (or more) of four categories. This then gave me the idea that it could be possible to put together a list of which characters can wear each of the armors, without having to write it all out over and over about 70 or so times. If each character could only wear one type of armor, then it would be comparatively simple to use the categories to predict which armors could be worn by each character, as opposed to manually trying out each combination. Same thing for the helmets/headgear, and it would also be simple to determine whether a character can carry a shield as well. The accessories, on the other hand, pose a bit more of a problem, as the instructions booklet did not provide types for them. Note: This is still preliminary, and some of these are still from guesswork. If you find any mistakes, such as characters/equipment being left out or incorrectly listed, please e-mail me with the correction(s), and how you determined it so I can fix the problem. Also, the instructions booklet that came with the game also had some mistakes in it which I have attempted to catch and fix, but some may still have slipped by.

<http://members.aol.com/feralnoa/Suikoden2/Equip.html>
webpage(html) version of this list with clickable links in tables and some info on runes as well.

List of characters and their armor type, helmet or headgear, shield if they can carry one. Specific unremoveable equipment is in (parentheses).

the hero - Light Armor, Headgear
Amada - MA Karate Suit, Headgear
Anita - Light Armor, Headgear, Shield
Ayda - MA Karate Suit, Headgear
Badeaux - Heavy Armor, Helmet
Bob - MA Karate Suit, Headgear
Bolgan - Light Armor, Helmet
Camus - Light Armor, Helmet, Shield, (Crimson Cape)
Chaco - MA Karate Suit, Headgear
Clive - Light Armor, Headgear
Eilie - MA Karate Suit, Headgear
Flik - Light Armor, Headgear, Shield
Freed - Light Armor, Helmet, Shield, (Water Amulet)
Futch - Light Armor, Helmet, Shield
Gabocha - Light Armor, Headgear
Gantetsu - MA Karate Suit, Headgear
Gengen - Light Armor, Helmet, Shield
Genshu - MA Karate Suit, Headgear
Georg - (Silver Armor), Helmet
Gijimu - Heavy Armor, Helmet

Hai Yo - Light Armor, Headgear
Hanna - Light Armor, Helmet, Shield
Hauser - Light Armor, Helmet
Hix - Light Armor, Headgear, Shield
Hoi - Light Armor, Headgear
Humphrey - (Knight Armor), Helmet
Jowy - Light Armor, Headgear
Kahn - Light Armor, Helmet
Karen - MA Karate Suit, Headgear
Kasumi - MA Karate Suit, Headgear
Killey - Light Armor, Headgear
Kinnison - Light Armor, Headgear
Koyu - Light Armor, Headgear
L.C. Chan - MA Karate Suit, Headgear
Lo Wen - Light Armor, Headgear
Lorelai - Light Armor, Helmet, (Thunder Amulet)
Luc - Robe, Headgear, (Speed Ring)
Mazus - (Robe of Mist), Headgear
McDohl - Light Armor, Headgear
Meg - MA Karate Suit, Headgear, (Lucky Ring)
Miklotov - Heavy Armor, Helmet, (Fire Emblem)
Millie - MA Karate Suit, Headgear
Mondo - MA Karate Suit, Headgear
Nanami - MA Karate Suit, Headgear
Nina - MA Karate Suit, Headgear
Oulan - Light Armor, Helmet, (Power Gloves)
Pesmerga - (Knight Armor, Horned Helmet, Chaos Shield, Guard Ring, Iron Boots)
Rikimaru - Light Armor, Helmet
Rina - MA Karate Suit, Headgear
Sasuke - MA Karate Suit, Headgear
Sheena - Light Armor, Headgear, Shield, (Star Earrings)
Shilo - MA Karate Suit, Headgear
Shin - Light Armor, Headgear
Sid - MA Karate Suit, Headgear
Sierra - MA Karate Suit, Headgear
Simone - Light Armor, Headgear, (Cape of Darkness, Gold Emblem)
Stallion - Light Armor, Headgear, (Winged Boots)
Tai Ho - MA Karate Suit, Headgear
Tengaar - Robe, Headgear, (Wind Amulet)
Tomo - MA Karate Suit, Headgear
Tsai - MA Karate Suit, Headgear
Tuta - Robe, Headgear
Valeria - Light Armor, Headgear, Shield
Viki - Robe, Headgear
Viktor - Light Armor, Headgear
Vincent - Light Armor, Headgear, Shield, (Rose Brooch)
Wakaba - MA Karate Suit, Headgear
Yoshino - MA Karate Suit, Headgear, (Water Amulet)
Zamza - Robe, Headgear

Shiro, Gadget, the five squirrels, Feather, Sigfried, Abizboah and his wife and child can't have anything equipped.

Types of equipment

Helmets/Headgear

Bandana (headgear)	def + 1
Leather Hat (helm/hdgr)	def + 2

Feathered Hat (headgear)	def + 3, Spd + 3, resists wind
Pointed Hat (headgear)	def + 5, protects against balloons
Circuret (helm/hdgr)	def + 7
Half Helmet (helm/hdgr)	def + 10
Head Gear (headgear)	def + 14
Silver Hat (headgear)	def + 19, restores HP, resists darkness
Full Helmet (helmet)	def + 20
Wind Hat (headgear)	def + 24, Spd + 7, resists wind
Flame Helmet (helmet)	def + 30, Str +4, resists fire
Horned Helmet (helmet)	def + 35
Mole Helmet (helm/hdgr)	def + 12, Prevents unfriendly

Armor (R = Robes, MA = Martial Arts Karate Suit, Lt = Light Armor, Hvy = Heavy Armor)

Robe (Lt/MA/R)	def + 1
Tunic (Lt/MA)	def + 2
Leather Coat (Hvy/Lt/MA)	def + 4
Brass Armor (Hvy/Lt)	def + 6
Guard Robe (Lt/MA/R)	def + 7
Karate Uniform (Lt/MA)	def + 10, Tech +5
Leather Armor (Hvy/Lt)	def + 14
Chain Mail (Lt)	def + 16
Ninja Suit (Lt/MA)	def + 17, Spd +15
Half Plate (Hvy)	def + 19
Magic Robe (Lt/MA/R)	def + 22
Thunder God Garb (MA)	def + 25, Hit +10, resists lightning
Scale Mail (Lt)	def + 28
Dragon Armor (Hvy/Lt)	def + 30
Master Robe (MA/R)	def + 33, Restores HP
Full Plate (Hvy)	def + 36
Taikyoku Wear (MA)	def + 40, Spd +10
Master Garb (Lt/MA)	def + 45, Str + 15, Tech + 15
Robe of Mist (MA/R)	def + 47, Repels magic, resists water
Earth Armor (Hvy/Lt)	def + 49, Anti-bat, resists earth
Dream Robe (MA)	def + 52, can't be attacked
Silver Armor (Lt)	def + 55, Restores HP, resists darkness
Knight Armor (Hvy)	def + 58
Blood Armor (Hvy/Lt)	def + 62, Drains HP
Windspun Armor (Hvy)	def + 65, Spd +15, resists wind
Mole Suit (Hvy/Lt/MA/R)	def +29, Resists earth, no target

Shields

Wooden Shield	def + 2
Steel Shield	def + 7
Kite Shield	def + 12
Mangosh	def + 19, Return stab x 1.5
Silver Shield	def + 27, Restores HP, resists darkness
Chaos Shield	def + 34
Earth Shield	def + 36, Anti-bat, resists earth

Accessories

For hands (cannot be worn by Kobolds)

Gloves	def + 2
Gauntlet	def + 4

Power Glove def + 16, Str + 15
Silverlet def + 11
Goldlet def + 18

Footwear (cannot be worn by Wingers or Kobolds)

Wooden Shoes def + 1
Leggings def + 2
Boots def + 3
Toe Shoes def + 9
Winged Boots def + 14, Spd +10
Iron Boots def + 15

Necklaces (can only be worn by Kobolds and Wingers)

Necklace def + 7
Heavy Necklace def + 11
Silver Necklace def + 17, Restores HP
Gold Necklace def + 21, Mag def + 5

Capes (* can be worn by all)

Cape def + 1
Leather Cape def + 5
Fur Cape def + 9
Cape of Darkness def + 12
Crimson Cape def + 14

Emblems (cannot be worn by Kobolds or females)

Fire Emblem def + 7, Str +15, resists fire
Gold Emblem def + 10, Mag def +10

Rings (* can be worn by all)

Guard Ring def + 7, Mag def +10

Rings (not yet tested or found a pattern for)

Speed Ring def + 10, Spd +15
Skill Ring def + 9, Tech +20
Lucky Ring def + 12, Luck +20
Magic Ring def + 7, Mag +15
Power Ring def + 8, Str +20

other accessories (* can be worn by all)

Cheek Guards def + 3
Shoulder Pads def + 5
Belt of Strength def + 6, Str +5

other accessories (can only be worn by feminine characters)

Blue Ribbon def + 6, can't be targeted
Star Earrings def + 8, Restores HP

other accessories (not yet tested or found a pattern for)

Water Amulet def + 6, Repels magic, resists water
Thunder Amulet def + 9, Hit +15, resists lightning
Wind Amulet def + 12, Spd +10, resists wind

Sun Badge def + 4, Restores HP
Fish Badge def + 6, Repels magic (** I can't seem to figure this out)

Wing Ornament def + 19, Spd +12 (can only be worn by Wingers)

Rose Brooch def + 13 (can only be worn by Vincent and Simone)

Special Accessories (these can be equipped by characters other than the ones listed, but won't have any effect)

Rose Bouquet	Narcissus ATK Up (Vincent, Simone)
Millet Dumplings	For Badeaux. Beastmaster ATK Up
Dog Whistle	For Kobold Attack.... (Gengen, Gabocha)
Lubricating Oil	If Meg equips, Gadget's ATT Up
Secret Writings	Ninja ATK Up (Kasumi, Mondo)
Invincible Smile	Fancy Lad ATK Up (** see note)
Cup of Promise	Manly, Bandit ATK Up (Amada, Rikimaru, Gijimu, Koyu, Lo Wen)
Leisure Set	For Family Attack....

Notes

- * can be equipped by all characters, Except those who can't have any items at all, of course.
- ** I thought that it could only be worn by characters younger than 18 years old, but Viki can't wear it and according to Richmond, she's only 16...
- *** I think this is really supposed to be either the Pretty Boy ATK (Flik, Miklotov, and Camus) or the Cutie Boy ATK (Futch, Luc, and Sasuke)

Credits and Thanks to:

whoever at Konami made Suikoden2 and the booklet that came with the game, otherwise I wouldn't have anything to write about.

Aya Brea for chatting with me via e-mail and asking "Don't you hate powerful stuff like Windspun Armor that no one can wear?" which is what gave me the idea to make this list.

The people who post on the Suikoden board at rpgamer for giving me feedback and encouragement (I post on there as Viki) and Pesmerga for just being helpful in general.

Anyone else who helped me in any way that I may have forgotten to mention.

If you'd like to use this list for something, feel free, but Please give me credit for typing it all up and testing most of the stuff to make sure it's accurate.

---Your Castle---

In Suikoden, you had a castle in the middle of a lake. It was comfy and it got the job done. In Suikoden 2, you rule over an entire town!! This town is home to more than just shops, an Inn, and a couple mini-games, as in Suikoden. Rather, it houses about six different mini-games and many, many shops, rooms, and people to talk to. This will hopefully make your Suikoden 2 home a little bit less confusing.

-Levels-

Your town grows every time you recruit someone, but there are certain points in the game where it grows a lot in a quick spurt.

~Level 1~

This is, of course, what it starts on. It stays like this till you have

1. Recruited 30 people
2. Join forces with Two River City

~Level 2~

Once it's level 2, it stays level 2 until you

1. Recruit 61 people
2. Recruit Klaus and Kiba

~Level 3~

The castle starts getting very big and confusing at this point, with the huge amount of rooms and tunnels that, in fact, all join together. If you're not careful you could find

yourself lost in your own castle! But, it gets even bigger as soon as you

1. Recruit 102 people
3. This level is the final level, and last until you beat Suikoden 2

-Shops-

Of course, certain people you recruit run shops in the town and castle. With all 108 characters, you'll have everything from an Inn to a Trade Center.

~Item Shop~

Owner: Alex

Alex runs the Item shop in town, and stocks whatever item shop you've visited before stocked. For example, if you went to a town and went to an item shop that sold Mega Medicine, Mega Medicine will be added to Alex's inventory. Outstandingly useful, if you ask me.

~Armor Shop~

Owner: Hans

Hans, of course, sells Armor. Like Alex, he stocks whatever armor shops you've visited so far.

~Rune Master~

Owner: Jeane

Once Jeane is recruited, you'll have your own Rune Master to engrave, remove, or sell Runes. She sells, you guessed it, whatever the Rune Master's shop's sold that you've visited before!

~Magic Scrolls~

Owner: Raura

This special shop is opened after you get Raura to join you. She specializes in Magic Scrolls (i.e. Flame Wall). This is the only shop of its sort in the game giving it special qualities. Not only does she sell Magic Scrolls, but also if you bring a Rune to her, she'll actually change it into a Scroll!

~Trade Center~

Owner: Gordon

Gordon opens a Trade center, which can make you quite rich. You have to know what to trade at what center, of course, to get the best results. The following chart should clear this up a little. As you can see by looking at it, some items are real good investments, while other aren't as good.

Item to Trade	Best Place to Buy	Best Place to Sell
Ancient Text	700p, Kobold Town	35000p, Forest Town
Book	3500p, Forest Town	7300p, Rockaxe City
Crystal Ball	300p, Crom Village	
Candle	200p, Rokkaku Town	750p, Crom Village
Deer Antler	1100p, Forest Town	5500p, Headquarters
Flute	200p, Headquarters	700p, Rockaxe City
Fur	350p, Headquarters	800p, South Window
Gold Bar	17000p, Rokakku Town	40000p, Highway Town
Holly Barrie	550p, Forest Town	1100p, Rockaxe City
Mayonnaise	400p, South Window	2200p, Highway Town
Musk	4500p, Highway Town	8500p, Crom Village
Native Costume	800p, Gregminster	2500p, Highway Town
Pearl	18000 Rokakku Town	35000p, Rockaxe City
Red Pepper	1200p, Crom Village	3200p, Rockaxe City
Salt	270p, South Window	700p, Rokakku Town
Soy Sauce	300p, Rokakku Town	850p, Gregminster

Sugar	150p, Forest Town	550p, Highway Town
Wine	650p, Gregminster	1900p, Rockaxe City
Wooden Amulet	350p, Kobold Town	850p, Crom Village

-Helpful Areas-

Aside from shops, your town includes other helpful areas of interest, such as an Inn.

~Blacksmith~

Owner: Tessai

This is pretty basic, but sharpening your weapons is pretty darn important. This just go to show you that you shouldn't forget the basics!

~Inn~

Owner: Hilda

Alex's wife, Hilda reopens her old Inn in your headquarters! It is, of course, useful to be able to rest and save before a major battle or something of that nature without having to go to the nearest town and back.

~Appraiser~

Owner: Lebrante

This is the only 'helpful area' I'm not exactly satisfied with. At 400p per appraisal, it's actually better to go to a town and get it done there.

~Telescope~

An interesting addition, indeed. On top of the castle's watchtower, you'll find a telescope that's used for sightseeing. It's useless, actually, but still pretty neat-o.

~Library~

Owner: Emilia

Whenever you get Emilia to join you, you'll get a library. Once you do, go get all your 'Old Books' from the storeroom and give them to her. She'll put them on the shelf and you can read them, intern, getting some sort of history lesson about the game or other information. It's actually quite interesting.

~Storeroom~

Owner: Barbara

This is outstandingly useful, and best of all, you get it at near the start of the game. This is used for storing items that you might not need at the moment, or when you have to make some quick room in your inventory. With the Storeroom, you won't have to drop items nearly as much as you WOULD have to.

~Cartographer~

Owner: Templeton

Otherwise known as a mapmaker, Templeton has made a map of the whole State area. Not only does he give you one when you recruit him, but he also posts one on the wall of your castle. This huge map simply list towns, locations, buildings, and pictures of every town featured in the game (except Greminster, I think).

~The Bar~

Owner: Leona

Now, this may sound a bit useless, but it's actually not. Aside from running the bar, Leona also manages your party members. Of course, this is anything but useless!

~Fast Transportation~

Owner: Viki

Viki is a pretty messed up girl, but she can get you around very fast nonetheless. Once you recruit her, you'll be able to teleport to any single city you've already visited (except Greminster). Something you should know, also. The more you use Viki to get around, the better chance you have of getting accidentally teleported to a secret room in the game! You'll know if Viki says "Huh?" instead of "Shazam!" then you're on your way to the secret room. If you DO get to the room, WALK, don't run, take every treasure you see (its really good stuff) and soon someone will run up the stairs, find you, and throw you out.

-Other Interesting Things and Places-

Interesting things and places are things like the Suggestion Box, or the Bronze Statue you get sometime in the game.

~Suggestion Box~

This appears outside the Main Hall. People write things and leave them in the box for you to read. Of course, there isn't always something in there, but the more people you get, the more letters you get as well.

~Troop Placement~

This is quite nifty, but not really necessary for beating the game. Still, you can tinker around with your units (the ones that are used in major battles). The possibilities are simply endless! I suggest you experiment with this a bit, you may find something you like. When you want to mess with your troops, talk to Apple in the Main Hall.

~Boat~

The boat, which rests at the docks, can be used to sail anywhere in the lake, but you'll probably just start using Viki for your main sort of transportation once you have her.

~Window Settings~

Once you have Tenkou, give him the Window Sets that you've found for new window setting options! Useless, but neat-o!!

~Bronze Statue~

When your castle is finally level 4 a statue will appear on the fourth floor telling you who has been the most useful in the battles of the game to that point.

~Sound Settings~

When you've recruited Connell, give all your Sound Sets to him and you'll be able to change the game's menu sound effects.

~Guardian Deity Statue~

Jude, who you recruit during the game, builds this statue. But you also need to collect all the 16 plans scattered over the world. You can build a Dragon, a Bunny, a Unicorn or a Turtle. Or you can mix them up, which can get... sort of interesting. The first time you build a statue, you'll receive some sort of gift. Below is a list of what you can get. I've used abbreviations so it won't take as long to type (I'm lazy!!!). The abbreviations are as follows:

D = Dragon
R = Rabbit
T = Turtle
U = Unicorn
1 = Plan 1
2 = Plan 2

3 = Plan 3

4 = Plan 4

Body	Tail	Legs	Head	Item you receive
D3	D2	D1	D4	Dragon Incense
U3	U2	D1	D4	Rage Rune
U3	U2	U1	D4	Skunk Rune
U3	U2	T1	D4	Firefly Rune
T3	T2	D1	D4	Gold Bar
T3	U2	R1	D4	Wall Rune
R3	R2	D1	D4	Dragon Incense or Fortune Rune
D3	D2	D1	T4	Silver Armor
D3	U2	U1	T4	Technique Rune
D3	D2	T1	T4	Whirlwind Armor
D3	U2	T1	T4	Silence Rune
T4	U1	R2	U3	Boulder Set or Toy Boat
T4	T1	U2	U3	Mother Earth Rune
T4	R1	D2	U3	Dream Robe
T4	D1	T2	T3	Prosperity Rune
T4	T1	T3	D1	Mother Earth Rune
T4	D1	D2	R3	Robe of Mist
T4	T1	U2	R3	Dryad Rune
T4	T1	R2	R3	Cyclone Rune
R4	R1	U2	U3	Phero Rune
R4	T1	T2	T3	Fine Bone China
R4	R1	T2	T3	Prosperity Rune or Fortune Rune
R4	R1	R3	D2	Chaos Shield
U4	T1	D3	T2	Landscape Painting
U4	T1	R2	D3	Rubber Duck
U4	T1	U2	U3	Hunter Rune
U4	U1	T2	T3	Thunder Rune
U4	U1	T2	T3	Flowing Rune
U4	T1	T2	T3	Goddess Statue
U4	R1	R2	R3	Fortune Rune

~Ranch~

The ranch is where Yuzu hangs out. Whenever you find a farm animal, catch it and she'll take care of it for you. Of course, this really increases the food supply of the restaurant in your castle quite a bit.

~Farm~

Right next to the ranch is this farm. Bring Tony seeds to plant and you'll have a garden in no time at all.

~The Band~

When you've gotten Albert, Pico and Annallee to join, you can talk to them and they'll play you any background music you want to hear from the game. Oh, by the way, be sure to listen to the neat-o morning music (nicely titled Beautiful Morning)!!!

~Richmond~

Richmond can give you nice hints on where to find new recruits, and how to get them. He also tells you secrets about the people in your army!

-Mini Games-

~The Old Whack-A-Mole Game~

Location: The Farm

Owner: Tony

Tony's garden has a lot of moles that need to be beaten, and so you can beat them for him! Alright!! There are about four difficulty levels, beat the four of them and you'll get some Mole armor.

~Fishing~

Location: The Docks

Owner: Yam Koo

Fishing is probably the easiest mini game. Simply keep the power gauge in the big bar going up and down; and you'll have a fish, or a boot. The list goes on. The best fish is Salmon, which can be sold for over 4000p.

~Dancing~

Location: The room behind the stage

Owner: Karen

This can get kinda tough, for me especially cause my reflexes aren't that great. This game has five levels of hardness, and stages four and five are random when it comes to the dance! However, levels one two and three have set dance steps to follow.

Level 1:

Triangle

Square

Circle

X

Triangle

X

Circle

Square

Level 2:

Triangle

Square

Circle

X

Triangle

X

Circle

Square

Triangle

Square

Circle

X

Triangle

X

Circle

Square

Level 3:

Circle

Square

Triangle

Triangle

Square

X

Circle

X

Circle

Square

Triangle

Triangle
Square
X
Circle
X
Circle
Square
Triangle
Triangle
Square
X
Circle
X

Level 4:

Random, but watch out for the use of the L1 and R1 buttons.

Level 5:

Same as Level four.

As you can plainly see, it gets much hardy each dance. You can win some nice stuff from this, though, so good luck!

~The Climbing Game~

Location: Through the door above the restaurant

Owner: The owner of this mini game has no name

This is pretty interesting, I must say. There are three leagues; they all have their own prizes and prices to play. It's pretty much just a big board game, really. But even so, there

are some really nice prizes to be won! To make it really annoying though, the prizes are chosen at random and depend on if you came in 1st, 2nd, or 3rd.

The Expert 10000p League:

3rd	2nd	1st
Mega Medicine	Ninja Suit	Turtle Plans 4
Graffiti	Silverlet	Goldlet
Sunglasses	Sexy Wink	Celadon Urn
Mantle	Kite Shield	Kaikioku Wear
		Millet Dumpling
		Gold Bar
		Dog Whistle

The Intermediate 5000p League:

3rd	2nd	1st
Medicine	Stone of Power	Invisible Smile
Boots	Magic Stone	Ninja Suit
Failure Urn	Boulder Set	Silver Shield
	Lubricating Oil	Secret Writings
	Deer Antler	Blur Dragon Urn
		Leisure Set

The Beginner 1000p League:

3rd	2nd	1st
Medicine	Teriyaki	Karate Uniform
Wooden Shoes	Gauntlet	Cup of Promise
Hex Doll	Blow of Anger Card	Sun Patch
	National Outfit	Wide Urn
		Rose Bouquet

And that's about it! Even though this game can be frustrating, it's also fun, sometimes. ?

~Chinchirorin~

Location: Barracks

Owner: Shilo

Once you get Shilo, you can have the pleasure of playing this outstandingly annoying and frustrating game any time you want!!! YEAH!!!!

~Cooking~

Location: Restraint

Owner: None

This is probably the most popular mini game in Suikoden 2. But it would be a waste of my time to write an ingredients list or something, since there are several on the Internet!

When you recruit Hai Yo, strange chefs will appear and challenge him all the time. Be sure to visit the restaurant often to see if a new chef is there.

-Anything I Might Have Missed-

This section is always open for people to send me anything they want me to put up about the castle that I missed. I only have one thing at the moment, and that is this list of things

to do in your bath. And I've only heard of these things, I've never bothered to do any of them yet. So if you want to tell me any more things to do for bath time fun, or want to tell

me what some of these combos do, feel free.

First you have to get all the flying squirrels. Now you need all the character that show up

on the stone tablet, then you have to have access to all towns, finish all the cooking contest then when you have done all of the above go to where your dock is in your castle. Characara will appear near Yam Koo, chase him until his friends appear (Ruladia, and the other one) then they are yours to control.

There are several hammers hidden throughout the world. Bring these hammers to Tessai and you can automatically jump one of your weapons to a very nice level.

Bring Viktor and Flik into the cypress bath.

Bring Viktor and Flik into the jungle bath.

With any party, put six Blue Dragon Vases around the bath and two Landscape Paintings.

Enter the bath 20 times once your castle reaches level four.

Put six Vases and two Flower Paintings Around the bath.

If you put 6 hex dolls and 2 Graffiti's in the bath, The Hex dolls' eyes begin to shine, and the Graffiti's eyes begin to bleed.

Put six Hex Dolls around the bath.

Put six Chinese Dishes all around the bath.

Put six Pertain Lamps around the bath.

__-_-_-_-_-_-SUGGESTION BOX LETTERS-_-_-_-_-_-__

This isn't a necessary section of the game, or the guide, but I found a lot of these letters interesting and funny. These are, by the way, in alphabetical order, but since I don't have

many up yet it just seems like I just typed them up. But I didn't! Alphabetical all the way!

If you have any letters you'd like to submit, go for it! Send them to jook@ignmail.com!

ARE YOU GOOD?

From Captain Gengen Jonathan, are you good? Gengen is trying very hard to be good solder. Me work hard as a bee.

Gengen

A KNIGHT'S PLEDGE

Lord Hero, as a knight in the service of justice and good, I vow to aid you in any way I can.

Maximillian

A FANTASTIC LETTER

I'm strong and I can use magic. I know you must be happy to have me on your side, but I don't like it when you take me out of the party. Got it?

Zamza

AMAZING TRICK

I taught Bonaparte a new trick. I call it "Swallow the Man". I'll show it to you later.
Bye-
bye.

Millie

BEST OF THE BEST!!!

I've been traning. I'm faster then ever. Faster then the wind!

Stallion

BUSTED AGAIN

That thing on Gadget is busted again. He's making so much noise. Maybe I should tighten his thingamajig.

Meg

BONAPARTE

Bonaparte is so cute. When he saw this box, he wanted to pee on it. But I stopped him.
Tee hee hee.

Millie

COME BY SOMETIME

Why don't you come by and see us once in a while. I think Bolgan misses you.

Eilie

CLEAN UP, BRO

This room really needs a good going over. I moved the dresser and it was so dusty back there!

Hoi

COME ON BY

Sir Hero, Hey there. Why don't ya come by. I'll tell ya all about the country I'm from.

Amada

EXTRA CRYSTALS

If you've got extra crystals, bring them to me. You can't find the scrolls I make anywhere else. Give them a try.

Raura the Scribe

ENCERAGE HIM

Bolgan has been coming a lot recently and has been studying really hard. If you see him, please tell him how proud you are of him.

Emilia

FANTASTIC LETTER #3

With me on your side, you have no excuse for losing. Just remember that and we'll have no problems.

Zamza

GREAT CAPTION

Captain Gengen showed me how to use a sword today. Captain Gengen is so strong!

Gobocha

GREAT CAPTAIN #2

Todat Captain Gengen taught me how to track enemies. You have to sort out the different smells.

Gobocha

GREAT CAPTIAN #3

Captain Gengen taught me how to swim today. He can stay underwater for 15 minutes! The fisherman was so surprised, he jumped in too!

Gobocha

HEY!

This is the suggestion box, huh. Just wanted to see if you'd read this. Hee hee hee. See ya, bro.

Nanami

HA HA HA HA HA..

I know your secret.

Sid

HE HE HE!!

This is a cursed letter. If you don't pass it on to 5 more people, you'll be cursed. Have a nice day.

Cid

HOUSE IN RYUBE

Lord Hero, I've left a bunch of tools at my home in Ryube. I can't do without them.

Tsai

HEALTH WARNING

Lord Hero, you've been looking tired lately. Please remember your health comes first.

Huan

HOW DOES THIS SOUND?

I want to write a letter to Flik. How does this sound? "Lord Flik, you're as lovely as a star in the sky..."

From Nina

HEY BRO

Hope your working hard. As for me, I'm giving it all I've got.

Hoi

I WANT ONE!

Next I want a cute little pink piglet.

Yuzu

I DON'T THINK

Lord Hero, I don't think I'm cut out to be a warrior. What do you think?

Hix

IS IT REALLY OK

Is it really okay for me to be in the New Army? I feel so out of place.

Karen

I'M HAPPY

D'ya know what? Taro... Taro loves Yuzu!

Yuzu

I DON'T GET IT

Why aren't people nicer to my little sweetie, Bonaparte?
He's very nice... once you get to know him.

Millie

I REALLY MESSED UP

I made a slight teleporting error earlier. I was aiming for the restaurant, but I wound up in the men's bath. Boy were they surprised!

Your Viki

I'M SO EMBERESSED..

I'm so embarrassed to be asking you this, but what kind of women do men like? I need some advice.

Teresa

I MISS MY FUTON

I just can't get used to these 'beds' of yours.... I'd appreciate it if you could do something about it.

Mondo

LET'S GET TOGETHER...

Hero, why don't ya come visit me at the docks. The salt air smells great and we can do some fishing together.

Yam Koo

LIBRARY

I was so surprised to hear how few of your solders read books. Fortunately more people seem to be getting interested lately.

Emilia

LIBRARY #2

I hope that even when he war is over, people will continue to come to the library to study and learn....

Emilia

LIFE LESSON!

To live is to fight!!!

Long-Chan Chan

MY SECOND GREAT LETTER

The castle is too hot. Also there are too many people. Why don't you ask some of the less important people to leave?

Zamza

MY DREAM

I want to work hard so I can be a great doctor like Cr. Huan someday.

Tuta

MY SOUL

The hammer is the soul of the blacksmith. If I had better hammers, I could sharpen everyone's weapons to a higher level!!!

Tessai

MY PLANS

I'm planning to marry Hix when we get back to our village. You'll be invited too of course.

Tengaar

MY DEAREST FAMILY

Mary, Thomas, are you well? I'm in the)*&^)*&^ Army now. I hope to return in the spring.

Love,
Gilbert

MY THANKS

Thanks to the Celadon Urn you gave me, I know have 100 vases and my collection is complete. I thank you.

Liberante

MU-MU!!

MUMUMU? Mu-Mu, Mu!!! MUMUMU.....

MU-MU-MU...

"Mu-Mu? MUMUMU???"

MU-MU-MU...

"MU-MUN, MUN? MUMUMUMU....."

NEEDS EXERSISE

That Marlowe guy is always reading books. I think I'll drag him to the dojo for some exercise.

Koyu

OKAY, HOW ABOUT THIS?

I'm going to try a more mature approach. How's this sound: "Ciao, Flik. How ARE you? I'm laying in bed in my pajamas..."

From Nina

PLEASE DO SOMETHING

With all these villages and forts disappearing, it's hard to keep the map updated. Please end this war soon.

Templton

PLEASE COME

Hello!!! Please come to the restaurant! I will make something special for you!!!

Hai Yo

PICNIC

We had a picnic today. It was fun. I ate lots of food.

Bolgan

PLEASE

Please Lord Hero. Please make Hix into a true warrior.

Tengaar

PLEASE

I'm leaving Koyu up to you. He's not smart, but he's lovable just the same.

Lo Wen

RICHMOND INVESTIGATIONS

Remember that all my investigations are handled absolutely discreetly. Loose lips sink ships.

Richmond

SLOW DOWN

From Captain Gengen, Jonathan, don't work too hard. You might hurt yourself. Come talk to Gengen is you feel sad, okay.

Gengen

STRIKE WITH YOUR MIND

To strike truly with your sword, you must strike truly with your mind.

Genshu

SORRY

Oh, sorry about that last letter. I mixed you up with someone else. Don't worry, I won't do it again.

Your Viki

SO NICE

Everyone here is nice. It's a pleasure to wash their cloths.

Yoshino

SUGGESTION

Hey, Lets get some more cute girls to join our army.

Sheena

STRANGE MORTALS

I still do not fully understand you mortals. But I enjoy that wine your friend Viktor sometimes brings me when he is lonely.

Sierra

THAT'S WEIRD

I had to take Gadget apart and put him back together. There were a few screws left when I was done though.... I hope it's okay.

Meg

THEN HOW'S THIS..

How's this: "Dearest Flik. I love thee as a bee loves a flower...." Well, that's just a first draft, but you get the idea...

From Nina

THANK YOU

Lord Hero, I'll never forget how you helped me find the coin that day at the river. Thank you.

Apple

THANKLESS WORK

Considering how much people use my elevator, you would think I could get a 'thank you' once in a while. Don't you agree?

Adlai

THANKS

Thank you for saving Bright. I'll take good care of him. I promise.

Futch

TELL ME

Tell me if you find any new clues about the Sindar. Don't tell you-know-who!

From Lorelai

THE BEST

The food here is great! The best!!!!

Rikimaru

THANKS

Lord Hero, thank you. I'm so happy that you listened to my singing in South Window. I'll never forget you.

Annallee

TODAY'S LESSON

Today, sensei taught me the secret art of kicking. It's all in the back...

Wakaba

TODAY'S LESSON #2

Sensei is still so much stronger than me. I've got a lot to learn still. More training, I guess.

Wakaba

RATS

Lately, the warehouse has been full of rats. Please do something about it...

Barbara

WHAT ABOUT IT?

Did Apple say anything about me? Tell me if you hear anything, okay?

Sheena

WINDOW SET

I saw a Window Set in Greenhill. I wonder what happened to it...

Tenkou

YOU STRONG

From Captain Gengen, Jonathan, you are very strong now. Not as strong as me, but strong enough. Me proud of you.

Gengen

Here are three letters that I don't know the titles for:

I'm not as accomplished a phonologies as my father yet, but I hope to be someday.

Connell

I've gotten used to your lovely castle, but the more I'm here the more I wish I realize I belong in Greenhill.

Teresa Wisemail

Lord Hero, forgive me. I mistakenly put a letter to my family into this box

Gilbert

__-_-_-_-_-_-_-THE OLD BOOKS-_-_-_-_-_-_-

The old books found throughout the game are interesting at the most, they contain information about a number of things you wouldn't normally find out during the game. There are 8 books in all, but these are all I've found. If you've gotten all the books, I'm open to contributions. If you DO send me one of the books (that is, what the book says), I'll be sure to put it up. Thank ya.

Seeker of Sindar

(Personal note about the book: The Sindar are a very strange addition to Suikoden 2. About three of your recruits are people looking for the Sindar treasure, and it makes me wonder if they'll be mentioned anymore throughout the Suikodens.)

Page 1: I spent my life chasing the secrets of the Sindar, but here in these ruins,
Page 2: I've reached the end of my strength. And so I write some of what I've learned.
Page 3: The Sindar are a phantom race. They have become known throughout history and yet their true nature is a mystery.
Page 4: They came from the north and traveled south, leaving mysterious ruins behind them.
Page 5: Legends say the clan leader had a cursed rune inscribed in his forehead.
Page 6: It granted eternal life but doomed the clan to a life of wondering.
Page 7: They say a secret treasure lies in the heart of the ruins,
Page 8: but there are many traps, and most seekers only find death, like myself..

Rare Find List

(Personal note about the book: One of the more useful books of the game. It contains a list of Rare Finds for a lot of the town throughout the game. However, once you buy the Rare Finds, this book won't do you much good.)

Page 1: Ryube: Leather Coat, Brass Armor. Toto: Feather Hat.
Page 2: Kyaro: Winged Boots. Muse: Sun Badge, Guard Robe, Circulet, Water Crystal, Fury Crystal.
Page 3: Coronet: Tunic, Karate Uniform. Kuskus: Sacrificial Jizo.
Page 4: South Window: Half Plate, Kite Shield, Water Crystal. Radat: Speed Ring, Sound Set #5, Magic Robe.
Page 5: Lakewest: Headgear, Earth Crystal. Two River: Guard Ring, Silver Hat, Wizard Crystal.
Page 6: Kobold Village: Gold Emblem, Heavy Necklace. Greenhill: Draining Crystal. Forest Village: Scale Mail.
Page 7: Rockaxe: Silverlet, Brass Armor, Thunder God Garb. Highway Village: Rabbit Plans #2, Thunder Armlet.
Page 8: Banner Village: Rose Brooch, Rabbit Plans #3, Full Plate. Gregminster: Winged Boots, Mangosh, Mother Earth Crystal, Flowing Crystal.
Page 9: Tinto Town: Skill Ring, Wind Hat, Tunic, Kaikyoku Wear. Crom: Magic Ring.

Character List

(Personal note about the book: This doesn't actually list every recruit in the game, but actually just a few. And it doesn't tell you how to recruit them, it just tells you about them and where they can be located.)

Page 1: Clive: From the Howling Voice Guild is chasing a "woman." Be careful of his gun.
Page 2: Oulan: Trying to rid Kuskus of a thief who preys on all female parties.
Page 3: Zamza: Seen in South Window. A master a magic and fists, he can also be seen in Toto.
Page 4: Killy: Hunts for the secrets of the Sindar. Seems to be exploring in South Window.
Page 5: Hoi: A thief who goes in and out of Radat.
Page 6: Simone Vedricci: Staying in Radat while he studies away from home.

Page 7: Pesmerga: Black Knight seems in Toran as well as the Cave of the Winds.

Page 8: Jeane: Rune master from Toran. Opened a shop in Two River.

Page 9: Meg, Gadget: Apprentice to a machination. Seen traveling from Greenhill to Muse.

Page 10: Genshu: Seen at the inn in Coronet. Travels the world to improve his swordsmanship.

The Gate Rune War

(personal note about the book: If you, for some reason, didn't play the first Suikoden, this will possibly shed some light on the Toran Republic. If you DID play the first game, you will have lived the book, and then some. So, aside from getting to read about yourself, the book is rather useless.)

Page 1: The war in which the Toran Republic defeated the Scarlet Moon Empire is known as the "Gate Rune War" or the "Liberation War."

Page 2: The first leader of the victorious Liberation Army was a woman named Odessa Silverburg.

Page 3: She was originally imperial nobility, but her lover was killed by the Empire and Page 4: so she joined the Resistance and formed the Liberation Army.

Page 5: The original members were Flik, Humphery and Sanchez, but according to another member, Viktor,

Page 6: the later victorys were due to the intervention of McDohl, the son of the 6th imperial general.

Page 7: During the war, Odessa was killed and McDohl took over leadership over the Liberation Army.

Page 8: McDohl followed the advice of General Mathiu and set up Hora Castle as the new Liberation Army base.

Page 9: After many battles, they succeeded in over throwing emperor Barbossa.

Page 10: However after helping form a new nation McDohl journeyed off somewhere without seeing the fruits of his long labors.

The Grasslands

(personal note on the book: I've heard rumors that the Grasslands are where the next game may take place. If that turns out to be true, then this will be enlightened a little bit.

This book is very short, one of the shortest books you find, and it doesn't give much info on the actual Grasslands. It just tells you its location (north of Tinto), and who live there,

etc. Anyway, this really makes me want Suikoden 3 to hurry up to see if this is where it takes place... It's ever so mysterious...

Page 1: The Grasslands are a grassy plain stretching from the western part of Tinto to the north.

Page 2: Many different peoples live there, and are trying to take control of it.

Page 3: Tinto plans on more raids in the future, but they're hindered by the Grasslanders,

Page 4: particularly the Karaya and Chisya clans, as well as the Free Knights of Camaro.

Page 5: Recently, border attacks by a group of thieves called the "Keeper of the Flame" have increased.

Page 6: (blank)

__-__-__-__-__-FAQ-__-__-__-__-__

Where the more common questions end up.

Q: How do you use the Blinking Mirror? Lepant has already given it to me, but it doesn't show up in my inventory.

A: It shows up in the 'Special Items' section of your inventory; the same place the Listening Runes are, and the Suiko Map.

Q: Who can where the Windspun Armor?

A: I hear Miklotov can wear it with no problems.

__-__-__-__-__-THANK YOU'S-__-__-__-__-__

I'd like to thank Feral (FeralNoa@aol.com) for his armor list and information (i.e, pointing out some of my mistakes). And Odin135 (Odin135@hotmail.com) for his huge character list which was very helpful. Jakob for all his tons of info. Tim Saxton for his very nifty recruiting trick for... dang... what were there names? The big octopus guys? ?

Elizabeth Hollinger for directions, HP levels, secrets, and her Players Guide published by Prima, which all that stuff is contained in.

This document is copyright Jook and hosted by VGM with permission.