

Suikogaiden Vol. 1 (Import) FAQ/Walkthrough

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Genso Suikogaiden Vol.1 Swordsman of Harmonia
FAQ/Walkthrough Version 1.0
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1. Introduction
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Genso SuikoGaiden is a novel adventure game that release only for Japanese market for Playstation game console. It consist of two volumes, which is:

- Vol.1 ハルモニアの剣士 (Vol.1 Swordsman of Harmonia)
Vol.2 クリスタルバレーの決闘 (Vol.2 Duel At Crystal Valley)

In Vol.1, the story starts around the time when Genso Suikoden 2 begins and ended not long after Jowy taken over Greenhill. Therefore, there are many occasions where you'll meet the 108 Stars of Destiny, including Riou (novel name for Suikoden 2 Hero).

=====
2. Walkthrough
=====

2.1 Episode 1 『来訪者』

Story Flow Chart

```
Start
 |
Q1-1
 |
Q1-2
 |
Q1-3
 |
Q1-4
 |
```

```

    Q1-5
    /   \
B,C|     |A,P<4
  |     |
  |     Q1-6
  |     |
  \     /
    Q1-7
    /   \
  A|     |B
  |     |
Q1-8     |
  |     Q1-10
Q1-9     |
  |     |
  \     /
    Q1-11
    |
    Q1-12
    |
    Q1-13
    |
    End

```

```

=====
Common
=====

```

Q1-1
A) 血は吸わないって約束だろう!!! (Popularity +1)
B) やめろ!!この、妖怪オババ!!! (LP +1)

Q1-2
A) 静かにしてりゃ、可愛げもあるのに... (Popularity +1)
B) こら!人の上で寝るな!!オババっ!! (LP +1, Popularity -1)

Q1-3
A) そいつはアテになりそうだ。 (Popularity +1)
B) いいトシして、なにが“乙女”だ。 (LP +1, Popularity -1)

Q1-4
A) たのむよ。 (Popularity +1)
B) 二度手間になるから、一緒に行くよ。
C) きみの部屋のカギと一緒に... (LP +1, Popularity -1)

Q1-5
A) バスタブをひっくり返す *1
B) 鏡を移動させる
C) 相手の出方を見る
*1 Popularity less than 4 will trigger Q1-6

Q1-6
A) たのむ!!一生のお願いだ!!!
B) さっさとやれ!!妖怪オババ!!! (LP +1, Popularity -1)

Q1-7
A) ここは一旦、逃げた方がいい (Need 4 LP, To Path A)
B) “札”を使う (To Path B)

```

=====

```

Path A

=====

Q1-8

- A) 油断はできない (Need 1 LP)
- B) 彼女のことが心配だ

Q1-9

- A) 今はシエラのところに**戻るのが先だ**
- B) **舌先三寸**で... (Popularity -1)
- C) あきらめたふりをして**勝機**をさぐる

=====

Path B

=====

Q1-10

- A) **時間**かせぎをする
- B) **スパイク**を撃つ

=====

Common

=====

Q1-11

- A) **名前**ぐらい教えてくれてもいいだろう？
- B) **古い友人**って、どれぐらい古いんだ？
- C) “**元恋人**”...ってどこか？

Q1-12

- A) **装備**を確認
- B) **背中**の**剣**に頼る (Need LP 1, Secret +1)

Q1-13

- A) シエラを**返**してもらおう。 (Popularity +1)
- B) その**余裕**が**気**にいら**ない**！ (Secret +1)
- C) **正義**のためだ！！！！ (LP +1)

=====

2.2 Episode 2 『理由』

Story Flow Chart

Start

|

Q2-1

|

Q2-2

/ \

| | P=3

| |

| Q2-3

| |

\ /

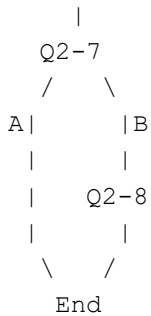
Q2-4

|

Q2-5

|

Q2-6



=====
Common
=====

Q2-1

- A) おれは、ナッシュだ。 (Popularity +1)
- B) おれの名は、ナッシュ・ラトキエ。 (Need LP 1, Popularity +1, Secret +1)
- C) 子供に教える名前は無い。 (Need 2 LP, Ally +1)

Q2-2

- A) このまま表通りをぶらつく (Need 3 LP, LP +1, Ally +1) *2
 - B) 人気の少ない裏通りに行ってみる (Need 1 LP, Ally +1)
- *2 Popularity more than 3 will trigger Q2-3

Q2-3

- A) ...君、ハルモニアの出身だね？ (Popularity +1, Secret +1)
- B) ...君、スカートの後ろの裾が... (Popularity -1)

Q2-4

- A) 気にしないで食べる (LP +1)
- B) やっぱり遠慮しておく (Need 3 LP, LP +1)

Q2-5

- A) 門番を言いくるめる
- B) 夜まで待つ (Need 2 LP, Ally +1)

Q2-6

- A) とにかく、じっとしている
- B) テント内を調べつつ待つ (Need 5 LP, Ally +1)

Q2-7

- A) そういう言い方、かわいくないぜ。 (Secret +1)
 - B) だったら好きにしな。 (Need 2 LP) *3
- *3 Followed by Q2-8

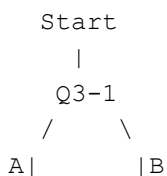
Q2-8

- A) なあ、おまえ、もどったらどうするんだ？
- B) じゃあ、またな。 (Need 2 LP)

=====

2.3 Episode 3 『帰る場所』

Story Flow Chart



```

|       |
Q3-2  Q3-5
|       |
Q3-3  Q3-6
|       |
Q3-4  Q3-7
|       |
Forest |
|       |
 \     /
      End

```

Path A Forest Guide

```

          Start
        /         \
    左|           |右
    |   右       |
(1)熊 -----> (2)ラウラ
    |           /   |
    左|       左|   |右
    |           |   |
(3)シロウ <---- (4)メイザース
    |           左   |
    |           |   |右
    |           |   |
    \         /
      (5)アダリー
        |
        Exit

```

=====
Common
=====

Q3-1
A) 思い切って飛び移る (Need 10 LP, To Path A)
B) 迂回して谷沿いに進む (To Path B, LP +1)

=====
Path A
=====

Q3-2
A) 気にしないで買う
B) やはり、あやしい...

Q3-3
A) だったら、一緒に行くか? (Popularity +1)
B) そいつは大変だな...

Q3-4
A) ...何...してるのかな?
B) ...水、冷たく...ない?

=====
Path B
=====

Q3-5

- A) スパイクの引き金に手をやった (Need 1 LP)
- B) 閃光筒を手の中にすべらせた
- C) 投げナイフを手の中にすべらせた (Need 1 LP)

Q3-6

- A) 札を使って... (Need 1 LP)
- B) 降参したふりをして... (Secret +1)

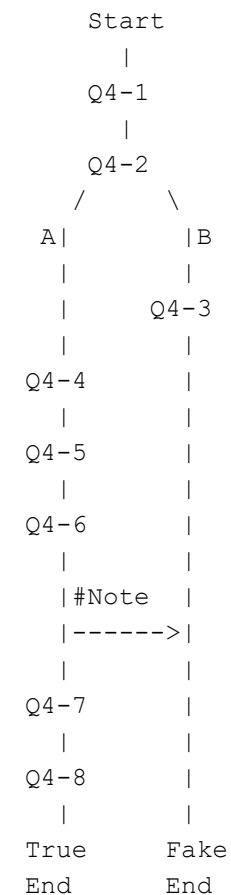
Q3-7

- A) いや...なんでもない
- B) あの事件は...本当におまえが? (Need 3 LP) *4
*4 If you have very high Popularity, it will cost 0 LP.

=====

2.4 Last Episode 『戦いの終わり始まり』

----- Story Flow Chart -----



=====
Common
=====

Q4-1

- A) とにかく前へ (Need 1 LP, Ally +1)
- B) あきらめてもどる (LP +1)

Q4-2

- A) 力を貸す (Popularity +1)
- B) どうにか逃げ出す *4
*4 Followed by Q4-3

Q4-3

- A) わかった、手を貸そう
- B) それはできない相談だ (Popularity -1, To Fake Ending)

Q4-4

- A) しかたない、おれが！！
- B) くそっ、誰か... (Need 2 LP, Ally +1)

Q4-5

- A) ここでテレーズがやられたら...
- B) 頼む！！当たるな！！！！ (Need 2 LP, Ally +1)

Q4-6

- A) 新手か！！！！
- B) 誰だ！！！！ (Need 3 LP, Ally +1)

NOTE

If you get "The End" here, it will be Fake Ending.

To get True Ending, you must meet either Stallion (Q4-5 = B)
or Georg Prime (Q4-6 = B).

#####

Q4-7

- A) そうだな... (Popularity +1)
- B) 遠慮させてもらうよ。 (Popularity -1)

Q4-8

- A) 行っちゃダメだ！
- B) 行くのか...?

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3. SPECIAL (CG) Listing

=====

- 1 Episode 1
- 2 Episode 1
- 3 Episode 1
- 4 Episode 1
- 5 Episode 1
- 6 Episode 1, Path A
- 7 Episode 1
- 8 Episode 1 Q1-1 choose B
- 9 Episode 1 Q1-2 choose B
- 10 Episode 1
- 11 Episode 1 Popularity = 4
- 12 Episode 1 Popularity less than 4
- 13 Episode 1, Path B
- 14 Episode 1 Q1-8 choose A
- 15 Episode 1, Path A
- 16 Episode 1, Path B
- 17 Episode 1, Path B
- 18 Episode 1, Path B
- 19 Episode 1
- 20 Episode 1
- 21 Episode 1
- 22 Episode 1
- 23 Episode 1
- 24 Episode 1
- 25 Episode 1
- 26 Episode 1
- 27 Episode 1

28 Episode 1 Q1-12 choose B
29 Episode 1
30 Episode 1
31 Episode 1
32 Episode 1
33 Episode 1
34 Episode 1
35 Episode 1
36 Episode 1
37 Episode 1
38 Episode 1 Popularity = 5
39 Episode 1

40 Episode 2
41 Episode 2 Q2-2 choose A, Popularity more than 3
42 Episode 2 Q2-2 choose B, Secret = 2
43 Episode 2
44 Episode 2
45 Episode 2
46 Episode 2
47 Episode 2
48 Episode 2
49 Episode 2
50 Episode 2 Q2-6 choose B
51 Episode 2
52 Episode 2
53 Episode 2
54 Episode 2
55 Episode 2
56 Episode 2
57 Episode 2
58 Episode 2
59 Episode 2
60 Episode 2
61 Episode 2
62 Episode 2 Q2-7 choose A
63 Episode 2 Q2-7 choose B
64 Episode 2 Q2-8 choose B
65 Episode 2
66 Episode 2
67 Episode 2
68 Episode 2

69 Episode 3, Path B, Q3-5 choose A
70 Episode 3, Path B, Q3-5 choose C
71 Episode 3, Path B, Q3-6 choose A
72 Episode 3, Path B
73 Episode 3, Path B
74 Episode 3, Path B
75 Episode 3, Path B
76 Episode 3, Path B
77 Episode 3, Path B
78 Episode 3, Path B
79 Episode 3, Path B
80 Episode 3, Path B
81 Episode 3, Path B
82 Episode 3, Path B
83 Episode 3, Path B
84 Episode 3, Path B
85 Episode 3, Path B, Q3-7 choose B

86 Episode 3, Path B, Q3-7 choose B
87 Episode 3, Path B
88 Episode 3, Path B
89 Episode 3, Path B
90 Episode 3, Path B
91 Episode 3, Path B
92 Episode 3, Path B
93 Episode 3, Path B
94 Episode 3, Path B
95 Episode 3, Path A
96 Episode 3, Path A
97 Episode 3, Path A, At Forest, go to (4)メイザース
98 Episode 3, Path A
99 Episode 3, Path A
100 Episode 3, Path A
101 Episode 3, Path A, At Forest, go to (4)メイザース
102 Episode 3, Path A
103 Episode 3, Path A
104 Episode 3, Path A
105 Episode 3, Path A
106 Episode 3, Path A

107 Last Episode
108 Last Episode
109 Last Episode
110 Last Episode
111 Last Episode, Q4-2 choose A
112 Last Episode, Q4-2 choose B
113 Last Episode
114 Last Episode
115 Last Episode
116 Last Episode
117 Last Episode
118 Last Episode
119 Last Episode
120 Last Episode, Q4-4 choose A
121 Last Episode, Q4-4 choose A
122 Last Episode, Q4-5 choose B
123 Last Episode
124 Last Episode
125 Last Episode, Q4-6 choose B
126 Last Episode
127 Last Episode
128 Last Episode
129 Last Episode
130 Last Episode
131 Last Episode
132 Last Episode

133 True Ending with Episode 3 Path A
134 True Ending with Secret 6
135 True Ending with Popularity 8
136 True Ending with LP 8
137 True Ending with Ally 7
138 True Ending

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4. Tips & Tricks
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4.1 In-game menu

Any time during the game (except when making choices), press the triangle button will open up a menu. Here you can save, load, and set text display speed and such.

4.2 Auto message

If you finished the game once, you can press R1 button to make previously viewed text to instant display plus auto scroll. And you don't have to worry if you'll miss anything new, because this feature will be disable (back to default) when showing something you have not watch before.

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5. Frequent Asked Questions
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Q I can't read Japanese, is the game available in English?

A Sadly, it seems Konami has no further plans to release the game in North America or Europe regions. But there are a fan based translation on progress, you can have a look over here:

<http://www.freewebs.com/ramsus-kun/Suikogaiden/Home.htm>

Q What is that bar thing on the right of the screen? Is that Life Meter?

A That is Luck Point (LP). You'll need them when you want to make a "brave" decision (from refusing Nanami's cooking to jumping off a cliff). And don't worry, having 10 LP won't result in Game Over.

Q What are those Secret +1, Popularity +1 and Ally +1 that I keep seeing in this guide?

A These are secret parameter that the game used as a requirement to unlock certain scenes. Also, there are some special picture that will only unlock when you clear the game with the parameter at certain value.

Q What data is needed to convert?

A For a start, you'll need final save data (in Gregminster) from the first Suikoden and convert that to Suikoden 2. Then, play Suikoden 2 until the final save point (in L'Renouille). Now you can convert it into SuikoGaiden Vol.1.

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6. Closing
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Special thanks to
Konami for develop and publish a great game series known as Genso Suikoden.

=====
Written by Rufas Wan
<http://suikogaidentranslation.freeforums.org/member33.html>
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