Suikogaiden Vol. 1 (Import) FAQ

by awdoran   Updated to v1.1 on May 9, 2004

```
                          (%/BG/^
                       OGC(SO6(~s7@G
                     GGO//S#O#GS#(/(G
                    Kt/^Q%R/tS%eCG%6#C
                    7O/%/S^ G/^/(7sSG
                    C/(/%CR ^/%St(sS#s
                    Rs(s@~@(((t%3#7sRO
                     Q7     ~(///(3C%6
                     K6    Be(t7%3@
                     t       /((%Ce@
                     @@@(   ^t%BO6R
                   Ot/(@O@#O@/6#R#@RR@@
                 /@C~^^G #G@##SR@~(@S%S7OC#S3
                /(##C6G#~C#3GtG@K3%(S%sG%#%@KGRO
              R%(@S/S/s~%@@/(6/sO%C@(G6#QO7KsG6%#S
             O^ORO#@^/B6~6%/CtO7%#G@GO6B3GRC6@es6GssR
            R@3s~%ROOt S/~%OCCR@B%Ses%CKB@#Qs6O@K#@%
           OOOOQO%QR^s%//6OOG(OC73@7C@KC#%%GsCGOGSOB
           RGG#((7##@6/S@~3/s#S@C3C#t@##R@@@B@@#KQQQSt
          QQRQ  S#@GBR@%/7%SC(@#@G3   ~/@####@QSQ#####
          GGRBRBeOs(@Rt(tO@B@RBOSGQ@SO^/G@##@##KQQQQQK(
         OO(Q6OOOGS#RR^  ~R#B#ROGGOOGQRBRS@B#B#QSSQ#KQ@
         C#@R@ROOOO#@RQ(  /RRBs#OGeGGGQQQ#SGQeGeGeSQKSQQR
         @R#RB@OOOO@RR6%  ^RRRO#OOeSKSeQQSB###R#K###QQKKt
         #RR@BB@B#R#R@Gs  /#####BR RK###KK#sR@SeeSK#####@
        G##R@B@@@##RRRG/K  sRRRRRRRB@@BB@Se3#@SSSKKQKK####
        ^RBB@@RRR@R###R~ @  #@R#RRR#RRB@@@@@@B@@SK@@@@6(G#R%
        R###@@B@@K#R#RR R  S@R#####R@@RRR@K@@R#@@@B@BRBS#Q@
        QRR##RRB@RR#R@~ s  ^S###RB@@@@@BBO@@B@K@R@RRBBR@@RK
        O##@@~~%B#BBRG  %   /RRRRRRB@@@@RR@  QQ@RRB@BBBORQ/
        (B BSSS####R#/^ /  /RR####RRR@B#C@/  3KR@RRRRR@O#@
       RO OOOK@@###R@%  ^  ^@@@R#RRRRBB@@@    @RRB@@@@@G@
       %/#OO#@QR@@@B@B  3 ^ /@@@@@@@@@@@@@@@B   #@@BRRRRR(K(
      GQ//OG@R@#####@(  @^^ /@RRRRRRBRRRKR@    BRRRRRRRRKB
      (( /@R#S6RRRRs/ ~R /^@BB@BBR% @BB#@@    sBRRRRRBB@@K
        ^/RGO#OQsRC^ BRC  #@B@@RR#RQ@B@e@     RR@@RR@@BQK
        RB@6G6#GQR@(B@   OBRRR#O#BBBR@#R    /RRRRRBRR%K@
       6##R@CKGSRC6SB#RGGB@@@@BRS#@B@@RR(    SBBBBBB@@RQ^
      % G@###B@#@SQS@BBeQQsS@@@RO@e@@/ QQ   sRRRR@@@@SRR
       / S####@7%CRR~#O6O#BBSKQ@R#QQ@@%/Q @K(/@@@B@@B@#
      #/ @B##R%  /B#RBBQ@@@RQ@SR@@#B@@@R@ %^^/~t((R7#R@
      s@  @RRR/  tBQQBCeGK6/@RRR%%eS@@RSR QSQKB@(~(((7C3
      Q/  ~RRRR  @s#RGB#GS/^(@G@%@G~@BGROKQeSQK####K@B#@
      O~B  /RS~  #K(ORBG#RG@@@eOOS#@@K#Q~KSSSQKK###K%BR
      %/^       /#O6OBG  7(/~77R@@eSQ@C%B@BSeKKKKK#@7%#
      %////(t77%3(/@%@@   /~7B##K#QRB6QSK##B@@BRKR%%s
     O//////~~~/67G%@B@%G(3%O%#S#sSBBCSe@SSK#Q#R@/ ^
     3/////~~/%7%%%7@BB@O(//~(BOQ#QQR%@S@SQBKSR#@
     ^/////////(t(%(CC33BC7G///BG#RQR%ORKe#KQRRR
      (~////~((~~(G(OG@Kt%/~((/@#KQRB3O#QKRRBR
      /////~~//~(((t      ////~~BBCR3KBQQ/
      ///////////~tO     S///~~/CQSQC((3
     G//////////t(#      ~~~~~/~eS@C((s
      /////////((7B       ^/~///~~~(((((@
```

```
        (////////~/%Q          e~//~~~(~~(~e3
       S/////////%(%            //~~~~~~~(((7C
      //////////~(G/           (~~~~~((~~((Q6
     ~//////~(%S(             t~~~~~~((((((G
     ~////~~(7(Q%             ~~~~~~~((((tG
     t///~~~~(tG/             G~~~~~~~(t77O
     O~//////((7##            (~~~~~((~7O
     s/////~~~(7(             t(~~~~~(((Os
     G/////~/~~%(              ~(~(~~~~(((Q
     s~//~~~(t7ts             Q((~(((((7t~R
      %/~~/~~tsG@G             ~((~~G%t77%e
      6~/~tGGO(((7            K~~~~((((%tCO
      Ce~/~//se(7(            #~~(((t%%7OC
      (/~~(~~((B77            7((t(((((t7O
      s~~~~~~~/(Q(            (~~((t%t(%7R^
       ~/~~~~~~(Q(^           R~~~((((%%tQQ
       /~~~(((((7G7#          (~(((((((((3s/
       @((~~~(((t#%%          (((((((((ttOR
      R%~~~~~(3CRR%O          @~((((ttt6%G
       QK(#3sRR#B@@           ~#B(%%tt(7%@(K
      %6@@GORB@@@@S/          @ttst~(t(((((@@
       %3CCOOQSQ#s6           @@@O7#QR#Q@@Q#
       OR%%%C66s6OK           @%CR#KB#@@SSsB
       SR3CC6sO6S6            O6C3C66OOee#3
       O3%%%CCO66R            @C%%%3CQGB@@R
       #%%%3COOOOS            6%%C3C@@@QK7
       @@66COOOsQ             C3%3CC6OeSe/
       @Q#R#RB@B@             OGRe6OGKSS@
       G@K6@6@@@#             ORB@BBR@@BB
       %R#%O#RBBQ@t           ###RRBG#RC
      ~QGBRRG#@@@Re           GRO@@QR#RO
     #BR@sSOKRB@@KG6          K@RSS@R@@@
    RCS#CGG@#@@@@@SG6^        /Q#@@S#@O#B
   O%3333OS6#@BBB@BBSK##      6Re@3ORBQ@BR
  /%6%%%COeSeGGOeB@B@RRB      Q#@6GQ@#QR@
 #@C36OOGOOGG6@@@  ^         RQ@RRRRG@R@#
  ##R#R#BR@@@@@/             #@C%CsOGeSSSQ
    /#@@@#         -Nash Latkje    G6CCC6#OeSRSQ
                             B@C6OGGSSSSSQ%
                             RK#B#OGGGS#@@R
                              BKKRBB@@@@@
```

```
        *********************************
              Genso Suikogaiden Volume 1
                       FAQ
            (c) Adam Doran (awdoran(AT)msn.com)
        *********************************
```

```
                          YADDA YADDA YADDA

_____
CONTENTS
 yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

CONTENTS
INTRODUCTION
CONTROLS
BASICS
FREQUENTLY ASKED QUESTIONS
CLOSURE

```
_____
INTRODUCTION
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

Suikogaiden has you playing as Nash Latkje in a text based RPG. There
are no random battles, no level ups, just pure story progression which
all takes place during the same time period as that of Suikoden 2.
During the game you will come across many characters from the series
which you may or may not be familiar with already. Most of the
enjoyment for those of us who only understand English will be from the
artwork, music and sound effects as the entire game is in Japanese
except for the title screen :)

```
_____
CONTROLS
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

  Directional Buttons - Make selections, usually just up and down.
  O / L1 - Decide/Skip Text
  X / L2 - Cancel
  Square - Hide Text (so you can see the background art by itself)
  Select - System Menu

```
_____
BASICS
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

The game is pretty simple to play through as it's just a text based RPG
all you really need to do is to make decisions based on what's
happening in the story, these decisions can be selected once they popup
either in the characters text box or when the screen goes black. In
either case the selected decision will be hilighted in blue. Press the
Directional buttons on the controller to move to your decision and then
press O to comfirm it.

Story points, represented by 10 squares to the right of the character
dialogue box, will often be needed to take certain actions. Early in the
game the first decision requires 4 points. Depending on your
decisions made when interacting with certain characters you will
sometimes be awarded a point (and a sound to comfirm it) and one of the
squares will be filled in red. I do not know which decisions get you
points as I don't even understand half of the game myself, you just have
to play through yourself until a translation is available.

By pressing the System Menu button (Select) you bring up 4 choices,
these are:

  SAVE GAME
  LOAD GAME

```
     MESSEGE SPEED       - Fast/Slow
     CONTROLLER VIBRATION - On/off
```

_____
FREQUENTLY ASKED QUESTIONS
ʸʸʸ

How do I save my game?
=======================
At any time in the game where a characters text box is displayed,
press the Select button on the controller to bring up the menu.
Save is the very first top most option. Once you press O on it, you
will be taken to the memory card screen. Here, there are 8 boxes for
you to save your game to, choose any box and press O. The small box
that pops up is just comfirmation, Do you want to save? Yes/No. Select
Yes and it will save the game for you.

What are the 10 squares at the side of the text box?
==
These are story points. Based on decisions made within the game you
may be rewarded with a point. these points can often be spent taking
actions at specific points in the game. So you can play through the game
a few times, but each time saveing your points for different actions. If
you don't collect enough points these decisions will be made unavailable
for you and you will have to proceed differently.

How many 'Episodes' are there?
==============================
There are 4 Episodes in Suikogaiden Vol. 1.

What is 'Special' on the title screen?
======================================
When you complete the game you are given the option to save. Save your
game then on the title screen select Special. After recognising that
you have finished the game, you get access to all the artwork that you
have seen during the game. To get 100% you will have to play through
multiple times and select different routes. For example about mid
way through the game you get to choose something which costs all 10
story points! So you'll have to find ways to earn that much and then
spend them all on that decision, which will undoubtedly give you more
artwork.

Is there a version of this in English?
======================================
Unfortunatly no. My guess is because Konami didn't imagine the game
selling too well in the West due to it's unique style and lack of
action, they are probably right though giving a game like Shenmue as an
example.

How many memory card blocks does the game need for saves?
===
2 blocks are needed to save a total of 8 potential games.

```
_____
CLOSURE
ݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷݷ
Thanks for reading this FAQ, I hope it was usefull! if you have any
questions feel free to email me, my address is located at the top of
the FAQ, I don't mind answering anything :)

I will probably get round to making a similiar FAQ for Vol.2 once
my game arrives so check that out too.


                            END OF FAQ
-----------------------------------------------------------------------
        (c) Copyright 2003 Adam Doran (awdoran(AT)msn.com).
-----------------------------------------------------------------------
```