

The Legend of Dragoon FAQ/Walkthrough

by Mysticcat

Updated to vFinal on Jul 6, 2004

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GAME INTRODUCTION

Name : The Legend of Dragoon (English version)

Genre : Traditional RPG

Developer : SCEI

Publisher : SCEA

Platform : Sony Playstation

FAQS PROPERTY

FAQs author : Phan Nguyen Khanh Dan "Mysticcat"

Version : Final (5th update)

Contact author : fireaquarian@yahoo.com

Begin : August 1st 2001

T.A.B.L.E. O.F. C.O.N.T.E.N.T.S.

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1/ I.N.T.R.O.D.U.C.T.I.O.N.

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"Legend of Dragoon" is a trademark of Sony Computer Entertainment. This game was released in 2000 as a Traditional RPG. Good graphic and system. Although it hasn't been attracted as the eminent Final Fantasy Series, it's still a fine game. I'm a fan of Survival Horror Games and Traditional RPG. I have been successful at making guides for Resident Evil Series in Gamefaqs.com and now I continue. "Legend of Dragoon" is one of my favourite RPG games. So I decide to make this FAQs for the players who have the same opinion with me. I played this game one years ago and now it's hard for me to write it again. But I'll try. This is my favourite work, even my FAQs might not be perfect. But I like to do something for what I want. You readers can have ideas with the guide or

repair mistakes about spells or guide display. I make this guide for English version only. But I also write anything I know about the Japanese

version for you readers. Any ideas, contact me at [fireaquarian@yahoo.com](mailto:fireaquarian@yahoo.com).

Permit to have the first prologue about this game (got from SCEI):

" Morocco - June 13th 2000

Professor Jonas Van Heukelum and his team uncovered a winged human skeleton in hidden underground caverns south of the Atlas Mountain Range. They believed that this discovery was the skeletal remains of the Dragoons, which according to local folklore, once populated this region.

This exciting discovery spawned a multimillion dollar excavation of the surrounding area..."

Okay, before we begin, I want to remind you something :

GENERAL NOTES :

- SOMETIMES IN EACH PART OF THE FAQS, I HAVE WRITTEN A PART NAMED "IMPORTANT NOTES" THAT EXPLAIN FOR YOU THE SPECIAL SYMBOLS OR ADVICE OF USING THAT MENU. PLEASE PAY ATTENTION TO THEM AVOIDING READERS WILL PUZZLE.

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2/ L.E.G.A.L. S.T.U.F.F.

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ANYONE WHO READ THIS FAQS, PLEASE READ THIS RULE FIRST :

- ANYONE WHO WHO WANT TO USE THIS FAQS FOR ANY PURPOSE, PLEASE E-MAIL ME AT FIRST AND LET ME KNOW YOUR PURPOSE. IF YOU ASK ME POLITELY, I'M WILLING TO ACCEPT AND ALLOW TO USE IT AS YOU WANT.

- THIS FAQS CAN'T BE ALTERED, COPIED OR USED IN COMMERCE. IT CAN'T BE USED AS A THING TO SELL OR A GIFT ETC WITHOUT THE OWNER'S PERMISSION.

THIS FAQS IS POSSESSED BY ME - PHAN NGUYEN KHANH DAN. JUST TALK TO ME BEFORE DOING ON IT.

CURRENTLY IT'S AVAILABLE AT :

- [Http://www.gamefaqs.com](http://www.gamefaqs.com)

This is my greatest gaming site, run by Jeff "CJC" Veasay. It contains everything about strategy guides, reviews, game and hardware info, and a huge message board. New info is always updated the fastest. You can't miss this site.

- [Http://www.psxcodez.com](http://www.psxcodez.com)

This site contains guides and some other stuffs. It works in Deutsch and English.

- [Http://www.neoseeker.com](http://www.neoseeker.com)

A big gaming site about games and hardwares, including strategy guides, reviews and game screenshots.

- [Http://hometown.aol.com/blueseadragoon1](http://hometown.aol.com/blueseadragoon1)

A site built by a fan of Legend of Dragoon. Good-designed, beautiful images, including strategy guide and Character FAQ.

- [Http://www.cheathappens.com](http://www.cheathappens.com)

A new site of gaming.

- [Http://www.legend\\_of\\_dragoon.tripod.com](http://www.legend_of_dragoon.tripod.com)  
Well, another site made for "Legend of Dragoon".
- [Http://geocities.com/ninja\\_squirrel\\_17](http://geocities.com/ninja_squirrel_17)  
A new gaming site. Good-looking design.
- [Http://www.lod-squared.com](http://www.lod-squared.com)  
A website containing everything about The Legend of Dragoon exclusively, made by a fan.
- [Http://www.geocities.com/beedrill130/legendofthedragoon.html](http://www.geocities.com/beedrill130/legendofthedragoon.html)  
Another fan site dedicating to Legend of the Dragoon game.
- <http://www.supercheats.com>  
Another high-qualified gaming site, worth a visit.

IMPORTANT NOTES :

I FREQUENTLY UPDATE MY GUIDE AND SEND TO GAMEFAQS.COM. SO THE OTHER LINKS WHO USE THIS FAQS WITH MY PERMISSION SHOULD CHECK IT OUT ONCE OR TWICE A MONTH FOR ANY CHANGE.

THANK YOU ! AND SORRY FOR BEING RUDE.

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3/ U.P.D.A.T.E./ R.E.V.I.S.I.O.N. H.I.S.T.O.R.Y.

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- Version Final, fifth update (July 3rd 2002)  
Added reader's contribution.  
Change of some format.
- Version Final, fourth update (May 12th 2002)  
More mistakes fixed.  
More info added.  
More websites available to use the guide.
- Version Final, third update (April 11th 2002)  
One reader, Alex Sandro Dutra, has emailed me about a little mistake in "Stardust List". I have missed one stardust location and that's really a major mistake. As Alex' command, I have fixed it, re-updating the guide at the same time. Thanks to Alex.
- Version Final (April 6th 2002)  
It seems that I need more training at English words. I have spotted many mistakes about word using that my former process couldn't realize. I really apologize to those who can't understand what I write.  
As some readers' commands to correct those kinds of little mistakes, I have got some spare time to fix the FAQ again. Hope it'll better now. Thank you again, my readers ! ^\_^
- Version Final (March 19th 2002)  
Many emails have been sent again. It's time for me to update this guide again. I can't seal my feeling when people heartily read and have ideas with my FAQ. Big thank to all of you, readers. Today I decide to fix some points of the guide and make it better-looking.

- Version 8.0 (February 24th 2002)

I have made this guide mainly for fun. I had thought that it was not as valuable as the former guides, like Desmond Xie had made a very great guide. But after a time, I couldn't believe that there have been several emails sent to me asking about this game. Some of them are sent just to thank. I'm really glad about this, I think that I should do as better as I can. Today I have taken a whole survey of the guide and repaired mistakes, added some more notes to boss strategy. Please let me thank you too all readers.

- Version 7.5 (December 9th 2001)

After some months since this guide was posted in available sites, there have been several emails sent to me, asking different questions about the game that I can't show in walkthrough as such very little details. So then I decide to open a familiar section "Frequently Asked Questions" to answer questions about those details. Hope that it'll be useful for you.

- Version 7.0 (September 4th 2001)

I have received a mail from a reader named Beno Jange who wanted to contribute the rule to open the chest in Phantom Ship. I really thank him about this contribution. His name is written in my "Special Thanks" menu.

- Version 6.5 (August 20th 2001)

Added "Level up & Level Board" in Basic Terms

Added "Difficulty" in boss strategy

Added "Boss Supporter List"

With the level board, I think the players could know and estimate the character's status to continue on battle easily. This is also necessary, too.

The difficulty might help the players to anticipate the next battle they must fight. I think I'm right to add this.

- Version 6.0 (August 17th 2001)

Added "Mini-game List"

Added "Other characters"

Added "Song Lyric"

Added "Story and Timeline"

Repair mistakes

I added these parts for the guide to be more perfect and useful. With the "Story", the readers who want to find out about the game without playing or take a glimpse at it can understand about "The Legend of Dragoon". This story is written following the order of walkthrough and the full story of the game. It could explain to you the illogical episodes or the real story of the game. I have told very carefully in this part.

- Version 5.0 (August 16th 2001)

Added "Special Enemy list"

Change some topics

Added "Game Shark Codes"

"Enemy List" is also necessary for a real FAQs. The change is only an optional part. Game Shark Codes could have this guide grown. I think I still add more thing. This is not enough...

- Version 4.0 (August 11th 2001)

Complete the "Additions"

Added "Shop List"

Added "Related Character List"

"Additions" are important in the game. But the bad truth is that I can't play all of them. Anyway, to write this guide, I have tried to do my best and collected information from other sources with official purpose. "Shop List" and "Related character List" are only optional, but I think I should make them, too.

- Version 3.0 (August 10th 2001)

Repair the whole FAQs

Added "Martel's Items"

Added "Prologue"

Added "Dragoon Spell Effect"

Now this guide is almost complete. I just add more menus and important parts to make the FAQs more various and have enough information for players. Collecting information is my most necessary work.

- Version 2.0 (August 7th 2001)

Added "Armor List"

Added "Save & Rest"

Repair "Dragoon System"

Repair mistakes

These parts are really hard. I must try to collect all the items and spells to establish the menus. Write lists of items or equipments are not my good job. But I will try.

- Version 1.0 (August 1st 2001)

FAQs started...

This is my first guide for a Traditional RPG. I hope it would be successful...

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4/ B.A.S.I.C. T.E.R.M.S.

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#### A. CONTROLS

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- Circle : Run/avoiding counter attack
- Cross : OK/using additions
- Square : N/A
- Triangle : open menu screen
- R1 : rotate the angles in world  
turn on/off the showing arrow
- R2 : zoom out the world map  
rotate the battle field camera angles
- L1 : rotate the angles in world  
zoom in the world map.
- L2 : zoom in the world map.

#### \* WHAT'S THE MEANING OF THE SHOWING ARROW ?

The arrow shows you your position. It's always on your character unless you turn off it. Its colors have meanings,too :

- Blue : you are in fine condition.
- Yellow : you are gonna to the dangerous area.
- Red : you'll be attacked soon.

The colors inform when you will face the random battles. That means

you can guess your current situation and prepare to fight. Final Fantasy series doesn't have this.

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B. BATTLE SYSTEM

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BASICS :

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- HP : Hit Points. It represents your health. This is your standard stat. If HP reaches 0, your character is dead. He/she can be directedly revived by Holy Ankh, or they will be automatically recovered with 1 HP when the current battle is ended.

Items for HP : Healing Potions, Healing Fog, Healing Breeze, Healing Rain.

- MP : Magic Points. It represents your magic capacity. You have this when you are dragoons.

Items for MP : Sun Rhapsody, Moon Serenade

- SP : Spirit Points. It represents your chance of turning into Dragoons. You must have at least 100 SP to transform once. Your limit for transformation is 500 SP. Collect SP by using manual Additions. SP only appears you have Dragoon Spirits.

Items for SP : Spirit Potion

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BATTLE COMMAND

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- Attack : beat and using Additions

- Guard : make a protective layer and restore a little HP which is equal to 1/10 your Maximum HP. When the enemies attack you in "Guard" state, you only lose 1/2 the HP you must lose in ordinary state. This command also helps you to avoid any status abnormalities the enemies make on you,

except Instant Death.

- Items : Using Items in battle.

- Escape : Get out of battle. This isn't often effective, especially the bosses.

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ADDITIONS

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- Each time using attack command, in the right bottom appears a symbol of the X button. Just press "X" as the blue signals turn white until you finish the addition. If you miss, the addition is cancelled suddenly.

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ENEMY COUNTER ATTACK :

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- Sometimes the enemies attack you when you are executing Additions. At that time, the signal is red and the pressing button is "Circle". If you



press it at the right time, you can continue to finish Additions. If not, you'll be thrown and lose a great deal of HP.

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#### SHOWING ARROWS IN BATTLE

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- Have you paid attention to the showing arrows for each character or enemy in battle ? It's not like the showing arrow in ordinary state. It also has three colors :

- + Blue : the target's HP is more than half
- + Yellow : the target's HP is about half
- + Red : the target's HP is gonna be close the death.

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#### C. LEVEL UP & LEVEL BOARD

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##### - LEVEL UP :

You increase your character's status by leveling up. Level is counted by experience signified EXP. You collect EXP by fighting enemies. The stronger enemies are, the more EXP you collect, especially the bosses. In a battle with runaway enemies, you get no EXP. If any character dies in battle, they don't receive EXP and then are revived with 1 HP. Each level is increased by certain number of EXP. That's the reason why I have the Level Board here. I could write from Level 1 to 60.

##### - LEVEL BOARD

| Levels | Health (HP) | EXP to next level |
|--------|-------------|-------------------|
| 1      | 30          | 20                |
| 2      | 60          | 43                |
| 3      | 90          | 102               |
| 4      | 120         | 200               |
| 5      | 150         | 345               |
| 6      | 180         | 548               |
| 7      | 210         | 819               |
| 8      | 240         | 1166              |
| 9      | 270         | 1600              |
| 10     | 300         | 2129              |
| 11     | 330         | 2764              |

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|---|-------|---|-------|---|--------|---|
| ! | 12    | ! | 413   | ! | 3515   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 13    | ! | 496   | ! | 4390   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 14    | ! | 579   | ! | 5400   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 15    | ! | 662   | ! | 6553   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 16    | ! | 745   | ! | 7896   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 17    | ! | 828   | ! | 9331   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 18    | ! | 911   | ! | 10974  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 19    | ! | 994   | ! | 12800  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 20    | ! | 1077  | ! | 14817  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 21    | ! | 1160  | ! | 17036  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 22    | ! | 1272  | ! | 19467  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 23    | ! | 1384  | ! | 22118  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 24    | ! | 1496  | ! | 25000  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 25    | ! | 1608  | ! | 28121  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 26    | ! | 1720  | ! | 31492  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 27    | ! | 1832  | ! | 35123  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 28    | ! | 1944  | ! | 39022  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 29    | ! | 2056  | ! | 43200  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 30    | ! | 2168  | ! | 47665  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 31    | ! | 2280  | ! | 52428  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 32    | ! | 2399  | ! | 57499  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 33    | ! | 2518  | ! | 62886  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 34    | ! | 2637  | ! | 68600  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 35    | ! | 2756  | ! | 74649  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 36    | ! | 2875  | ! | 81044  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 37    | ! | 2994  | ! | 87795  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 38    | ! | 3113  | ! | 94910  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 39    | ! | 3232  | ! | 102400 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 40    | ! | 3351  | ! | 110273 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 41    | ! | 3470  | ! | 118540 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

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| ! | 42    | ! | 3729  | ! | 127211 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 43    | ! | 3988  | ! | 136294 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 44    | ! | 4247  | ! | 145800 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 45    | ! | 4506  | ! | 155737 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 46    | ! | 4765  | ! | 166116 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 47    | ! | 5024  | ! | 176947 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 48    | ! | 5283  | ! | 188238 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 49    | ! | 5542  | ! | 200000 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 50    | ! | 5801  | ! | 215303 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 51    | ! | 6060  | ! | 231216 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 52    | ! | 6220  | ! | 247754 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 53    | ! | 6380  | ! | 264928 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 54    | ! | 6540  | ! | 282750 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 55    | ! | 6700  | ! | 301232 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 56    | ! | 6860  | ! | 320386 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 57    | ! | 7020  | ! | 340224 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 58    | ! | 7180  | ! | 360758 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 59    | ! | 7340  | ! | 382000 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 60    | ! | 7500  | ! | 999999 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

|   |        |   |                |   |                   |   |
|---|--------|---|----------------|---|-------------------|---|
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | NAME : | ! | SHANA/MIRRANDA | ! |                   | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | Levels | ! | Health (HP)    | ! | EXP to next level | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 4      | ! | 96             | ! | 204               | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 5      | ! | 120            | ! | 352               | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 6      | ! | 144            | ! | 559               | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 7      | ! | 168            | ! | 835               | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 8      | ! | 192            | ! | 1189              | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 9      | ! | 216            | ! | 1632              | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 10     | ! | 240            | ! | 2172              | ! |
| ! | ~~~~~  | ! | ~~~~~          | ! | ~~~~~             | ! |
| ! | 11     | ! | 264            | ! | 2820              | ! |

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|---|--------|--------|--------|--------|--------|---|
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 12     | !      | 330    | !      | 3585   | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 13     | !      | 396    | !      | 4478   | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 14     | !      | 463    | !      | 5508   | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 15     | !      | 529    | !      | 6684   | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 16     | !      | 596    | !      | 8018   | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 17     | !      | 662    | !      | 9587   | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 18     | !      | 728    | !      | 11193  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 19     | !      | 795    | !      | 13056  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 20     | !      | 861    | !      | 15113  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 21     | !      | 928    | !      | 17377  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 22     | !      | 1017   | !      | 22560  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 23     | !      | 1107   | !      | 22560  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 24     | !      | 1196   | !      | 25500  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 25     | !      | 1286   | !      | 28684  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 26     | !      | 1376   | !      | 32122  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 27     | !      | 1465   | !      | 35825  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 28     | !      | 1555   | !      | 39802  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 29     | !      | 1644   | !      | 44064  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 30     | !      | 1734   | !      | 48618  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 31     | !      | 1824   | !      | 53477  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 32     | !      | 1919   | !      | 58649  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 33     | !      | 2014   | !      | 64144  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 34     | !      | 2109   | !      | 69972  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 35     | !      | 2204   | !      | 76142  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 36     | !      | 2300   | !      | 82665  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 37     | !      | 2395   | !      | 89551  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 38     | !      | 2490   | !      | 96808  | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 39     | !      | 2585   | !      | 104448 | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 40     | !      | 2680   | !      | 112497 | ! |
| ! | ~~~~~! | ~~~~~! | ~~~~~! | ~~~~~! |        |   |
| ! | 41     | !      | 2776   | !      | 120911 | ! |

|    |      |        |
|----|------|--------|
| 42 | 2983 | 129755 |
| 43 | 3190 | 139020 |
| 44 | 3397 | 148716 |
| 45 | 3604 | 158852 |
| 46 | 3812 | 169432 |
| 47 | 4019 | 180486 |
| 48 | 4226 | 192003 |
| 49 | 4433 | 204000 |
| 50 | 4640 | 219608 |
| 51 | 4848 | 235840 |
| 52 | 4976 | 252709 |
| 53 | 5104 | 270226 |
| 54 | 5232 | 288405 |
| 55 | 5360 | 307256 |
| 56 | 5488 | 326793 |
| 57 | 5616 | 347028 |
| 58 | 5744 | 389640 |
| 59 | 5872 | 389640 |
| 60 | 6000 | 999999 |

| Levels | Health (HP) | EXP to next level |
|--------|-------------|-------------------|
| 3      | 100         | 110               |
| 4      | 133         | 203               |
| 5      | 166         | 350               |
| 6      | 199         | 557               |
| 7      | 231         | 831               |
| 8      | 264         | 1183              |
| 9      | 297         | 1624              |

|   |       |   |       |   |        |   |
|---|-------|---|-------|---|--------|---|
| ! | 10    | ! | 330   | ! | 2161   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 11    | ! | 363   | ! | 2806   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 12    | ! | 454   | ! | 3567   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 13    | ! | 545   | ! | 4456   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 14    | ! | 636   | ! | 5481   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 15    | ! | 728   | ! | 6651   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 16    | ! | 819   | ! | 7978   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 17    | ! | 910   | ! | 9471   | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 18    | ! | 1002  | ! | 11139  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 19    | ! | 1093  | ! | 12992  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 20    | ! | 1184  | ! | 15039  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 21    | ! | 1276  | ! | 17292  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 22    | ! | 1399  | ! | 19759  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 23    | ! | 1522  | ! | 22450  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 24    | ! | 1645  | ! | 25375  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 25    | ! | 1768  | ! | 28543  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 26    | ! | 1892  | ! | 31965  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 27    | ! | 2015  | ! | 35650  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 28    | ! | 2138  | ! | 39607  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 29    | ! | 2261  | ! | 43848  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 30    | ! | 2384  | ! | 48380  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 31    | ! | 2508  | ! | 53215  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 32    | ! | 2638  | ! | 58361  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 33    | ! | 2769  | ! | 63829  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 34    | ! | 2900  | ! | 69629  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 35    | ! | 3031  | ! | 74796  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 36    | ! | 3162  | ! | 82260  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 37    | ! | 3293  | ! | 89112  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 38    | ! | 3424  | ! | 96334  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 39    | ! | 3555  | ! | 103936 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

|   |       |   |       |   |        |   |
|---|-------|---|-------|---|--------|---|
| ! | 40    | ! | 3686  | ! | 111927 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 41    | ! | 3817  | ! | 120318 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 42    | ! | 4101  | ! | 129119 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 43    | ! | 4386  | ! | 138338 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 44    | ! | 4671  | ! | 147987 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 45    | ! | 4956  | ! | 158073 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 46    | ! | 5241  | ! | 168608 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 47    | ! | 5526  | ! | 179601 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 48    | ! | 5811  | ! | 191061 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 49    | ! | 6096  | ! | 203000 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 50    | ! | 6381  | ! | 218531 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 51    | ! | 6666  | ! | 234648 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 52    | ! | 6842  | ! | 251470 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 53    | ! | 7018  | ! | 268901 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 54    | ! | 7194  | ! | 286991 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 55    | ! | 7370  | ! | 305750 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 56    | ! | 7546  | ! | 325191 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 57    | ! | 7722  | ! | 345327 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 58    | ! | 7894  | ! | 366169 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 59    | ! | 8074  | ! | 387730 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 60    | ! | 8250  | ! | 999999 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

|   |        |      |             |       |                   |   |
|---|--------|------|-------------|-------|-------------------|---|
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | NAME : | ROSE | !           | ~~~~~ | !                 | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | Levels | !    | Health (HP) | !     | EXP to next level | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | 8      | !    | 168         | !     | 1193              | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | 9      | !    | 189         | !     | 1636              | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | 10     | !    | 210         | !     | 2178              | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | 11     | !    | 231         | !     | 2828              | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | 12     | !    | 289         | !     | 3596              | ! |
| ! | ~~~~~  | !    | ~~~~~       | !     | ~~~~~             | ! |
| ! | 13     | !    | 347         | !     | 4434              | ! |

|                           |
|---------------------------|
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 14 ! 405 ! 5524 !       |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 15 ! 463 ! 6704 !       |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 16 ! 521 ! 8041 !       |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 17 ! 579 ! 9545 !       |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 18 ! 637 ! 11226 !      |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 19 ! 695 ! 13094 !      |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 20 ! 753 ! 15158 !      |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 21 ! 812 ! 17428 !      |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 22 ! 890 ! 19914 !      |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 23 ! 968 ! 22627 !      |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 24 ! 1047 ! 25575 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 25 ! 1125 ! 28768 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 26 ! 1204 ! 32217 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 27 ! 1282 ! 35931 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 28 ! 1360 ! 39919 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 29 ! 1439 ! 44193 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 30 ! 1517 ! 48761 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 31 ! 1596 ! 53634 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 32 ! 1679 ! 58821 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 33 ! 1762 ! 64332 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 34 ! 1845 ! 70177 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 35 ! 1929 ! 76366 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 36 ! 2012 ! 82908 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 37 ! 2095 ! 89814 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 38 ! 2179 ! 97093 !     |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 39 ! 3555 ! 103936 !    |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 40 ! 2345 ! 112809 !    |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 41 ! 2429 ! 121267 !    |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 42 ! 2610 ! 130137 !    |
| ! ~~~~~ ! ~~~~~ ! ~~~~~ ! |
| ! 43 ! 2791 ! 139429 !    |



|    |      |        |
|----|------|--------|
| 44 | 2972 | 149153 |
| 45 | 3335 | 169937 |
| 46 | 3335 | 169937 |
| 47 | 3516 | 181016 |
| 48 | 3698 | 192567 |
| 49 | 3879 | 204600 |
| 50 | 4060 | 220253 |
| 51 | 4242 | 236533 |
| 52 | 4354 | 253452 |
| 53 | 4466 | 271021 |
| 54 | 4578 | 289253 |
| 55 | 4690 | 308160 |
| 56 | 4820 | 327754 |
| 57 | 4914 | 348049 |
| 58 | 5026 | 369055 |
| 59 | 5138 | 390786 |
| 60 | 5250 | 999999 |

| Levels | Health (HP) | EXP to next level |
|--------|-------------|-------------------|
| 13     | 446         | 4434              |
| 14     | 521         | 5454              |
| 15     | 595         | 6619              |
| 16     | 670         | 7939              |
| 17     | 745         | 9424              |
| 18     | 819         | 11084             |
| 19     | 894         | 12928             |
| 20     | 969         | 14965             |
| 21     | 1044        | 17207             |

|   |       |   |       |   |        |   |
|---|-------|---|-------|---|--------|---|
| ! | 22    | ! | 1144  | ! | 19661  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 23    | ! | 1245  | ! | 22339  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 24    | ! | 1346  | ! | 25250  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 25    | ! | 1447  | ! | 28402  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 26    | ! | 1548  | ! | 31807  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 27    | ! | 1648  | ! | 35474  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 28    | ! | 1749  | ! | 39412  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 29    | ! | 1850  | ! | 43632  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 30    | ! | 1951  | ! | 48142  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 31    | ! | 2052  | ! | 52953  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 32    | ! | 2159  | ! | 58074  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 33    | ! | 2266  | ! | 63515  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 34    | ! | 2373  | ! | 69286  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 35    | ! | 2480  | ! | 75396  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 36    | ! | 2587  | ! | 81855  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 37    | ! | 2694  | ! | 88673  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 38    | ! | 2801  | ! | 95895  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 39    | ! | 2908  | ! | 103424 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 40    | ! | 3015  | ! | 111376 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 41    | ! | 3123  | ! | 119726 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 42    | ! | 3356  | ! | 128482 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 43    | ! | 3589  | ! | 137657 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 44    | ! | 3822  | ! | 147258 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 45    | ! | 4055  | ! | 157294 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 46    | ! | 4288  | ! | 167777 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 47    | ! | 4521  | ! | 178716 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 48    | ! | 4754  | ! | 190120 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 49    | ! | 4987  | ! | 202000 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 50    | ! | 5220  | ! | 217455 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 51    | ! | 5454  | ! | 233528 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

|   |       |   |       |   |        |   |
|---|-------|---|-------|---|--------|---|
| ! | 52    | ! | 5598  | ! | 250231 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 53    | ! | 5742  | ! | 267577 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 54    | ! | 5886  | ! | 285577 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 55    | ! | 6030  | ! | 304244 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 56    | ! | 6174  | ! | 323589 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 57    | ! | 6318  | ! | 343626 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 58    | ! | 6462  | ! | 364365 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 59    | ! | 6606  | ! | 385820 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 60    | ! | 6750  | ! | 999999 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

|   |        |   |             |   |                   |   |
|---|--------|---|-------------|---|-------------------|---|
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | NAME : | ! | MERU        | ! |                   | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | Levels | ! | Health (HP) | ! | EXP to next level | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 17     | ! | 496         | ! | 9443              | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 18     | ! | 546         | ! | 11106             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 19     | ! | 596         | ! | 12953             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 20     | ! | 646         | ! | 14995             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 21     | ! | 696         | ! | 17241             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 22     | ! | 763         | ! | 19700             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 23     | ! | 830         | ! | 22383             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 24     | ! | 897         | ! | 25300             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 25     | ! | 964         | ! | 28459             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 26     | ! | 1032        | ! | 31870             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 27     | ! | 1099        | ! | 35544             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 28     | ! | 1166        | ! | 39490             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 29     | ! | 1233        | ! | 43718             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 30     | ! | 1300        | ! | 48237             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 31     | ! | 1368        | ! | 53057             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 32     | ! | 1439        | ! | 58189             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 33     | ! | 1510        | ! | 63641             | ! |
| ! | ~~~~~  | ! | ~~~~~       | ! | ~~~~~             | ! |
| ! | 34     | ! | 1582        | ! | 69423             | ! |

|    |      |        |
|----|------|--------|
| 35 | 1653 | 75545  |
| 36 | 1725 | 82017  |
| 37 | 1796 | 88848  |
| 38 | 1867 | 96049  |
| 39 | 1939 | 103628 |
| 40 | 2010 | 111596 |
| 41 | 2082 | 119963 |
| 42 | 2237 | 128737 |
| 43 | 2392 | 137929 |
| 44 | 2548 | 147549 |
| 45 | 2703 | 157606 |
| 46 | 2859 | 168110 |
| 47 | 3014 | 179070 |
| 48 | 3169 | 190497 |
| 49 | 3325 | 202400 |
| 50 | 3480 | 217885 |
| 51 | 4848 | 235840 |
| 52 | 3732 | 250727 |
| 53 | 3828 | 268107 |
| 54 | 3924 | 286143 |
| 55 | 4020 | 304846 |
| 56 | 4116 | 324230 |
| 57 | 4212 | 344306 |
| 58 | 4308 | 365087 |
| 59 | 4404 | 386584 |
| 60 | 4500 | 999999 |

NAME : KONGOL

| Levels | Health (HP) | EXP to next level |
|--------|-------------|-------------------|
|--------|-------------|-------------------|

|   |       |   |       |   |        |   |
|---|-------|---|-------|---|--------|---|
| ! | 19    | ! | 1292  | ! | 13017  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 20    | ! | 1400  | ! | 15069  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 21    | ! | 1508  | ! | 17326  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 22    | ! | 1653  | ! | 19798  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 23    | ! | 1799  | ! | 22494  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 24    | ! | 1944  | ! | 25425  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 25    | ! | 2090  | ! | 28599  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 26    | ! | 2236  | ! | 32028  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 27    | ! | 2381  | ! | 35720  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 28    | ! | 2527  | ! | 39685  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 29    | ! | 2672  | ! | 43934  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 30    | ! | 2818  | ! | 48475  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 31    | ! | 2964  | ! | 53320  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 32    | ! | 3118  | ! | 58361  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 33    | ! | 2769  | ! | 63829  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 34    | ! | 2900  | ! | 69629  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 35    | ! | 3031  | ! | 74796  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 36    | ! | 3162  | ! | 82260  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 37    | ! | 3293  | ! | 89112  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 38    | ! | 3424  | ! | 96334  | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 39    | ! | 3555  | ! | 103936 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 40    | ! | 3686  | ! | 111927 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 41    | ! | 3817  | ! | 120318 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 42    | ! | 4101  | ! | 129119 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 43    | ! | 4386  | ! | 138338 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 44    | ! | 4671  | ! | 147987 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 45    | ! | 4956  | ! | 158073 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 46    | ! | 5241  | ! | 168608 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 47    | ! | 5526  | ! | 179601 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 48    | ! | 5811  | ! | 191061 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

|   |       |   |       |   |        |   |
|---|-------|---|-------|---|--------|---|
| ! | 49    | ! | 6096  | ! | 203000 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 50    | ! | 6381  | ! | 218531 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 51    | ! | 6666  | ! | 234648 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 52    | ! | 6842  | ! | 251470 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 53    | ! | 7018  | ! | 268901 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 54    | ! | 7194  | ! | 286991 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 55    | ! | 7370  | ! | 305750 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 56    | ! | 7546  | ! | 325191 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 57    | ! | 7722  | ! | 345327 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 58    | ! | 7894  | ! | 366169 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 59    | ! | 8074  | ! | 387730 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |
| ! | 60    | ! | 8250  | ! | 999999 | ! |
| ! | ~~~~~ | ! | ~~~~~ | ! | ~~~~~  | ! |

=====  
D. STATUS ABNORMALITIES  
=====

1. POISON : - reduce your HP gradually  
- cured by Body Purifier
2. STUNNING : - can't act  
- cured by Body Purifier or attacked by another character  
or enemy.
3. ARM BLOCKING : - can't use physical attack.  
- cured by Body Purified.
4. DISPIRITED : - can't turn into Dragoons  
- cured by Mind Purifier
5. CONFUSED: - do strange actions  
- cured by Mind Purifier
7. BEWITCHMENT : - heal the enemies and attack allies  
- cured by Mind Purifier
8. FEAR : - reduce half defense  
- cured by Mind Purifier
9. INSTANT DEATH : - sudden death  
- revived by spells of White Silver Dragoon or Blue  
Sea Dragoon. Preventing armor is Holy Ankh.

\* Small trick : All the status abnormalities, except Dispirited and  
Instant Death, can be removed by turning into Dragoons.

=====  
E. USING MENU SCREEN  
=====

1. STATUS : see your current stat
2. ITEM : - Use : use items  
- Discard : Delete items  
- List : all item's names  
- Goods : Key Items & Mementoes.
3. ARMED : equip weapons and armors.

4. ADDITIONS : Addition List
5. REPLACE : Change your party
6. CONFIG : choose game options.
7. SAVE : save your game at Save Points.

~~~~~

STATUS EXPLANATION

~~~~~

- AT : Physical Attack
- DF : Physical defense
- MAT : Magical attack
- MDF : Magical defense
- Speed : Agility
- A-hit : Attack hit
- M-hit : Magic hit
- A-AV : Attack avoiding
- M-AV : Magic avoiding

=====

#### F. SAVE & REST

=====

##### SAVE :

You can only use "Save" command when you are in a Save Point. Save Point is the cyan light you often meet in the game, especially in the hotels or inns.

##### REST :

Rest helps you to full HP and MP. You can rest at hotels or inns with the price about 10g to 50g. Sometimes you can also rest at other places with no price.

##### CLINIC :

Clinic helps you to cure all the status abnormalities. It's often in the hospitals.

##### SPECIAL REST :

This kind is often magical. It could heal entire HP and MP and cure all status abnormalities. There are :

- Rock Fireflies
- Shirley's power
- Life Water
- The magical research of the White Researcher in Black Castle

\*\*\*\*\*

#### 5/ E.L.E.M.E.N.T. G.U.I.D.E.

\*\*\*\*\*

You can know the elements of your characters and enemies by the colours of their names in battle.

- Red : Fire
- Blue : Water
- Dark Blue : Dark
- Yellow : Light
- Brown : Earth
- Green : Wind
- Violet : Thunder

- Gray : Non-element

And more things :

- Fire is the opposite of Water
- Dark is the opposite of Light
- Earth is the opposite of Wind
- Thunder has no opposite
- Non-element has no opposite.

If a character or an enemy is attacked by the magic which has the same element with theirs, the magic has no effect or small effect. If a character or an enemy is attacked by magic or weapon which has the opposite element, that hit makes a big damage.

\*\*\*\*\*

## 6/ C.H.A.R.A.C.T.E.R.S.

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~~~~~

DART

~~~~~

Element : Fire

Age : 23

Height : 178cm

Species : Human

Job : Swordsman

Weapon : Sword

Dragoon spirit : Red Eyed Dragon (later he is Divine Dragon)

Instilled with a strong sense of justice and honesty, Dart is a true hero. On a quest to avenge the death of his parents, he bravely searches for the "Black Monster". Although at times his youth shows through, his conviction attracts others to him, making him a strong and promising leader.

He is the most perfect character in every side of the game, I think.

He is your main standard character who you must take control in 90% the game.

~~~~~

LAVITZ SLAMBERT

~~~~~

Element : Wind

Age : 34

Height : 180cm

Species : Human

Job : Knight of Basil

Weapon : Spear, Lance

Dragoon spirit : Jade Dragon

A trustworthy and honest man, Lavitz serves as the head of the First Knighthood of the Kingdom of Serdio. He has extremely high standards for both himself and for others, conducting his life in a honorable and serious manner. For Dart, he is like an older brother~the most trusted confidant.

He has powerful hits and strong against physical attacks. But he is weak against magic attack or weak in casting magic. His speed is not also high.

He is the second character after Dart. But you could only have him until the end of Disc 1.



~~~~~

ROSE

~~~~~

Element : Dark  
Age : 11026  
Height : 170cm  
Species : Human  
Job : unknown  
Weapon : small swords, rapiers or daggers  
Dragoon spirit: Dark Dragon

The mysterious Rose is a warrior who fights alongside Dart. Nimble with a sword, she slices through the world with a knowledge far greater than most. Her mystery and allure enchant all who meet her, yet she remains alone.

I think Rose is the most perfect character after Dart. Let's see her skills...

She is the first person you meet in the game, but the fourth character you get in Disc 1.

~~~~~

SHANA

~~~~~

Element : Light  
Age : 18  
Height : 163cm  
Species : Human  
Job : unknown  
Weapon : Bow gun  
Dragoon spirit : White Silver Dragon

The daughter of the mayor of Seles and a lifelong friend of Dart's, Shana is a dedicated and gentle soul, eagerly awaiting his return. Her heart is as pure as snow water and her mannerism as gentle as a radiant Madonna's. No one would ever doubt Shana's intentions, especially not Dart.

She is strong against every magical effect, but weak against physical attack. She is one of the Dragoons who can heal and revive the other allies.

She is your third playable character. But as Lavitz, she doesn't take place very long in the game.

~~~~~

ALBERT

~~~~~

Element : Wind  
Age : 26  
Height : 175cm  
Species : Human  
Job : King of Basil  
Weapon : Spear, Lance  
Dragoon spirit : Jade Dragon

The young king of Bales, also the long-time fellow of Lavitz. He is also the leader of Lavitz and Knight of Basil. He turns against Emperor Doel - his uncle and Sandora because of his crude behavior and government. He is a kind king who hates "War" and he tries to stop his uncle of making Wars. In ordinary life, Lavitz and Albert are faithful friend. Lavitz taught Albert how to use spears to defend himself from any situations.

Albert is a great character at physical attack and defend. But as Lavits, he is weak against magical effect. He takes place of Lavitz afte

Disc 1.

~~~~~  
HASCHEL
~~~~~

Element : Thunder  
Age : 70  
Height : 163cm  
Species : Human  
Job : Master of martial art Rouge School  
Weapon : Gloves and Knuckles  
Dragoon spirit : Violet Dragon

An old man who has spent many experience in battle by martial arts, Haschel is the master of a martial art school. The reason why he joins Dart is to find his lost daughter Claire. In martial art school, she is his pupil and Haschel didn't allow her to consider him as her father. She

had gone after some troubles between father and daughter. He realized his fault and tries to find her.

Haschel is a good character. He is strong at physical attacks but not very weak at magic attack.

He is your fifth playable character.

~~~~~  
MERU
~~~~~

Element : Water  
Age : 16  
Height : 155cm  
Species : Wingly  
Job : Dancer  
Weapon : Hammer  
Dragoon spirit : Blue Sea Dragon

Meru is a bright and cheerful little lady, but don't let her petite frame fool you. She has a short fuse and an enormous hammer that can both pack quite a punch.

Meru is very very strong at magic attack and has a wonderful speed. But she is very weak at physical attacks.

You have her in Disc 2.

~~~~~  
LLOYD NORIL
~~~~~

Element : Non-element  
Age : Unknown  
Height : unknown  
Species : Wingly  
Weapon : heavy swords  
Job : Assassin  
Dragoon spirit : Divine Dragon

Dart's main rival, Lloyd, is a throwback to the glorious era of ages past. Tall and careless, he has little understanding of humans. His silver hair and blue eyes are symbols of legacy left behind by the Winglys.

This is not a playable character.

~~~~~  
KONGOL
~~~~~

Element : Earth  
Age : 37  
Height : 250cm  
Species : Giganto  
Job : Assassin  
Weapon : Axe  
Dragoon spirit : Golden Dragon

A menacing man with a massive physique, Kongol is the last descendant of the Gigantos. Those who have encountered him wrapped in leather straps and wielding a war axe on the battlefield have named him the Devil God. Although at one time he was an enemy of Dart's, they have now formed a friendship and alliance.

Kongol is the most powerful character at physical attacks. But you'll be hopeless at his ability against magic attacks.

First, Kongol is your enemy. But in Disc 2 he would join your party.

~~~~~  
MIRRANDA
~~~~~

Element : Light  
Age : 26  
Height : about 170cm  
Species : Human  
Job : First Sacred Sister of Deningrad  
Weapon : Bow gun  
Dragoon spirit : White Silver Dragon

The First Sacred Sister of Deningrad. She is a faithful servant of Queen Theresa ~ the highest queen of this country. She spent a miserable childhood and she hates her mother~the mother who left her to live in another happiness. She hates roses, because her mother likes them.

Her stat is almost like Shana. She is your final playable character who replaces Shana.

~~~~~  
OTHER CHARACTERS
~~~~~

In this menu, I let you know about some characters or some names that you don't know much about their roles.

~~~KING CARLO~~~

He is Albert's father ~ the former king of Serdio who was adored by people. Then Emperor Doel killed him to get the power to rule Serdio just because he felt jealous with Carlo. He never got pass his talent and strength.

~~~SERVI~~~

He was a Knight of Serdio - Lavitz's father. In every respect, he is a person of strength and integrity that everybody admires him. But as King Carlo's fate, he was killed by his faithful friend Greham just because his selfish envy.

~~~EMPEROR DOEL~~~

He was King Carlo's best friend who was also talented. He envied Carlo and wondered why he was always lower then him in every side. He killed Carlo and split Serdio into two : Sandora and Basil. He ruled Sandora and Basil is belonged to King Albert. He rules his people by nonsense power while King Albert does that by his compassion and peace.

~~~GREHAM~~~

He was a knight of Emperor Doel who killed Servi to have the strongest power. This guy is similar Doel at the selfish characteristic. He becomes the owner of the Jade Dragon Dragoon Spirit strangely.

~~~LENUS~~~

A wingly who lives far away from her species. She has some relationship when the gangs in Tiberoa and does something strange which involved the princess of Tiberoa for half a year. She loves Lloyd to death and does anything as he wants, even losing her life.

~~~CLAIRE~~~

She is Haschel's daughter who has ran away for 20 years. Haschel hasn't known anything about her since then. But one of the correct hint is that she was Dart's mother and also Zieg's wife. Haschel suddenly finds out about her when he hears the lullaby of Shana : Dart's mother often sang this song to him. And he sang it to Shana.

~~~MAGICIAN FAUST~~~

One of the two leaders of the battle of Winglies against Humans. He was the highest ancestor and also the King of Magic in this species. After losing Humans in the Dragon Campaign 11000 years ago, he disappeared on the earth and no one knows about him since then.

~~~ZIEG~~~

Dart's father. He was the first Red Eyed Dragoon who killed Melbu Frahma in the Dragon Campaign. Melbu spelled him into stone for thousand of years. When he was rescued by the end of the spell, we find him as the dead father of Dart. Everyone thinks that he was dead from the destruction of Black Monster in Neet. But he is still alive and he returns to meet his son as another person.

~~~EMPEROR DIAZ~~~

He had another name "Holy Imperial Gloriano". He was the person who held the battle of Humans against Winglies to get the liberation. He was known to be dead after the fight. But now he returns against strangely as the mysterious person who gives Emperor Doel the strange Dragoon Spirits by a spy named Lloyd. No one knows what he wants to do at this time.

7/ D.R.A.G.O.O.N.S. & S.P.E.C.I.E.S.

The species are involved with the game very much. So let me explain a little about them :

~~~~~

FIRST : WHAT IS DRAGOONS ?

~~~~~

Dragoons are Dragon Knights - the people who could control Dragons. Their strong power grown from insanity. In spite of the fact, they were Humans, the seven heroes who led the Dragon Campaign to the victory 11000

years ago, crossed the sky and cast spells. After they fulfilled their roles, they vanished with the Dragoon Spirits as if it were some unavoidable fate. Dragoons, they only appear when the legend needs them...

~~~~~

When this planet was first born, there was nothing on the earth. It was covered by darkness. At the large darkness, creator Soa dropped a seed on the ground which has grown to be the Divine Tree. It was all Creator Soa's plan. The Divine Tree quickly becomes greater and have had fruits. Each fruit is a species. When a fruit dropped, it was a new life,  
a new creature :

~~~~~

THE 97TH FRUIT - GIGANTOS

~~~~~

Characters : Kongol, Indora

This species has a big size and very strong at physical effects. The Gigantos is not a popular species. They are great with strong and huge weapons in fighting. Physical effects hardly make them hurt. But most of them have no emotion that they are rather weak at magical effects.

~~~~~

THE 99TH FRUIT - MINITOS

~~~~~

Characters : You can see a few of them at Donau and The Moon That Never Sets.

They are the opposite of Gigantos : small body but fast. They can avoid most effect but not a popular species.

~~~~~

THE 105TH FRUIT - DRAGONS

~~~~~

Characters : Feybrand, Regole, Michael, Divine Dragon

The second most powerful species of all 107 creatures given life by the Divine Tree. Their attacks and life power over helm others, however, the creator Soa created a balance by reducing the Dragon's intelligence. There fore, they were to be controlled by Humans with their wisdom. During the Dragon Campaign 11000 years ago, they had fierce battle against Virage manipulated by Winglies and couldn't avoid being annihilated.

~~~~~

THE 106TH FRUIT - HUMANS

~~~~~

Characters : Most of the people in the game

The most popular species of the world. With a very high intelligence, Humans rose to fight against the Winglies to take the control of the world. Winglies had Virage as their fighting tools, Humans had Dragons and seven Dragoons as their soldiers under the lead of Holy Imperial Gloriano - Emperor Diaz. In the end they took the victory, having become the species who rules the world.

~~~~~

THE 107TH FRUIT - WINGLIES

~~~~~

Characters : Meru, Lloyd, Lenus, Savan ; the Winglies in Wingly Forest, Ulara and Aglis.

The people with Wings of life who employ the magical power. They had their glory 11000 years ago, and had enormous magical power that could float colossal cities. They became extinct after the War with Humans who were seeking their liberation.

~~~~~

THE 108TH FRUIT - VIRAGE EMBRYO

~~~~~

Characters : Virage, Super Virage, The God of Destruction

Virage, as we know, is the creature that supported Winglies in the Dragon Campaign. But this species is a super Virage - the God of Destruction which would be given birth by the Moonchild. This species has the strongest power which could take the world to be annihilated.

\*\*\*\*\*

8/ S.O.N.G. L.Y.R.I.C.S.

\*\*\*\*\*

\*This song is sung in the beginning and the credits of the game :

IF YOU STILL BELIEVE

~~~~~

I had a dream that I could fly
I can feel each moment as time goes by

We'd never be too far away
You would always be here
I heard you say

I never thought
Thought that it would be our last good bye
I still can dream
that one day love will fall from the sky

Do you still remember
All the time that has gone by
Do you still believe that
Love can fall out from the sky
(if you still believe...in love, in me...do you believe)

If from where you're standing
You can see the sky above
I'll be waiting for you
If you still believe in love

Find a way
To bring back yesterday
Find a way for love

I hope you'll stay here
When tomorrow comes today
Love will find a way

I'll be waiting for you
In my heart you are the one
If I cannot find you

I will look up to the sun
(if you still believe...in love, in me...do you believe)

If from where you're standing
You can see the sky above
I'll be waiting for you
If you still believe in love
La la la la (4 times)

9/ W.A.L.K.T.H.R.O.U.G.H.

IMPORTANT NOTES :

- This walkthrough contains information about enemies. The HP is only estimated number of the author when playing. So don't think they're very correct.
- I make this walkthrough which avoids spoiling your game. That means it's not specific at each work you do in the game. I don't show you clearly how to get treasures or items. Game is made for you to find out. The guidance only has a mission that shows the players the right way.
- Strategy for boss battles are written in "+--+--" frames. Beside the HP and element, I have added difficulty I think for you to understand the battle you are gonna fight.
- The difficulty is written following 5 levels : Very Easy - Easy - Medium - Hard - Very Hard
- This is walkthrough. Walkthrough is just the part which shows you the tactics, what to do and where to go. Here I don't explain carefully about small episodes or the full story. If you want to know more, use it combining with the "Story & Timeline" menu I have opened recently.
- I have added the items, weapons, armors and money you could find in treasure chests in each location. Check them out.
- If there are problems that you can't find in the walkthrough, please read the "Frequently Asked Questions" section before sending emails to ask me directly. I shouldn't have been strict about this. But the truth is that I myself was blamed by a reader because he couldn't find what he had needed in my guide. But the answer was in very the "Frequently Asked Questions". Well, there are some things that are not included in the walkthrough, then I must move to this section. So please remember this before you decide to ask me.

MAJOR WARNING

THIS WALKTHROUGH MAY CONTAIN SPOILERS. BE CAREFUL TO READ IT !!!

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#### NOTES ABOUT JAPANESE VERSION :

I write this guide for English version. This game has an older Japanese version that I think it could have some difference about names. Let me explain some of the most common names for you to read my guide more easily :

\* Locations (Japanese <-> English)  
Celes <-> Seles  
Bel <-> Bale  
Inderus Castle <-> Indel Castle

Hocus <-> Hoax  
Humid Terrain <-> Marshland  
Loan <-> Lohan  
Cathas <-> Kazas  
Fletch <-> Fletz  
Ridela <-> Lidiera  
Phino <-> Fueno  
Farni <-> Furni  
Neat <-> Neet  
Fulanbel <-> Flanel  
Belweb <-> Vellweb  
Wuwara <-> Ulara  
Luzu <-> Rouge

Items : (Japanese <-> English)  
Dragon Blocker <-> Dragon Block Staff  
Purple Electric Stone <-> Violet Stone  
Raiper <-> Rapier

\* Characters (Japanese <-> English)  
Ravitz <-> Lavitz  
Harsou <-> Haschel  
Leenus <-> Lenus  
Mailo <-> Meru  
Jiku <-> Zieg  
Sharlie <-> Shirley  
Merv Frahma <-> Melbu Frahma

~~~~~\  
THE BEGINNING \~~~~~
~~~~~

Seles is a small village in the end of South of Serdio. It's not only a poor village but peaceful as well. The people here live in peace and happiness. But now there are suddenly a lot of strange rumors about the war happening of Serdians between Emperor Doel - the leader of Sandoras and the young King Albert - the son of Emperor Carlo and also the leader of Basil. Emperor Doel rules people by orders and power. He needs power. So he tries to find a power that can increase his position. No one knows why he instructs his soldiers to destroy Seles to find a girl named Shana and catches her. The soldiers are led by a bad guy named Fruegel and a mysterious man in black hood...

=====  
DISC 1 : SERDIAN WAR  
=====

Let's begin...  
From the forest, Dart hears something unusual happening in his village. He gets back and is being attacked by the Sandora troop...

~~~~~  
SELES
~~~~~  
Items : Burn Out, 2 Healing Potion  
Weapons & Armors : N/A  
Money : N/A  
-----



Enemies here :

KNIGHTS OF SANDORA :

HP : 5

Element : Fire

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+---

COMMANDER BOSS

HP : 20

Element : Dark

Difficulty : Very easy

This first boss is just a numskull. Teach him how you are by using Double Slash.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+---

After some scenes, Dart talks to some villagers and fights some enemies. Get Burn Out in the treasure. Go left, ask the Mayor to find out about Shana. She was taken to Hellena Prison. Then check the place to get some items and a Stardust. Do you see a knight who is talking to a villager ? He is Mr. Tasman. If you are new to this game, you should ask him to teach you the battle system. Just choose the 2nd decision for his guide "Yes. Master, please". Then there is a stage between you and him. You can choose a skill in the list and ask Mr.Tasman to teach it to you. Remember, this is the only chance for you to learn all the most basic terms of a character.

Then get out by going to the north. You'll be out of this town.  
Forward  
to the Forest.

-----  
If you have been a Final Fantasy player, you may get used to this game easily. But the world map of this game is a little different. You can't wander freely as you play Final Fantasy, instead of going straight to your destinations. So you don't have to worry about determining where your destinations are.  
-----

Return to walkthrough.

~~~~~

FOREST

~~~~~

Items : Healing Potion, Charm Potion, Burn Out

Weapons & Armors : N/A

Money : 20g

-----

You must pass this forest before get to Hellena Prison. In the first place, get the treasure chest and meet an item seller. If you want to know about element system, just ask him and accept to fight with him. He will teach you the rule of elements and show you how to use Multi-hit Attack Items best. Then go to the right and head to an area which is full of treasure chests. Just try to pass the paths to get all the treasures. Then go to the south to another area. On your way, you'll face some monsters :

BERSERK MOUSE

HP : 4  
Element : Dark

ASSASIN COCK

HP : 3  
Element : Wind

GOBLIN

HP : 6  
Element : Fire

TRENT

HP : 6  
Element : Earth

In the last area, you see two ways to get out. But now the game only allows you to go to the south. Just follow it and go outside the forest.

~~~~~

HELLENA PRISON

~~~~~

Items : Burn Out, Angel's Prayer, Spark Net, Key to Prison  
Weapons & Armors : Leather Jacket  
Money : 50g, 20g, 20g, 20g

-----

Dart will find all the ways to get into the prison. First, threaten the Merchant and fight some Hellena Wardens. Then he would obey you to keep silence. Buy something from him if you want. Now go to the south to the path. On your way, you'll face some other wardens :

HELLENA WARDEN  
HP : 10  
Element : Fire

Don't go to the left way because this way is spoiled. Just go up the right stairs. Later, you are in the prison area. I remind you to go to the guard area first (the lowest floor, near the Save Point) to get some items and fight enemies to collect EXP.

Then go on the lift to the next floor of the prison. Here you'll find Lavitz - a Knight of Basil. Help him to finish the guards, Lavitz would join to help you. Now the two of you can search the place. There are some cells that you can go in to get items. After that, get out of the place. Get on another elevator to the second floor of the prison. The right area is locked. Shana is there. Now go to the left area. This place has tight security but you can still get the Key to Prison (the sparkling item). Currently you are not allowed to pass the security area. So use this key to unlock the right area and search for Shana in one of the cells. You'll face a lot of guards there. After beating them up, get out of prison and return to the fork path. Fruegel and his servants will attack you.

~++++~

HELLENA WARDEN  
HP : 12  
Element : Fire



(lucky !). Pass it. Get the treasure chest and talk to somebody here.  
Get  
out.

~~~~~  
LIMESTONE CAVE
~~~~~

Items : Detonate Rock, 2 Healing Potion, Total Vanishing, 2 Body  
Purifier, Angel's Prayer, Burn Out, Charm Potion, Spark Net

Weapons & Armors : Bastard Sword, Poison Guard, Badana

Money : 20g, 50g

-----

Enemies here :

EVIL SPIDER

HP : 30

Element : Earth

UGLY BALLOON

HP : 35

Element : Wind

SLIME

HP : 20

Element : Earth

SCREAMING BAT

HP : 12

Element : Dark

ORC

HP : 30

Element : Dark

After passing the entrance, you'll see a lot of river brooks here. You  
can slide on them to get the treasure chests on the way. If you want to  
get them all, try to control your directional buttons.

In the next area, your party must overcome a large river brook by  
jumping from rock to rock. Get all the treasure chests if you want. At  
the end, Lavitz meets some troubles. But don't worry, you can pass  
easily. Another area, you see Rock Fireflies - which can fully heal your  
HP and MP and remove status abnormalities. Just then, go to the right to  
get items. Ignore the jumping rat, even if you try to chase, you can't  
catch it. Return to the previous area and go south. Get all the items in  
the north before head to the right... You are in a large area with a  
Save

Point and chests. Get all the chests and keep going up, you'll face a  
boss :

~++++++~  
UROBOLUS  
HP : 270  
Element : Earth  
Difficulty : Easy

This boss is not tough. But sometimes he poisons you. So you need some  
Body Purifiers for this guy. Sometimes he hides in the cave to fight you  
with his first body part. Now only Shana can use physical attack with  
him because bow gun is long-ranged weapon. Then Dart and Lavitz will

take

the role of supporting Shana, or use Attack Items with the boss. When Urobolus gets to its ordinary state, exchange the role. Keep this strategy up, until Dart plays the finishing touch.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

Even if you defeat it, it hasn't died. But don't worry, Shana will take the rest. If you want to know, just play. This is not my duty.

~~~~~

INDEL CASTLE - CAPITAL BALES

~~~~~

Items : Healing Breeze  
Weapons & Armors : Sparkle Arrow, Active Ring  
Money : 50g, 50g, 100g, 20g, 20g 20g

-----

This is a town, so don't worry about fighting here. Just go around the place and buy items and check the whole town. I remind you to check it, because there are a lot of interesting things here. You should find them by yourself. I don't want to spoil your game.

~~~~NOTES~~~~

Green arrow : Ordinary way
Blue arrow : Item Shop or Weapon Shop
Yellow arrow : Hotels, Inns or Clinic

~~~~~

Your first mission is going to Indel Castel. Go to the left area to the north. You will see the castle. Step on the central path and go up the 3rd floor. You'll meet King Albert and Minister Noish who will show you about the "Black Wachamacalit" who destroyed Dart's hometown.

~~~~NOTES~~~~

King Albert is a playable character. But now you can't control him until the end of Disc 1.

~~~~~

After the talk, you can freely check out all the areas of the castle. Do you pay attention to the black guy beside King Albert and Minister Noish. It's Lloyd.

Okay, get out of the castle and head to the right area of the whole town. Find Lavitz's house. You will meet his dear mother. While Shana is helping her with cooking lunch, choose the last decision to view Lavitz's house. He will take you to the roof to see the scene...

After the lunch, you can get out of the town. From the roof, you can pass to the small farm to get some items. Now you are free to go around the town. Check and buy items, weapons here. They are necessary for your next mission. Okay, say goodbye to Bales.

~~~~~

TOWN OF HOAX

~~~~~

Items : Angel's Prayer, Healing Potion, Red Eyed Dragon DS, Dark Dragon DS  
Weapons & Armors : N/A  
Money : 20g

-----

This is Lavitz's mission that Albert ordered. Dart and Shana want to join him. Check out the place first for necesasry works or items. Then go to the first house to meet Kaiser - the leader of Eighth Knighthood. Talk to him to plan the battle. Kaiser will give you a chance to go for a sight again. So try to prepare yourself very carefully because you will face a continuous long battle. Talk to Lavitz that you finish. Shana won't take part in battle this time, only you and Lavitz.

In the night, when Lavitz replaces your position, go down the stairs, Dart sees some owls. And the Sandora troops have come. Do your best with Dart and Lavitz :

SANDORA SOLDIERS :

HP : 40

Element : Fire

After that, the boss will come.

~++++~

SANDORA ELITE

HP : 250

Element : Dark

Difficulty : Medium

This guy mainly uses heavy chain and boomerangs. They are not very powerful. Sometimes he uses Spells which make bigger damage. But this is not so annoying as he turns into 3 forms. He does that when you wipe half of his HP. Three forms are the same and it's hard to find the real one. So try on.

~++++~

After defeating him, Sandora loses. But another enemy is coming. The Giganto - Kongol.

~~~~NOTES~~~~

Kongol is a playable character, but not this time.

~~~~~

~++++~

KONGOL BOSS

HP : 250

Element : Earth

Difficulty : Medium

In the first time, he fights you with his heavy Axe. Just do your best with the Additions. But Kongol's hits are not light. Frequently guard with your precise dexterity.

After some hits, he throws away his axe and fights by bare hands. But don't be happy. He is more dangerous. You must finish your additions. If you don't complete the additions, he will throw you soon and that's a SERIOUS problem when your HP is low. Sometimes he plays with you by holding Dart and Lavitz, strikes together and throw both you as his toys, and this is the greatest hit. The only way to reduce its damage is guarding before Kongol plays it with you. Always keep your HP more than half is the best solution. Really careful with this boss !

~++++~

At the end, when Dart plays the finishing blow, Kongol will strike and corner him to kill him. But don't worry, Rose - the Dark Dragoon will

come to save you. She summons the Red Eyed Dragon from Dart's memento and

he changes into Red Eyed Dragoon. See the beautiful film !

After some talks, Rose joins you. She was very the warrior who saved Dart in the beginning. Before getting out of here, you should ask her to teach you some skills of real Dragoons. Use this chance to practise your skills because you won't have a second chance. Get out and head to Marshland.

~~~~~  
MARSHLAND
~~~~~

Items : Attack Ball, 2 Sun Rhapsody, Healing Potion, 2 Spirit Potion,  
Burn Out, Body Purifier, Magic Stone of Signet  
Weapons & Armors : Wargod's Amulet, Lance, Stun Guard  
Money : N/A

-----  
Enemies here :

MYCONIDO  
HP : 30  
Element : Earth

MERMAN  
HP : 60  
Element : Water

SEA DRAGON  
HP : 30  
Element : Fire

CROCODILE  
HP : 30  
Element : Water

You can see the yellow notes to know where you are going. First, go to the north path to the fortress of Knight of Basil. They are fighting the Sandora Soldiers. Remember to prepare very carefully before taking part in this combat because you will fight continuous and have no time to prepare until the battle is ended.

SANDORA SOLDIER 1  
HP : 60  
Element : Fire

SANDORA SOLDIER 2  
HP : 60  
Element : Water

Fight all the numskull soldiers. They are all in screen, not random... until the boss comes :

~++++~  
COMMANDER BOSS  
HP : 150  
Element : Dark  
Difficulty : Easy

Maybe there are some stupid soldiers blocking you. But this guy is not

a problem for you to worry. He is pretty similar to regular soldiers, but a little tougher. Just teach him your additions and always keep your HP high. His attack items are rather strong. Combine Guard and Attack in this battle. Attacking only can't do any good.

~++++++-+-+-+~

When you enter the fort, all the Knights of Basil were killed by swords and Dragon's poison. Get all the items here and pray for them if you want. Then return to the tree area. The yellow notes show you the left path takes to Volcano Villude. Just follow it. You will see a marsh which has a lot of treasure chests. Use the boat to get them. On going, Shana meets some trouble with her leg. Just wait until the film is ended, head to Volcano Villude.

~~~~~

VOLCANO VILLUDE

~~~~~

- Items : Spear Frost, Mind Purifier
- Weapons & Armors : Panic Guard, Sapphire Pin
- Money : 50g

-----

The monsters here are almost Fire elemental. So it's hard to increase Dart's Dragoon level here. So if you want to turn him into a Dragoon to fight, just use Dragoon Attack because magic has no effect with them.

Enemies here :

FIRE SPIRIT  
 HP : 30  
 Element : Fire

SALAMANDER  
 HP : 45  
 Element : Fire

RED HOT  
 HP : 40  
 Element : Fire

Avoid the Fire Bird, then go around and check the area. The right path has a treasure chest. Then head to the left path, jump over the space. You'll will see someone far away in the background. Ignore him and jump. Use the Save Point if you want. Head to the left. Now you begin to pass over the lava lake by jumping from rock to rock as you did in Limestone Cave. After some moment, Shana says she hears something calling her and runs away. Chase after her. You'll see remains of a Virage. Over more than 11000 years, it's still alive and now it fights you.

~++++++-+-+-+~

1ST VIRAGE

Difficulty : Medium

- HEAD  
 HP : 350  
 Element : Non-elemental

- BODY  
 HP : 350  
 Element : Non-elemental



- ARM  
HP : 50  
Element : Non-elemental

This boss is not hard. Just beat his head and defeat him as fast as possible. Don't interest in other body parts even if they really annoy you. You actually needs some Mind Purifiers here, as its arm can cause those afflictions. The most important is the time. If you take too much time to beat him, he will beat a dangerous attack that makes you stunning, fear or confused. This is not good. So don't let it happen ! Complete the battle as fast as you can, attempting to either the head or the body. This is still the easiest Virage in this game. Just either the head or body is killed, you defeat this boss immediately.

~++++~

After defeating Virage, your party returns to the lava lake. Now forward the bottom right of the lake. You feel someone shouting. He is calling your help because he is being hung above the deep space. Save him and you will know he is Dabas - an owner of a big Antique Shop in Lohan.

Continue your adventure. Go follow the circle land and you face the Fire Bird :

~++++~

FIRE BIRD  
HP : 600  
Element : Fire  
Difficulty : Easy

VOLCANO BALL  
HP : 50  
Element : Fire  
Difficulty : Very easy

Fire Bird is not a very strong enemy. Sometimes he calls the Volcano Balls to support him. His strongest attack is making a big explosion by collecting all the balls onto you. Dart is strong against him as they are the same element. Have Dart use additions, because his Dragoon hits do no effect with that Fire boss. Have the other members turning into Dragoons if you can. Rose's Astral Drain might be useful when you take heavy damage. I think it's better to have her in your party.

When the Volcano Balls appear, use Rose's Death Dimension (if you have got it) or any attack items that cause damage on all enemies to kill the balls first, as they are your annoyers while fighting the main boss.

~++++~

In the next area, you will meet Dabas again. Now he sells items for you. Use this chance to prepare yourselves because your next destination will have no shops. When you have gone, he is not here anymore. Head to Nest of Dragon.

~~~~~

NEST OF DRAGON

~~~~~

Items : Mind Purifier, Body Purifier, Spirit Potion, Jade Dragon DS  
Weapons & Armors : Chain Mail, Bravery Amulet

Money : N/A

-----

The enemies here are very various :

RUN FAST

HP : 60

Element : Thunder

TRICKY BAT

HP : 30

Element : Wind

MANDRAKE

HP : 100

Element : Water

LIZARD MAN

HP : 40

Element : Earth

MAN EATING BUD

HP : 120

Element : Dark

First, get the treasure chest. Go to the next area. Shana feels some trouble again. But she will be alright soon. You can't go to the north path because some strange plant block your way. Go next to the right. You can jump to the rocks to the other side to get items there. Return to the old side and steps...Oh no...you are trapped.

In the first place you drop, you'll see the Life Water. This can restore all your HP and MP. First, press X to climb the rock to the above area. There are some plants blocking your way. Go down the left hole. You have come to a fork road. The first hole in your left takes to another high rock to the above area to get items. Touch the green plant which look like a fungi on your way, it would die and the black kelps beside it are dead, too. The second right hold takes to another treasure chest. The last way of the fork road, is a high rock. Climb it to the above area again and kill the plants as the previous time. Now all the ways are free. Find the way to the front hole. I remind you to save there because you are gonna to face a boss.

Lavitz has recognized the boss. But you must fight anyway :

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

GREHAM - JADE DRAGON

HP : 350

Element : Wind

Difficulty : Easy

GREEN TUSKED DRAGON FEYBRAND

HP : 450

Element : Wind

Difficulty : Medium

You can kill either Greham or Feybrand first. I think both are all right. But I like to kill Greham first because his attacks are very annoying although they are not so strong as Feybrand's. His strongest attack is to lock you on a megalith and throw his weapon to you. Beat him

as usual.

Feybrand is not very special. But it can use power up and poison you. Just be careful with its attack every time. Regular strategy is enough for these guys.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

When Greham dies, of course Lavitz becomes the owner of the Jade Dragoon Spirit. You have got a new Dragoon. Shana is sick. Now you climb the web where Greham stood to get out of the nest. Straight to Lohan.

~~~~~

COMMERCAL TOWN OF LOHAN

~~~~~

Items : Water Bottle  
Weapons & Armors : N/A  
Money : 200g, 100g

-----

Shana is taken to a clinic doctor Sanator. He couldn't cure her anyway. But he tells you about the Dragoni Plant which is the only herb to save Shana.

Now get out of the clinic to have a sight-seeing. There are many places for you to visit. The weapons here are not only very strong but also very expensive. I think you could only get it later. Now just get what you could.

First, go to the south of the town. Pay attention to the house in bottom right. It's Dabas's Antique Shop. Get into to find him. Sometimes you get in, he might be out. If he is not there, go around the town for a while until he is there. Meet and talk to Dabas. He doesn't know about the Dragoni Plant, too. Dart and his party decides to pass the strange plant in the Nest of Dragon to find out in the other area. Dabas tells you the Life Water in the Nest could kill that plant. Dart, Lavitz and Rose go away soon. Get down the land, you'll see a street seller who want to sell you a bottle to contain the Life Water. He would sell with the stupid price 1,000,000,000g. Just bargain until the bottle is free. You'll get it without paying money. But if you accept to pay him some money, he will satisfy to smile after you have gone, and that's not worth. so feel free to bargain with him.

~~~~~

There is an Angel Robe in a hard-to-see box. To get to it, go to the place where the Street Vendor who sold you sold you the bottle is, go upstairs, and go to the far right in front of a blue door. The chest is around here.

Contributed by Anthony Pettipas

~~~~~

Okay, get out of the town to the Dragon's Nest.

~~~~~

SHRINE OF SHIRLEY

~~~~~

Items : Healing Breeze, White Silver DRagon DS  
Weapons & Armors : Demon Stiletto  
Money : 140g (total)

-----

Enemies here :

PLAGUE RAT

HP : 50

Element : Earth

STRONG MAN

HP : 100

Element : Earth

GARGOYLE

HP : 100

Element : Dark

LIVING STATUE

HP : 50

Element : Earth

CRYSTAL GOLEM

HP : 150

Element : Earth

First, get down the Nest again and collect Life Water. Then climb up and jump over to the other side. Then return to the left side by the rocks. Kill the plant in the north and follow the whole path to Shrine of Shirley.

~~~~NOTES~~~~

Shirley is the first White Silver Dragoon. She was dead after the Dragon Campaign 11000 years ago.

~~~~~

In the first path of the Shrine, you will find a treasure chest with an annoying note :

- You lost, okay ?

Don't mention it. Just get into the shrine. And of course, you'll be "welcomed" at the first hall :

- Don't mess with Sir Drake, get out !

- I am busy ! Get out !

First, go to the right area. If you check this place carefully, you will see some healing power on the relief. Your HP and MP are full after its effect. It's a type of full healing. Try to find a silver statue here. Check it and you'll see it's in the left. Remember that statue. And also the mysterious Drake still appears here :

- It's a waste to go further. Get out !

- Give up will ya !

Okay, return to the hall and go to the deeper left way. You'll see a steering wheel in the right. Move it. Another way is opened. Ignore the treasure note :

- You thought there's treasure, huh ?

Now you can go to the new way. Here you'll see a golden statue which

is similar to the silver. It's in the front. Remember it. Some other notes :

- There's nothing in here. Don't you get it ?
- Welcome after coming all the way here. Good boy. Now get out !

In the hall, now you go forward the north area, go upstairs and check. You'll see a code. But you don't know it. So ignore and go up the left stairs to another treasure chest "Bye bye!" and you are trapped...a trailer bringing you is taking you to the beginning. But in the way you are running, you will know the code by moving the notes beside the "railway" you pass on your way.

It throws you to the lake around the shrine. What a joke ! But now you have known the code. Just return and enter it. A new way appears. A long stairs. Just go on it, you'll be trapped at the end. Do you see two statues at the bottom of the stairs. They are the silver and golden statues you have seen in the below area. Just rotate to the way you have checked. The stairs won't joke again. "What a merry guy you are !". I remind you to save here. This is really a hard battle. A bandit appears. Without allowing you to explain, he attacks you :

~+-----+~

DRAKE THE BANDIT  
HP : 1150  
Element : Wind  
Difficulty : Hard

WIRE  
HP : 100  
Element : Non-elemental  
Difficulty : Very Easy

BURSTING BOMB  
HP : 100  
Element : Non-elemental  
Difficulty : Medium

This boss is rather hard. He is not powerful, but his supporters are. His only attack is throwing the knives through you which doesn't make big damage. But sometimes he gives up the Bursting Bombs. These things can't attack. But after some moments they crawl close you and explode which makes big damage. So I think you should defend when the bombs are coming to you. When Drake's HP is half, he will make the protective wire to protect him. You must beat this up before beating him. When his HP is red, sometimes he could restore 360 HP. Try to cause as much as damage on him in the fastest time.

~+-----+~

After beating him, the soul of the shrine appears - Shirley. Rose recognizes her and so does she. Shirley says she doesn't have any Dragoni Plant, but Shana could be saved by the White Silver Dragon power. Holding the new Dragoon Spirit, she wants to challenge you if you deserve to get it. Fight !

~+-----+~

SHIRLEY  
HP : ????  
Element : Light  
Difficulty : Very Easy

SHANA

HP : ????

Element : Light

Difficulty : Very Easy

ALBERT

HP : ????

Element : Wind

Difficulty : Very Easy

Shirley is a soul and she is never killed. Her HP is infinite. Because you fight her by answering her questions. Don't beat her. Just guard. After some moments, she will ask you :

- Dart, Lavitz, why do you fight ?

There are two answers :

- To protect those we love (Dart's challenge)

- To pride and honor (Lavitz's challenge)

Choose any choice here. I write Dart's challenge first. Then Lavitz. Remember to choose the (X) decision if you want to finish up this battle quickly.

~~~~~

THE FIRST DECISION : DART'S CHALLENGE

Shirley transforms into Shana. Shana asks you :

- Dart, I have been waiting. Why did you leave without saying a word ?

These are your decisions :

- It's none of your business (X)

- To pursue the Black Monster

Shana asks :

- What are you going to do after you find the Black Monster ?

Decisions :

- Of course, get revenge ! (X)

- I don't know yet.

Final question for Dart :

- Please, forget about revenge and be with me. The Black Monster or me, Dart ?

Decisions :

- Shana (X)

- Black Monster.

"Really ? Dart, I'm so happy !".

-> Dart's challenges is ended.

~~~~~

SECOND DECISION : LAVITZ'S CHALLENGE

Shirley transforms into King Albert to challenge Lavitz:

- Lavitz ! What are you doing here ! Forget Shana and go back.

Decisions :



competition of Lohan at the arena.

Get out of the Clinic. Go down the land and head to the right. You run straight to the arena. First, meet the Ginger to register. Then go to the Waiting Room. You'll meet the participants here. Two of them are Lloyd and Haschel. Talk to them and prepare yourself. When you have finished, talk to the Attendant to begin the battle.

~++++~

GORGAGA

HP : 200

Element : Non-elemental

Difficulty : Easy

This guy is only a stupid head. Even he uses Poison to you. You could defeat him easily by using Additions.

~++++~

Prepare yourself again and take part in the second battle :

~++++~

SERFIUS

HP : 200

Element : Fire

Difficulty : Easy

This guy is not remarkable, he is a little tougher than the first guy

Just beat as usual.

~++++~

Why stopping ? Continue the next battle :

~++++~

DANTON

HP : 220

Element : Earth

Difficulty : Medium

This guy is wise. When he doesn't use his axe, just defend and don't attack because he will give you a big hit after your strike. Defend until

he holds his axe again. Or you can use attack items instead of defense. But after that he will use All-out Attack will take wipe of your HP.

~++++~

Yeah, you have come the semi-final fight :

~++++~

ATLOW

HP : 250

Element : Dark

Difficulty : Medium

This guy is not very remarkable. Just beat him as usual. I don't think that he is stronger the third guy.

~++++~

This is your final battle. Haschel lost Lloyd. So now you fight Lloyd.

~++++~

LLOYD

HP : ????

Element : Non-elemental



Difficulty : Very Hard

You can't beat him anyway, even attack items. Your work now is suffering until he plays the finishing touch.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

Don't be sad because you are still in the second place. Haschel is the third. Lloyd goes away. Now you return to your party. Lavitz gives you the 3 tickets to play here. Choose some games to play with Shana if you want. Of you can buy more tickets in the booth. If you don't want to play anymore, just tell Lavitz "I've got enough".

After the talk, you and your party must return to Bales to report to King Albert. But before going out, you see a wounded Knight of Basil trying to meet you. Lavitz asks him what happened. King Albert was captured. Then the Knight is dead. In anger, Lavitz only wants to return to save his faithful fellow. But Haschel stops him. He wants to join you, too. From now, Haschel is in your party. Okay, let's get back to Hellena Prison - where Albert is.

~~~~~  
REVISITED HELLENA PRISON
~~~~~

Items : Pandemonium, Thunderbolt, 2 Healing Potion, Sachet  
Weapons & Armors : Leather Armor, Felt Hat, Therapy Ring, Silver Vest,  
Spear, Broad Sword  
Money : 20g

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Enemies here :

HELLENA WARDEN  
HP : 120  
Element : Fire

SENIOR WARDEN  
HP : 150  
Element : Fire

FOLW FIGHTER  
HP : 100  
Element : Fire

Okay, you begin in the fork road again. Now the elevator in the left was repaired. You have nothing to do in the old right area, except gaining level. You can also revisit the Merchant in the room where he was to buy items. Prepare yourself here.

There's a new area here. Go to it to get more items you like. Go to the left and get on the elevator. There are a lot of items here. Just find the way to get them all if you like. Your next destination is go upstairs. Open the treasure chest to take Healing Potion, then go south. You'll realize this was the place where you got the Key to rescue Shana. The Hellena Wardens are surrounding you. They trap you into a vault. They want to feed something by you.

After the talk, go to Shana. She feels something wrong of the rock in front of her. Let Dart touch the rock. He feels a new area here. But before getting out, you must fight a boss :

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~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~
  JIANGO
  HP : 1200
  Element : Earth
  Difficulty : Medium

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He is very strong. His strongest attack is striking the land to drop the rocks. Just attack as usual. Be careful when being caused "Dispirited". You should have some Mind Purifiers for this case. Transformation or Specical Transformation is the fastest way now.

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~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~

  This monster will "help" you to break the rock opening the area. Go to it you'll find the way to return to the place where you was trapped. Fight the Wardens, then go to the way beside you. Fight the two Wardens and Fowl Fighters. Then you'll be taken to Albert's place. Save before entering. You face Fruegel again :

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~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~
  FRUEGEL
  HP : 1000
  Element : Earth
  Difficulty : Easy

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  RODRIGUEZ
  HP : 400
  Element : Wind
  Difficulty : Medium

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  GUFTAS
  HP : 400
  Element : Dark
  Difficulty : Medium

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If Rose has learnt Demon's Gate, the two Rodrigue and Guftas would be taken to the other world at once by that skill. But of course, you'll get no EXP of beating them. Rodrique and Guftas are more dangerous then Fruegel because they could cause status abnormalities on you anytime.

If you haven't get Demon's Gate yet, use Blossom Storm of Lavitz first to increase your party's defense, then use strong spells which attack all enemies. Fruegel is not very dangerous but he is strong just like the previous time. It's better to take wipe of all his servants and then finish him as soon as possible.

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~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~

  At that time, Lloyd appears in black hood, taking the Moon Gem from Albert's body and runs away. Lavitz chases after him to kill him for his king. But Lloyd prompts to thrust his Dragon Buster through Lavitz. The Knight has died. Now Jade Dragoon would be King Albert. He replaces the role of Lavitz.

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~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~
  KAZAS-BLACK CASTLE
  ~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~++++~

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  Items : Attack Ball, Spark Net, Dark Mist, Translight, Spear Frost,
  Spinning Gale, Red Stone, Blue Stone, Yellow Stone, Violet Dragon DS
  Weapons & Armors : Twister Glaive, Beast Fang
  Money : 100g, 20g

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Enemies here :

KNIGHT OF SANDORA

HP : 200

Element : Fire

HELL HOUND

HP : 150

Element : Fire

After the talk in Seles, get to Kazas~Black Castle.

Check out all the houses in the first area before going deeper. The deeper area is Kazas. A poor town under fortress ! Talk to the population. Then reach the house in the botton left to talk to a child. He will ask you three questions about the war. Just answer :

- I don't know.
- Take care at home.
- To protect something.

After that, the boy introduces himself as the representative of Sandora mercenaries. He is very glad to meet King Albert and willing to help you with accessing the castle. After talking, just follow him and say "Yeah, I'm ready" to climb down the hole he prepared for you. Try to pass the underground cave until the lowest floor. Then go left and climb the stairs and ladders in the right. You face some enemies here, Just take them off or run away if you want.

In the next area, climb down the ladder and fight some knights. Go to the south to get some items. Then straight to the north. You'll see some elevators activated by some Purple Flame. You can't get on it. First, go to the right. You'll see a laboratory for magic research. Talk to the Green and White Flame Researchers. You can meet the Whitw one to heal your HP and MP. They will give you the Magic Oil to use in Purple Flame. Activate the elevator in your right and go down. Then activate the next left one, you'll be taken to a dump area. Go down the ladder to get items. Now you must try to pass the waste lid when the guy overthere is controlling it. Don't let the waste drop on your back. Try to run and avoid them at the same time as soon as possible. Open the treasure chest to get Red Stone. Return to the outside. With the Magic Oil, activate the left elevator first, kill the knight and meet another researcher. After some talk, you will realize he is Mr.Magi who was mentioned by the other researchers. He would show you some new magic. But I don't know why it is only a dog. Open the chest to get Blue Stone. Then go out. Fight the two guards and get on the north elevator. You are on second floor. This is a cycle area so you can turn right or turn left. Both takes you to the old areas. Check out the place carefully to get Stardust and items. Buy items from the seller if you want. You see some knights practising. Talk to them and finish them all, then activate the beside elevator. You'll meet Great Commander of Sandora - the guy who led the advance and destruction on Seles. He always regrets and feels pitious for his emperor Doel. He gives you the Yellow Stone. Okay, if you like, get down the elevator and go to the right. Fight the guard and go upstairs. You begin another fight :

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

SANDORA ELITE

HP : 500

Element : Dark

This guy is similar to the one in Hoax. Just beat as that time.

~++++~

Okay, return to the third floor where you meet the Great Commander, use the left elevator to get on the fourth floor. You are in a large beautiful hall of the castle. The statue is Emperor Karina - Doel's wife. Now stand near the triangle holes and put the three stones on. A new area is opened in the statue. Follow it and get on the elevator inside to another path. Kongol appears !!! He wants to get revenge his lost battle in Hoax :

~++++~

KONGOL

HP : 1000

Element : Earth

Difficulty : Hard

Now he is wearing a protective gear and stronger than the previous time. You still try to make complete additions if you don't want to ask for troubles. He can use two skills each time. His most powerful skill is

screwing the target on the wall he builds. Then beat and strike him/her on it and break the wall. This makes you lose 180-220 HP. Check and heal your HP frequently. Have a character to heal only. That means you should let this character guard when he/she doesn't heal to keep his/her life to

support other allies. Like the previous time, if you don't finish your Additions completely, he will throw you again. The battle ends when you break up Kongol's protective armor.

~++++~

Straight and get into the door. Take part in the hardest battle of Disc 1 :

~++++~

EMPEROR DOEL

HP : 650

Element : Thunder

Difficult : Medium

Now he is not very powerful. But he can attack continually. Just beat as usual and keep up your HP.

~++++~

It's just a little beginning. Now Doel becomes himself as the Violet Dragoon :

~++++~

DRAGOON DOEL

HP : 1500

Element : Thunder

Difficulty : Very Hard

Now he is really tough. I remind you to turn into Dragoons at Level 1 because sometimes he could make a safe protective sphere that no hits could destroy it, except it runs out of time. In this sphere, magic and physical attacks entirely have no effect. Have at least one character to support and heal your party. Don't turn into Dragoon too much or it will be useless for the protective sphere. But Doel's attacks are very powerful, every of his hits. Frequently check your health.

Extremely alert with Doel's super Flash Hall. He slashes all your

characters and call the final lightning strike. Guarding is the best way to survive. But you must heal as soon as possible after the hit. This strike is stronger than regular Flash Hall that you can cause by using Attack Items.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

Doel realizes his mistakes. But it's too late. Before dying, he tells you about Lloyd. Now that guy had gone to Tiberoa. Now your next mission is to pursue him and find out about the Moon That Never Sets, Shana's biography and the Black Whachamacallit. You have a new Dragoon ~ Violet Dragoon Haschel.

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DISC 2 : PLATINUM SHADOW

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TWIN CASTLE IN FLETZ

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Items : N/A
Weapons & Armors : N/A
Money : N/A

Now you are in Fletz - a rich and peaceful kingdom. Visit the Item Shop, Weapon Shop and Jewelry Shop to prepare yourself. If you like, you can go to the church to see the Stars Fantasia. But I think it's just a waste of time.

Forward the castle, see a remarkable conversation of Emille Princess (Albert's heart is being broken into pieces). Okay, in the first scene of the town, go to the restaurant beside the hotel, find a waitress named Kaffi and ask her about the town. Just choose the decision which not only lets her tell you about Stars but also reminds about Lloyd. If you talk to her in the right order, the night will come to the town. Kaffi will remind you about an astronomy researcher called Mr.Fester. He is in the house next door. Call and talk to him. He will show you what he knows about the Moon That Never Sets and the Black Monster. Then climb the ladder to see the Moon by the microscope. But now... you have nothing to do. In that area, go to the central house which was closed in the afternoon. Now it's opened. This is Mrs.Nello's house - a woman who has a great love of plants. You should accept to talk to her about her Green Project (annoying !?). Let our intelligent Albert talk to her until the next morning...

How free we are ! You can get out of the town.

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BARRENS

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Items : Recovery Ball
Weapons & Armors : Warrior Dress
Money : 50g

Enemies here :

FRILLED LIZARD :
HP : 150

Element : Earth

STINGER

HP : 60

Element : Wind

EARTH SHAKER

HP : 200

Element : Earth

SCISSORHANDS

HP : 80

Element : Earth

ARROW SHOOTER

HP : 200

Element : Earth

Just check the place to get Warrior Dress. Then go to the next area. You'll meet some gangsters here. They want to annoy you for bad purpose. Just fight a battle with them :

~+-----+~

CRAFTY THIEF

HP : 300

Element : Dark

Difficulty : Very Easy

MAPPY (MINI-BOSS)

HP : 600

Element : Dark

Difficulty : Easy

These guys are annoying and fast. Check and heal your HP frequently. If you beat this battle too long, sometimes Mappy could vanish that you can't attack him until he re-appears again. They are very similar to regular enemies.

+-----+

After being defeated, Mappy would steal your Dragoon Spirit and run away safely, even Rose has tried to chase him.

Now go to the right path and head to Donau.

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DONAU - THE FLOWER CITY

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Items : Letter from Lynn

Weapons & Armors : N/A

Money : N/A

There is a Stardust in the water in your left. Go to the first right house and talk to Miss Kate. She asks you to help her find Lynn - the son of the Mayor's because he has gone to meet the Gehrich Gang for the peace of the town. Accept her command, go to the right stairs to buy items and heal your health if you want. Then head to the left. Now you can't go forward because the thief is blocking there. Just go upstairs to the Mayor's house, tell him about Lynn.

After finishing, go down the stairs a see an interesting scene : A dancer is joking with the gangs. Just see her terrible personality. Then she wants to talk to you about getting to the Valley of Corrupted Gravity to find Gehrich. Even you choose either decision, she still follows you anyway as a playable character: Meru. She tells you that you must have the Fletz King's pass to go to that place. So pass the Barrens and return to Fletz.

~~~~~  
HEAD TO THE VALLEY OF CORRUPTED GRAVITY  
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Items : Pass to Valley, Speed Up, Sachet, Meteor Fall
Weapons & Armors : Talisman, Knight Helm
Money : N/A

Now your problem is how to enter the castle. First, just talk to the guard. Then Meru tries to joke again. But even you do anyway, you can't enter the castle. So go around the town. Get to the Item Shop to meet Mr.Fester. He is buying something. He says that he has something more to do and goes out. Head to the castle again, Mr.Fester is there, too. Now he accepts to let you explain your problem. After that, you will know that he is a governor who teaches Princess Lisa Astrology. He agrees to help you get into the castle. Just follow him until you meet the King Zior. The King is kind enough to give you the Pass to get into the valley.

When getting out, the Maid Libria tells you that Princess Lisa wants to meet King Albert. She knows Albert is a king because of Astrology. So follow her and talk to the Princess. She will tell you about her ridiculous sister Princess Emille. You are also offered to enjoy the dinner at the castle (Ignore the strange action of Princess Emille, you'll understand later). Then go to the bedroom and make a sleep.

Everything here is finished. Go to the Barrens and choose the left path. It takes you to the Valley of Corrupted Gravity. Give the pass to the guard and get in.

Enemies here :

ERRUPTING CHICK
HP : 100
Element : Wind

SPIDER URCHIN
HP : 100
Element : Thunder

ROC
HP : 200
Element : Wind

KILLER BIRD
HP : 100
Element : Dark

DRAGONFLY
HP : 250
Element : Thunder

In the left there are Rock Fileflies. In the right there are Speed Up

and Satchet. In this place, you must use the flying rocks to move because there is no gravity here. Go forward. Climb the dead tree and jump rock to rock. Try to get all the treasures if you can. Then head to the next area.

Oh no, this place is confusing. Let me show you the basic. Try to use all the rocks here to pass. Do you see the white shadows on the ground ? If you stand on it, it will move you to the other shadows on the other ground. If you do best, you can get all the treasures in the next area and go to the end of the place. I remind you to get all the items here, because one of them is Talisman which is necessary for the next battle. Another Virage !!! Don't listen to Shana, just move the rock to the other side. Then touch the Virage :

~+--+~

2ND VIRAGE

Difficulty : Hard

- HEAD
HP : 1500
Element : Non-elemental

- ARM :
HP : 350
Element : Non-elemental

- BODY
HP : 800
Element : Non-elemental

If you have Talisman (avoid instant death) or Holy Ankh, equip them with you. If not, use Shana in your battle to revive characters. The strategy is rather similar to the previous one. But Virage's left arm can cause instant death on you that the character dies at once. Virage's right arm and head mainly attack with Light spells. So Shana can entirely suffer them. This boss is rather tough. As the previous Virage, its arm can be revived after a moment of destroying. If you want to reduce the percentage of instant death, just beat its left arm and the head at the same time. Its head is the most important that will decide its death.

~+--+~

After that, head to Home of Gigantos - Gehrich's hideout.

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HOME OF GIGANTOS

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Items : Angel's Prayer, Kate's Bouquet
Weapons & Armors : Knight Shield, Bandit's Ring
Money : 20g

Enemies here :

PIGGY :
HP : 200
Element : Earth

BERSERKER
HP : 350
Element : Dark

CRAFTY THIEF
HP : 200
Element : Dark

In the first place, I assure that you'll be assaulted by some sudden arrows. Just go to the area in your left, try pushing the sparkling switch to stop them. Get 50g and Bandit's Ring. Then go upstairs. The joking thieves will shoot you with rows of arrows when you try to enter the area. First, run to the south, you'll be surrounded by the Gangster. Now just try to run around until they want to fight you.

~+--+~
CRAFTY THIEF
HP : 200
Element : Dark
Difficulty : Very Easy

GANSTER :
HP : 500
Element : Earth
Difficulty : Easy
Not very powerful. Shana's Star Children can be effective. Just beat as usual. With Rose, don't use Shadow Cutter because it's Dark element. This battle is just like the previous with Mappy.

~+--+~
After that, Haschel will help you to destroy the wall. Let's access the main house. When you and your party are checking the Rock Fileflies place, Haschel tries all the way to get in the house. Use Rock Fileflies if you want. Get Angel's Prayer. Then chase after him. Now you are compelled to put Haschel in your party. Gehrich was one of his pupil in martial art school and Haschel must teach him how a fist is :

~+--+~
GEHRICH
HP : 1700
Element : Earth
Difficulty : Hard

MAPPY
HP : 1200
Element : Dark
Difficulty : Hard

Use Talisman (Mappy can make instant death) on your important character. This boss is tough, especially they go in couple. Heal your characters frequently and have at least one character to do this. With Haschel, Dragoon Attack is more effective than Atomic Mind. These two bosses are very dangerous when they attack together. This hit can make you lose more than 200 HP. It's dangerous for female characters such as Shana or Meru. If you have these weak characters in your party, let them heal and guard only. Don't attack. Try to complete the additions. The other members should be those strong characters who are not so weak against physical attacks.

~+--+~
After the battle, some troubles happen... Gehrich tries to tell you that Princess Emille is fake. The real one is hidden in the twin castle. Now Kongol joins you. As his guide, go down the stairs to find Lynn

Equip the Heat Blade to Dart. Have at least a character for healing. Lenus can use well Water and Dark spells with big damage. NEVER USE SPECIAL DRAGOON TRANSFORMATION or this battle would be the hardest. If you want to transform, just do with one character, especially Dart because he is the opposite element of Lenus. Because when you use Special Transformation, you can't heal your characters frequently. Lenus has more chances to play heavy continuous attacks that kill you before you can do anything. She could cast 4 attacks in each turn. Believe me, just beat her in ordinary state. It only takes you 5 minutes in this way. Have at least character to heal okay.

~+--+~

Lenus doesn't die. She only runs away. Then you'll be sudden to realize that she is a Wingly. The Winglies disappeared after the Dragon Campaign 11000 years ago after losing Humans. Before running, she showed Meru about how to escape. Just because Meru is a Wingly, too. But she doesn't reveal herself to everyone.

After the incident, King Zior demands you to get back the Moon Dagger. He lets you use freely the great ship Queen Fury under the lead of Commodore Puler to pursue Lenus. The ship is at Donau to wait for you. Go there and head to the port. Kayla, your manager will help you to get on the ship.

~~~~~

FUNNY !!!

~~~~~

Items : N/A

Weapons & Armors : N/A

Money : 1g

On the ship, all your characters have their own feelings. Let's enjoy them.

SHANA

First, Shana wants to tell her dear Dart about their fate and future. You take control of her. She wants to meet Dart. He is with Commodore Puler. Go to one of the ways in the north. Go up the first stairs, then another one to get on the second floor. You'll see our Haschel sleeping here. Just ignore him and go up the next stairs forward. You'll meet Dart. Dart is thinking of something. She talks to him and lets him know her feeling about the fate. But maybe everything is all right. Dart still wonders about the Black Monster. He thinks Rose could help him.

DART

Climb up the ladder in the back. Rose is at the top of the ship. Just move up to meet her. In the talk, even Dart asks very much, Rose tries to refuse telling (just because she knows too much). She asks him what he would do if he finds the Black Monster, then explains him about the source of Dragon power.

ROSE

She wonders about her strange purpose in the journey. Let her go downstairs to talk to Haschel. He also asks her about it and of course the cold woman would easily refuse and go away.

HASCHEL

He misses his daughter. He has looked for her for years. He didn't keep his anger that Claire~his daughter got out of his sight in tears.

Long time passes, he forgot his object and joins Dart's party on their journey. Now Haschel wants to find something funny to forget the sadness. He finds Kongol. At the place where Shana is, Kongol is under stairs. Go and play a joke on him. Kongol's purpose is to fight for the equal of all species. But he doesn't know what "Friend" is. Haschel reminds him to find the "King of Human"~this is the word Kongol uses to call Albert.

KONGOL

Go upstairs. Go to the north and get in the first door you see. Albert is here. The intelligent king tells him about the friends - who share happiness, pains, sadness, fun etc with us, who are on the same road with us. Kongol goes away to think about it. Albert wants to find a friend of his to talk to.

ALBERT

Get out of the room and go to the north one. The king will receive an awful welcome from Meru. He wonders why she joins the party in this dangerous journey. Meru is bored at Albert's seriosity. She wants to joke Dart.

MERU

Dart is still with Commodore Puler. Play a joke with him. If you let him guess right, she will talk to you. If not, she gives you a kick before talking. Go upstairs to talk to Rose. But something happens in the sea...

~~~~~  
TRAGEDY FROM THE PAST - PHANTOM SHIP  
~~~~~

Items : Key to Ship
Weapons & Armors : Stun Guard, Panic Guard, Magic Ego Bell, Talisman,
Ultimate Wargod, Bravery Amulet, Dancing Dagger
Money : 100g, 50g, 20g, 200g, 100g

You see a strange ship rising from the dark which the souls are wandering around. It's the Saint Louvia from Mille Seseau. When you realize your situation, Shana is lost. Dart and his party finds her on that ship with some souls around. Choose your party and explore this place when our sailors are fixing the Queen Fury.

Enemies in Phantom Ship :

WILL-O'-WISP
HP : 150
Element : Fire

SKELETON
HP : 200
Elemment : Dark

DEATH :
HP : 200
Element : Dark

You meet these monsters by touching the flying souls around you. First, go downstairs. You'll see some pink creatures hides in the first room. Get into it. You'll see a treasure chest. But the thing inside is not an item. From the chest, that creature jumps out and flies to the room next door. Suddenly the bones on the floor combine into skeletons and you must finish them all.

Get out of the room. In the corridor there is a treasure chest containing 50g. Go to the next room and open the treasure chest here. Now the creature really stands there and fights you with the waking skeletons :

MAGICIAN BOGY :
HP : 600
Element : Dark

Be careful with this creature because it could cause "bewitchment" which cause confusion on your party if you don't kill it fast. After that, get out of the room and go to the last room of the corridor. You can find the code number of a treasure by the haunting souls. Another moving treasure here !!! When you try to open it, three Magician Bogies welcome you. Just "respond" to them.

When they are defeated, a soul rises from the chest and asks you to go to the Captain's Cabin.

ADDED NOTES :

If you check the cabin beside the locked door where you will fight the bosses on this ship, you can find a secret chest which is locked by a special digit. This added notes will show you the rule to open it. Special thanks to Beno Jange for contributing this to my FAQ.

| | | |
|-------------|------------|-----------------|
| First Time | 10 chances | Stun Guard |
| Second Time | 8 chances | Panic Guard |
| Third Time | 6 chances | Magic Ego Bell |
| Fourth Time | 4 chances | Talisman |
| Fifth Time | 2 chances | Ultimate Wargod |
| Sixth Time | 2 chances | 100G |

The basic concept for the password are:

1. There are four numbers to be given as a password.
2. There are only three of them are used for password.
3. The four numbers should be changed to three numbers permutation and combination.
4. Each time if one or more numbers of the code are entered correctly (almost correct) then there will be a text displaying "...". However if all of numbers are entered incorrectly then there will be a text displaying how many chances are left.
5. If you get almost correct code (means that one or more number location of the code is correct) then compare it with other almost correct code and find the similarity. After that, negate the similarity to find the incorrect code and cross all other incorrect codes. However, if you enter the incorrect password (means that the number location of the code is incorrect) then cross all other incorrect codes.
6. Enter the password which is left by selection. Repeat step (4) and (6) if the password is still incorrect.

You are confused by my explanation, aren't you? OK, I will give you step by step solution. Remember to save each time you enter the correct codes. However, you ever have learned the permutation and combination in your school, haven't you?

Case 1

-
1. There are four numbers: 0258.
 2. Three of them are used for password.
 3. Do the permutation and combination for three numbers:
025 052 205 502 250 520
028 082 208 802 280 820
058 085 508 805 580 850
258 285 582 852 825 528
 4. Enter one of the three numbers in the above for the password: 258.
 5. If you received a text displaying how many chances are left then you enter the incorrect code. That means all of the number if 2 is placed 1st or 5 is placed 2nd or 8 is placed 3rd then it will be the incorrect numbers. The other incorrect password (from the list) if:
 - 2 is placed 1st: 205, 250, 208, 280, (258), 285.
 - 5 is placed 2nd: 052, 250, 058, 850, (258), 285, 852.
 - 8 is placed 3rd: 028, 208, 058, 508, (258), 528.Cross them all for removing it from correct code selection.
 6. The list should be contained: 025, 502, 520, 082, 802, 820, 085, 805, 580, 582, 825. Enter one of them: 820. Oh no! It's incorrect password. Don't worry. The other incorrect password (from the list) if:
 - 8 is placed 1st: 802, (820), 805, 825.
 - 2 is placed 2nd: 025, 520, (820), 825.
 - 0 is placed 3rd: 520, (820), 580.Cross them all for removing it from correct code selection. The list should be contained: 502, 082, 085, 582. You only have to enter one of the four codes. It's better than entering 22 codes from the permutation and combination list!

Case 2

1. There are four numbers: 0025.
2. Three of them are used for password.
3. Do the permutation and combination for three numbers:
002 020 200
005 050 500
025 052 250 502 520 205
4. Enter one of the three numbers in the above for the password: 020.
5. If you received a text displaying "... " then you enter the almost correct code. Write it down. Enter another code: 200. You've got another almost correct code. Write it down. Now compare these two codes and find the similarity: 020 and 200. You'll see that the similarity is 0 is placed 3rd. Now negate the similarity so the incorrect password if 0 is not placed 3rd are: 002, 005, 025, 052, 502, 205. Cross them all from the list.
6. The list should be contained: (020), (200), 050, 500, 250, 520. You

will only have to enter one of the four codes. It's better than entering 10 codes from the permutation and combination list!

Case 3

1. There are four numbers: 0123.
2. Three of them are used for password.
3. Do the permutation and combination for three numbers:
012 021 102 120 201 210
013 031 103 130 301 310
023 032 203 230 302 320
123 132 213 231 312 321
4. Enter one of the three numbers in the above for the password: 103.
5. If you received a text displaying how many chances are left then you enter the incorrect code. That means all of the number if 1 is placed 1st or 0 is placed 2nd or 3 is placed 3rd then it will be the incorrect numbers. The other incorrect password (from the list) if:
 - 1 is placed 1st: 102, 120, (103), 130, 123, 132.
 - 0 is placed 2nd: 102, 201, (103), 301, 203, 302.
 - 3 is placed 3rd: 013, (103), 023, 203, 123, 213.
6. The list should be contained: 012, 021, 210, 031, 310, 032, 230, 320, 231, 312, 321. Enter one of them: 021. If you received a text displaying "... " then you enter the almost correct code. Write it down. Enter another one: 031. Oh no! It's almost correct password. Write it down. Now compare these two codes and find the similarity: 021 and 031. You'll see that the similarity is 1 is placed 3rd. Now negate the similarity so the incorrect password if 1 is not placed 3rd are: 012, 210, 310, 032, 230, 320, 312. Cross them all from the list. The list should be contained: (021), (031), 231, 321. You will only have to enter one of the two codes. It's better than entering 21 codes from the permutation and combination list!

The easiest way to determine the more exact code is by finding the incorrect code. The codes which come from four different numbers are quite hard to solve than the codes which come from three or less different numbers. You should pray hard that the ghost won't give you four different numbers. As I state in the beginning that save each time you successfully unlock the chest but not each time you get the numbers. Why? Your saved file won't save your numbers. In other words, each time you load your saved file then the four numbers will be different again so you have to go all the way to obtain the numbers from the ghosts.

Let's follow the soul. Get out and go upstairs. Then head to the right to Captain's Cabin. The soul of the Captain appears in front of you. He prompts to tell you the "author" of this stragedy was the Black Monster. All people here tried to save new born Princess Louvia from the Black Monster and were killed. The baby was lost. But he disappears again. You can get money and the Key to Phantom Ship. Then get out and go to the

left path. When you are going, some haunting Ghost Knights appears to curse the Black Monster who was Rose. In this way there are two cabins. The first has the chest with code key. You can get Bravery Amulet from it and be welcomed by some Skeletons. Just go to the second room. A lot of ghosts appears who want to kill the "Black Monster". Fight !!!

~+--+~

GHOST KNIGHT
HP : 300
Element : Dark
Difficulty : Easy

GHOST COMMANDER
HP : 1300
Element : Dark
Difficulty : Medium

Try to kill them at the same time. Because if you don't let them die at the same time, when you kill one, that one will be revived after some moments. First, attack the Ghost Commander until his HP is red. Then Shana's Star Children or any all spells can take wipe of them all. If there is some still alive, just attack them heavily at once.

~+--+~

Shana will appear to persuade the Knight. He recognizes her to be Princess Louvia, so he stops fighting and disappears. Get to the next room. Take Dancing Dagger and touch the baby bed. The soul Princess' maid appears and tells you about the poor Louvia. But when Shana talks to her, she again realizes that is Princess Louvia and goes away...

When you go out, the Saint Louvia begins sinking. All the characters try to jump to the Queen Fury. Dart is the last one. The phantom ship leaves at the same time that he falls when jumping. Rose jumps follow him and try to hold his hand, being handed on a bar. But she can't keep Dart longer. Both of them drop into the sea...

~~~~~  
LOST MEMORY  
~~~~~

Dart is saved by Rose. Now they are in an unknown place, in a cave. Rose puts his head on her knees and remember a person~a person she loves - also Dart's father - Zieg. She remembers the terrible Dragon Campaign which got Zieg's life. At that time, she also held Zieg's hand. But it was too late to save him. And now she repeated that action wih Dart. She saw Zieg in Dart. But he is not her Zieg...

~~~~~  
VILLAGE OF LIDIERA  
~~~~~

Items : Healing Potion
Weapons & Armors : N/A
Money : N/A

A boy named Pete spots Rose and Dart in the cave. He takes them to the village.

After talking to the child's family. Just get out of here, move to the pier, getting some chest and follow the way to outside (there's nothing in this village). Pete chases after you. He changes his mind and decided

to take his mother for some treatment of her illness at Fueno - your next destination. Okay, just go.

~~~~~  
UNDERSEA CAVERN  
~~~~~

There are monsters here :

SEA PIRANHA
HP : 300
Element : Water

GLARE
HP : 350
Element : Water

MERMAID
HP : 400
Element : Water

FLABBY TROLL
HP : 550
Element : Earth

But now you just only pass the out path to go to Fueno. Nothing unusual, okay ?

~~~~~  
CITY OF FUENO  
~~~~~

When you have come here, Pete and his mother thank you and go to the hospital. And, just go around the city and buy items if you want. Then go downstairs to the next area. You see the Queen Fury stop here. Forward to the port, you meet Kayla. Talk to her and she will tell you that your partners are in the city. Just return and you face Meru in your way. She shows you the way to the hotel - where the party is.

After some kind of her joke, go upstairs to the back room to meet Shana (romantic !!!). Meru jokes you again. But don't worry. It's just funny.

When you have finished the talk, get out of the hotel and go out to the city. Find a drunk man talking to the people. In his words, he reminds something about the Sea Dragon in Prison Island. The only way to go that place is the Undersea Cavern. Go to the port to find Commodore Puler. He reports to you some information about Lenus. She is at Prison Island, too. Okay, now it's your way to Lidiera.

~~~~~  
HEAD TO PRISON ISLAND  
~~~~~

Items : Healing Rain, Healing Fog, 2 Attack Ball, Gushing Magma, 2 Recovery Ball, Burn Out, Blue Sea Dragon DS
Weapons & Armors : Jeweled Crown
Money : N/A

Return to Lidiera. On the pier, choose the decision to ocean terrace to talk to the Mayor of Lidiera who control the way to Prison Island. He will ask you why you want to go there with three choices :

- Danger attracts me.
- Danger is my middle name.
- We need to see the monster. (X)

If you don't want they call you "crazy", choose the 3rd choice. They allow you to go and the Mayor orders the guard to open the gate to control cave. After that, choose to get to Pete's house. Then run to the back, jump rock to rock to climb up to the cave. Take Healing Fog and Healing Rain. Find a Valve Handle and turn it. Now you can pass the secret way in Undersea Cavern.

In Undersea Cavern, the path which was covered by water now rises. Get Burn Out and run to the other side. Here you should get all the items here. They are useful for the next battle. When you have finished everything, go up the twist stairs and save. Then continue. You are at Prison Island.

Lloyd and Lenus are talking here. Lenus gives him the Moon Dagger which she got from King Zior. But when they begin to "love", your party has come. Lloyd runs away leaving his lover alone. He lets you know that he is leading to Mille Seseau. The crazy love of Lenus orders her to block her. She turns into a Dragoon - the Blue Sea Dragoon and calls the real Sea Dragon Regole to play with you :

~+++++~

DRAGOON LENUS
 HP : 3000
 Element : Water
 Difficulty : Medium

SEA DRAGON REGOLE
 HP : 3200
 Element : Water
 Difficulty : Medium

Both Lenus and Regole are afraid of Fire. Just continue to equip Dart with the Heat Blade. In the first time, Regole uses Tidal Waves to beat you that make a very big damage on the characters, especially Dart. But if you have the command "Special" use it with Dart. Both of your characters are Dragoons. Just two Final Burst of Dart's could defeat Regole because he is more sensitive than Lenus. Lenus is harder. Her weapon is still the pair of Boomerangs. But with your special transformation, she is nothing to you. Do your best in this battle. For me, I think Dragoon Lenus is not so strong as she was in the ordinary state. But don't depise her so much. Some of her performance can wipe your HP like Regole's Tidal Waves. So then, kill Regole first, then just attempt to Lenus.

~+++++~

Lenus gives all her life for Lloyd~the worst womanizer. At the end, she still tries to kill you and Shana. But it's lucky when the love between Shana and Dart helps them escape from the near death. The Dragoon Spirit gets out of her body and flies to Meru. Do you know what happens ? Our Meru is jumping for fun...

Okay, head to Fueno, ask Commodore Puler to return to Tiberoa.

~~~~~  
 HAPPY BANQUET  
 ~~~~~

From Donau, just pass Barrens to get to Fletz. Once you enter the castle, the guards soon tell you to meet the king soon. The two princesses are waiting for you, too. Even you couldn't get the Moon Dagger, King Zior is still happy to make a big party to welcome you for defeating the Sea Dragon. The story about you will be kept for time in Tiberoa. When the court is preparing, your partners split and go to different places. Dart and Shana is on a hall and prepares for their love. But Mr.Fester and the maid Libria interrupt you that Shana wants to stop and takes you to find the others :

Albert is at Princess Emille's room~the room where you found her. Rose is at the bedroom and remembering about her past. She can't smile or laugh...just because she hasn't do that for 11000 years. Meru and Haschel are "tasting" the food in the kitchen when they aren't ready yet. Kongol is at the north practising room for soldiers. When you find them all, the party starts soon. Shana is taken to wear a beautiful...

In the ball, Dart doesn't see Shana. Let him talk to Albert, Meru, Kongol, Haschel until they say they don't see Shana. Then Libria from the balcony tells you that Rose needs you. Go to the balcony where Libria was, Rose is standing there and blames Dart that he lets someone wait for him during the night. Dart tries to look and it's Shana in the beautiful dress...

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DISC 3 : FATE & SOUL

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FURNI - THE WATER CITY

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- Items : Boat License
- Weapons & Armors : N/A
- Money : 500g

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You get to Mille Seseau to continue pursuing Lloyd. This is Furni~the water city~also the port to Mille Seseau. The most exciting thing here is that the city is full of water. Your only means of transport are boats. When you have just got off the Queen Fury, the house in your right has a Stardust. Search for it, then go forward. Ah, the Holy Knight of Mille Seseau holds a prize for a fighter who can kill a monster wolf named Kamuy and get back Teo - the child who followed the wolf to the Evergreen Forest. Just ignore the arrogant guy with the stupid axe (His name is Gulgus), go to the left to hotel. Go downstairs and talk to a person. She will give you the Boat License for you to use a boat here freely. The story about your victory with the Sea Dragon is given to this place, too. Now get on a boat and go. Let me return to the first place of Furni where you got off the Queen Fury and chart the map by my words :

- The first place :
- Go up : the second place
  - To the house on right : Stardust
  - to the Item Shop : find the Item Shop

- Item Shop area :
- Talk in the Item Shop : buy items
  - To the right : return to the first place

- To the left : get off the boat

Second place :

- To the hotel : rest
- Go upper right : to the next place
- To the front : return to the first place
- to the left : find Weapon Shop

Weapon Shop area :

- Talk in the Weapon Shop : buy weapons
- Move to the right : return to the second place
- Talk to the Fisherman

Third place :

- To the Clinic : cure status abnormalities
- To the right : Teo's house or get out of the city
- To the front : return to the second place
- To the Mayor's house : talk to the Mayor of Furni

Okay, do you understand the ways of the city ? Now let's return to the walkthrough. After receiving the Boat License, that woman asks you to meet the Mayor because his daughter Fa involved with the monster wolf incident. Just get to his house and accept to stay there. When you want to rest, talk to him and answer "Yes, we are". After that, your party members finish the dinner and go to bed. Shana is very compatible with Fa. She tries to sing for the child her favourite lullaby. Haschel hears the song and remembers Claire - his daughter, who also likes this tune. Then Shana wants to go to the terrace with Dart (Meru is after you !!!). When seeing the Moon That Never Sets, some troubles happen to her...

Next morning, she becomes all right. We say goodbye to this place. Move the boat to the right and get out of Furni (the stupid Gulgus is there anymore).

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EVERGREEN FOREST

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Items : Body Purifier, Depetrifier  
Weapons & Armors : Destone Amulet  
Money : N/A

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Monsters here :

FLYING RAT

HP : 300

Element : Wind

FOREST RUNNER

HP : 300

Element : Wind

MOSS DRESSER

HP : 350

Element : Earth

DARK ELF

HP : 450

Element : Dark

WOUNDED BEAR

HP : 550  
Element : Earth

You are in a forest of Mille Seseau. First, go to the right to get items. Then head to the north and search the place. You'll find Teo who is being chased by a lot of fighters who want to get the prize, even Gulgus. Teo is small and fast enough to pass them. When they try to follow him, just keep trace of them. You are taken to another place. Run to the north and you face Kamuy. Teo says it has been a lovely pet. But it becomes like this because of protecting Fa from monsters. Kamuy is so angry that he throws everything on his way, even the stupid Gulgus. Then you must fight him :

~+++++~

KAMUY  
HP : 3500  
Element : Non-elemental  
Difficulty : Easy

He is not very powerful. But be careful when he bites you. "Special" command is good at this. He likes to use Light spells. You can have Shana to heal. His bite can make a great deal of damage. So protect yourself from it.

~+++++~

After being defeated, Kamuy is dead. For the gentle cherish, Shana saves him by the healing power from White Silver Dragon Dragoon Spirit. Okay, now you can return to Furni to require the prize. But I remind you that it will make you disappointed : only 500g.

Get out of that area to the place where there is a guard in the right. Go to the south. When you prepare to get out of the forest, Rose and Meru say they have something to do and get out of your party temporarily. Just go.

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CRYSTAL PALACE OF DENINGRAD

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Here you can search the place for items, weapons or anything. This is a cold area so you can see each house has at least a fireplace. Okay, go to the right path taking to the church. The Bishop is telling people about the legendary Divine Tree. You should go in and ask him to tell you that (Albert becomes freak when he has a chance to hear new knowledge). Divine Tree is the tree in people's imagination. No one sees the real one. But it might involve with Lloyd as he is looking for the three Divine Moon Objects.

After finishing the story, you go to the north to talk to a man who is Library Ute who lets you go to the national library. Follow him. Get out of the church and go to the deep north path. Your front is the Crystal Palace, your right is the hotel and your left is the Library. Get into it and find out about what you need. Talk to all the characters to combine each pieces you collect from the books. Then the Library Ute realizes you were a survivor from the accident in Neet. He agrees to take you upstairs and tells you about what he knows about the Black Monster and the Moonchild.

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NEET

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Do you wonder where Rose is ? She is at Neet - Dart's hometown which is destroyed 17 years ago by herself - the Black Monster. The Second Sacred Sister of Deningrad~Luanna is here with The Fourth Sacred Sister Setie and their guards. Rose comes to them and asks about this place. Luanna was also a survivor from the tragedy of Neet like Dart. Her mother died, her eyes are blinded after the accident. But since then, she has a special ability which is similar to telepathy. She can read and feel what the others are thinking. Rose would like to follow Luanna to return to Deningrad together. Luanna knows that she is not a bad person and lets her go.

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WINGLY FOREST

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Meru is exactly a Wingly. The Humans think that Winglys disappeared many years ago after the Dragon Campaign. But they still live in this world - in a secret forest of Mille Seseau. When returning, Meru meets Guaraha - her childhood friend and also a Wingly. He reminds her that she would receive a terrible welcome if she gets back home. Control Meru to the high cave, then use teleport to get to the platform lake and go north. First, the Bardel brother try to get rid of you. Then the Ancestor wants you to get out of here. Next, your father blocks your mother and doesn't let you go home. Okay, it's enough for you to get out of this place. But Guaraha wants to joke you again. But he also tells you about the Divine Dragon - the King of Dragons who was locked in the Mountain of Mortal Dragon by Winglys. But now he is free with unknown reason.

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DIVINE DRAGON WAKES UP

~~~~~

Items : Holy Ankh, Angel's Prayer

Weapons & Armors : N/A

Money : N/A

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After finishing everything in the Library, you get out of the place. You meet Rose and Luanna. Let's go to the hotel.

Luanna feels something strange in Dart's body. It's not entirely Human. After some moments, Dart falls on his knees again. He suddenly remembers what Rose told him about the source of Dragon's power. The insanity !!!

When getting out, you will meet Meru, too. She is realized to be a Wingly. Meru tells you about the Divine Dragon who is coming here for some destruction...

The King of Dragons has come. He is flying in the air and slowly destroy a very small part of the Crystal Palace. But he runs away soon. Now Dart and his partners affirm that they are Dragon Knights that they can help Deningrad to solve this incident. Luanna accepts to let them go to the Crystal Palace to meet Queen Theresa.

When you go to the palace, try to search for some items, especially Holy Ankh and Stardust. Pass the knight's room and bedroom, go to the

Queen's Chamber. At first, you meet the First Sacred Sister Miranda is blaming the knight about doing his duty badly. Talk to the Queen about the Divine Dragon. Then your party would introduce themselves as the Dragon Knights and accept to do this work. Miranda isn't sure of your talent. She wants to go with you to see your true selves. Your party get out, but Shana doesn't...

When going out, Albert realizes that Shana is missing. Let's return to find her. Go to the secret room in the right of the Queen. Shana meets some troubles again. This is the room used to seal Dragon's power for about 10000 years. Shana feels weak, the White Silver Dragon Dragoon Spirit leaves her and flies to Miranda...

Now Miranda replaces Shana to help you in the journey as the new White Silver Dragoon. Your mission is going to Meru's home - Wingly Forest to borrow the Dragon Block Staff which can seal the power of Dragons. Return to Evergreen Forest as Meru had showed you. Run to the area where you met Teo and head to the north. Meru would do some magic to open a secret way. Get into and you are on the way to Wingly Forest.

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CAPITAL KADESSA - FORBIDDEN LAND

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Items : Mind Purifier, Power Up, Dragon Block Staff

Weapons & Armors : Dancer's Shoes, Mind Crush

Money : N/A

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Try to receive another similar welcome. But it's lucky to you that the Wingly ancestor wants to meet you. Use the teleport to get in the village. Do you see a standing Wingly there ? Ask him to bring you up to Meru's house. Talk to her parents and head to the right. You see two teleport tables. The first one takes you to the Ancestor. The second takes you to the Wingly shops. I remind you to go to the second first. Buy Items and weapons. In this area has two another teleport tables. The left one takes you to Guaraha's room. The right one has a platform. Meru would open the door to show you a statue of Archangel - the legendary guardian of Winglyes. Okay, let's get to meet the Ancestor. First, you are taken to a room with pink background that heals your health. Try to "debate" with the Elder Bardel. Then continue to go. You'll meet the Ancestor in the clinic room. He leads to another place with a high port. When you are ready, he uses super teleport to open the way to Forbidden Land. You are moved to there.

You are in the ruin of Capital Kadessa. Enemies here :

GNOME

HP : 250

Element : Earth

FAIRY

HP : 300

Element : Light

PUCK

HP : 300

Element : Earth

TOAD STOOL

HP : 160

Element : Earth

Just go in it until you meet a teleport. Use it to enter a place which is full of teleport. Try to get all the items here. Some of them are really useful. If you go right, you will reach an area with some pink circles on the floor and the Spinning Head wake up and chase you. The way in your front is sealed by 5 lasers. Try to avoid the monsters and unlock all the circles. Each of them unlocks a laser shield.

SPINNING HEAD

HP : 400

Element : Non-elemental

When you have opened the seal, go into and try to pass the teleport again until you meet an area which looks like a ring.

After the talk, just use the teleport until you reach the last one. It will take you to a place with a Save Point and a pink table for healing. Prepare yourself here. Then go on your way. There are two ways here, the highest floor and the lowest floor. Now your mission is to find the Dragon Block Staff. You aren't forced to go to the highest floor. But if you like, just reach it.

Here you meet a puzzle. There are seven draws on the wall which represents the order of species. Try to arrange them by stepping on them. If their color is changed, that means you are on the right way. Until all the platforms are changed colors, the elevator in the center will be activated. Get on it and go down. Yeah, another type of Virage. This guy looks more modern and stronger than the others.

~+-----+~

3RD VIRAGE

Difficulty : Easy/Medium

- HEAD

HP : 10000

Element : Non-elemental

- BODY

HP : 10000

Element : Non-elemental

- ARM

HP : 5000

Element : Non-elemental

This boss is not tough. It is almost destroyed for years and now it has 10 turns to live. When the time has come to limit, it makes an explosion which your party lose a big number of HP. You can guard until it explodes. Or if you want to finish the battle faster, just beat it until the time remains 2 or 1, then guard. But there is an exception. You can win it without its being exploded by finish it before the time coming. As I said, this battle is optional. You can finish all your work, gain your levels higher then return here in Disc 4 to beat (You must be stronger at that time). It will be a very easy battle.

~+-----+~

Now let's go to the lowest floor to get the Dragon Block Staff. When Meru is trying to put it out, something is moving and it throws Meru out. The "keeper" of the staff wants to play you a joke :

~+-----+~



GRAND JEWEL

HP : 4600

Element : Earth

Difficulty : Medium/Hard

Don't turn into Dragoons. The Dragon Block Staff drains all the Dragoons' strength that you will be killed easily in Dragoon form. Just fight in ordinary state. Its magic isn't strong enough to kill you soon. When you beat it until its HP is red, sometimes it could heal its health by some magic. The healed HP can reach 1350 HP. Don't be impatient and try to continue because it only does this one time. When fighting, it can lower or increase your level that also lower or increase your stat. So be careful !

When you level is lowered, your defense reduces too, the opposite of increasing level.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

You have got the Dragon Block Staff and now it's your way to return to Deningrad. Use the right teleport to return by the fastest way. Then get out of Kadessa to meet the Ancestor Blanco. He and Meru's parents will try to get you to Deningrad by teleporting as soon as possible...

Divine Dragon again destroys the palace. Now the damage is more serious. Get on the palace to meet Queen Theresa again and report what you have done. Now it's your time to find the King of Dragons. Head to Evergreen Forest. Do you remember there is always a knight in the left area ? Talk to him and now he allows you to pass that way. It's the path to Mountain of Mortal Dragon.

~~~~~

MOUNTAIN OF MORTAL DRAGON

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Items : 2 Mind Purifier, Attack Ball, Healing Breeze, Total Vanising, Body Pufifier, Speed Down

Weapons & Armors : Giganto Armor, Dragon Helm

Money : N/A

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Monsters here :

MEGA SEA DRAGON

HP : 250

Element : Fire

DEADLY SPIDER

HP : 300

Element : Earth

WYVERN

HP : 550

Element : Wind

BABY DRAGON

HP : 250

Element : Thunder

BEASTIE DRAGON

HP : 320

Element : Wind

First, there are a lot of strange animal corpses in your sight. You will know that these are Lloyd's work. Just continue on the way. You meet a lot of ways and cave ways in the deeper area. When you reach some place, the power of Divine Dragon appears in your sight. Just continue until and check the place all to get items and armors. Until you reach a place with Save Point, prepare yourself. You hear the clash of weapons. Forward to there and you know what is happening : Lloyd is fighting the Divine Dragon. Without knowing what he wants, just attack the Dragon :

~+++++~

DIVINE DRAGON  
HP : 5000  
Element : Non-elemental  
Difficulty : Very Hard

DIVINE BALL  
HP : 2000  
Element : Non-elemental  
Difficulty : Easy

DIVINE CANNON  
HP : 2000  
Element : Non-elemental  
Difficulty : Medium

The Dragon Block Staff seals all of the power of Divine Dragon and Dragoons. So don't turn into Dragoons. Divine Dragon is more powerful than the Grand Jewel so this is not a joke anymore. Just use physical attacks with him and complete your additions. Have at least one character to heal. Frequently check your health. The strongest of Divine Dragon is the cannon. The cannon is prepared for 3 turns with notification in the top of the screen. So when you see the notification, just use "Guard" command. Don't beat him this time because it can make you lose 600 - 800 HP. It attacks one or two characters at the same time, depending on its random direction.

Also alert with its micro missiles. Although it's not as dangerous as the Cannon, you can die of it within your carelessness.

~+++++~

When the Dragon dies, Lloyd quickly darts in and cut his biggest eye to get a gem. It's the Dragoon Spirit of Divine Dragon. And this is all what he wants. The Dragoon Spirit doesn't accept him as its owner. But he still gets it and disappears. Return and chase after him. But no one could believe he is a Wingly. He casts magic to push Dart and Rose down the lava lake and runs away. Meru tries to save them by her wings. Mirranda guesses that Lloyd wants to get the Moon Mirror from Queen Theresa and now you must be back to Deningrad.

~~~~~  
THE THIRD DIVINE MOON OBJECT - MOON MIRROR
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You have a chance to witness the incident. After escaping from you, Lloyd heads to Deningrad. But in the Evergreen Forest, the Third Sacred Sister Wink is being done harm to by the younger Bardel - the Wingly who mocked Meru in the Wingly Forest. Lloyd again saved her (He had saved Wink from the gangs once in Donau, Tiberoa). Then Wink brings him back to the palace for some treatment. But he made incident...

Passing the Evergreen Forest, find the way to Deningrad and get on Crystal Palace. Everything is in a mess. Queen Theresa was brought away by Lloyd to get the Moon Mirror. Now you have another mission - reach the Flanvel Tower which is hidden in Kashua Glacier. Now let's go. When you go out, there will be another way appearing to take you to Kashua Glacier.

~~~~~  
KASHUA GLACIER & TOWER OF FLANVEL
~~~~~

Items : Thunderbolt, Meteor Fall, Dancing Ray, Black Rain, Rave  
Twister  
Weapons & Armors : Heat Blade, Spirit Ring, Therapy Ring, Mage Ring  
Money : N/A  
-----

You are in a cold place which is covered by ice and snow. Find the Heat Blade to equip for Dart. Most of monsters here are Water elemental which is very convenient to use this weapon with Dart.

Enemies here :

MAMMOTH  
HP : 1200  
Element : Earth

FREEZE KNIGHT  
HP : 400  
Element : Water

ICICLE BALL  
HP : 250  
Element : Water

ROCKY TURTLE  
HP : 500  
Element : Earth

LAND SKATER  
HP : 350  
Element : Water

After collecting all the items, get to the next area. You'll see a yellow note to show you the way. The right path is to Flanvel Tower. The north path is to Snow Field. Your destination is the Tower. Go !!!

You will meet two weapon and item sellers and a Save Point. Prepare yourselves and save here. Then climb down the icicles slowly, get items and head to the below ground. When you have touched the land, head to the right a go on a rising path. Your partners feel something wrong. A boss wants to attack you :

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~  
WINDIGO  
HP : 10000  
Element : Water  
Difficulty : Hard

HEART  
HP : 3  
Element : Water

Difficulty : Easy

SNOW CANNON

HP : 400

Element : Water

Difficulty : Easy

This boss is not very hard to fight. The fastest way is beating his heart. But each of your hits, strong or weak, only make the heart lose 1 HP. Then Windigo quickly closes his heart by his chest bones. He only opens it after "eating" someone. What's eating ? Sometimes Windigo grabs one of your character and suspends him/her on his heart and drains that character's HP. He will give him/her up when he drains all HP. Of course that character would die at once. But there's another way to make him give up your companion. Use Dragoon Spells or any strong attack that makes him give up the poor character. When he is grabbing someone, he lets the Snow Cannon to fight you. These are not powerful but they're really annoying. Take them off along with fighting the main boss. The battle will be much harder if those annoyers are not kicked out.

~+-----+~

After killing Windigo, continue on your way and head to Tower of Flanel. This is where the Moon Mirror is. Try to use teleport device to get to the destination. It's the place where there are two teleport devices and a Save Point. Don't use the right device(or you'll meet a powerful side quest). You will a light from the top of the tower. You realize that's the light of Divine Dragoon Spirit. Lloyd has been here and he has had all the Divine Moon Objects. Get on the top and play with him :

~+-----+~

LLOYD

HP : 6500

Element : Non-elemental

Difficulty : Very Hard

This is a hard battle. Equip your characters with strongest armors. Lloyd can use Divine Dragoon Spells with Wingly skills that makes a big damage on all characters. His single attacks is a dangerous sequence of sword slashing. In this battle, you shouldn't turn characters into Dragoons, try to suffer his blade. But if you want, equip the character you want to transform with any armors which avoid instant death such as Talisman or Rose's Hairband. Then let only that character attack by Dragoon skills. Lloyd's attacks are pretty strange. Except the Instant Death, he mostly causes damage on all of you. Use your strongest character (avoided Instant Death) to transform and attack him with Dragoon skills.

~+-----+~

Dart wants to play the finishing touch to get Lloyd's life. But The Third Sacred Sister Wink suddenly appears and protects him. She saved Lloyd only because he has saved her twice and that's a truth couldn't be changed. Suddenly, Queen Theresa and people from Deningrad come and tell Dart that Shana was caught by Emperor Diaz and brought to Vellweb. Now you can't return and must continue on your road for Shana. Lloyd would follow you with the three Divine Moon Objects.

Get out of this place until you come to the place with the yellow notes. Head to the north path to go to the World Map.

~~~~~

SNOW FIELD

~~~~~

Items : Burn Out, Gushing Magma, Magic Shield, Burning Wave

Weapons & Armors : N/A

Money : N/A

-----

This play is full of monsters :

MAMMOTH

HP : 1200

Element : Earth

WILD MAN

HP : 800

Element : Thunder

WINDY WEASEL

HP : 350

Element : Wind

BOWLING

HP : 300

Element : Non-elemental

MR. BONE

HP : 450

Element : Dark

WHITE APE

HP : 500

Element : Earth

Before getting Vellweb, you must pass this place. There is being a tremendous blizzard here. Lloyd suggests you stay in a cave for rest and warmth. Here he would tell you about his purpose and the reason why he does bad work, killing people and getting the three Divine Moon Object. He wants to execute the "plan" of creator Soa : making the 108th species...with Emperor Diaz...

Passing a night, the weather becomes fine. Now continue to Vellweb. Just head to the right and get out.

~~~~~

CAPITAL VELLWEB

~~~~~

Items : Attack Ball, Spirit Potion

Weapons & Armors : Rose's Hairband

Money : N/A

-----

Monsters here :

SUCCUBUS

HP : 400

Element : Dark

SPRING HITTER

HP : 450

Element : Non-elemental

MAXIMUM VOLT

HP : 550  
Element : Thunder

TERMINATOR  
HP : 500  
Element : Non-elemental

WITCH  
HP : 400  
Element : Light

This is the place where Humans got the liberation from the Dragon Campaign. Here there is the tower of Seven Dragoons. First, go along the path. In the next area, go upstairs to another place which has a treasure chest in the below ground. Just straight to the right. You can return by the under path to buy items and weapons from the sellers. Then next to your way. You are at the entrance of the Tower of Seven Dragoons. But Shirley suddenly appears. She asks you to do her a favor : Help her to rescue the souls of other Dragoons wandering in the tower. This is one of the side quests. Check my "Secret Side Quests" menu for more details. Go down the stairs straight to the path on the lake. There is a twist stairs. Emperor Diaz is at the semi-final room. I remind you to get all the items around before meeting him.

When you see him, he covers his face with his stuffy clothes. You give him the three Divine Moon Objects and he agrees to release Shana. He continues to tell you about his plan for the 108th species. The 108th species he wants to revive is the God of Destruction. Lloyd couldn't believe that it's a destruction when what he wants is the future of the world. Then Diaz gets rid of Lloyd. Then he reveals his face... He is Zieg - Dart's father, the former Red-Eyed Dragoon. But now he changes too much. He wants to destroy the world. He knows everything about the species and legends, more than the real Zieg. But everyone couldn't suspect him now. He lets Dart know that Rose was the Black Monster who wanted to kill Princess Louvia - the Moonchild who will give the birth to the God of Destruction. She killed Princess Louvia. It's right. But Louvia was not the Moonchild. The real Moonchild is Shana - Louvia's twin sister. Zieg breaks down his first promise, he still catches Shana and brings her away.

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DISC 4 : MOON & FATE

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DEATH FRONTIER

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Items : Healing Breeze, Moon Serenade, Healing Fog, Healing Rain,  
Recovery Ball, Power Down, Sun Rhapsody, Healing Potion  
Weapons & Armors : Gladius, Bandit's Shoes  
Money : N/A

-----

The party has gone a long way to this place and no road to return. You must pass this ridiculous desert before going out. I confirm this is a crazy matrix. I was mad to pass it. But now I have found the way for 3 desert areas. Let me divide :

- The first area is from the first Save Point to the second Save Point

near the fresh water lake.

- The second area is from the second Save Point to the third Save Point also near fresh water lake.

- The third area is from the third Save Point to the exit.

Understand, okay ?

Enemies here are not random as the other places. You can see it in your screen and easily avoid them, except you want to gain your level.

SANDWORM

HP : 1400

Element : Earth

Spot : the shadow on the ground

CACTUS

HP : 350

Element : Earth

Spot : the random cactus on the ground

SPIKY BEETLE

HP : 500

Element : Earth

Spot : go with single Sandworm

CANBRIA DAYFLY

HP : 650

Element : Wind

Spot : the flying thing chasing after you

SCORPION

HP : 300

Element : Earth

Spot : go with single Canbria Dayfly

There are lot of treasure chests with rare items in the underground areas. If you want to get them all, just try dropping into the whirlpools to find their positions. But each time you do this, you are always moved to the Save Point of that area and begins everything again. So be patient, except you are too familiar with the place. I don't tell you about the specific locations of those items. My duty is telling you the way to get out. If you want to get out, avoid the whirlpools. All right ?

- First area : Go to the south of the Save Point. Then go right, head to the south twice and turn right (Your left is the whirlpool). You are in a single path. Go north and turn right again. You have come to the second Save Point.

- Second area : From the Save Point, go to the north way, turn right, go north, turn left and go to the north. You are at the third Save Point.

- Third area : Just head to the northern. Turn left to avoid the whirlpool, go north twice and turn right, go north again.

You have got out of the desert !!!

~~~~NOTES~~~~

- There are many ways to get out of the desert. This is my way. (What are yours ?)

~~~~~

Head to another city of Winglies - Ulara.

~~~~~  
SPRING BREATH TOWN ULARA
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First you come here, it only has teleport device and a wild desert. Rose uses her power to make the real town appear - a green town among the poor desert. Then use the teleport device to get there. You talk to a Wingly who lives here. You'll know that Charle Frahma - the older sister of Melbu Frahma is the Wingly who stops time for Rose that she has lived in this world for 11026 years, including the time of Dragon Campaign. Now you should talk to Charle. Go forward and choose the upper right path. Check the biting roses for Stardust. Here there is a Wingly who would tell you about Melbu Frahma and Magician Faust if you ask him. Magician Faust is one of your side quests.

Okay, head to the right, passing the roses and go to Charle's house. Here she would tell you about Rose and Zieg, and explains to you about the Moon That Never Sets, the Signet Sphere and the Wingly cities. The two cities you knew are Capital Kadessa dominated by Melbu, and Birth City Crystal Palace - where the babies were chosen to be born. The others you will have to come are Magical City Aglis, Law City Zenebatos and Death City Mayfil.

After the talk, as Dart, get out of Charle's room and come to the biting roses lake. Rose would come with him and ask him if Dart really forgives her because she was the Black Monster. Dart doesn't mind anything. "The monster was dead" - that's what he says. Then you go with Rose to the fork road, choose the upper left path to head to the shops. Albert and Kongol will join you. Here you can buy items and weapons. Then return to the fork road and go to the bottom right teleport device to the bar. Talk to Mirranda and Haschel. They join you. Now get back to the place where you meet the first Wingly. Meru is here. After having all the party members, you rest at Charle's house.

Your next mission is getting to Rouge - Haschel's hometown because this is the key to get to the three other cities of Winglies. Charle sent King Zior a message for you to use the Queen Fury again to reach Rouge. When you are going out, all the Winglies in town collect at the teleport device to goodbye you. After that, you'll be taken to a path in World Map that heads to Home of Giganto. Passing this place, Valley of Corrupted Gravity and Barrens to return to Fletz kingdom. King Zior is waiting for you and he will let you use the Queen Fury freely. With this, you cross Endiness sea to come to Rouge.

~~~~~  
ROUGE
~~~~~

Items : N/A  
Weapons & Armors : Wargod Calling, Satori Vest  
Money : 100g  
-----

When you have just get off, the Mayor of the village would welcome you soon. Let's go to the upper house to talk. The Mayor tells you he doesn't know anything, but he has even seen some stick floating on the sea that Humans might not build. We can't go there by boat because of the whirlpool but we can see it from the top yard.

After the talk, go around to get treasure chests. You can also meet



Martel here and you will understand why she wants your Stardusts.

When you have finished, climb down the south ladder and head to the yard. Climb it to see what is happening. It's not a simple stick anymore. It is something big and impressive. At that time, Rose tells you she thinks that is Magical City Aglis. Then she accepts to answer you about all the Wingly cities.

You can't reach that place. Let's return to the house to plan another way. But when returning, you'll see someone watching you. Rose feels that, too. At once the people in Rouge all run to the top yard. The strange thing on the sea becomes bigger and the sea is splitted remaining a path to get there. Dart and his party use boat to go there.

~~~~~  
MAGICAL CITY AGLIS
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Items : Burn Out, Gushing Magma, Moon Serenade, Angel's Prayer, Sun Rhapsody, Healing Fog, Healing Rain, Psyche Bomb X, Healing Breeze  
Weapons & Armors : Magical Hat  
Money : N/A

-----

Enemies here :

JELLY  
HP : 650  
Element : Water

AQUA KING  
HP : 700  
Element : Water

SCUD SHARK  
HP : 400  
Element : Water

STERN FISH  
HP : 750  
Element : Water

MINOTAUR  
HP : 1000  
Element : Thunder

The whole Aglis doesn't have ground. It uses teleport devices to go anywhere. You must find the way to pass them. Don't let yourselves be lost. Once you pass two areas, you will meet a magical creature named Ruff (lovely !!!).

Ruff tells you something confusing, then it goes. Do you see the right door of Ruff ? Now you can't get inside. But you remember it. Just go to the next area and you must pass two more areas until you meet Ruff and another similar creature named Phewy making some research. Pass two areas again, you meet Decal and Spino is running around the life mirror. Now you understand why you are watched. Pass another area to meet Savan ~ an immortal Wingly who spent thousands of years to wait for Rose ~ the person who could change the fate. Ruff and Phewy tell you that your collected courage can create the Psyche Bomb X. You must pass seven challenges for each characters to find the courage. Following Savan's

guide, you and your party enter some space to take part in the challenges. Your managers are the two magical creatures named Buckle and Spino. Let's begin and choose the (X) choice if you want to have a complete Psycho Bomb X :

KONGOL

Challenging characters : Rose, Emperor Doel

First, an illusion of Rose appears, mocking Kongol about his joining. But Kongol can pass this challenge by himself with a good explanation. Then another illusion of Emperor Doel appears to threaten Kongol that he betrays him. He asks :

- Have you found the leader who replaced me ?

Kongol's choice :

- Swing the axe.
- Take Doel's sword. (X)

~~~~~

MIRRANDA

Challenging characters : Buckle

First, Buckle appears to question Miranda :

- Why are you here ?

Miranda's choice :

- For my friends.
- For the world. (X)
- For Queen Theresa.

Then Buckle says he asked a wrong question that affect the space. Both Buckle and Miranda will disappear. Both Buckle and Miranda will die.

- Are you scared, uck ? Afraid, uck ? Wanna cry, uck ?

Miranda's choice :

- I am ready for death any time.
- I cannot die now. (X)

~~~~~

ALBERT :

Challenging characters : Minister Noish

Minister Noish suddenly appears and report to King Albert that Bales is being invaded by a tribe from eastern. Now as the king of Bales, he must return for his people at once. The Minister demands :

- Return to Indel Castle at once. Your people is waiting for you to come back, your Majesty.

Albert's choices :

- I understand
- I... cannot do that. (X)

~~~~~

MERU

Challenging characters : Younger Bardel, Guaraha

First, Younger Bardel appears, casting magic to get revenge of his baby sister. At that time, Guaraha comes to protect Meru. But Younger Bardel still keeps attacking :

- How can you still live after taking my sister's life ?

Meru's choices :

- I...
- I still cannot die ! (X)

~~~~~

HASCHEL

Challenging characters : Lulu

His challenge is about his daughter Claire. He suddenly remembers his memory about her. He couldn't keep his anger that Claire ran away forever since then. Lulu asks :

- If you could erase all your memories and could go back to that moment, could you stop Claire ?

Haschel's choices :



But it's too late. Last Kraken destroys everything. Savan accepts to use all his last power to help you escape. But he is blocked inside and dead. Now you must get out of here. Do you remember the locked door which was beside Ruff ? Find that door and go inside, use the teleport device to come to The Law City Zenebatos.

~~~~~  
THE LAW CITY ZENEBATOS
~~~~~

Items : Flash Hall, Frozen Jet, Burning Wave, Spectral Flash, Night Raid, Down Burst, Gravity Grabber, Law Maker, Law Output  
Weapons & Armors : Rainbow Dress, Dancer's Shoes  
Money : 200g

-----

You have come to Zenebatos. Do you see a lot of magic creatures around you ? Their mission is to establish the law here. But they don't have heart as Ruff or Spino. They only do as their law. A creature with wings suddenly appears in front of you. It's Coolon - the wings that Savan gives you to go anywhere you want. If you want to go to the other places, just ask it to go soon.

Here the guys realize you to be non-Winglies. So they let some monsters here to attack you :

PROFESSOR  
HP : 800  
Element : Wind

SKY CHASE  
HP : 650  
Element : Wind

HARPY  
HP : 600  
Element : Wind

GUILOTINE  
HP : 400  
Element : Dark

DEATH PURGER  
HP : 500  
Element : Dark

First, use the nearest teleport device to go up the upper floor to meet the guy beside something blue. This guy could take you to the Signet Sphere but it doesn't allow you just because "there is no law". Next, go to the bottom right to meet the Guide Lapto 04 at the Teleporting Device to choose a destination. Let me explain to you the general rule. First, if you want to do something that doesn't appear in law, you must go to the Legislation Center to register the law. First, you have to answer two questions :

- Is this a submission of a bill ? - No
- Is this a revision of the law ? - Yes

Then you must say the code of each law for the guys to understand. You know the code from the guys who manage each law. Then you bring the Law Maker they give you to the Law Factory. They give you the Law Output, then bring it to Law Launcher. After that, your law will be established.

This is the code list here :

- WINGLY CODE ARTICLE 703  
"THE LAW DOESN'T PROHIBIT NON-WINGLIES FROM GOING TO THE SIGNET SPHERE".
- WINGLY CODE ARTICLE 339  
"USAGE BY NON-WINGLIES OF SHOPS IS NOT PROHIBITED"
- WINGLY CODE ARTICLE 659  
"TRESPASSER SHALL NOT BE TELEPORTED TO THE JAIL."
- WINGLY CODE ARTICLE 666  
"INVASION BY HUMANS SHALL NOT BE HINDERED BY PLACING MONSTERS ALL OVER ZENEBATOS."
- WINGLY CODE ARTICLE 640  
"THOSE WHO DISTURB ORDER SHALL BE IGNORED WITHOUT EXCEPTION"
- WINGLY CODE ARTICLE 410  
"SETTING TO THE TELEPORTING DEVICE CONNECTION TO DEATH CITY MAYFIL SHALL NOT BE DISCONNECTED"

If you want to go to the Signet Sphere, use the code 703 to unlock the Signet Sphere. Then you could use the teleport device on the above floor to get to Signet Sphere. When you have just come, the guy on the teleport device is confused strangely, just continue to go. Then the guard Nomos would block you. It is controlled by Zieg again. It casts three monsters to do prank with you :

```
~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~  
SELEBUS  
HP : 3000  
Element : Dark  
Difficulty : Easy
```

```
VECTOR  
HP : 4000  
Element : Dark  
Difficulty : Medium
```

```
KUBILA  
HP : 3200  
Element : Dark  
Difficulty : Medium
```

Vector is weak. Kubila is the death. Selebus is fast and could heal the others. If Mirranda has the final spell "White Silver Dragon", just one spell could kill Vector and make Selebus and Kubila come to red HP. If you can, kill Selebus before Kubila to stop her support. But be careful, before dying, Kubila would make instant death on one of your characters, and I think you know what to do before engaging this dark battle. About Vector, if you could kill as soon as possible, just do. If not, he will turn into huge monster that is harder to fight.

```
~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~
```

After that, Zieg appears. The sky is also his road that he always goes first before Dart's party. Then he goes to Mayfil. Now if you want to go to Mayfil, use the code 410 to use the teleport device to go there.









thank to Zackwell just because now he could see his dear fellow ~ Dart and his Majesty Albert. They are friends forever. Dart says that Lavitz never dies...because he has been living in their hearts. Lavitz tries to use all his last power to make a path for you to reach the Signet Sphere. And now you can't hesistate. Just continue until you see the Signet Sphere of Mayfil. When you intend to seal it, Zieg appears again to play with you. He is strong enough to throw Dart away and destroy this last Signet Sphere. What a wise guy ! Chase after him as soon as possible ! Don't worry, Coolon will pick you up and take you to the Moon.

The Moon is falling onto the Divine Tree. The Virage Embryo has just woken up and they fly away from the Moon. Coolon alone brings you to the Moon that he is shot by sudden hits of Virage. He is dead...and now you have no road to return anymore. Your only road is to continue. Okay, climb up the Divine Tree for the last chance to save the world.

~~~~~

DIVINE TREE

~~~~~

Items : N/A

Weapons & Armors : Phoenix Plume, White Silver DG Armor

Money : N/A

-----

Monsters here :

MANTICORE

HP : 1000

Element : Dark

CUTE CAT

HP : 700

Element : Thunder

SLUG

HP : 1400

Element : Earth

MOUNTAIN APE

HP : 1200

Element : Earth

This tree is really long that takes much of your time to reach the Moon That Never Sets on the top. There is a Phoenix Plume on your way and some fruits of Divine Tree that Rose would explain to you. When you have reach the dead end, you see a hole with a stream inside. After viewing the flying Virages, Dart and others jump to the hole. Both of them are drifted to another place on the tree. Kongol is the slowest just because he is too heavy. His landing might wake up a creature looking like a bug on a branche that Rose and Dart have attended. There is a small stream here that can recover your HP and MP. Get out of this place through the hole and continue on the path until you see another Save Point. Then head to the left, you meet the bug again. This bug wants to block your way. Rose realizes it's a special species which has just been born from the Divine Tree and now it's after them.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

CATERPILLAR

HP : 5500

Element : Non-elemental



their own challenges which is showed by very their memories. Let's begin with Mirranda :

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

#### MIRRANDA & DEATH ROSE

The south chest has Frozen Jet. Then go to the upper right. Suddenly, Mirranda says she has something to do here. Then she realizes the current scene is the forest at her hometown. Then she goes away alone. Mirranda sees a rose on the ground. She hates roses very much and remembers her mother who left her when she was young. At that time, the rose changes itself into a huge monsters. You take control of Mirranda only to fight it :

#### DEATH ROSE

HP : 3000

Element : Non-elemental

Difficulty : Easy

This boss is nothing to you. Just beat it by your own bow gun. But the fight is long or not, depending on your choice. If you choose the wrong decision, the battle would continue to last until you know the right choice. After some moments, the rose petals open revealing a very familiar face with Mirranda : Her mother. The poor mother in the rose tries to explain to her dear daughter about her pain of not rearing her when she was young. But she loves her daughter...very much. At the end of each sentences always have the words "It hurts..." . She couldn't take her with her. At the end, the death rose challenges Mirranda :

- I am sorry to make you feel lonely. Mirranda, forgive me.

Mirranda's choices :

- I'll forgive you. (X)

- No ! I cannot forgive you.

... ..

After that, The Death Rose is satisfied happily to disappear. Mirranda receives 6000 EXP.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

Dart and his partners find Mirranda. Then head to the new south path to get out of the scene. Pass the connection to go to another scene ~ Serdio 20 years ago. There are an inn, a weapon seller and an item seller to serve you. Here you can also meet Dran ~ the drunk guy you met in Bales. This time he was a rich man. Prepare yourself here.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

#### HASCHEL & CLAIRE

When entering the scene, Haschel pays attention to a girl who has just gone through a mirror. Let's get pass it either. You are in an area of Minitos. They can't tell you anything more. Then search the place to find items until you meet the girl again. Everybody feels that she is not a Minitos. Haschel realizes she is his lost daughter Claire and chases after him into an illusion. "I hate you, Dad" - that's what Claire tells him and...

#### CLAIRE

HP : 2500

Element : Thunder

Difficulty : Medium

As Mirranda's boss, this battle is long or not depending on your last decision. As Haschel, you must fight very your daughter Claire. She is taken body by the War God and explains that Haschel had made his daughter to become like this. He disciplined her while she only needs freedom and love. Claire could use heavy attack "Four Gods Destruction"

on you that wipes your HP at once. Try to heal your health by Healing Fogs and convinces the girl :

- I feel your art down to my very core.

Haschel's choices :

- Mind's eye, awaken ! (X)

- Claire, please forgive me !

... ..

Now you are Haschel. If you really love your daughter, just prove it to her. Haschel receives 6000 EXP after the battle. Claire disappears...

~+++++~

After finishing Haschel's challenge, return to the bar. You see that the guard who stood in front of the door now disappears and you can pass that way. It takes you to the outside of Serdio under control of the new Emperor~Doel. Do you see there is a twist hole at the left stairs ? Get down it. You will be taken to a place with strange atmosphere looks like clouds (because you are in the moon). Monsters here :

UNICORN

HP : 1250

Element : Light

PSYCHE DRUID

HP : 2000

Element : Light

ROULETTE FACE

HP : 2200

Element : Dark

Let's head to the north soon until there's something flying over you. Rose realizes that the thing is Michael ~ her Vassal Dragon. In the air, the dragon shoots you continuously that splits your party. Dart and Rose are taken to the left hole while the others are in the right...

Now you begin with Albert's party. You can realize soon the current place is Home of Giganto long long ago as Kongol tells you. There is a type of monster here :

TRAP PLANT

HP : 1500

Element : Water

Kongol's past is being showed in front of him. Doel and his soldiers are chasing the thieves here. Then he spots Kongol (at this time he was a child) in the place. He says that he hates Humans because they killed his species. Doel tells Kongol that he fights for the equal coexistence of all species. Then Kongol joins him. Then you control the party and head to the north stairs. Kongol tells you that he has something to do...

~+++++~

KONGOL & INDORA

Kongol alone steps to the house. There is someone waiting for him here. It's Indora ~ his strong brother and his only relative. Kongol wants real power to help Dart. Kongol wants strong power for the pride of Gigantos. Kongol admires his brother's strength. So Indora challenges him to give him the power he needs :

INDORA

HP : 3000





party intends to enter the castle by the only bridge, it suddenly disappears with Meru. The others stay here to wait for her. So what is happening to Meru ?

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

MERU & ARCHANGEL

Meru is taken into the castle. Here she meets a familiar face ~ Archangel ~ the guardian of Winglies. Archangel wants to punish her because of playing with Humans. Of course, Meru must turn against her guardian for that old opinion :

ARCHANGEL

HP : 3200

Element : Light

Difficulty : Medium

This battle has no decision to choose. Archangel considers that Humans is the barbaric and ignoble species needed to be ruled by noble Winglies. And Meru, she thinks that all species are equal. They live in the same world, in the same time, why can't they live together in peace ? After each of Meru's sentence, Archangel plays a heavy attack that wipes your HP. Just use Healing Fogs to even the battle. Meru is patient enough to say that very the guardian is fool, not her. Then the guardian disappears in failure.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

After that, Dart and the party could come to Meru. Now you enter the place where Archangel has just stood to get up another place.

There is a new monster here, too :

MAD SKULL

HP : 1000

Element : Thunder

You are in a strange space. Let's head to the north west, find a Save Point there. Then go to the upper right. You hear Shana's voice from that area. But the way is blocked by Super Virage. But now no one could stop you :

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

SUPER VIRAGE :

Difficulty : Medium

- HEAD

HP : 10000

Element : Non-elemental

- ARM

HP : 3000

Element : Non-elemental

- BODY

HP : 15000

Element : Non-elemental

You can beat its head or body to kill it. But the best weakness is the head. This Virage can play some dangerous touches that make all your party members lose a lot of HP. So you can use "Special" command for this boss. Dragoon form could reduce much the damage on you. Have at least one character for healing and supporting. Always check your HP.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

After defeating the gate keeper, let's get inside and prepare for the semi-final battle. First, grab the Detonate Arrow in the chest. Then go

in to talk to Zieg. You see Shana is caught in a sphere to store the power for the God of Destruction. Zieg steal Dart's Dragoon Spirit and turns into Red Eyed Dragoon. That means you must fight him :

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

ZIEG FELD  
HP : 12000  
Element : Fire  
Difficulty : Hard

His attacks and spells are similar to Dart's. If you could equip Dart with the Red Dragoon Armor, you don't worry about his spells because they have no effect with Dart. Let Dart use additions, the other characters turn into Dragoons to fight. Zieg is not very strong if you have high HP and stat. Suffer until he stops attacking...

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

Then the power of the God of Destruction is stored enough. At that time, Zieg suddenly changes. Another guy escapes from Zieg's body and appears to be his true self - Melbu Frahma. Now you have known everything. Zieg is not guilty. Melbu Frahma has lived in his flesh when Neet is destroyed by Rose - the Black Monster to wait for this chance. Everyone thought that Melbu Frahma was killed by Zieg 11000 years ago in the Dragon Campaign. But he hasn't died yet and now he wants to get revenge and destroy the world by the invincible power of the God of Destruction. Shana is released, too. At that moment, Lloyd appears. So he is still alive. He comes here to solute with Melbu Frahma because of having deceived him in an imagination. Then Melbu Frahma has received the power from Shana and turned into the God of Destruction. Lloyd is nothing to him now. Then he got killed by Melbu Frahma's one hit. Before dying, he gives Dart the Dragoon Spirit of Divine Dragon and the Dragon Buster. Equip Rose with the Dragon Buster. Now Dart is Divine Dragoon with strong power. Then prepare yourself for this final battle. You would fight very long with this boss. Save before starting.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

MELBU FRAHMA (FIRST FORM)  
HP : 8500  
Element : Non-elemental  
Difficulty : Medium

TENTACLE  
HP : 1400  
Element : Non-elemental  
Difficulty : Medium

Melbu Frahma has very much HP so I split them into four part to analyze. This first part is his first form. This form is not very dangerous. He attacks you by striking or summoning the Virages to step on you. Sometimes he gathers the tentacles. At that time, you mustn't attack him or he will punish you by a heavy strike. If you can, don't use "Special" soon. Just let it for the later forms. Dart's Divine Dragon Cannon is very useful in this final battle. But if you want to take off all the tentacles either, use Divine Dragon Ball. But always defend and check your HP. Have at least one character to heal and support.

~+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+~

After that, the background is changed. Melbu Frahma turns into another form that looks more terrible.



~++++~

MELBU FRAHMA (SECOND FORM)

HP : 10000

Element : Non-elemental

Difficulty : Hard

This form is now wiser but not stronger. At the first moment he could take one of your character and put him/her in his body. That means you could lost a character for a while. Just attack and guard at the same time. It's hard to guess when Melbu will release the poor character. But if he releases, he would throw that character to another one that lose a lot HP of both. This is the most important problem.

~++++~

A lot of events appear before your eyes. They could be the future, the past, even the present. But you still have to fight Melbu's next form. Now his HP starts to be yellow :

~++++~

MELBU FRAHMA (THIRD FORM)

HP : 12000

Element : Non-elemental

Difficulty : Medium

BOMB STAR

HP : 1400

Element : Non-elemental

Difficulty : Easy

In this form, he doesn't attack alone. Sometimes he makes the bomb stars that explode on you after one or two moments. Or he could activate the power to strike you heavily. His strength is almost similar to the previous forms.

~++++~

A series of events appear again. Your last battle field now looks like a hell of death covered with skeletons and bones. Just because this is the final form of Melbu Frahma. His HP now starts to be red :

~++++~

MELBU FRAHMA (FOURTH FORM)

HP : 12000

Element : Non-elemental

Difficulty : Hard

MONSTER

HP : 1400

Element : Non-elemental

Difficulty : Easy

With this form, don't turn into Dragoons. When Melbu hides his tail, that means he blocks the whole power of Dragoons like the effect of Dragon Block Staff. After that, he releases some Monsters to support him. This monsters attack by biting. But sometimes they eat all your body and kill you at once (instant death). The best way is equiping Holy Ankh, or kill them just after they are released. In addition to this, Melbu only attacks you by some magical hits. You can also beat this fight easily by powerful additions without turning into Dragoons.

~++++~

~~~~~\
...AND THE END \~~~~~
~~~~~

Dart tries to hold Shana in his huge hand as the Divine Dragoon. Rose, she comes to Zieg after 11000 years of waiting~ "I have been waiting for this moment...". Yes, she is his fiance. But the fate splits them into two other places. Now they can entirely become one. Melbu Frahma hasn't dead yet. He uses all his last power to kill Dart~the guy who has destroyed his plan. Dart tries to escape with Shana. At that time, Rose takes Zieg ~ with the sword of Red Eyed Dragoon ~ they dart to Melbu and play the finishing touch to finish the crazy guy. All the other Dragoons, including Dart and Shana are flying outside. Melbu's death is the end of the Moon. A big explosion happens tremendously as if it wants to destroy everything. "Farewell..." - Rose's last word. Now she has done her only wish of her life : to be with Zieg - the person she loves...

... ..

~~~~~

About the ending of each character, I let you see it by yourself. I can't say too much. Okay ???

But...CONGRATULATION ! You have finished the game successfully !!!

And now I invite you to explore some other things of "The Legend of Dragoon".

10/ S.E.C.R.E.T. S.I.D.E. Q.U.E.S.T.

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FIRST QUEST : POLTER SOUL

=====

Location : Fort Magrad

Items : Armor of Yore, Midnight Terror, Poison Needle, Stunning Hammer, Soul Eater, Smoke Bomb

This place is under the Snowfield. Just head to the right until you see a yellow note about sliding. If you touch it, you fall to underground area. The first thing is a green note written by special Wingly symbols that even Meru can't read it. Rose has spent her fate for more 11000 years old so she knows everything. The note tells you the front area is the Law City Zenebatos. But Rose affirms it's certainly Fort Magrad. Meru wants to be here for a while. Just do as she wants. When you get inside the Fort, Rose remembers the past. Here was the place where Emperor Diaz ~ Holy Imperial Gloriano led Humans to the war of liberation in front of plenty of soldiers. Go downstairs to the memorial. Suddenly, the sword on the stone flies and attacks you. It's not only a sword :

~+--+~

POLTER HELM
HP : 2400
Element : Dark
Difficulty : Easy

POLTER ARMOR
HP : 3800
Element : Dark
Difficulty : Easy

POLTER SWORD
HP : 2800
Element : Dark
Difficulty : Medium

Mirranda's White Silver Dragon might be good at him. But he could kill her anytime by the Polter Sword when you kill him. This boss is not a very tough boss. But his strength is not ordinary. Most of his attacks are fatal and Dark/Death elemental. When you kill some of his body parts, he might cast Instant Death on the one who caused his death. So try to equip those accessories which can get rid of this effect. It's terrible when you are cast with Night Ray. Make sure that you are at pretty high level and good defense.

Money : 200g
EXP : 6000

~+--+~

Next, just get out of here and continue on your journey.

=====

SECOND QUEST : THE FORMER DRAGOONS

=====

Location : Capital Vellweb
Items : Jade Stone, Violet Stone, Blue Sea Stone, Golden Stone

When you first go here to meet Emperor Diaz, Shirley would appear before the stairs to ask you to do her a favour. Her partners - the former Dragoons were dead but they haven't known where to go and still wandered in the real world, in the tower. Now she wants us to rescue their souls to the place where they must go. After Shirley disappears, go to the north to the Save Point and go on the stairs there. Now you are on the tower.

Get on the first right tower, you'll see that this place is not abandoned as usual, just because its owner~Jade Dragoon Syuveil has returned. Rose talks to him. He tells you that he is afraid of a place where there is only nothingness and darkness. Then he doesn't want to go to Mayfil. Rose says she would let him know by touching her sword :

~+--+~

SYUVEIL
HP : 10000
Element : Wind
Difficulty : Medium

Because he is the former Jade Dragoon, his spells and attack are similar to Lavitz/Albert. Don't choose Kongol in your party now because he is weak at Wind element. Don't choose Albert either because his attacks are not effect with Syuveil. Syuveil is not a powerful Dragoon, you just always check your HP and heal your health at the right time. It's lucky when he is not good at magic. So don't worry too much about this enemy. Use "Special" command and Level 4 spells could take him off.

Money : 300g
EXP : 6000

~+--+~

After that, Syuveil has determined his destination. Rose tells him that that place is not only dark. Maybe he understands what she says and

slowly disappears, remaining an abandoned room...

When you get out of Syuveil's tower, you can go to the first left tower if you want this order of mine. Just because the Dragoon in this tower is not vulgar as Syuveil. I think he is the hardest Dragoon to beat in this tower - Violet Dragoon Kansas. So if you feel that you don't have enough strength, just go to other place to beat the others first. Once you get here to meet Kansas, you can't escape and you must witness what he did in his life : kill and kill. There are a lot of strange dolls in his room. They are the dead people he killed. He'd like to kill a lot of people with a crazy love to this work that now he returns just because it's not enough. Rose says she would be the last person for him:

~+--+~

KANZAS

HP : 12000

Element : Thunder

Difficulty : Very Hard

This might be the strongest former Dragoon in this tower. He is similar to Haschel, but very fast and strong. He can attack two or three in each of your turns, even kill a member at once. If you have any character with HP is under 2000, just defend and be a character to heal because Kansas can attack you if you want. I think this is really a hard battle. He is strong at both magical and physical attacks. Don't use "Special" command with him because you can't determine how long your life is. Just turn into Single Dragoon to beat him slowly. Your hurry can kill you. In this battle, I have no idea if you choose Haschel in your party. Kansas' hits might not damage Haschel so much. Use Haschel to attack physically or use Dragoon Attacks, because spells would have no effect with Kansas.

Money : 300g

EXP : 6000

~+--+~

After that, Kansas realizes that the place he must go is not simple as he thinks. He disappears, remaining the wild room...

Do you want to go to left or right area ? It depends on you just because you still meet the similar enemies in these areas. If you go left first and check the area, you will see a beautiful room which is full of water. In the center appears a fountain and the Blue Sea Dragoon - Damia. She died at the age of 15 was younger than Meru. Dart puzzles that why a child like her could use Dragoon power. Rose explains that she was a daughter of a Human and a mermaid that she easily appreciates the power of Blue Sea Dragoon. Damia is a lonely girl. She thinks that there is no friends for her in Mayfil, that she would have no one to share or confide anything. She knows that Rose and the other Dragoons are kind to her. But Rose must take her back to her place :

~+--+~

DAMIA

HP : 9500

Element : Water

Difficulty : Easy/Medium

Dart's spells are good at her just because he is Fire elemental. But she is very strong at magical attacks just as Meru, but not tremendous as Kansas. She often uses additions than using Spells. But her spells

are very effective with you. Heal your health frequently. Sometimes Mirranda's White Silver Dragon can make big damage on Damia and drain a lot HP to you. Damia is not a powerful Dragoon. I think you can entirely beat her up in your effort.

Money : 300g

EXP : 6000

~+--+~

Then Damia feels that her destination is not only a dark place as she thinks. She wouldn't be lonely there...because her partners are being there to wait for her. She thanks Rose, and disappears...

After Damia, you only have another guest here. Just search the next place until you see a luxurious room with golden things. This is the room of former Golden Dragoon Belzac. Belzac was the guy who protected Shirley from the super Virage in the Dragon Campaign. He lost his life for Shirley and he believed that she is still alive. But the truth was that she was dead, too. He loves her and he never accepts that truth. Rose must find all the way to explain to him, even fighting :

~+--+~

BELZAC

HP : 16000

Element : Earth

Difficulty : Easy/Medium

He is similar to Kongol. I think he is the easiest Dragoon to fight. Just because he is very weak at magical attacks. Even if he is strong at physical attacks, he rarely uses it. When you have used "Special" command, his physical attacks are not very effective with your higher stat in Dragoon form. His Level 4 spell is not a problem. Just attack him as usual until he is weak.

Money : 300g

EXP : 6000

~+--+~

The place is not only dark~he thinks. Just because he would meet the Shirley he loves there...

Okay, your mission is successful...

~~~~~

THIRD QUEST : MAGICIAN FAUST

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Location : Flanel Tower

Items : Therapy Ring, Phantom Shield, Magical Hat, Holy Ankh, Dancer's Ring.

Okay, let's return to Kashua Glacier ~ Flanel Tower. Do you remember where you fought Lloyd ? You'll see a teleport in the right that you didn't have time to touch. Now let's use it. First, you see a treasure chest with a Therapy Ring. Once you intend to step on the teleporting device, Faust would appear to get rid of you. If you still try to pass you, he would kill you :

~+--+~

MAGICIAN FAUST

HP : 27000

Element : Non-elemental

Difficulty : Very Hard

You must have the Vanishing Stone to defeat him. This battle is harder

than the final battle (I think!!!). With this boss, the best way is using physical attacks because this guy is the King of Magical attacks who could avoid most of your hits, even physical or magical attack. Equip your characters with best armor such as Legend Casque or Phantom Shield to reduce the damage he makes on you. Even the most simple spell of his could make you lose serious HP. For this battle, you need a very strong patience to beat because Faust could avoid from most of your attacks. Use your most strongest and complete additions to beat him. Turning into Dragoons is just a waste of time. Sometimes you can use Albert's Rose Storm or Miranda's healing spells, but it's better to avoid at least. Choose your strongest party, have at least one character for healing and guard. I assure you would be rewarded by worth items that are 10000g, 20000 EXP and a Phantom Shield.

~+--+~

11/ E.N.E.M.Y. L.I.S.T.

IMPORTANT NOTES :

- The names of enemies and bosses are arranged following the alphabet order.
- The HP are estimated.
- There are some spoilers and missing info. Please inform me if you know.

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ORDINARY ENEMY LIST

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You can meet ordinary enemies everywhere, certain locations or World Map, even on the Queen Fury. I have written their information in the walkthrough and now I make a miscellany here :

| ENEMIES | HP/ELEMENT | LOCATION |
|----------------|----------------|-----------------------------|
| Aqua King | 700 HP/Water | Magical City Aglis |
| Arrow Shooter | 200 HP/Earth | Barrens or around |
| Assasin Cock | 3 HP/Wind | Forest near Seles |
| Baby Dragon | 250 HP/Thunder | Mountain of Mortal Dragon |
| Basilisk | 700 HP/??? | Flanvel Tower |
| Beastie Dragon | 320 HP/Wind | Mountain of Mortal Dragon |
| Berserker | 350 HP/Dark | Home of Gigantos |
| Berserk Mouse | 4 HP/Dark | Forest near Seles |
| Bowling | 300 HP/None | Snowfield |
| Canbria Dayfly | 650 HP/Wind | Death Frontier |
| Cactus | 350 HP/Earth | Death Frontier |
| Crafty Thief | 300 HP/Dark | Home of Gigantos |
| Crescent Bee | 10 HP/Wind | Prairie |
| Crocodile | 30 HP/Water | Marshland |
| Crystal Golem | 150 HP/Earth | Shirley's Shrine or around |
| Cute Cat | 700 HP/Thunder | Divine Tree |
| Dark Elf | 450 HP/Dark | Evergreen Forest |
| Dragonfly | 250 HP/Thunder | Valley of Corrupted Gravity |
| Deadly Spider | 300 HP/Earth | Mountain of Mortal Dragon |
| Death | 250 HP/Dark | Phantom Ship |
| Death Purger | 500 HP/Dark | Law City Zenebatos |
| Earth Shaker | 200 HP/Earth | Barrens |

| | | |
|-------------------|-----------------|-----------------------------|
| Erupting Chick | 100 HP/Wind | Valley of Corrupted Gravity |
| Evil Spider | 30 HP/Earth | Limestone Cave |
| Fairy | 300 HP/Light | Forbidden Land |
| Fire Spirit | 30 HP/Fire | Volcano Villude |
| Flabby Troll | 550 HP/Earth | Undersea Cavern |
| Flying Rat | 300 HP/Wind | Evergreen Forest or around |
| Forest Runner | 300 HP/Wind | Evergreen Forest |
| Fowl Fighter | 100 HP/Fire | Hellena Prison |
| Freeze Knight | 350 HP/Water | Kashua Glacier or around |
| Frilled Lizard | 150 HP/Earth | Barrens or around |
| Gangster | 500 HP/Earth | Home og Gigantos |
| Gargoyle | 100 HP/Dark | Shirley's Shrine |
| Glare | 350 HP/Water | Undersea Cavern or around |
| | | Queen Fury |
| Gnome | 250 HP/Earth | Forbidden Land |
| Goblin | 6 HP/Fire | Forest near Seles |
| Guilotine | 400 HP/Dark | Law City Zenebatos |
| Harpy | 600 HP/Wind | Law City Zenebatos |
| Hellena Warden | 10 HP/Fire | Hellena Prison |
| Hellena Warden | 12 HP/Fire | Hellena Prison |
| Hellena Warden | 120 HP/Fire | Hellena Prison |
| Hell Hound | 150 HP/Fire | Black Castle |
| Human Hunter | 350 HP/Dark | Death City Mayfil |
| Hyper Skeleton | 900 HP/Dark | Death City Mayfil |
| Icicle Ball | 250 HP/Water | Kashua Glacier or around |
| Jelly | 650 HP/Water | Magical City Aglis |
| Killer Bird | 100 HP/Dark | Valley of Corrupted Gravity |
| Knight of Sandora | 5 HP/Fire | Seles |
| Knight of Sandora | 200 HP/Fire | Black Castle |
| Land Skater | 350 HP/Water | Kashua Glacier |
| Living Statue | 50 HP/Earth | Shirley's Shrine |
| Lizard Man | 40 HP/Earth | Nest of Dragon |
| Loner Knight | 800 HP/Dark | Death City Mayfil |
| Madman | 1000 HP/??? | Flanvel Tower |
| Mad Skull | 1000 HP/Thunder | Moon That Never Sets |
| Magician Bogy | 600 HP/Dark | Phantom Ship |
| Mammoth | 1200 HP/Earth | Kashua Glacier or around |
| Mandrake | 100 HP/Water | Nest of Dragon |
| Man Eating Bud | 120 HP/Dark | Nest of Dragon |
| Manticore | 1000 HP/Dark | Divine Tree |
| Mantis | 20 HP/Earth | Prairie |
| Maximum Volt | 550 HP/Thunder | Vellweb |
| Mega Sea Dragon | 250 HP/Fire | Mountain of Mortal Dragon |
| Mermaid | 400 HP/Water | Undersea Cavern or around |
| Merman | 60 HP/Water | Marshland |
| Metal Fang | 650 HP/??? | Flanvel Tower |
| Minotaur | 1000 HP/Thunder | Magical City |
| Mole | 15 HP/Earth | Prairie |
| Moss Dresser | 300 HP/Earth | Evergreen Forest |
| Mountain Ape | 1200 HP/Earth | Divine Tree |
| Mr. Bone | 450 HP/Dark | Snowfield |
| | | Fort Magrad |
| Myconido | 30 HP/Earth | Marshland |
| Orc | 30 HP/Dark | Limestone Cave |
| Piggy | 200 HP/Earth | Home of Gigantos |
| Plague Rat | 50 HP/Earth | Shirley's Shrine or around |
| Professor | 800 HP/Wind | Law City Zenebatos |
| Psyche Druid | 2000 HP/Light | Moon That Never Sets |
| Puck | 300 HP/Earth | Forbidden Land |
| Red Hot | 40 HP/Fire | Volcano Villude |

| | | |
|-----------------|----------------|-----------------------------|
| | | around in Serdio |
| Roc | 200 HP/Wind | Valley of Corrupted Gravity |
| Rocky Turtle | 500 HP/Earth | Kashua Glacier |
| Roulette Face | 2200 HP/Dark | Moon That Never Sets |
| Run Fast | 60 HP/Thunder | Nest of Dragon |
| Salamander | 45 HP/Fire | Volcano Villude |
| Sandworm | 1400 HP/Earth | Death Frontier |
| Sandora Soldier | 40 HP/Fire | Hoax |
| Sandora Soldier | 60 HP/Fire | Marshland |
| Sandora Soldier | 60 HP/Water | Marshland |
| Scissorhands | 80 HP/Earth | Barrens or around |
| Scorpion | 300 HP/Earth | Death Frontier |
| Screaming Bat | 12 HP/Dark | Limestone Cave |
| | | Around in Serdio |
| Screw Shell | 160 HP/Water | Undersea Cavern or around |
| | | Queen Fury |
| Scud Shark | 400 HP/Water | Magical City Aglis |
| Sea Dragon | 30 HP/Fire | Marshland |
| Sea Piranha | 300 HP/Water | Undersea Cavern |
| Senior Warden | 25 HP/Fire | Hellena Prison |
| Senior Warden | 150 HP/Fire | Hellena Prison |
| Skeleton | 200 HP/Dark | Phantom Ship |
| Sky Chase | 650 HP/Wind | Law City Zenebatos |
| Slime | 20 HP/Earth | Limestone Cave |
| | | Around Bales |
| Slug | 1400 HP/Earth | Divine Tree |
| Spector | 250 HP/Dark | Death City Mayfil |
| Spider Urchin | 100 HP/Thunder | Valley of Corrupted Gravity |
| Spinning Head | 400 HP/None | Forbidden Land |
| Spiky Beetle | 500 HP/Earth | Death Frontier |
| Spring Hitter | 450 HP/None | Vellweb |
| Stern Fish | 750 HP/Water | Magical City Aglis |
| Stinger | 60 HP/Wind | Barrens or around |
| Strong Man | 100 HP/Earth | Shirley's Shrine or around |
| Succubus | 400 HP/Dark | Vellweb |
| Swift Dragon | 900 HP/Fire | Moon That Never Sets |
| Terminator | 500 HP/None | Vellweb |
| Toad Stool | 150 HP/Earth | Forbidden Land |
| Trap Plant | 1500 HP/Water | Moon That Never Sets |
| Trent | 6 HP/Earth | Forest near Seles |
| Triceratops | 3000 HP/Earth | Moon That Never Sets |
| Tricky Bat | 30 HP/Wind | Nest of Dragon |
| | | Around in Serdio |
| Ugly Balloon | 35 HP/Wind | Limestone Cave |
| | | Around in Serdio |
| Undead | 600 HP/Dark | Death City Mayfil |
| Unicorn | 1250 HP/Light | Moon That Never Sets |
| Vampire Kiwi | 10 HP/Dark | Prairie |
| White Ape | 500 HP/Earth | Snowfield |
| Wildman | 800 HP/Thunder | Snowfield |
| Will-o'-Wisp | 150 HP/Fire | Phantom Ship |
| Windy Weasel | 350 HP/Wind | Snowfield |
| | | Fort Magrad |
| Witch | 400 HP/Light | Vellweb |
| Wounded Bear | 550 HP/Earth | Evergreen Forest or around |
| Wyvern | 550 HP/Wind | Mountain of Mortal Dragon |

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SPECIAL ENEMY LIST

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Special enemies are called "minor enemies" in the game. They have strong defense that you must use special items (See "Item List") to kill them with the fastest way. When you have defeated them, you can receive a number of EXP and money which is more than any other enemies and an item for each minor enemy.

YELLOW BIRD

HP : 4

Location : around Bales and Hoax

This bird is the easiest special enemy in the game. If you are luck, you could kill it by some physical attacks.

BLUE BIRD

HP : 5

Location :

This is can be easily killed by Sachets.

RED BIRD

HP : 6

Location : around Furni and Evergreen Forest

Strong against physical attacks. So you should use magical attacks if you have no Sachets.

RAINBOW BIRD

HP : ????

Location : Queen Fury when crossing Endiness

Every attacks are hardly effective with this bird. Save a lot of Sachets and use them for this enemy.

CURSED JAR

HP : 4

What do you need to beat this enemy ? Magic Signet Stone + Luck

TREASURE JAR

HP : 5

Location : around Fueno and Undersea Cavern

It can make barrier against magical attacks. Use Sachet before it could do that.

LUCKY JAR

HP : 6

Location : around Death Frontier

It's strong against at physical/magical attacks. Try to kill it as soon as possible or it could run away.

OOPARTS

HP : 4

Location : around Lohan, the Moon That Never Sets

This is an easy minor enemy if it doesn't cause instant death on you. Prepare a Sachet and kill it as soon as possible before it could kill you and run away.

=====
BOSS LIST
=====

~~~~~\ BOSS LIST \~~~~~

| BOSS             | HP/ELEMENT       | LOCATION                    |
|------------------|------------------|-----------------------------|
| 1st Virage~Arm   | 50 HP/None       | Volcano Villude             |
| 1st Virage~Body  | 350 HP/None      | Volcano Villude             |
| 1st Virage~Head  | 350 HP/None      | Volcano Villude             |
| 2nd Virage~Arm   | 350 HP/None      | Valley of Corrupted Gravity |
| 2nd Virage~Body  | 800 HP/None      | Valley of Corrupted Gravity |
| 2nd Virage~Head  | 1500 HP/None     | Valley of Corrupted Gravity |
| 3rd Virage~Arm   | 5000 HP/None     | Forbidden Land              |
| 3rd Virage~Body  | 10000 HP/None    | Forbidden Land              |
| 3rd Virage~Head  | 10000 HP/None    | Forbidden Land              |
| Albert           | ??? HP/Wind      | Shirley's Shrine            |
| Archangel        | 3200 HP/Light    | Moon That Never Sets        |
| Atlow            | 250 HP/Dark      | Lohan                       |
| Belzac           | 16000 HP/Earth   | Vellweb                     |
| Caterpillar      | 5500 HP/None     | Divine Tree                 |
| Claire           | 2500 HP/Thunder  | Moon That Never Sets        |
| Commander        | 20 HP/Dark       | Seles                       |
| Commander        | 150 HP/Dark      | Marshland                   |
| Damia            | 9500 HP/Water    | Vellweb                     |
| Danton           | 220 HP/Earth     | Lohan                       |
| Dark Doel        | 1500 HP/Thunder  | Moon That Never Sets        |
| Death Rose       | 3000 HP/None     | Moon That Never Sets        |
| Divine Dragon    | 5000 HP/None     | Mountain of Mortal Dragon   |
| Doel             | 650 HP/Thunder   | Black Castle                |
| Dragoon Doel     | 1500 HP/Thunder  | Black Castle                |
| Dragon Spirit    | 8000 HP/Wind     | Death City Mayfil           |
| Dragon Spirit    | 12000 HP/Water   | Death City Mayfil           |
| Dragon Spirit    | 16000 HP/None    | Death City Mayfil           |
| Drake the Bandit | 1150 HP/Wind     | Shirley's Shrine            |
| Fire Bird        | 600 HP/Fire      | Volcano Villude             |
| Feybrand         | 450 HP/Wind      | Nest of Dragon              |
| Fruegel          | 90 HP/Earth      | Hellena Prison              |
| Fruegel          | 1000 HP/Earth    | Hellena Prison              |
| Gangster         | 500 HP/Earth     | Home of Gigantos            |
| Gehrich          | 1700 HP/Earth    | Home of Gigantos            |
| Ghost Commander  | 1300 HP/Dark     | Phantom Ship                |
| Ghost Knight     | 300 HP/Dark      | Phantom Ship                |
| Gorgaga          | 200 HP/None      | Lohan                       |
| Grand Jewel      | 4600 HP/Earth    | Forbidden Land              |
| Graham           | 350 HP/Wind      | Nest of Dragon              |
| Imago            | 12000 HP/None    | Divine Tree                 |
| Indora           | 3000 HP/Earth    | Moon That Never Sets        |
| Jiango           | 1200 HP/Earth    | Hellena Prison              |
| Kansas           | 12000 HP/Thunder | Vellweb                     |
| Kamuy            | 3500 HP/None     | Evergreen Forest            |
| Kongol           | 250 HP/Earth     | Hoax                        |
| Kongol           | 1000 HP/Earth    | Black Castle                |
| Kubila           | 3200 HP/Dark     | Law City Zenebatos          |
| Last Kraken      | 10000 HP/Water   | Magical City Aglis          |
| Lavitz's Spirit  | 5500 HP/Wind     | Death City Mayfil           |
| Lenus            | 3400 HP/Water    | Twin Castle                 |
| Lenus            | 3000 HP/Water    | Prison Island               |
| Light Sword      | 1000 HP/Thunder  | Moon That Never Sets        |
| Lloyd            | ??? HP/None      | Lohan                       |
| Lloyd            | 6500 HP/None     | Flanvel Tower               |
| Magician Faust   | 27000 HP/None    | Flanvel Tower               |
| Mappy            | 600 HP/Dark      | Barrens                     |

|                   |       |            |                      |
|-------------------|-------|------------|----------------------|
| Mappy             | 1200  | HP/Dark    | Home of Gigantos     |
| Melbu Frahma      | 42000 | HP/None    | Moon That Never Sets |
| Michael           | ????? | HP/Dark    | Moon That Never Sets |
| Michael (Core)    | 1500  | HP/Dark    | Moon That Never Sets |
| Polter Armor      | 3800  | HP/Dark    | Fort Magrad          |
| Polter Helm       | 2400  | HP/Dark    | Fort Magrad          |
| Polter Sword      | 2800  | HP/Dark    | Fort Magrad          |
| Pupa              | 2500  | HP/None    | Divine Tree          |
| Regole            | 3200  | HP/Water   | Prison Island        |
| Sandora Elite     | 260   | HP/Dark    | Hoax                 |
| Sandora Elite     | 500   | HP/Dark    | Black Castle         |
| Serfius           | 200   | HP/Fire    | Lohan                |
| Selebus           | 3000  | HP/Dark    | Law City Zenebatos   |
| Shana             | ???   | HP/Light   | Shirley's Shrine     |
| Shadow Sword      | 1000  | HP/Thunder | Moon That Never Sets |
| Shirley           | ???   | HP/Light   | Shirley's Shrine     |
| Super Virage~Arm  | 3000  | HP/None    | Moon That Never Sets |
| Super Virage~Body | 15000 | HP/None    | Moon That Never Sets |
| Super Virage~Head | 10000 | HP/None    | Moon That Never Sets |
| Syuveil           | 10000 | HP/Wind    | Vellweb              |
| Urobolus          | 270   | HP/Earth   | Limestone Cave       |
| Vector            | 4000  | HP/Dark    | Law City Zenebatos   |
| Volcano Ball      | 50    | HP/Fire    | Volcano Villude      |
| Windigo           | 10000 | HP/Water   | Kashua Glacier       |
| Zackwell          | 8000  | HP/Dark    | Death City Mayfil    |
| Zieg Feld         | 12000 | HP/Fire    | Moon That Never Sets |

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BOSS SUPPORTER LIST \~~~~~
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NAME	HP/ELEMENT	SUPPORTED BOSS
Bomb Star	1400 HP/None	Melbu Frahma
Bursting Bomb	100 HP/None	Drake the Bandit
Cleone	1400 HP/Water	Last Kraken
Crafty Thief	300 HP/Dark	Mappy & Gangster
Divine Ball	2000 HP/None	Divine Dragon
Divine Cannon	2000 HP/None	Divine Dragon
Guftas	450 HP/Dark	Fruegel
Hellena Warden	12 HP/Fire	Fruegel
Monster	1200 HP/None	Melbu Frahma
Rodrique	450 HP/Wind	Fruegel
Senior Warden	25 HP/Fire	Fruegel
Snow Cannon	400 HP/Water	Windigo
Tentacle	1400 HP/None	Melbu Frahma
Heart	3 HP/Water	Windigo
Wire	100 HP/None	Drake the Bandit

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12/ I.T.E.M. L.I.S.T.

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ATTACK ITEM LIST  
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## TYPE/NAME

## FUNCTION

## FIRE ITEMS :

- Burn Out - Fire-based individual attack (multi)
- Gushing Magma - Fire-based attack for all (multi)
- Burning Wave - Fire-based powerful attack for all

## WATER ITEMS

- Spear Frost - Water-based individual attack (multi)
- Fatal Blizzard - Water-based attack for all (multi)
- Frozen Jet - Water-based powerful attack for all

## THUNDER ITEMS :

- Spark Net - Thunder-based individual attack (multi)
- Thunderbolt - Thunder-based attack for all (multi)
- Flash Hall - Thunder-based powerful attack for all

## EARTH ITEMS :

- Pellet - Earth-based individual attack (multi)
- Meteor Fall - Earth-based attack for all (multi)
- Gravity Grabber - Earth-based powerful attack for all

## WIND ITEMS :

- Spinning Gale - Wind-based individual attack (multi)
- Rave Twister - Wind-based attack for all (multi)
- Down Burst - Wind-based powerful attack for all

## LIGHT ITEMS :

- Translight - Light-based individual attack (multi)
- Dancing Ray - Light-based attack for all (multi)
- Spectral Flash - Light-based powerful attack for all

## DARK ITEMS :

- Dark Smith - Darkness-based individual attack (multi)
- Black Rain - Darkness-based attack for all (multi)
- Night Raid - Darkness-based powerful attack for all

## NON-ELEMENTAL ITEMS :

- Psyche Bomb - Non-based attack for all
- Psyche Bomb X - Powerful Non-based attack for all (multi)

## OTHER ATTACK ITEMS :

- Detonate Rock - Detonate and attacks all
- Attack Ball - Generates one of the attack items

## SUPPORT ITEMS :

- Magic Signet Stone - Block enemy's move for 3 turns
- Material Shield - Nullifies physical attack for 3 turns
- Magic Shield - Nullifies magical attack for 3 turns
- Speed Up - Double agility for 3 turns
- Speed Down - Become slow for 3 turns
- Power Up - Strength increase for 3 turns
- Power Down - Become weak for 3 turns

## ITEMS FOR MINOR ENEMIES :

- Sachet - Kill minor enemies
- Total Vanishing - Destroys minor enemies
- Stunning Hammer - Stuns minor enemies
- Poison Needles - Poisons minor enemies
- Midnight Terror - Frightens minor enemies

- Panic Bell                               - Confuses minor enemies
- Smoke Bomb                               - 100% sure escape from minor enemies
- Pandemonium                              - Minor enemies only attacks one ally 3 turns

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RECOVERY ITEM LIST

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- Angel's Prayer                           - Revitalitize and recovers half of HP
- Healing Potion                           - Recover half of HP for individual
- Healing Fog                               - Completely recover HP for individual
- Healing Breeze                           - Recover half of HP for all
- Healing Rain                              - Completely recover HP for all
- Recovery Ball                             - Generates one of the recovery items
- Sun Rhapsody                             - Completely recover MP for individual
- Moon Serenade                            - Completely recover MP for all
- Spirit Potion                             - Recover 100 SP during combat
- Body Purifier                             - Nullifies poison/stunning/arm-blocking
- Mind Purifier                             - Nullifies fear/confused/bewitchment/  
                                                  dispirited
- Depetrifier                               - Nullifies petrified
- Charm Potion                              - Reduce risk of encounter

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GOODS LIST

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War Bulletin

- Special Edition shows tension among Sandora and Serdio.

Prison Key

- Key to the second prison tower where Shana is held.

Axe

- An axe left in a shack in a field. It's well-worn.

Lavitz's Picture

- Lavitz's portrait drawn in Bale. It looks so real.

Good Spirits

- Good Spirit that pleases the man in Bale.

Red Dragon DS

- Dragon Spirit Dart's father left him. Fire-based.

Dark Dragon DS

- Dragon Spirit of mysterious Rose. Darkness-based.

Jade Dragon DS

- Dragon Spirit from Greham. Wind-based

Water Bottle

- A bottle acquired in Lohan to hold "Life Water"

Life Water

- Life Water from a monster plant. Refresh power.

Silver Dragon DS

- Dragon Spirit from Shirley. Light-based.

Magic Oil

- Fuel to light an elevator switch in Black Castle

Red Stone

- Key to access a room in Black Castle

Blue Stone

- Key to access a room in Black Castle

Yellow Stone

- Key to access a room in Black Castle

Violet Dragon DS

- Dragoon Spirit from Doel. Thunder-based.

Letter from Lynn

- A letter from Lynn before he went to pursue bandits.

Pass for Valley

- A pass for Valley of Corrupted Gravity

Golden Dragon DS

- Dragoon Spirit found in Lohan. Earth-based.

Kate's Bouquet

- Good luck bouquet thrown by Kate at the wedding.

Key to Ship

- Key from the Captain of Phantom Ship

Blue Sea Dragon DS

- Dragoon Spirit from Lenus. Water-based.

Boat License

- License to use a boat in Furni. It's a must.

Dragon Block Staff

- A staff to confine Divine Dragon. Restrains Dragons.

Moon Gem

- Family treasure of Serdio. Has enormous power.

Moon Dagger

- Family treasure of Tiberoa.

Moon Mirror

- Family treasure of Mille Seseau.

Vanishing Stone

- A mysterious stone from Martel for getting Stardusts.

Law Maker

- A certificate of law production in Zenebatos.

Law Output

- A certificate of law enactment in Zenebatos.

Divine Dragon DS

- Dragoon Spirit of Divine Dragon from Lloyd. Non-based

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13/ W.E.A.P.O.N. L.I.S.T.

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A. WEAPON LIST

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DART

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Name	Attack	Price	Function
Broad Sword	2	20	
Bastard Sword	7	60	
Heat Blade	18	150	- Fire-based
Falchion	26	250	
Mind Crush	34	350	- Confuse enemy with a given probability
Fairy Sword	39	400	- Gives 50% more SP
Claymore	44	500	
Soul Eater	75	450	- Powerful but HP decays each turn

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SHANA/MIRRANDA

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| Name | Attack | Price | Function |
|----------------|--------|-------|---|
| Short Bow | 3 | 20 | |
| Sparkle Arrow | 9 | 50 | - Light-based |
| Long Bow | 18 | 150 | |
| Bemusing Arrow | 24 | 250 | - Confuses enemy with a given probability |
| Virulent Arrow | 30 | 350 | - Poison enemy with a given probability |
| Arrow of Force | 40 | 500 | - Gives 50% more SP |
| Detonate Arrow | 50 | N/A | - Attack all enemies |

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LAVITZ/ALBERT

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Name	Attack	Price	Function
Spear	4	20	
Lance	19	100	
Twister Glaive	28	140	- Wind-based
Glaive	37	250	
Spear of Terror	45	300	- Frightens enemy with a given probability
Partisan	56	400	
Halberd	65	500	





Combat Axe	67	350	
Great Axe	79	400	- Stuns enemy, with a given probability
Indora's Axe	88	500	- Instantly kills enemy with given probability

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14/ A.R.M.O.R. L.I.S.T. (spoiler)

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 ARMOR LIST  
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- ARMOR OF LEGEND
- Price : 10000g
  - Users : All characters
  - Defense : 127
  - Magic Defense : 0
  - Function : Greatly reduces physical damage

- ARMOR OF YORE
- Price : N/A
  - Users : Dart, Lavitz, Albert, Kongol
  - Defense : 35
  - Magic Defense : 35
  - Function : Prevent poison, stunning, arm-blocking

- LEATHER ARMOR :
- Price : N/A
  - Users : Dart, Lavitz, Albert
  - Defense : 2
  - Magic defense : 2
  - Function : N/A

- SCALE ARMOR :
- Price : 50
  - Users : Dart, Lavitz, Albert
  - Defense : 8
  - Magic defense : 8
  - Function : N/A

- SAINT ARMOR
- Price : 300
  - Users : Dart, Lavitz, Albert
  - Defense : 34
  - Magic Defense : 34
  - Function : N/A

- ENERGY GIRDLE
- Price : N/A
  - Users : Haschel
  - Defense : 37
  - Magic defense : 26
  - Function : Give 50% more SP

DISCIPLE VEST

- Price : N/A
- Users : Haschel
- Defense : 13
- Magic defense : 8
- Function : N/A

WARRIOR DRESS

- Price : N/A
- Users : Haschel
- Defense : 25
- Magic defense : 23
- Avoid hit : 10%
- Function : N/A

MASTER'S VEST

- Price : N/A
- Users : Haschel
- Defense : 30
- Magic defense : 29
- Function : When physical attacked, SP is accumulated

SATORI VEST

- Price : 500
- Users : Haschel
- Defense : 40
- Magic defense : 31
- Function : Avoids poison, stunning, arm-blocking

LION FUR

- Price : 150
- Users : Kongol
- Defense : 46
- Magic defense : 20
- Function : N/A

GIGANTO ARMOR

- Price : 400
- Users : Kongol
- Defense : 75
- Magic defense : 25
- Function : When physical attacked SP is accumulated.

BREAST PLATE

- Price : 250
- Users : Kongol
- Defense : 59
- Magic defense : 14
- Function : N/A

RED DRAGOON ARMOR

- Price : 800
- Users : Dart
- Defense : 41
- Magic defense : 40
- Function : Nullifies fire-based attacks

WHITE SILVER DRAGOON ARMOR

- Price : 800

- Users : Shana, Miranda
- Defense : 27
- Magic defense : 80
- Function : Nullifies light-based attacks

#### JADE DRAGON ARMOR

- Price : 800
- Users : Lavitz, Albert
- Defense : 54
- Magic defense : 27
- Function : Nullifies wind-based attacks

#### DARK DRAGON ARMOR

- Price : 800
- Users : Rose
- Defense : 41
- Magic defense : 42
- Function : Nullifies darkness-based attacks

#### VIOLET DRAGON ARMOR

- Price : 800
- Users : Haschel
- Defense : 45
- Magic defense : 40
- Function : Nullifies thunder-based attacks

#### BLUE SEA DRAGON ARMOR

- Price : 800
- Users : Meru
- Defense : 30
- Magic defense : 54
- Function : Nullifies water-based attacks

#### GOLDEN DRAGON ARMOR

- Price : 800
- Users : Kongol
- Defense : 88
- Magic defense : 23
- Function : Nullifies earth-based attacks

#### CLOTHES

- Price : N/A
- Users : Shana, Miranda, Rose, Meru
- Defense : 4
- Magic defense : 5
- Function : N/A

#### LEATHER JACKET

- Price : 50
- Users : Shana, Miranda, Rose, Meru
- Defense : 7
- Magic defense : 12
- Function : N/A

#### SILVER VEST

- Price : 120
- Users : Shana, Miranda, Rose, Meru
- Defense : 13
- Magic defense : 17
- Function : N/A

SPARKLE DRESS

- Price : 200
- Users : Shana, Mirranda, Rose, Meru
- Defense : 19
- Magic defense : 45
- Function : When being physical attacked SP is accumulated

ROBE

- Price : 300
- Users : Shana, Mirranda, Rose, Meru
- Defense : 25
- Magic defense : 35
- Function : When being magical damaged SP is accumulated

RAINBOW DRESS

- Price : N/A
- Users : Shana, Mirranda, Rose, Meru
- Defense : 32
- Magic defense : 55
- Function : Avoids poison/stunning/arm-blocking

ANGEL ROBE

- Price : 500
- Users : Shana, Mirranda, Meru
- Defense : 0
- Magic defense : 0
- Function : Revives from death with a given probability.

CHAIN MAIL

- Price : 150
- Users : Dart, Lavitz, Albert
- Defense : 20
- Magic defense : 24
- Function : N/A

PLATE MAIL

- Price : 200
- Users : Dart, Lavitz, Albert
- Defense : 27
- Magic defense : 20
- Function : N/A

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HEAD WEAR LIST

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LEGEND CASQUE

- Price : 10000
- Users : all characters
- Defense : 0
- Magic defense : 127
- Magic attack : 50
- Function : Great Magic protection

PHOENIX PLUME

- Price : N/A

- Users : all characters
- Defense : 0
- Magic defense : 10
- Magic attack : 30
- Function : Avoid fear/confused/bewitchment/dispirted

#### DRAGON HELM

- Price : N/A
- Users : all characters
- Defense : 10
- Magic defense : 0
- Magic attack : 50
- Function : Raise maximum HP 50%

#### MAGICAL HAT

- Price : N/A
- Users : all characters
- Defense : 0
- Magic defense : 10
- Magic attack : 50
- Function : Raise maximum MP 50%

#### BADANA

- Price : N/A
- Users : Dart, Lavitz, Albert, Haschel, Kongol
- Defense : 0
- Magic defense : 0
- Magic attack : 3
- Function : N/A

#### SALLET

- Price : 40
- Users : Dart, Lavitz, Albert, Haschel, Kongol
- Defense : 0
- Magic defense : 0
- Magic attack : 8
- Function : Increase hit rate of physical attacks by 10%

#### ARMET

- Price : 100
- Users : Dart, Lavitz, Albert, Haschel, Kongol
- Defense : 0
- Magic defense : 5
- Magic attack : 23
- Function : N/A

#### KNIGHT HELM

- Price : 150
- Users : Dart, Lavitz, Albert
- Defense : 5
- Magic defense : 0
- Magic attack : 37
- Function : When being magical damaged SP is accumulated

#### SOUL HEADBAND

- Price : 200
- Users : Haschel
- Defense : 5
- Magic defense : 5
- Magic attack : 25

- Function : When being magical damaged SP is accumulated

GIGANTO HELM

- Price : 200
- Users : Kongol
- Defense : 10
- Magic defense : 5
- Magic attack : 14
- Function : When being magical damaged SP is accumulated

FELT HAT

- Price : N/A
- Users : Shana, Miranda, Rose, Meru
- Defense : 0
- Magic defense : 0
- Magic attack : 5
- Function : N/A

CAPE

- Price : 60
- Users : Shana, Miranda, Rose, Meru
- Defense : 0
- Magic defense : 0
- Magic attack : 17
- Function : N/A

TIARA

- Price : 150
- Users : Shana, Miranda, Rose, Meru
- Defense : 5
- Magic defense : 0
- Magic attack : 29
- Function : Increase hit rate of magical attack by 10%

JEWELLED CROWN

- Price : 200
- Users : Shana, Miranda, Meru
- Defense : 0
- Magic defense : 5
- Magic attack : 42
- Function : when being magical damaged SP is accumulated

ROSE'S HAIRBAND

- Price : N/A
- Users : Rose
- Defense : 0
- Magic defense : 0
- Magic attack : 36
- Function : Avoid instant death

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FOOT WEAR LIST

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MAGICAL GREAVES

- Price : 300
- Users : All characters
- Defense : 0

- Function : Avoid magical/physical attacks raised 5 pts

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FOOT WEAR FOR MALE CHARACTERS  
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Users : Dart, Lavitz, Albert, Haschel, Kongol

LEATHER BOOTS

- Price : N/A
- Defense : 0
- Function : N/A

IRON KNEEPIECE

- Price : 100
- Defense : 5
- Function : N/A

COMBAT SHOES

- Price : 150
- Defense : 5
- Function : Avoid physical attacks raised 5 pts

BANDIT'S SHOES

- Price : N/A
- Defense : 0
- Function : Give 20 pts more agility

-----  
FOOT WEAR FOR FEMALE CHARACTERS  
-----

Users : Shana, Mirranda, Rose, Meru

LEATHER SHOES

- Price : N/A
- Defense : 0
- Function : N/A

SOFT BOOTS

- Price : 100
- Defense : 5
- Function : N/A

STARDUST BOOTS

- Price : 150
- Defense : 5
- Function : Avoid magical attacks raised 5 pts

DANCER'S SHOES

- Price : N/A
- Defense : 0
- Function : Give 20 pts more agility

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ACCESSORY LIST

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NAME

PRICE (gold)

FUNCTIONS

-		
- Bracelet	10	- N/A
- Poison Guard	200	- Prevent Poison
- Panic Guard	200	- Prevent Confusion
- Active Ring	200	- Prevent Dispiriting
- Protector	200	- Prevent Arm-blocking
- Stun Guard	200	- Prevent stunning
- Bravery Amulet	300	- Prevent Fear
- Magic Ego Bell	300	- Prevent Bewitchment
- Talisman	N/A	- Prevent instant death
- Destone Amulet	400	- Prevent petrification
- Rainbow Earring	N/A	- Prevent all abnormal status
- Power Wrist	100	- Raise physical attack by 5
- Knight Shield	200	- Raise physical defense by 10
- Magical Ring	600	- Raise Magical attack by 30
- Spiritual Ring	600	- Raise Magical defense by 30
- Spirit Ring	N/A	- Recover SP each turn
- Wargod Calling	1000	- Automatic Addition : Half Damage and SP
- Wargod's Amulet	N/A	- Increase hit rate for attacking all by 20%
- Wargod's Sash	N/A	- Raise SP by 50%
- Ultimate Wargod	10000	- Automatic complete additions
- Attack Badge	1000	- Raise physical/magical attack power
- Guard Badge	1000	- Raise physical/magical defenses power
- Giganto Ring	1000	- Raise physical attack & defense by 20 pts
- Elude Cloak	300	- Avoid physical attack raised 20 pts
- Spirit Cloak	300	- Avoid magical attack raised 20 pts
- Sage's Cloak	600	- Avoid magical/physical attack raised 20pts
- Amulet	N/A	- Double maximum HP
- Physical Ring	N/A	- Raise maximum HP by 50%
- Therapy Ring	N/A	- Recover 10% maximum HP each turn
- Mage Ring	N/A	- Recover 10% maximum MP each turn
- Dancer's Ring	N/A	- Increase agility by 20 pts (female)
- Bandit's Ring	N/A	- Increases agility by 20 pts (male)
- Holy Ankh	N/A	- Revive from death with a given probability
- Red-Eyed Stone	N/A	- Reduce fire-based damage by half
- Silver Stone	N/A	- Reduce light-based damage by half
- Dark Stone	N/A	- Reduce darkness-based damage by half
- Jade Stone	N/A	- Reduce wind-based damage by half
- Blue Sea Stone	N/A	- Reduce water-based damage by half
- Violet Stone	N/A	- Reduce thunder-based damage by half
- Dragon Shield	5000	- Reduce physical damage by half
- Angel Scarf	5000	- Reduce magical damage by half
- Phantom Shield	10000	- Reduce all damage by half
- Ruby Ring	1000	- When Magical damaged SP is accumulated
- Emerald Earring	1000	- When Physical damaged SP is accumulated
- Sapphire Pin	1000	- When Magical damaged MP is accumulated
- Platinum Collar	1000	- When Physical damaged SP is accumulated

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15/ R.E.L.A.T.E.D. C.H.A.R.A.C.T.E.R. L.I.S.T.

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This menu lists for you the characters you should meet, or you should know about them. I wrote this following the playing order. This doesn't include the main enemies or bosses. They have their own section in "Enemy List", okay ?



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SELES

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Name : Rose  
Role : The passing warrior who saves you from the Green Tusked Dragon Feybrand.

Name : The Mayor  
Role : You meet him to know about the current situation of Seles. Then find out about what happened to Shana.

Name : Mr. Tasman  
Role : If you are new to this game, just ask him. He will teach you the basic battle system of the game.

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FOREST

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Name : the item seller  
Role : He shows you the order of elements and teaches you how to use an attack item well.

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HELLENA PRISON

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Name : Merchant  
Role : He agrees not to reveal you for the wardens and sells item to you.

Name : Lavitz Slambert  
Role : He is the leader of Knight of Basil who was arrested here and trying to escape. He supports you to pass the adventure.

Name : Shana  
Role : She is your target in this journey.

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PRAIRE

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Name : the civilians from Sandora  
Role : They don't know where to go because their home was lost in war. Lavitz agrees to let them stay in his house in Bales.

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CAPITAL BALES

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Name : the artist in the first house  
Role : She draws a portrait for Lavitz as a goods.

Name : King Albert  
Role : Lavitz needs to report the incident to this King.

Name : Minister Noish  
Role : He tells you what he knows about the Black Monster.

Name : Lavitz's mother  
Role : She prepares lunch for you

Name : Dran  
Role : He is a drunk man who blocks you way to the underground area of

the town. Give him the Good Spirit you bought from the bar and he will let you pass.

Name : Martel

Role : A traveler who is trying to collect all the Stardusts for her sick daughter. This time you just meet her in a sudden.

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TOWN OF HOAX

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Name : Kaiser

Role : The leader of Eighth Knighthood. He arranges your position to defend the Sandora Soldiers.

Name : Rose

Role : She saves you from Kongol's axe and joins you as a playable character.

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VOLCANO VILLUDE

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Name : Dabas

Role : A passer who has some troubles on going. You save him and he would be your item sellers in this place.

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LOHAN

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Name : Sanator

Role : He is a doctor, a physician who remedies Shana's illness. He tells you about the Dragoni Plant which is the only way to save her. He also introduces you to the annual Hero Match which would be held soon at the battle arena.

Name : Dabas

Role : You meet him again. Now you realize he is an owner of an Antique Shop. You need to pass the north path in Dragon's Nest area to find the Dragoni Plant. He tells you the Life Water which could kill the strange plant blocking the path.

Name : Street Vendor

Role : He is a wise and smart seller. He sells you the empty bottle to contain the Life Water with the first terrible price. Try to bargain him until he gives it to you without any money.

Name : Haschel

Role : He is Dart's old friend, also a superman in martial art. He takes part in the Hero Match and later he becomes a partner in your party.

Name : The dead Knight of Basil

Role : He is injured very seriously, trying to come to Lohan to inform Lavitz that King Albert was caught to Hellena Prison. After telling everything to you, he dies.

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REVISITING HELLENA PRISON

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Name : Merchant

Role : Just your item sellers in this hell.

Name : Albert

Role : He is the King of Bales who has been being caught here. You must save him. Then he'll be your playable character who replaces Lavitz since then.

Name : Lloyd

Role : He was the Champion in the Hero Match in Lohan. He came to Bales as a spy and now he gets the Moon Gem from Albert's body and kills Lavitz.

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KAZAS ~ BLACK CASTLE
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Name : The adventurer in the Weapon Shop

Role : What a big mouth ! He "tells" you that he defeated the Green Tusked Dragon Feybrand and collected its feather somewhere. It's lucky when he replaces you to be the mercenary of Sandora.

Name : Popo

Role : He is the representative of the mercenaries here at a very small age. He helps you to access the castle.

Name : White Magic Researcher

Role : He tells you about the magic research and gives you the Magic Oil to activate all the elevators in the castle. His magic can heal your health.

Name : Green Magic Researcher

Role : The same as the White one. But he doesn't heal your health.

Name : Magi the Magic Researcher

Role : He is the guy who was mentioned by the two other researchers. His room has the Blue Stone.

Name : Great Commander of Sandora

Role : He regrets his fault of having not stopping the cruel action of Sandora soldiers in Seles. Then he gives you the Yellow Stone.

Name : The practising Knights of Sandora

Role : You must pass them if you want to continue.

~~~~~  
FLETZ
~~~~~

Name : Fake Princess Emille

Role : Albert is surprised by her action. Let's see that fake one.

Name : The guard in Church

Role : He lets you see the Star fantasia.

Name : Kaffi

Role : She is the waitress of the bar. She provides information with you about the town and Lloyd.

Name : Mr. Fester

Role : He is a governor of the castle. Now his role is telling you about the Moon That Never Sets you heard from Lloyd.

Name : Nello

Role : She is a people in Fletz who loves plants. If you want to stay in her house , you must let Albert talk to her during the night about the "Green Project".

~~~~~

DONAU

~~~~~

Name : Kate

Role : She tells you about her fiance Lynn, who has just gone to meet the gangs for peace and demands your help. She also asks you to send the Mayor~Lynn's father to inform him about this.

Name : The Third Sacred Sister Wink

Role : She was done harm to by the gangs

Name : Lloyd

Role : He saves Wink from the gangs

Name : The Mayor of Donau

Role : You must let him know about his son.

Name : Meru

Role : A great dancer of Donau. She also accepts Kate's demand and joins you as a playable character. She also reminds you to have the license from King Zior to pass the Valley of Corrupted Gravity.

~~~~~

REVISITING FLETZ

~~~~~

Name : Mr.Fester

Role : Meet him at the item shop. Then find him in front of the castle. His role now is helping you to enter the castle.

Name : King Zior

Role : The King of Fletz. He issues you the pass of Valley of Corrupted Gravity.

Name : Libria

Role : She is a maid of the castle. She tells you that Princess Lisa wants to meet you.

Name : Princess Lisa

Role : She lets you know the real situation of Princess Emille. And then ask for your help.

Name : Fake Princess Emille

Role : Just ignore her attitude in the dinner.

~~~~~

VALLEY OF CORRUPTED GRAVITY

~~~~~

Name : the Guards

Role : They open the gate for you to pass.

~~~~~

HOME OF GIGANTOS

~~~~~

Name : Kongol

Role : He saves you from the huge falling statue and joins your party.

Name : Lynn  
Role : Your target in this journey.

~~~~~  
REVISITING FLETZ
~~~~~

Name : Princess Lisa  
Role : She is in the right Champer. You meet her to report everything about her sister Emille and she would join you to avoid some troubles.

Name : Real Princess Emille  
Role : She is in the left Champer. You find her in the painting and tells her the current situation.

Name : one of the current guards in the castle  
Role : After having the real Princess Emille, when you talk to any of them, they would run away.

Name : King Zior  
Role : Inform him about the fake one as soon as possible.

~~~~~  
QUEEN FURY
~~~~~

Name : Kayla  
Role : Inform her to get on board

Name : Commodore Puler  
Role : He is the captain of this ship

Name : Dart  
Role : He shares with Shana about the fate.

Name : Rose  
Role : She explains to Dart about the source of Dragoon power.

Name : Haschel  
Role : Haschel tells you his real purpose in the journey.

Name : Kongol  
Role : Kongol asks Haschel what "friends" is

Name : Albert  
Role : Albert explains to Kongol what friends are.

Name : Meru  
Role : Albert wants to alert Meru about the danger of the journey.

Name : Dart  
Role : Meru wants to find him for fun.

Name :Rose  
Role : Find her and then see what happens next.

~~~~~  
PHANTOM SHIP
~~~~~

Name : The soul in the last room of the below corridor  
Role : He asks you to meet the captain.

Name : The four souls in the last room of the below corridor  
Role : They tell you the code to open the chest in the first cabin.

Name : The soul of the captain  
Role : He suddenly tells you about the accident.

Name : Princess Louvia's maid  
Role : She reminds about the death of the baby princess.

~~~~~

LIDIERA

~~~~~

Name : Pete  
Role : He lets you rest in his house, and asks to follow you to Fueno.

Name : Pooch  
Role : Pete's dog. He finds you from the cave.

~~~~~

FUENO

~~~~~

Name : Kayla  
Role : She informs you that your partners are in the city.

Name : Meru  
Role : You suddenly meet her and she says you should go to the hotel to see Shana.

Name : Shana  
Role : go to the back room of the 2nd floor and...

Name : the drunk man in the city  
Role : he gives you some hints about the Sea Dragon in Prison Island

Name : Commodore Puler  
Role : He gives you some information about Lenus.

~~~~~

REVISITED LIDIERA

~~~~~

Name : The Mayor of Lidiera  
Role : He lets you open the gateto Undersea Cavern

~~~~~

PRISON ISLAND

~~~~~

Name : Lloyd  
Role : He runs away again and tells you that he's coming to Mille Seseau.

~~~~~

BANQUET

~~~~~

Name : King Zior  
Role : Meet him to report everything.

Name : Libria  
Role : She takes you to Shana.

~~~~~

FURNI

~~~~~

Name : the guy at the hotel  
Role : give you the Boat License

Name : the Mayor of Furni  
Role : He asks for your help about the monster Kamuy

Name : Gulgus  
Role : He wants to block your way and get the prize of killing Kamuy

~~~~~

EVERGREEN FOREST

~~~~~

Name : Teo  
Role : He protects Kamuy

Name : Gulgus  
Role : He wants to take the prize

~~~~~

DENINGRAD

~~~~~

Name : Bishop  
Role : He tells you about the Divine Tree

Name : Library Ute  
Role : He unlocks the National Library for you and tells Dart what he knows about the Black Monsters and the Moonchild.

~~~~~

NEET

~~~~~

Name : The Second Sacred Sister Luanna  
Role : She takes to return to Deningrad

~~~~~

WINGLY FOREST

~~~~~

Name : Guaraha  
Role : He is the only guy who welcomes you in a good way. He also informs you about the waking Divine Dragon

Name : the Winglies in the forest  
Role : They give you a terrible welcome

~~~~~

RETURN TO DENINGRAD

~~~~~

Name : The Second Sacred Sister Luanna  
Role : She allows you to get to the Crystal Palace

Name : Queen Theresa  
Role : She asks for your help to stop the Divine Dragon

Name : The First Sacred Sister Miranda  
Role : She joins you as a playable character

Name : Shana  
Role : Something happens to her...

~~~~~  
RETURN TO WINGLY FOREST
~~~~~

Name : the Wingly guard  
Role : He brings you to the upper house

Name : Meru's parents  
Role : Let her talk to them for a while

Name : Bardel brothers  
Role : They want to get revenge with you for their baby sister who was killed by a Human

Name : Ancestor Blanco  
Role : The Ancestor of the Winglys in the forest. He takes you to Kadessa ~ Forbidden Land.

~~~~~  
MOUNTAIN OF MORTAL DRAGON
~~~~~

Name : Lloyd  
Role : He wants to fight the Divine Dragon for some reason. This is the only he is "in" your side.

~~~~~  
EVERGREEN FOREST
~~~~~

Name : The Third Sacred Sister Wink  
Role : She is going to Deningrad.

Name : Younger Bardel  
Role : He wants to get revenge that he kills Wink first.

Name : Lloyd  
Role : He saves Wink from Bardel.

~~~~~  
REVISITING CRYSTAL PALACE
~~~~~

Name : The Second Sacred Sister Luanna  
Role : She looks after the wounded knights and tells you to meet Wink.

Name : The Third Sacred Sister Wink  
Role : She tells you the incident about that Lloyd brought Queen Theresa away.

Name : Martel  
Role : She needs your Stardusts and gives you rare items.

~~~~~  
KASHUA GLACIER
~~~~~

Name : Segundo  
Role : He sells weapons to you.

Name : Cuarto  
Role : He sells items to you.

Name : Queen Theresa



Role : She has been being kept by Lloyd

Name : The Third Sacred Sister Wink

Role : She saves Lloyd from Dart's sword

~~~~~

CAPITAL VELLWEB

~~~~~

Name : Emperor Diaz

Role : Let's see what he does yourself.

Name : Shirley

Role : She appears to ask for your help again. She wants you to rescue the four souls of the other former Dragoons in the tower.

~~~~~

ULARA

~~~~~

Name : Caron

Role : She tells you about Rose's long life.

Name : Miata

Role : She tells you about the Magic Signet and asks you to meet Charle for more details.

Name : Charle Frahma

Role : She tells you about the Signet Sphere

~~~~~

FLETZ

~~~~~

Name : King Zior

Role : He permits you to use the Queen Fury to Rouge again.

Name : Kayla

Role : She helps you to get on board

~~~~~

ROUGE

~~~~~

Name : The Mayor of Rouge

Role : He tells you about the strange thing on the sea

Name : Martel

Role : She needs your Stadusts and gives you rare items

Name : Lil

Role : Martel's sick daughter

~~~~~

MAGICAL CITY AGLIS

~~~~~

Name : Ruff

Role : Your serving magical creature

Name : Spino

Role : Your serving magical creature

Name : Decal

Role : Your serving magical creature

Name : Phewy  
Role : Your serving magical creature

Name : Lulu  
Role : Your challenging manager

Name : Buckle  
Role : Your challenging manager

Name : Savan  
Role : The Wingly who needs your help

Name : Zieg  
Role : The guy who claimed to be Emperor Diaz

~~~~~  
LAW CITY ZENEBATOS
~~~~~

Name : Guide Laptos  
Role : These guys support you to use the law

Name : Nomos  
Role : He blocks you to go to the Signet Sphere

Name : Zieg  
Role : He destroys your plan again.

Name : Coolon  
Role : He can take you to anywhere in the World Map.

~~~~~  
DEATH CITY MAYFIL
~~~~~

Name : Lavitz  
Role : He helps to reach the Signet Sphere

Name : Zieg  
Role : Let's see what he would do next.

\*\*\*\*\*

16/ S.H.O.P. L.I.S.T.

\*\*\*\*\*

As any other Tradition RPGs, "The Legend of Dragoons" has Item Shops and Weapon Shops. The characters use money to exchange their items which is counted by "gold" (g). You collect money by beating enemies, playing some mini-game or taking part in some prize. The stronger enemies/bosses are, the more money you get.

~~~~~  
FOREST
~~~~~

- ITEM SHOP
- Healing Potions                    Price : 10g
  - Body Purifier                    Price : 10g
  - Burn Out                        Price : 10g

- Charm Potion Price : 4g

WEAPON SHOP : None

~~~~~

HELENA PRISON

~~~~~

ITEM SHOP

- Healing Potion Price : 10g  
- Angel's Prayer Price : 30g  
- Spark Net Price : 10g

WEAPON SHOP : None

~~~~~

CAPITAL BALES

~~~~~

ITEM SHOP

- Healing Potion Price : 10g  
- Angel's Prayer Price : 30g  
- Mind Purifier Price : 20g  
- Body Purifier Price : 10g  
- Spear Frost Price : 10g  
- Meteor Fall Price : 20g  
- Charm Potion Price : 4g

WEAPON SHOP

- Bastard Sword Price : 60g  
- Sparkle Arrow Price : 50g  
- Scale Armor Price : 50g  
- Leather Jacket Price : 50g  
- Sallet Price : 40g  
- Poison Guard Price : 200g  
- Panic Guard Price : 300g  
- Stun Guard Price : 200g  
- Bravery Amulet Price : 300g  
- Knight Shield Price : 200g

~~~~~

VOLCANO VILLUDE

~~~~~

ITEM SHOP (Dabas)

- Healing Potion Price : 10g  
- Sun Rhapsody Price : 50g  
- Angel's Prayer Price : 30g  
- Mind Purifier Price : 20g  
- Body Purifier Price : 10g  
- Dancing Ray Price : 20g  
- Pellet Price : 10g

WEAPON SHOP : None

~~~~~

LOHAN

~~~~~

ITEM SHOP

- Healing Potion Price : 10g  
- Sun Rhapsody Price : 50g  
- Angel's Prayer Price : 30g  
- Mind Purifier Price : 20g

- Body Purifier Price : 10g
- Spinning Gale Price : 10g
- Gushing Magma Price : 20g
- Charm Potion Price : 4g

WEAPON SHOP

- Lance Price : 100g
- Cape Price : 60g
- Legend Casque Price : 10000g
- Active Ring Price : 200g
- Protector Price : 200g
- Panic Guard Price : 300g
- Power Wrist Price : 200g
- Wargod Calling Price : 1000g
- Phantom Shield Price : 10000g
- Dragon Shield Price : 5000g
- Angel Scarf Price : 5000g
- Ultimate Wargod Price : 10000g

~~~~~  
 HELLENA PRISON (second time)
 ~~~~~

ITEM SHOP

- Healing Potion Price : 10g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Midnight Terror Price : 20g
- Thunderbolt Price : 20g

WEAPON SHOP : None

~~~~~  
 KAZAS
 ~~~~~

ITEM SHOP 1

- Healing Potion Price : 10g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Dark Mist Price : 10g
- Fatal Blizzard Price : 20g

ITEM SHOP 2

- Healing Potion Price : 10g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Spear Frost Price : 10g
- Meteor Fall Price : 20g
- Charm Potion Price : 4g

WEAPON SHOP

- Heat Blade Price : 150g
- Long Bow Price : 150g
- Armet Price : 100g
- Iron Kneepiece Price : 100g

~~~~~  
 FLETZ
 ~~~~~

ITEM SHOP

- Healing Potion Price : 10g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 30g
- Body Purifier Price : 10g
- Translight Price : 10g
- Black Rain Price : 20g
- Charm Potion Price : 4g

JEWELRY SHOP

- Ruby Ring Price : 1000g
- Emerald Earring Price : 1000g
- Sapphire Pin Price : 1000g
- Platinum Collar Price : 1000g

WEAPON SHOP

- Shadow Cutter Price : 200g
- Chain Mail Price : 150g
- Soft Boots Price : 100g
- Poison Guard Price : 300g
- Active Ring Price : 200g
- Protector Price : 200g
- Panic Guard Price : 300g
- Stun Guard Price : 300g
- Bravery Amulet Price : 300g
- Magic Ego Bell Price : 300g
- Power Wrist Price : 200g
- Knight Shield Price : 200g
- Wargod Calling Price : 1000g

~~~~~

DONAU

~~~~~

ITEM SHOP

- Healing Potion Price : 10g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Rave Twister Price : 20g

WEAPON SHOP

- Silver Vest Price : 150g
- Tiara Price : 150g

~~~~~

THE QUEEN FURY SHOPS

~~~~~

ITEM SHOP :

- Healing Potion Price : 10g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Translight Price : 10g
- Dancing Ray Price : 20g

WEAPON SHOP :

- Glaive Price : 250g
- Beast Fang Price : 250g
- Warrior Dress Price : 150g
- Stun Guard Price : 200g
- Magic Ego Bell Price : 200g

~~~~~

FUENO

~~~~~

ITEM SHOP

- Healing Potion Price : 10g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Charm Potion Price : 4g
- Burn Out Price : 10g
- Gushing Magma Price : 20g

WEAPON SHOP

- Falchion Price : 250g
- Bemusing Arrow Price : 250g
- Morning Star Price : 250g
- Plate Mail Price : 200g
- Sparkle Dress Price : 200g
- Knight Helm Price : 150g

~~~~~

FURNI

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Depetrifier Price : 30g
- Thunderbolt Price : 20g

WEAPON SHOP

- Dancing Dagger Price : 300g
- Giganto Helm Price : 200g
- Combat Shoes Price : 150g
- Destone Amulet Price : 400g
- Attack Badge Price : 1000g
- Elude Cloak Price : 300g

~~~~~

DENINGRAD

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Depetrifier Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Spark Net Price : 10g
- Thunderbolt Price : 20g
- Charm Potion Price : 4g

WEAPON SHOP

- Tomahawk Price : 300g
- Spear of Terror Price : 300g
- Diamond Claw Price : 300g
- Breast Plate Price : 250g
- Master's Vest Price : 250g
- Soul Headband Price : 200g
- Bravery Amulet Price : 300g
- Jeweled Crown Price : 200g
- Stardust Boots Price : 150g
- Protector Price : 200g
- Destone Amulet Price : 400g
- Armor of Legend Price : 10000g

~~~~~

WINGLY FOREST

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Sun Rhapsody Price : 50g
- Healing Breeze Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Dark Mist Price : 10g
- Black Rain Price : 20g

WEAPON SHOP

- War Hammer Price : 300g
- Magical Ring Price : 600g
- Spiritual Ring Price : 600g
- Spirit Cloak Price : 300g

~~~~~

KASHUA GLACIER

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Body Purifier Price : 10g
- Charm Potion Price : 4g

WEAPON SHOP

- Mind Crush Price : 350g
- Battle Axe Price : 350g
- Flamberge Price : 350g
- Virulent Arrow Price : 350g
- Saint Armor Price : 300g
- Robe Price : 300g
- Guard Badge Price : 1000g

~~~~~

CAPITAL VELLWEB

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Healing Breeze Price : 50g

- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Charm Potion Price : 4g

WEAPON SHOP

- Partisan Price : 400g
- Heavy Mace Price : 400g
- Giganto Armor Price : 400g
- Energy Girdle Price : 300g
- Giganto Ring Price : 1000g

~~~~~

ULARA

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Charm Potion Price : 4g
- Panic Bell Price : 20g
- Stunning Hammer Price : 20g
- Poison Needle Price : 20g
- Midnight Terror Price : 20g
- Attack Ball Price : 100g
- Recovery Ball Price : 100g

WEAPON SHOP

- Fairy Sword Price : 400g
- Arrow of Force Price : 500g
- Thunder Fist Price : 450g
- Magical Greaves Price : 300g
- Magical Ring Price : 600g
- Spiritual Ring Price : 600g
- Elude Cloak Price : 300g
- Spirit Cloak Price : 300g
- Sage's Cloak Price : 600g

~~~~~

ROUGE

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 50g
- Angel's Prayer Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Panic Bell Price : 20g

WEAPON SHOP

- Attack Badge Price : 1000g
- Guard Badge Price : 1000g
- Giganto Ring Price : 1000g

~~~~~

ZENEBATOS

~~~~~



ITEM SHOP

- Healing Fog Price : 30g
- Sun Rhapsody Price : 50g
- Healing Breeze Price : 50g
- Angel's Prayer Price : 30g
- Depetrifier Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Charm Potion Price : 4g

WEAPON SHOP

- Great Axe Price : 400g
- Gladius Price : 400g
- Red DG Armor Price : 800g
- Jade DG Armor Price : 800g
- Dark DG Armor Price : 800g
- Blue DG Armor Price : 800g
- Panic Guard Price : 300g
- Bravery Amulet Price : 300g
- Destone Amulet Price : 400g

~~~~~

MOON THAT NEVER SETS

~~~~~

ITEM SHOP

- Healing Fog Price : 30g
- Healing Breeze Price : 50g
- Sun Rhapsody Price : 30g
- Angel's Prayer Price : 30g
- Depetrifier Price : 30g
- Mind Purifier Price : 20g
- Body Purifier Price : 10g
- Panic Bell Price : 20g
- Poison Needle Price : 20g

WEAPON SHOP

- Claymore Price : 500g
- Halberd Price : 500g
- Basher Price : 500g
- Destroyer Mace Price : 500g
- Red DG Armor Price : 800g
- Jade DG Armor Price : 800g
- Gold DG Armor Price : 800g
- Violet DG Armor Price : 800g
- White Silver DG Armor Price : 800g
- Dark DG Armor Price : 800g
- Blue DG Armor Price : 800g
- Magical Ring Price : 600g
- Spiritual Ring Price : 600g
- Attack Badge Price : 1000g
- Guard Badge Price : 1000g
- Giganto Ring Price : 1000g

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17/ M.I.N.I. G.A.M.E. L.I.S.T.

\*\*\*\*\*

\*These mini~games are in English version .

~~~~~  
MONSTER CONQUEST GAME STAND
~~~~~

Location : Lohan

Prize : None

How to play : There are many monsters passing on the stage. You must throw ball at cute monsters to have points. They throw at you, too. Try to avoid at throw directly to them or you'll be beaten miserably. The big monsters need several hits to be defeated. Defeating the big one gains 10 points, the small gains 1.

~~~~~  
WHO IS THE MAN GAME STAND
~~~~~

Location : Lohan

Prize : 3 tickets

How to play : First, you see three similar men. One of them would hide a bird in his hat. Then the three runs very fast and bitterly that their positions are changed after they stop. You must keep trace of them when they are running and then guess what man is bringing the bird.

~~~~~  
WHAT'S WRONG WITH THE SCENE GAME STAND
~~~~~

Location : Lohan

Prize : 3 tickets

How to play : First, the game manager lets you to observe the room for a while. Then he closes the curtain. At that moment, something is changed in the room. After a certain time, the manager opens the room again for you. Now you must spot 4 different points which were changed from the original room. That means you must remember the details in the old room to spot this. Good luck !

~~~~~  
MAN AT THE OBSTACLES COURSE
~~~~~

Location : Lohan

Prize : 3 tickets

How to play : Pass the bridge to the goal when the time is ended. You would get something good in the other side. Use the directional button to move and the X button to avoid the obstacles. You can also run to keep the time longer.

~~~~~  
VEGETABLE JULIENNE
~~~~~

Location : The kitchen of Queen Fury

Prize : 1g

How to play : You play this game with the cook of Queen Fury. The person who juliennes the most vegetables within the time limit wins. If the number of vegetables is the same, the person with more chopping wins. The sailor places down a variety of vegetables. You cut them by pressing X button repeatedly. Continue to press until you finish that piece. When the sailor places the vegetable, don't press X button, he would stop his hand because it is dangerous. These are the vegetables and the chopping times you must do :

Green Spinach = 1 time

Red Carrots = 3 times

White Radishes = 5 times

Big Cabbage = 7 times

\*\*\*\*\*

18/ A.D.D.I.T.I.O.N.S.

\*\*\*\*\*

Additions are the skills each character can use in battle by pressing X button at the certainly time to move the weapons. Some of these skills are hard to use just because you must be correct for 7 or 8 times pressing. Some powerful skills only appear when you have finished the others with master level. So try to do your best with your control pad. You level up your additions by using them frequently. The using times are counted by a score in the Addition screen. You can check them by enter the menu. The equipments that could help you do the Additions automatically are Wargod Calling and Ultimate Wargod. If you can't do Additions well, these items can help you. But they are a bit expensive and rare.

Not every latest additions are powerful. I think the strong additions are the additions which you can use it easily with strong power.

Every character has additions, except Shana and Miranda.

```
|~~~~~\
| DART  \
|~~~~~\~~~~~|
|- Addition 1 : Double Slash |
| Learn : Inintiative |
| Hits : 2 |
|~~~~~|~~~~~|~~~~~|
| Add.Level | Collected SP | Damage |
| 1 | 35 | 150% |
| 2 | 35 | 157% |
| 3 | 35 | 165% |
| 4 | 35 | 180% |
| 5 | 35 | 202% |
|~~~~~|~~~~~|~~~~~|
| Addition 2 : Volcano |
| Learn : Level 2 |
| Hits : 4 |
|~~~~~|~~~~~|~~~~~|
| Add.Level | Collected SP | Damage |
| 1 | 20 | 200% |
| 2 | 24 | 210% |
| 3 | 28 | 220% |
| 4 | 32 | 230% |
| 5 | 36 | 240% |
|~~~~~|~~~~~|~~~~~|
| Addition 3 : Burning Rush |
| Learn : Level 8 |
| Hits : 3 |
|~~~~~|~~~~~|~~~~~|
| Add.Level | Collected SP | Damage |
| 1 | 30 | 150% |
| 2 | 45 | 150% |
| 3 | 60 | 150% |
| 4 | 75 | 150% |
| 5 | 102 | 150% |
|~~~~~|~~~~~|~~~~~|
```

| Addition 4 : Crush Dance |  
 | Learn : Level 15 |  
 | Hits : 5 |

Add.Level	Collected SP	Damage
1	50	150%
2	60	172%
3	75	195%
4	85	217%
5	100	250%

| Addition 5 : Madness Hero |  
 | Learn : Level 22 |  
 | Hits : 6 |

Add.Level	Collected SP	Damage
1	60	100%
2	90	100%
3	120	100%
4	150	100%
5	204	100%

| Addition 6 : Moon Strike |  
 | Learn : Level 29 |  
 | Hits : 7 |

Add.Level	Collected SP	Damage
1	20	200%
2	20	240%
3	20	280%
4	20	320%
5	20	350%

| Addition 7 : Blazing Dynamo |  
 | Learn : Finish the other additions with master level |  
 | Hits : 8 |

Add.Level	Collected SP	Damage
1	100	250%
2	110	300%
3	120	350%
4	130	400%
5	150	450%

~~~~~

| ~~~~~\
 | SHANA/MIRRANDA \
 | ~~~~~\
 | No additions |
 | Arrow attack : (depends on Dragoon Level) |

| Dragoon Level | Collected SP |
|---------------|--------------|
| 1 | 35 |
| 2 | 50 |
| 3 | 70 |
| 4 | 100 |
| 5 | 150 |

~~~~~

|~~~~~\  
| ROSE \  
|~~~~~\~~~~~

| Addition 1 : Whip Smack  
| Learn : Initiative  
| Hits : 1

Add.Level	Collected SP	Damage
1	35	100%
2	35	125%
3	35	150%
4	35	175%
5	35	200%

|~~~~~\~~~~~  
| Addition 2 : More & More  
| Learn : Level 14  
| Hits : 2

Add.Level	Collected SP	Damage
1	30	150%
2	45	150%
3	60	150%
4	75	150%
5	102	150%

|~~~~~\~~~~~  
| Addition 3 : Hard Blade  
| Learn : Level 19  
| Hits : 5

Add.Level	Collected SP	Damage
1	35	100%
2	35	150%
3	35	200%
4	35	250%
5	35	300%

|~~~~~\~~~~~  
| Addition 4 : Demon's Dance  
| Learn : Finish the other additions with master level  
| Hits : 8

Add.Level	Collected SP	Damage
1	100	200%
2	100	280%
3	100	360%
4	100	440%
5	100	500%

|\_\_\_\_\_

~~~~~

|~~~~~\
| HASCHEL \
|~~~~~\~~~~~

| Addition 1 : Double Punch
| Learn : Initiative
| Hits : 2

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1 | 35 | 100% |
| 2 | 38 | 110% |
| 3 | 42 | 120% |
| 4 | 45 | 130% |
| 5 | 50 | 150% |

~~~~~  
 | Addition 2 : Flurry of Styx

| Learn : Level 14

| Hits : 3

Add. Level	Collected SP	Damage
1	20	150%
2	20	162%
3	20	174%
4	20	186%
5	20	202%

~~~~~  
 | Addition 3 : Summon 4 Gods

| Learn : Level 18

| Hits : 4

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1 | 50 | 100% |
| 2 | 61 | 100% |
| 3 | 75 | 100% |
| 4 | 86 | 100% |
| 5 | 100 | 100% |

~~~~~  
 | Addition 4 : 5 Ring Shattering

| Learn : Level 22

| Hits : 5

Add.Level	Collected SP	Damage
1	35	150%
2	35	187%
3	40	225%
4	45	262%
5	50	300%

~~~~~  
 | Addition 5 : Hex Hammer

| Learn : Level 26

| Hits : 7

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1 | 15 | 200% |
| 2 | 15 | 250% |
| 3 | 15 | 300% |
| 4 | 15 | 350% |
| 5 | 15 | 400% |

~~~~~  
 | Addition 6 : Omni-Sweep

| Learn : Finish the other additions with master level

| Hits : 8

Add.Level	Collected SP	Damage
1	50	300%
2	75	345%
3	100	390%

4	125	435%
5	150	501%

~~~~~\
LAVITZ/ALBERT \
~~~~~\

Addition 1 : Harpoon
Learn : Initiative
Hits : 2

| Add.Level | Collect SP | Damage |
|-----------|------------|--------|
| 1         | 34         | 100%   |
| 2         | 38         | 110%   |
| 3         | 42         | 120%   |
| 4         | 45         | 130%   |
| 5         | 50         | 150%   |

Addition 2 : Spinning Cane
Learn : Level 5
Hits : 3

| Add.Level | Collect SP | Damage |
|-----------|------------|--------|
| 1         | 35         | 100%   |
| 2         | 35         | 125%   |
| 3         | 35         | 150%   |
| 4         | 35         | 175%   |
| 5         | 35         | 200%   |

Addition 3 : Rod Typoon
Learn : level 7
Hits : 5

| Add.Level | Collect SP | Damage |
|-----------|------------|--------|
| 1         | 30         | 150%   |
| 2         | 45         | 162%   |
| 3         | 60         | 174%   |
| 4         | 75         | 186%   |
| 5         | 100        | 202%   |

Addition 4 : Gust of Wind Dance
Learn : Level 11
Hits : 7

| Add.Level | Collect SP | Damage |
|-----------|------------|--------|
| 1         | 35         | 200%   |
| 2         | 35         | 240%   |
| 3         | 35         | 280%   |
| 4         | 35         | 320%   |
| 5         | 35         | 350%   |

Addition 5 : Flower Storm
Learn : Finish the other additions with master level
Hits : 8

| Add.Level | Collect SP | Damage |
|-----------|------------|--------|
| 1         | 60         | 300%   |
| 2         | 90         | 324%   |

|   |     |      |
|---|-----|------|
| 3 | 120 | 348% |
| 4 | 150 | 372% |
| 5 | 202 | 405% |

~~~~~\

| MERU \

~~~~~\~~~~~

| Addition 1 : Double Smack

| Learn : Initiative

| Hits : 2

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1         | 20           | 100%   |
| 2         | 24           | 110%   |
| 3         | 28           | 120%   |
| 4         | 32           | 130%   |
| 5         | 34           | 150%   |

~~~~~

| Addition 2 : Hammer Spin

| Learn : Level 21

| Hits : 4

Add.Level	Collected SP	Damage
1	35	150%
2	43	162%
3	51	174%
4	59	186%
5	70	202%

~~~~~

| Addition 3 : Cool Boogie

| Learn : Level 26

| Hits : 5

| Add. Level | Collected SP | Damage |
|------------|--------------|--------|
| 1          | 60           | 100%   |
| 2          | 90           | 100%   |
| 3          | 120          | 100%   |
| 4          | 150          | 100%   |
| 5          | 200          | 100%   |

~~~~~

| Addition 4 : Cat's Cradle

| Learn : Level 30

| Hits : 7

Add.Level	Collected SP	Damage
1	20	150%
2	20	195%
3	20	240%
4	20	285%
5	20	351%

~~~~~

| Addition 5 : Perky Step

| Learn : Finish the other additions with master level

| Hits : 8

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1         | 100          | 200%   |



|   |     |      |
|---|-----|------|
| 2 | 100 | 300% |
| 3 | 100 | 400% |
| 4 | 100 | 500% |
| 5 | 100 | 600% |

```

|~~~~~\
| KONGOL \
|~~~~~\~~~~~
| Addition 1 : Pursuit
| Learn : Initiative
| Hits : 2

```

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1         | 35           | 100%   |
| 2         | 38           | 110%   |
| 3         | 42           | 120%   |
| 4         | 45           | 130%   |
| 5         | 50           | 150%   |

```

| Addition 2 : Inferno
| Learn : Level 23
| Hits : 4

```

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1         | 20           | 100%   |
| 2         | 20           | 125%   |
| 3         | 20           | 150%   |
| 4         | 20           | 170%   |
| 5         | 20           | 200%   |

```

| Addition 3 : Bone Crush
| Learn : Finish the other additions with master level
| Hits : 6

```

| Add.Level | Collected SP | Damage |
|-----------|--------------|--------|
| 1         | 100          | 200%   |
| 2         | 100          | 220%   |
| 3         | 100          | 240%   |
| 4         | 100          | 260%   |
| 5         | 100          | 300%   |

\*\*\*\*\*

19/ D.R.A.G.O.O.N. S.P.I.R.I.T.S.

\*\*\*\*\*

RED EYED DRAGON DRAGOON SPIRIT

~~~~~

LOCATION : Dart gets from his father Zieg

ELEMENT : Fire

USERS : Zieg, Dart

TIME : Zieg was the first Red Eyed Dragoon. In Dragon Campaign 11000 years ago, Dragoons of Human fight against the Virages of Winglies to take the control of the world. In that battle, most of the Dragoons and

Virages were dead. Zieg tried to save Rose and were lost. But no one of that time could believe that he's still alive. He married Claire~a woman who is doubt to be Haschel's lost daughter and gave the birth to Dart. One day his hometown was destroyed by the Black Monster. Dart's parents were lost. He got the Dragoon Spirit from the ruin and decided to get revenge with the Black Monster.

JADE DRAGON DRAGOON SPIRIT

~~~~~

LOCATION : from Greham's corpse

ELEMENT : Wind

USERS : Syuveil, Greham, Lavitz, Albert

TIME : Syuveil was the Jade Dragoon of the ancient Dragon Campaign and was killed. But his soul still wanders around the real world. His Dragoon Spirit was in Emperor Diaz's hands. Emperor Doel had got it and gave to Greham. Greham was ever a faithful fellow of Lavitz's father~Servi. He felt jealous with Servi's strength because he could never defeat him. He needed this power to be powerful. But at then end, he realizes his mistake and was killed by Lavitz. The Dragoon Spirit accepted Lavitz as the next Jade Dragoon. But his life is not long. Lloyd killed him and he died in peace. The next owner who is accepted is King Albert.

#### WHITE SILVER DRAGON DRAGOON SPIRIT

~~~~~

LOCATION : get from Shirley - Disc 1

ELEMENT : Light

USERS : Shirley, Shana, Mirranda

TIME : Shirley was the dead White Silver Dragoon in the Dragon Campaign. She still kept the Dragoon Spirit even being a wandering soul. But because of saving Shana's life, Dart and his party got the Dragoon Spirit by passing her challenge. Shana is the next owner of this healing power. But no one could believe she is the Moonchild~who would give the birth to the God of Destruction. Her special fate can't allow her to use the Dragoon Spirit anymore and it was given to Mirranda~the First Sacred Sister of Deningrad.

DARK DRAGON DRAGOON SPIRIT

~~~~~

LOCATION : Rose's standard - Disc 1

ELEMENT : Dark

USERS : Rose

TIME : Rose is one of the only survivors of the Dragon Campaign during 11000 years. She kept the power with her. She was also the Black Monster~who destroyed Dart's hometown to kill the Moonchild not to give the birth to the God of Destruction. This Dragoon Spirit was first got from Michael - Rose's Vassal Dragon.

#### VIOLET DRAGON DRAGOON SPIRIT

~~~~~

LOCATION : defeat Emperor Doel - Disc 1

ELEMENT : Thunder

USERS : Kansas, Doel, Haschel

TIME : Kansas~the first Violet Dragoon was killed in the Dragon Campaign. As Syuveil and Shirley, his soul still wanders around the real world. The Dragoon Spirit is collected by Emperor Diaz, too. Doel got it and became the next owner of it. But at the end, his long is also finished in his cruel characteristics. The Dragoon Spirit accepted Haschel as the next Violet Dragoon.

BLUE SEA DRAGON DRAGON SPIRIT

~~~~~

LOCATION : get from Lenus - Disc 2

ELEMENT : Water

USERS : Damia, Lenus, Meru

TIME : As the other first Dragoons, Damia was killed in the Dragon Campaign at the age of 15. Because she was a daughter of Human and Sea Creature, she easily accepted the power at that age. No one know where Lenus could find the Dragoon Spirit. But the Wingly must pay for her crazy love with Lloyd by the death. The Dragoon Spirit flied to Meru.

GOLDEN DRAGON DRAGON SPIRIT

~~~~~

LOCATION : Lohan - Disc 2

Get from Indora - Disc 4

ELEMENT : Earth

USERS : Belzac, Kongol

TIME : Belzac was killed with Shirley in the Dragon Campaign. He tried to protect her and he never thought that she was dead. So he returns to the real world. And the Dragoon Spirit was dropped to the shop of the street vendor in Lohan. Just buy it from him for Kongol.

DIVINE DRAGON DRAGON SPIRIT

~~~~~

LOCATION : defeat Divine Dragon and get from Lloyd - Disc 4

ELEMENT : Non-element

USERS : Lloyd, Dart.

TIME : The Divine Dragon got killed by Lloyd and Dart's party. Lloyd is faster to get the Dragoon Spirit from the dead Divine Dragoon's biggest eye and become the its owner. But it didn't accept him. But he still tried to possess it. Later Melbu Frahma killed him and he gave it to Dart before dying.

\*\*\*\*\*

20/ D.R.A.G.O.O.N. S.Y.S.T.E.M.

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~~~~~

DRAGON TRANSFORMATION

~~~~~

You can only do this when you have Dragoon Spirits. Enter the final command "Dragoon". In the "Config" menu~Morph, if you choose "Short", the transformation is showed for a little moment. But if you choose "Normal", it's complete.

\*Advantage :

- All your stat are increased, especially physical/magical attack and physical/magical defense
- Always use strong spells or attacks

\*Weakness :

- You can't turn into ordinary person until you run out of SP, except you die.
- You can't keep your HP when being damaged, except if you have healing spells such as Shana's or Meru's. You can't use "Guard" command or use healing items. If you want to understand more this sequel, try to beat with the first Lenus with Special Transformation. I assure you lose

easily.

~~~~~  
SPECIAL DRAGON TRANSFORMATION
~~~~~

You can do this when all your characters gain their limited SP bar. Then a new icon will appear in the command symbols : Special. Access this final command "Special" to use this. After that, all of your three characters transform into Dragons. The battle background will be changed into the elemental space of the character who executes the command. If you choose a character to use "Special" command to turn into Dragon, this character's strength will be increased 1/3. He/She could do addition without your control. Its advantage and weakness are the same as Dragon Transformation. The advantage is better, the weakness is worse.

~~~~~  
DRAGON LEVEL UP
~~~~~

When your Dragon level goes up, you may have more MPs and new spells. You increase your Dragon Level by collecting SP with using additions frequently. You can use Spirit Potion as additional source. Although Shana and Miranda can't use additions. But the game authors decided to give them a lot of SPs only with one ordinary hit. The more Dragon Level goes up, the more SPs Shana and Miranda collect are in each hit. But you can't see how much total SP you have got because this score is hidden and calculated by the game. So the best method is that using as much as physical attacks as you can.

| Name/D'Level | 1     | 2      | 3      | 4       | 5       |
|--------------|-------|--------|--------|---------|---------|
| Dart         | 100sp | 1200sp | 6000sp | 12000sp | 20000sp |
| Lavitz       | 100sp | 1000sp | 6000sp | 12000sp | 20000sp |
| Shana        | 100sp | 1000sp | 6000sp | 12000sp | 20000sp |
| Rose         | 100sp | 1200sp | 6000sp | 12000sp | 20000sp |
| Haschel      | 100sp | 1000sp | 6000sp | 12000sp | 20000sp |
| Albert       | 100sp | 1000sp | 6000sp | 12000sp | 20000sp |
| Meru         | 100sp | 2000sp | 6000sp | 12000sp | 20000sp |
| Miranda      | 100sp | 1000sp | 6000sp | 12000sp | 20000sp |

~~~~~  
DRAGON ADDITION
~~~~~

It's like the ordinary Additions. But each Dragon only has one with stronger power of each element. You press the button 4 times in certainly time. If you do well, you will have a perfect addition. Sometimes it can be stronger than magic.

~~~~~\  
DRAGON SPELLS \
~~~~~\~~~~~

Each Dragon has his/her own magic as his/her own element following the Dragon Levels. These spells are stronger as the needed MP are more. This is the lists :

~~~~~  
DART - RED EYED DRAGON :
~~~~~

| Name              | D'Level | Needed MP |
|-------------------|---------|-----------|
| - Flameshot       | 1       | 10        |
| - Explosion       | 2       | 20        |
| - Final Burst     | 3       | 30        |
| - Red Eyed Dragon | 5       | 80        |

~~~~~  
SHANA/MIRRANDA - WHITE SILVER DRAGON :
~~~~~

| Name                  | D'Level | Needed MP |
|-----------------------|---------|-----------|
| - Moon Light          | 1       | 10        |
| - Star Children       | 2       | 20        |
| - Gate of Heaven      | 3       | 30        |
| - White Silver Dragon | 5       | 80        |

~~~~~  
LAVITZ - JADE DRAGON
~~~~~

| Name            | D'Level | Needed MP |
|-----------------|---------|-----------|
| - Wing Blaster  | 1       | 10        |
| - Blossom Storm | 2       | 20        |
| - Gaspless      | 3       | 30        |
| - Jade Dragon   | 5       | 80        |

~~~~~  
ALBERT - JADE DRAGON
~~~~~

| Name           | D'Level | Needed MP |
|----------------|---------|-----------|
| - Wing Blaster | 1       | 10        |
| - Rose Storm   | 2       | 20        |
| - Gaspless     | 3       | 30        |
| - Jade Dragon  | 5       | 80        |

~~~~~  
ROSE - DARK DRAGON
~~~~~

| Name              | D'Level | Needed MP |
|-------------------|---------|-----------|
| - Astral Drain    | 1       | 10        |
| - Death Dimension | 2       | 20        |
| - Demon's Gate    | 3       | 30        |
| - Dark Dragon     | 5       | 80        |

~~~~~  
HASCHEL - VIOLET DRAGON
~~~~~

| Name            | D'Level | Needed MP |
|-----------------|---------|-----------|
| - Atomic Mind   | 1       | 10        |
| - Thunder Kid   | 2       | 20        |
| - Thunder God   | 3       | 30        |
| - Violet Dragon | 5       | 80        |

~~~~~  
MERU - BLUE SEA DRAGON
~~~~~

| Name            | D'Level | Needed MP |
|-----------------|---------|-----------|
| - Freezing Ring | 1       | 10        |

|                   |   |    |
|-------------------|---|----|
| - Rainbow Breath  | 2 | 20 |
| - Diamond Dust    | 3 | 30 |
| - Blue Sea Dragon | 5 | 80 |

~~~~~  
KONGOL - GOLDEN DRAGOON
~~~~~

| Name            | D'Level | Needed MP |
|-----------------|---------|-----------|
| - Grand Stream  | 1       | 20        |
| - Meteor Strike | 2       | 30        |
| - Golden Dragon | 5       | 80        |

~~~~~  
DART - DIVINE DRAGOON
~~~~~

| Name                   | D'Level | Needed MP |
|------------------------|---------|-----------|
| - Divine Dragon Ball   | ???     | 50        |
| - Divine Dragon Cannon | ???     | 50        |

~~~~~\
DRAGOON SPELL EFFECT \
~~~~~\
~~~~~

DART : RED-EYED DRAGOON
~~~~~

| Name              | Effect                           |
|-------------------|----------------------------------|
| - Flameshot       | - Fire strength 50% single enemy |
| - Explosion       | - Fire strength 25% all enemies  |
| - Final Burst     | - Fire strength 75% single enemy |
| - Red-Eyed Dragon | - Fire strength 175% all enemies |

~~~~~  
DART : DIVINE DRAGOON
~~~~~

| Name                   | Effect                                     |
|------------------------|--------------------------------------------|
| - Divine Dragon Ball   | - Non-elemental strength 50% all enemies   |
| - Divine Dragon Cannon | - Non-elemental strength 100% single enemy |

~~~~~  
SHANA/MIRRANDA
~~~~~

| Name                  | Effect                                 |
|-----------------------|----------------------------------------|
| - Moon Light          | - Ally single 100% revive & recover    |
| - Star Children       | - Light strength 25% all enemies       |
| - Gates of Heaven     | - Allies all 100% recover              |
| - White Silver Dragon | - Light strength 100% all enemies & HP |

-----  
\*NOTES\*

"Moon Light" can be used to revive the dead character with half maximum HP.

~~~~~  
LAVITZ/ALBERT
~~~~~

| Name                       | Effect                             |
|----------------------------|------------------------------------|
| - Wing Blaster             | - Wind strength 25% all enemies    |
| - Blossom Storm/Rose Storm | - Damage resist 50% during 3 turns |
| - Gaspluss                 | - Wind strength 100% single        |
| - Jade Dragon              | - Wind strength 75% all enemies    |

~~~~~  
ROSE
~~~~~

| Name              | Effect                                 |
|-------------------|----------------------------------------|
| - Astral Drain    | - Dark strength 25% single enemy & HP  |
| - Death Dimension | - Dark strength 25% all enemies & Fear |
| - Demon's Gate    | - Lethal attack for all enemies        |
| - Dark Dragon     | - Dark strength 100% single enemy      |

~~~~~  
HASCHEL
~~~~~

| Name            | Effect                               |
|-----------------|--------------------------------------|
| - Atomic Mind   | - Thunder strength 50% single enemy  |
| - Thunder Kid   | - Thunder strength 65% single enemy  |
| - Thunder God   | - Thunder strength 75% single enemy  |
| - Violet Dragon | - Thunder strength 100% single enemy |

~~~~~  
MERU
~~~~~

| Name              | Effect                             |
|-------------------|------------------------------------|
| - Freezing Ring   | - Water strength 50% single enemy  |
| - Rainbow Breath  | - HP recover & cure for all allies |
| - Diamond Dust    | - Water strength 50% all enemies   |
| - Blue Sea Dragon | - Water strength 100% single enemy |

~~~~~  
KONGOL
~~~~~

| Name            | Effect                           |
|-----------------|----------------------------------|
| - Grand Stream  | - Earth strength 25% all enemies |
| - Meteor Strike | - Earth strength 50% all enemies |
| - Golden Dragon | - Earth strength 75% all enemies |

\*\*\*\*\*  
21/ S.T.A.R.D.U.S.T.  
\*\*\*\*\*

=====  
STARDUST LOCATION  
=====

1. SELES VILLAGE : 1 Stardust  
- in the graveyard  
~~~~~
2. CAPITAL BALES : 6 Stardusts
- the well near Lavitz's house
- in the Weapon Shop
- in the basement of Indel Castle, the fireplace
- the second floor of the castle, check the area in the upper left
- Give the drunk man the Good Spirit you bought from the bar, then
check the secret area here. You must turn the valve handle from the
castle before coming here. Then you can use the boat. Float around until

you stop in a house dark basement. Check that basement.

- In Lavitz's house, when Shana and his mother finish cooking, check the place where they have just stood.

~~~~~

### 3. TOWN OF HOAX : 2 Stardusts

- Check the upper house in the left, get from the fireplace.
- After you have beaten all the bosses, return to Kaiser's office which is now destroyed and search for it.

~~~~~

4. LOHAN : 4 Stardusts

- Around the entrance of Lohan, Dart's left (added by Alex Sandro Dutra)
- Do you remember the room where you see a huge bird ? Go to the lower left room of that room, search the bookcase until you open a new way. Climb down the ladder and find Stardust in the green area.

- Dabas's Antique Shop
- The battle arena area, check the mess near the animal cages in the left.

~~~~~

### 5. KAZAS : 6 Stardusts

- The barrel in the right first house
- Beside the treasure chest in the first left house
- The third house in the right
- In the downtown, go to the first room and check the bookcase.
- Climb down the ladder and get into the first door in the right and check the barrels near the entrance
- Check the other barrels in that area.

~~~~~

6. FLETZ : 5 Stardusts

- In Kaffi's bar, check the mess in the right.
- Check the church
- Weapon Shop
- Jewelry Shop
- Item Shop

~~~~~

### 7. TWIN CASTLE OF FLETZ : 2 Stardusts

- In the main hall, check the right relief
- the room under Princess Lisa's tower

~~~~~

8. DONAU : 2 Stardusts

- The well near the entrance
- The Mayor's house.

~~~~~

### 9. HOME OF GIGANTOS : 1 Stardust

- check the right torch

~~~~~

10. QUEEN FURY SHIP : 2 Stardusts

- The basement where Kongol often stands
- In the north area of Shana

~~~~~

### 11. LIDIERA : 1 Stardust

- Climb up the ladder and get down to the house.

~~~~~

12. FUENO : 2 Stardusts

- the hospital
- The inn, on the barrels

~~~~~

### 13. FURNI : 2 Stardusts

- the house on right in the first sight
- Teo's house.



~~~~~

14. DENINGRAD : 5 Stardusts

- Check place near the two sellers of Item and Weapon Shop (There are two of them, one is found before being destroyed, one is found after that).

- Crystal Palace after being destroyed, near the Queen's Chamber.
- The hotel, go upstairs
- The entrance to the seal room

~~~~~

15. NEET : 1 Stardust

- near the entrance

~~~~~

16. WINGLY FOREST : 2

- Guaraha's room
- where you meet ancestor Blanco, near the pillar.

~~~~~

17. VELLWEB : 1 Stardust

- Enter the tower of seven Dragoons, go to the first tower you see.

~~~~~

18. ULARA : 3 Stardusts

- The bush of roses
- The Shop
- The biting roses

~~~~~

19. ROUGE : 1 Stardust

- the jar mess beside Martel's room

=====

MARTEL'S ITEMS

=====

Martel is a traveller who wants your Stardusts for many purposes. Each time you give her a certain numbers of Stardusts, she gives you a rare item which you can't find in the game.

- 10 Stardusts = Physical Ring
- 20 Stardusts = Amulet
- 30 Stardusts = Wargod's Sash
- 40 Stardusts = Rainbow Earring
- 50 Stardusts = Vanishing Stone

Faust is the hardest boss in the game as in the side quests, but with the Vanishing Stone, you can defeat him but the battle is not easier.

\*\*\*\*\*

22/ G.A.M.E. S.H.A.R.K. C.O.D.E.S.

\*\*\*\*\*

\* IMPORTANT NOTES :

- This code is got from another source. The author of this menu never uses any code to play games. So don't complain me about any problems if they don't work well.

-----

GENERAL CODES (JAPANESE VERSION)

- Allow game to play in a Mod~Chip system
 

|          |      |
|----------|------|
| D01BF172 | 1040 |
| 801BF172 | 1000 |
| D00FAA36 | 1040 |
| 800FAA36 | 1000 |

|                               |                                    |
|-------------------------------|------------------------------------|
| - Maximum Money               | 800B995C 967F<br>800B995E 0098     |
| - One fight for maximum money | 800BB620 FFFF                      |
| - One fight for maximum EXP   | 800BB65C 423F<br>800BB65E 000F     |
| - Play time is 00:00:00       | 800B9968 0000<br>800B996A 0000     |
| - Save anywhere               | 30059068 0001                      |
| - All weapons                 | BOFF0001 00000001<br>300B9AB0 0000 |

\*\*\*\*\*

23/ S.T.O.R.Y. A.N.D. T.I.M.E.L.I.N.E.

\*\*\*\*\*

\* IMPORTANT NOTES :

- I make this menu for people who want to find out about this game before playing, or people who just want to take a glare at this game.
- This menu can be used with Walkthrough. Here I explain carefully about the small episodes and the complete story which I didn't mention in the walkthrough.

~~~~~  
 STORY OF "THE LEGEND OF DRAGOON"
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Long long ago, the earth was a world with nothing inside covered by darkness. It's terrible and dreadful. Creator Soa - the god who would give the birth to species, dropped a miracle seed on the ground and raised it by. The seed itself grew very fast and strong. Just a moment, it became a great tree - the Divine Tree. It began to have fruits on it which were born in Creator Soa's plan. Each fruit was a life. When the fruits dropped on the land, they would grow into many various creatures to decorate this earth.

Each fruit was a species. They live and grow together on the earth. Winglies ~ the 107th fruit who have had the magical power - invaded a great number of population with their special ability and became the rule of the world. Winglies ruled the other species, including Humans, Dragons and Virage Embryo. Many years later, Humans didn't suffer the rule of Winglies. They wanted to rise to fight against Winglies for their liberation in this world. The legendary miracle appeared. There were some magical gems called "Dragoon Spirits" and owned by some of the Humans who were chosen by the fate. These gems give them magical power which can turn against any enemies and to control the Dragons which was the strongest species of all. They are the seven Dragon Knights - Dragoons. Humans rose to fight against Winglies under the lead of Holy Imperial Gloriano - Emperor Diaz. Humans supported by Dragoons, fought against Winglies supported by Virages. The battle lasted very long in destruction and blood. It is known as the legendary "Dragon Campaign". A lot of lives were lost after the desperate battle. But Humans got the victory and liberation for their own. They killed other species and became the rule of the world. Winglies - the loser in the battle ~

accepted for peace by the three Divine Moon Objects they sent to three countries of Humans : Moon Gem for Serdio, Moon Dagger for Tiberoa and the Moon Mirror for Mille Seseau. Then the Winglies disappears with their mysteries. Even the Dragoons, their disappearance wasn't known. But the certain hint was that most of them were dead in the Dragon Campaign for the liberation of Humans.

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Neet~a town of Humans-suddenly destroyed in a stragedy. The author of that destruction-The Black Monster-wanted to kill the baby Princess of Mille Seseau - Louvia for unknown reason. It killed everyone in the village. It didn't forgive anyone who stopped its way. It was a miserable tragedy for the survivors after that. No one knew about that mysterious cruel monster...

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It was 11000 years later after the Dragon Campaign. Even the world has been ruled by Humans, it's not completely a peaceful world...

Serdio is suddenly split into two countries : Sandora is ruled by Emperor Doel; Basil belongs to the young King Albert. King Carlo - the former king of entire Serdio - was killed by Doel. He was Albert's father. There were a lot of rumours that war would be happened between these two. Now Sandora becomes stronger under the control of Emperor Doel. He is trying to invade Basil to combine into the whole Serdio ruled by him.

At that time, Seles~a small village of Serdio is destroyed by Sandora soldiers under the control of Fruegel. But this guy also did following another mysterious guy in black hood. No one knows who this guy is. They destroy the village mainly catch a girl named Shana. She made some trouble before their eyes when Fruegel uses the Moon Gem on her. They brings away.

A villager named Dart who is hunting in the forest quickly comes to the village to know what is happening. But he is suddenly attacked by a giant dragon. It's lucky for him when a passing female warrior saves him from danger. He doesn't know that this warrior would be an important person with him later. She sees something strange in Dart...

When Dart has gone to Seles, everything is in ruin. The Mayor lets him know that Sandora has come here to destroy the village and brought Shana away. Dart is her childhood friend. He thinks that he must save her. Then he decides to get out of the village and head to Hellena Prison - where Shana is held.

Passing the forest, with some intelligence, Dart could enter the prison in safe. He knocks all the wardens on his way to look for Shana. In the cell area, he suddenly sees the wardens taking some Knights of Basil. One of the knight turns against the wardens and knock them out. He gets there to support the brave knight. After beating them up, the knight introduces himself as Lavitz - the head of the first Knighthood. He was suddenly caught here and trying to escape. He wants to join Dart to help him find the girl. Spending a lot of challenges, finally they could find Shana. She doesn't know why she is here. Now three of them must get out of here as soon as possible. Even the bad Fruegel can't stop them, the three people run on their way to the nearest prairie in Serdio. The Hellena wardens still try to chase after them til there. But with some intelligence and calmness, Dart and his companions get out of their sight easily. They rest in a shack and tell each other about their

problems. Dart says he was a survivor from the tragedy in Neet. His parents were lost with the Black Monster. What he got from it was the memento of his father - a red shining stone. He doesn't know the meaning of the stone for his father, but he always brought it with him. About Lavitz, he says now he must get to Indel Capital in Bale to report everything to King Albert. Dart wants to go with Lavitz for his main purpose : find out about the Black Monster to get revenge for his parents. Shana wants to go with them just because she wants to help them. The three people continues on their way. They pass every challenges on the journey, from the prairie to Limestone Cave. In this cave, Shana doesn't know that she has just showed everybody see something strange on her. The incident is that the three people are attacked by a huge worm. When it intends to kill Shana, she suddenly casts a strange shining light that kill the worm at once. She doesn't know anything about this. Dart tries to calm her. Then they have come to their destination - Capital Bale.

Lavitz is welcomed very heartily by the people in Indel Castle, including King Albert. At that time, Dart and Shana know that King Albert is a very faithful friend of Lavitz in the court as in the ordinary life. Lavitz's father was the most loyal knight of Albert's father. Albert is a kind king who is admired by people in Serdio. He takes peace as the "standard" to rule his country. He is the opposite of violent Doel. Here Dart could find out more about the Black Monster which is told by Minister Noish~a regent whose brain is full of knowledge. Now Lavitz has a new mission to do - get to Town of Hoax to help the Eighth Knighthood defend from Sandora. Dart and Shana wants to join Lavitz. This is war, that means this affects everyone, not only the Knights of Basil. They want to contribute to this battle to wipe the war. Lavitz couldn't stop them. Then he lets them stay in his house to prepare for the next battle.

Next day they get to Hoax. Dart and Shana are surprised to feel that it's not like a town. It's a fortress. Can't imagine how strong the Sandora is. Shana would take part as a back supporter. Dart and Lavitz replace the positions of the soldiers in the night. Suddenly Dart hears the sound from owns. It's the signal for a battle to be going to happen. And then he is right to know that's the truth. Sandora soldiers run to the fortress in a very sudden that many knights of Basil are killed in the first time. Dart and Lavitz must fight the Sandora Elite when the others must solve the small soldiers. Even defeating the elite, they must fight another strange enemy from Doel either, Kongol~a Gigantos who survived from Human killers. Kongol causes a lot of troubles here. With the great strength and stamina, he easily knocks out Dart and is ready to kill him. But at that dangerous moment, a black winged creature flies to Kongol. With the sword on her hand, she quickly makes Kongol lose his huge axe. Then she draws her sword at Dart and claims : "Dragoon Spirit of Red Eyed Dragon, wake up !!!". What an incredible moment ! The stone of Dart's father shines on his chest and turns him into a strange knight in red armor with big wings. Dart collects the power of fire and shoots Kongol away. After that, the black woman lands on the ground and lets everyone see her. Dart regconizes she was the passing warrior who saved him from the dragon in Seles. Kongol runs way and promises to revenge. Everyone is surprised by Dart's power. But he is too tired...

He wakes up in the inn. The passing warrior introduces herself as Rose~a traveller. She tells Dart about his shining stone - The Dragoon Spirit of Red Eyed Dragon which accepts Dart as its owner. And Rose, she is the Dark Dragoon who was accepted by the Dragoon Spirit of Dark Dragon. She says she wants to join Dart's party to "change the

atmosphere". Dart and his partners feel strange about this woman. But they also accept her, because she is one of the Dragoons who is chosen by fate. The same as Dart, she could solve this war by the power of Dragon Knights. At that time, Kaiser~the head of Eighth Knighthood in Hoax - returns with much injuries on his body. Our Dragoons accept to help them stop this war and they continue on their way.

Now they must go to Marshland, another place of Knights of Basil. This place is also being beaten by Sandora Soldiers. But when the party has come and finished up the Sandora, all the Knights of Basil were dead. Some of them were killed by special poison of a dragon. Rose guesses this must be the Green Tusked Dragon Feybrand which chased after Dart in Seles. After that, they decide to get out to find out the truth.

Passing the Volcano Villude, they have met a person named Dabas who is an owner of a big Antique Shop in Lohan. He introduces them to go there to see his shop. But Dart must go on his journey with his partners. There is another trouble with Shana. Here they are attacked by an ancient creature of Winglies - a Virage. Shana is called by this monster while everyone doesn't feel anything.

When getting to Nest of Dragon, Shana again has something strange in her body. But she still hides from others. All the party members are suddenly trapped in the nest. Here they find out about the dragon - Feybrand which poisoned the Knights of Basil. But it has a controller behind it - Greham. Lavitz recognizes him soon. He was his father's best friend with integrity and talent. Greham says that very he killed Lavitz's father to have the strongest power and the best integrity because he never passed over him. And now he has got that power~the Dragon Spirit of Jade Dragon is shining in Greham's hand. Without saying a word, he attacks the party with his Green Tusked Dragon.

In the battle, Lavitz proves the strength of his father Servi, for Greham to see his mistake. With the spear on his hand and help from his party members, he defeats Greham and the Green Tusked Dragon Feybrand on his father's honour. "Power" is not everything for a person. A people who considers himself as the servant of power is just only a cowardice. Greham finally sees his mistake, even it's too late. And Lavitz deserves to be the new Jade Dragon.

But at that time, Shana really feels unwell. She begins to faint. Dart tries to bring her to the nearest town : Lohan.

The doctor in Lohan says that she is affected by the poison of Dragon. Only the Dragoni Plant could cure her. But this herb is heard in legend, he doesn't know if it's true. But Dart still decides to find it for Shana. There's another path in the nest they didn't search because of a strange plant blocking there. With the help of Rose and Lavitz, Dart finds Dabas in his Antique Shop in Lohan. He lets Dart know about the Life Water that can kill that plant. It's the holy water in the nest. So they buy an empty bottle in Lohan and return there to collect the water. Then they could kill the strange plant to pass the new way.

The new path takes them to the Shrine of Shirley. Here they face a strange bandit named Drake. This guy doesn't want to hear Dart explain his cause and attacks them. But then the soul of the shrine ~ Shirley appears to stop them. Rose might know about her. She doesn't have any Dragoni Plant. But there is another way to save Shana. She was the White Silver Dagoon in the Dragon Campaign 11000 years ago and was dead. Now she could give this Dagoon Spirit to another owner. But Dart and his

partners must overcome her challenge to deserve it. They must prove that they have the true love to people and they fight to protect people with real courage and passion. Dart would save Shana no matter what, but he would fight for the peace of people. Lavitz would save Shana even he has many thing else to do. Even he is a knight, the person he would always protect is his mother. Rose, she spends his lonely life for fate without thinking about herself. All of them have great courage that Shirley accepts to give them the Dragoon Spirit of White Silver Dragon.

And yes, the Dragoon Spirit heals Shana and accepts her as its next owner. Now the party want to take a sight~seeing about this commercial town Lohan. Dart takes part in a hero competition and he meets an old friend of his ~ Haschel, an old man who is full of martial art experience. He also takes part in this match. But his real purpose on the journey is to find the runaway daughter named Claire.

After the match, Dart is in the second place and Haschel is the third. Both of them was defeated by a platinum~hair guy named Lloyd. They don't mention much this guy. Then they take a play around the match before returning to Bale with Lavitz to report the incident about Feybrand. But when they intend to go, a Knight of Basil whose body is full of blood and wounds try to use his last strength to see Lavitz, telling him that King Albert was caught to Hellena Prison for the safety of people in Basil. Lavitz becomes insane and he wants to get to Hellena as soon as possible to save his King. Haschel tries to calm him down and decides to join him in this journey. All the party gets to Hellena Prison.

King Albert is being played with by the bad Fruegel. He accepts to die if Sandora doesn't touch his people. This bad Fruegel wants to hurt him as long as he likes. He would kill the King soon when the sun just rises. Lavitz and his party easily defeat the warden and pass the their plan to get to the place for punishment ~ where Albert is held. A battle happens here and of course , the dead must be Fruegel. But when everyone hasn't prompt to calm, a man in black hood appears and steals the Moon Gem from Albert's body. Lavitz is very angry about that action. He turns into Jade Dragoon and runs to punish the mysterious guy. But this guy extraordinarily thrusts a sword through Lavitz's heart. That weapon could get through the armor of Dragoons. It seems that Rose might know about it. But it's too late to save Lavitz's life. The guy is opened his face ~ Lloyd. He runs away before everyone's sight. Lavitz dies in honour, dies for the peace of Serdio. His Dragoon Spirit flies to Albert...

Albert is a good king. He is a faithful fellow of Lavitz. Lavitz died mainly because of him. So he decides to abandon the position of a king temporarily to join Dart's party. One reason is because of Serdian War, but the main reason is his fate chooses him as a Dragoon. Lloyd has been Albert's minister. There are a lot of mysteries about that man. The King thinks that Emperor Doel might know about him. About Rose, she realizes the weapon Lloyd used to kill Lavitz is the Dragon Buster which was made to kill Dragons only. Anyway, the next destination would be Kazas~Black Castle where Emperor Doel is.

Emperor Doel orders Fruegel to catch Shana as Lloyd's demand. But the reason is unknown. When the party gets to Kazas, they know that this place is preparing for the war by renting young mercenaries. Some of them are just very small children such as Popo~the boy who helps them to access the castle. Wandering in the castle, they have known that there are a lot of research about magic here. But their main purpose is asking Emperor Doel about Lloyd. Even they must overcome the annoying Gigantos

Kongol, they still come to their end. Doel is waiting for them. This guy is the same as Greham. He killed King Carlo for his ultimate power and greatest talent. He gets the Dragoon Spirits from a guy who claimed to be Emperor Diaz. Rose is sure that Diaz was dead after the Dragon Campaign. But now they must talk to each other by weapons. Yes, Albert proves to Doel the strength and integrity of Carlo. He is strong as much as his father. He must be his pride, must teach Doel to know what the real "power" is. Power is nothing to rule people. People needs peace and love, not power. Of course, finally Doel also receives a worth death for himself because of his mistake. But before dying, he tells Dart that Lloyd has gone to Tiberoa, to get the next Divine Moon Object. Everyone, Dart, Shana, Albert and Rose all want to continue this journey to find the answers for all the mysteries. Haschel thinks that now he is not necessary in this journey anymore. But the Dragoon Spirit of Violet Dragon which has just been owned by Doel, suddenly flies to Haschel. Then he says : "I think I have had the answer...".

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Dart and his partners have been in Fletz - the capital of Tiberoa with a great twin castle. They ask people here about Lloyd. But they almost don't know. Albert has heard about beautiful Princess Emille of Tiberoa ~ who is famous with his gentle attitude and kindness. And Princess Emille suddenly appears in front of the castle before his eyes : rude and naughty. That's all Albert has seen at her(+_+). But the party is also lucky to meet Mr.Fester~a researcher in Fletz. This man tells them about the Moon That Never Sets which Lloyd told Doel about involved the reason why they caught Shana. The god who involves the moon is the Moonchild - who is born to give some blessing to the world. After that, this place doesn't give anything useful to them. They decide to head to another city.

On the way, they must pass the barrens to go to the flower city Donau. But a group of gangs block them whose leader is Mappy - an ugly guy with sharp claws on his hand. Although Dart's party could defeat them easily, Mappy is wise enough to steal Dart's Dragoon Spirit and disappears as a real thief. They can't do anything more except to continue to go.

Donau is a beautiful city with flowers everywhere. But it has been visited by the gangs recently. Before the party has come, Lloyd was here and he saved a special lady from the gangs. That would be the Third Sacred Sister of Mille Seseau named Wink.

When Dart comes, he meets a lady named Kate. Her fiance~Lynn has gone to meet the Gehrich gangs for the safety of the town. Now she needs the help of Dart and his companions. They pass the letter from Lynn to the Mayor of Donau - his father. But they also have to go to meet the gangs, too for the stolen Dragoon Spirit. Here they meet Meru - a pretty dancer of Donau. This young girl has just accepted to help Kate and she wants to join your party. Rose and Albert might not like her joking attitude, but they can't stop her eager joining. The only way to get to the gangs is passing the Valley of Corrupted Gravity. But they can't go without a pass of King Zior in Fletz. Meru says she could help the party in this area. So they decide to return to Fletz.

With the help of Mr.Fester, they could be given the pass and stay at the castle for night. They also have a chance to hear Princess Lisa - the younger sister of Princess Emille - tell them the truth about her sister. Yes, Emille has really been a kind princess who is loved by people in Fletz. But half year ago, that incident happened. When Lisa

and Emille is riding the horse for a play in the forest, Emille's horse suddenly became lose control and ran to the deep forest. Every soldiers and servants were ordered to find her. In the forest, they saw Emille fainting on the ground. She was still alive. But since then, she became another person :rude and caddish not like the one before. Lisa has learnt about astrology. His feeling lets her know that there is a relation between her sister and the gangs. The party promises Princess Lisa that they could help her find the answer when they meet Gehrich gang.

Next day, they get to the Valley of Corrupted Gravity. Here the history is repeated : another Virage wakes the fear of Shana. Her power again saves the party from the deadly hit of the ancient creature. "What on earth is it ?" - she wonders.

Finally, they also have a chance to meet Gehrich. Haschel realizes the gang as his old people in Rouge school. He has learnt the martial art of Rouge and was got rid because of his bad behaviour. Now Haschel wants to teach how the Rouge martial art is. The battle is happened and ended by a powerful fist of Haschel to Gehrich. The punch is strong enough to make the stone pillar fall on them. It's too sudden that the whole people couldn't prompt to run. At that time, anothe guy appears, keeping the stone and throws it away. It's Kongol.

The Gigantos says that he needs a leader for the fight, the fight for the equal of all species. Doel has been his leader. And he thinks Dart is. Kongol wants to join Dart's party to help them in this fated battle. It's okay.

The party has found Dart's Dragoon Spirit and Lynn. About Gehrich, he couldn't live any longer. Before dying, he regrets his mistake and tells everyone that the Princess Emille is fake. The real one is hidden somewhere in the castle. After that, they return to Fletz to report to Princess Lisa.

This is the 20th birthday of Princess Emille. It means the Moon Dagger is given to her today. Every guards in the castle are arranged by the fake Princess Emille. They are all gangs. That means Dart and his companions must enter creepily. They try to find Princess Lisa and tells her everything. Then they continue to find Princess Emille in the other chamber. The princess was hidden by some strange magic. That means the fake one is not an ordinary person. No one could understand why only Albert's voice could wake her up. But the certain thing is that he has some feeling with the Princess (^_^).

Finally, Princess Emille and the party prompt to stop the birthday ceremony. But the fake Emille is fast enough to steal the Moon Dagger from King Zior. She turns into her true self as a platimun~hair woman named Lenus. This woman attacks strangely with special spells that nearly confuses the party. But anyway, she is cornered with no way to escape. But she is not Human. That means she still escapes with the wings on her back. Yes, she is a Wingly - the species which was known to disappear in this earth.

Now King Zior really needs the help of King Albert's party. The Moon Dagger is a precious object for the liberation of Humans. Only Dragon Knights are the best people to take it back. The party is accepted to use the great ship Queen Fury of Commodore Puler to pursue Lenus.

On the way to find the female gang, the Queen Fury is stopped by

another mysterious ship. It seems a royal ship from Mille Seseau. About Rose, she seems to know very much about it. But she doesn't tell anyone. While the Queen Fury is being fixed, the party decides to wander the strange ship for a while. Dart realizes Shana is lost. But then they find her in the strange ship with some mysterious soul. It might be a phantom ship. On wandering the party finds out a lot about the Black Monster - who killed Princess Louvia on this ship. All of the ghosts here are forward Rose strangely. About Dart, he feels angry about this cruel monster. At the end, they reach a room with the Ghost Knights and Ghost Nanny, they see Shana and think that she is the princess. And then they disappear. Shana is very hopeless and she wonders what the relationship between her and this princess. But at that time, the spoiled ship begins to sinking. Everyone tries to get on the Queen Fury as soon as possible. Rose and Dart are the last. Rose could reach the ship but Dart doesn't. She's still on the bar outside and to hold Dart's hand. But then the heavy vibration of the ship makes both of them drop into the sea. Shana cries the captain to stop the ship but it's too late...

Rose and Dart are still safe. Now they are in an unknown cave at the seashore. Rose feels something familiar at Dart. He seems like Zieg~his father. Rose tried to hold his hand to keep him. It made her remember a memory in the past. Yes, it was the Dragon Campaign 11000 years ago. Rose was the Dark Dragoon in that fight. And Zieg was the Red Eyed Dragoon who bravely killed Melbu Frahma~the leader of Winglies. The other Dragoons fought the Virages and they didn't return. Rose was the only survivor. Zieg, he was spelled by Melbu Frahma to turn into stone for thousand of years. Rose thinks that if she could promptly to pull Zieg's hand, maybe he couldn't suffer such a fate. Then she sleeps with Dart in the cold cave...

Next morning, there is a little child who finds Dart and Rose in the cave. The boy takes them to his house at the nearest village ~ Lidiera.

Dart thanks the child and his mother about saving them. Pete~the name of the boy - says that they fell in love together in the cave. But Dart tries to explain that he and Rose are looking for their friends. There are seven of them. Pete's mother is sick. The boy wants to take her to the neighbor town Fueno but he's afraid of the monsters in the Undersea Cavern. About Dart and Rose, they must go there anyway because the other party members might be there either.

When Dart and Rose are going out of town, Pete changes his mind that he would take his mother to go with them to Fueno. All of them set out.

They have come to Fueno. Pete's family thanks them for having accompanied and Pete again jokes that Rose would be in love with Dart. Then the two travellers get to the port of Fueno where the Queen Fury has stopped. After some moments, Dart and Rose could find their friends in the city. They were very surprised and happy, especially Dart and Shana. At the mean time, the party collects more information about Lenus~who has gone to Prison Island where the legendary Sea Dragon lives. There's an only way to get there : north path of Undersea Cavern. Dart decides to return to Lidiera, asking the Mayor to open the way. Then they get there as their purpose. Finally they also see Lenus giving the Moon Dagger to Lloyd. So he is here, too. But now he doesn't fight you. The coward gets away through the Illisa Bay : "Now I head to Mille Seseau. Pursue me if you can survive !". Lenus loves Lloyd in a crazy love. She stops your way, turning into a new Dragoon~the Blue Sea Dragoon with Water element. She doesn't fight alone. Her supporter is the legendadry Sea Dragon Regole. But even how strong the enemies are,

Dart's party could handle everything and get the victory. Now Lenus has no way to go. She couldn't live longer. At the end, she tries to throw the pair of boomerangs as her last strength to kill Dart. But Shana runs to him and protects him to avoid one of them. But the other is going straight to her. Dart uses his sword to stop it. And Lenus, she dies for the worst coward. Meru feels sorry for her~the Wingly who is the same species as her. Meru is also a Wingly, but she doesn't let everyone know. Can't believe that the Dragoon Spirit of Blue Sea Dragon flies to Meru and accepts as its owner ~ a coincidence of fate. Now the party must return to Fletz to tell King Zior that they couldn't bring back the Moon Dagger.

When they have just got in the Twin Castle, they are welcomed by the guards, then King Zior and the two princesses. They have defeated the Sea Dragon that dispels people's fear about it. Even the Moon Dagger wasn't brought back, King Zior has nothing to be sad because that thing just represents the secret that couldn't bring happiness or peace to people. After that, he decides to hold a big banquet to welcome the seven heroes from the east for defeating the Sea Dragon, bringing happiness to Tiberians. Before the party, each character has their own feeling about fate and life. But anyway, the party is still held and everyone all has fun, okay? And do you know, Albert promises to marry Princess Emille after the journey. (This is a good sequel for him...)

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As the last sentence of Lloyd, Dart and his friends on the Queen Fury head to Mille Seseau. They get off at Furni the water city. This is the port and also the only gate to enter Mille Seseau. The city is fully covered by water. Currently here there is a big prize for anyone who kills a wolf monster called Kamuy and bring back Teo~the child who is following the monster. Teo is the son of a family in Furni. Dart seems not to mention this. He gets a boat to go around the city and is asked to meet the Mayor. The reason is the Mayor's daughter involves the monster Kamuy. As he says, Kamuy was a lovely wolf whom Fa~his daughter and Teo played with as a close friend. But one day Fa is attacked by some monster, Kamuy protects her and becomes a mad monster either because of the other effect. The wolf loses control and runs around threatening the people. And Teo still tries to follow him to protect him and calms him down but it has no effect. Dart and his party decides to stay at the Mayor's house for a night. Also in that night, Shana has trouble when seeing the Moon That Never Sets. She faints...

Next morning, she wakes up ordinarily, saying everyone that she is okay. Then they get out of Furni.

To get to Deningrad~the capital of Mille Seseau, the party must pass the Evergreen Forest. Here they suddenly meet the wof monster Kamuy and Teo. A lot of competitors of the prize tries to kill the monster and catch Teo, including Dart's party. But most of them are thrown away by Kamuy, the party still survives there and fights the monster. Kamuy is wounded heavily by them. But then Shana uses the healing power from the Dragoon Spirit of White Silver Dragon to save the wolf. It not only is revived but also returns to itself, a lovely wolf. Then Teo and Fa could play with it again. They thank Shana very much...

When getting to Deningrad, Rose says she has some errand to do and wants to leave the party for while. Then so does Meru. The other members straight to Deningrad~the famous capital with the great Crystal Palace.

Here Dart's party finds out a lot about the mysterious legend of Divine Tree~the plant which gave birth to all the species in the world in creator Soa's plan. The Bishop says it's just an imagination. No one sees the real tree. Then the party has a chance to visit the National Library which contains a great deal of world knowledge. And Dart has a chance to hear the Library Ute tell about the Black Monster and the Moonchild. The Moonchild is the God who would give some blessing to the world. The Black Monster wants to kill the Moonchild. Then he tells Dart that The Second Sacred Sister of Deningrad was a survivor from the tragedy of Neet. But Dart still doesn't understand why the Black Monster ruined Neet...

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Meanwhile, Rose is going to Neet. Can't know why she goes here. But here she meets Luanna~the Second Sacred Sister of Deningrad who has a special sensation to feel people's thought. Then Rose knows that Luanna was also a survivor from Neet. She was blinded after the tragedy. But since then she began to have the special ability : read other's thought. Luanna says she could help people to forget their sadness and fear in her effort. Then Rose wants to return to Deningrad with her.

About Meru, she uses her own magic to get to an unknown place called Wingly Forest~her hometown. But here she received a terrible welcome from every Wingly, even her parents and Ancestor Blanco. But anyway, this returning of her is not in vain. Guaraha~a Wingly who is her childhood friend~tells her that the Divine Dragon~The King of Dragon which was tied in the Mountain of Mortal Dragon by Winglyes now wakes up and flies away. Then Meru decides to find her friends to inform them as soon as possible.

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Dart and his friends have finished work in the library. When they intend to go out, Rose and the Second Sacred Sister Luanna have come either. Then Dart has a talk with the Luanna who had the same situation 17 years ago. Luanna feels somet strange power in Dart. Then Dart feels something strange in his body. It's not a coincidence...

Yes, the seven eyed Dragon King~Divine Dragon wakes up. He is flying around the Crystal Palace of Deningrad. He destroys a very small part of the palace and flies away.

This incident is really a sudden. Then Dart introduces his party as the legendary seven Dragon Knightswho have special power. Luanna thinks that now Deningrad might need their help. Then she lets them enter the Crystal Palace to meet Queen Theresa - the queen of Deningrad.

When the party has got into the Queen's chamber, The First Sacred Sister Miranda is blaming a knight who couldn't do anything to stop the destruction of Divine Dragon. Miranda is a very loyal servant of Queen Theresa. Dart talks to Queen Theresa about the Divine Dragon and how to defeat him. And the sharp Rose says that one of the party members is a Wingly who knows that and shows Meru. Everybody is surprised about this. Meru is a Wingly, but she has hidden it for a long time from everyone. No way to explain, Meru can only confirm that's the truth. The Winglyes have two special weapons : The Dragon Buster and the Dragon Block Staff which were made to beat Dragons only. But the Dragon Buster was stolen by Lloyd. Then the Dragon Block Staff would be the only way. It is hidden in a secret place that Wingly Ancestor Blanco would know. That means Meru must take the party to Wingly Forest to ask for the Ancestor's help. Of course, she is reluctant to do that. Then Miranda wants to join them, too. One reason is because of Queen Theresa. In

addition to this, she doesn't really believe in the party's power and wants to see how they are. Miranda is an arrow shooter just like Shana.

When Dart and his friend are going out, they realize that Shana is missing. Where is she and what is she doing ?

Shana has found a secret room in the Queen's chamber. The party finds her there. Then she feels something troubled when seeing the light sphere in the air. Miranda says it's called Signet Sphere which has been used to seal some power for 10000 years. She says she doesn't know much about it. After that, the Dragoon Spirit of White Silver Dragon suddenly gets out of Shana and flies to Miranda...

Shana wakes up in the palace. Now she couldn't go with Dart without the Dragoon's power anymore. She feels that she becomes useless. But she couldn't anything except trusting Miranda to stay in her position in the party.

Now their destination is Wingly Forest, and the target is the Dragon Block Staff. Meru takes her friends to a hidden place in Evergreen Forest. Then she makes some magic that a magical path appears in the air. Then the whole party goes to it together, reaching Wingly Forest. Of course, they also receive a similar awful welcome of Winglys. But Meru tries to explain to them about getting the Dragon Block Staff to kill Divine Dragon. After that, they receive a message from a Wingly that Ancestor Blanco wants to talk to them. So the party could get into the house. On the way, Meru also has chance to meet her friend Guaraha and explains the situation to her parents. Winglys or Humans were all born from Creator Soa. Both lived in the same world and the same ear. There's no reason to turn against each other. She sees the Humans are not barbaric and terrible as the Winglys think. Finally, her parents must accept her daughter to have her own "world". Reality, they both are proud of her.

Dart's party can't avoid meeting the Bardel brothers who want to get revenge Humans of their dead baby sister. Younger Bardel seems to have some plan...

Dart anyway also meets Ancestor Blanco. Now the Wingly Ancestor also understands the current situation and the waking of Divine Dragon. He accepts to let them go to the place where the Dragon Block Staff is put~Capital Kadessa. Now this place is called Forbidden Land because it has become a ruin for years after the Dragon Campaign. In the ancient era this place is the strongest city of Winglys when they ruled this world. After telling the party about Kadessa, the Ancestor uses the special teleporting magic of Magic to take them to that ruin of Kadessa.

Now it's really deserted and wild. The whole city uses teleporting device to move. There Dart's party has found a lot about Winglys. This city is controlled by magic only, including doors and teleporting device. Here they also found a "guest" ~ a spoiled super Virage which slept for years. They don't know that they have just woken it up. And what happens then is so clearly...

Of course that creature is not strong enough to defeat our party. And it's not the target to see. Finally, Dart finds the Dragon Block Staff either. The special weapon is hung strangely on the ceiling. Meru tries all the way to take it out but no effect. But then the ceiling is suddenly shaking, revealing a Grand Jewel which kept the Dragon Block Staff. The party must destroy that thing to get the weapon. This is

annoying for them. The jewel uses the power of the Dragon Block Staff to block the power of Dragoons that our allies can't fight it in Dragoon form. This battle must be done by their strength and intelligence only. But even how dangerous it is, our allies still pass and they could get the Dragon Block Staff as their victory.

When the party is coming out, in a sudden they see Divine Dragon passing. Oh no, he is heading to Deningrad again. Miranda and the party hurriedly returns to the teleporting pillar where Ancestor Blanco is waiting. The old man also knows the situation and tries to pull out all his power to make a quick teleport taking them to Deningrad as soon as possible. But he is too weak to do. At that time, the other Winglies, including Meru's parents, try to help him. It seems that they realize the important thing between the species. The combination of many powers finally succeeds to help Dart's party return.

Divine Dragon again destroys the Crystal Palace in bigger damage which affects the surrounded houses of population. But he would fly away after satisfying his insanity. Queen Theresa and the other Sacred Sisters are all right. Thanks to Shana. No one knows why the mysterious power in her body protected Queen Theresa from the destruction. But then she fainted again. About Miranda, she blames the knights very much and cries a lot when seeing everything is okay (because she was so worried. She considers Queen Theresa as her mother).

Now it's time for the party to kill the Divine Dragon with the special weapon Dragon Block Staff. Miranda must choose between staying to guard the queen or joining the party. But Queen Theresa allows her to go, because it's her fate as a Dragoon. She promises that she would return, anyway. Then the party heads to Mountain of Mortal Dragon over the Evergreen Forest.

In the first sight they saw some terrible corpses of animals. Rose says they were killed by the Dragon Buster. That means Lloyd is here, too. They get into the mountain by the climbing paths and caverns. Until they are going over the range of mountains, they see some power cast by the Dragon. Next, they hear some clashes of weapons. When they come to the end, it's Lloyd. The Divine Dragon is fighting Lloyd. Why is he here and what does he want? Now it's not time to find the answer. The party must kill the Dragon as soon as possible. First, Dart throws the Dragon Block Staff and it reduces the power of both Dragons and Dragoons. Then it is broken because getting out of limit. That means the allies can't turn into Dragoons either. They must fight by their own strength. This is the only time Dart and Lloyd fight at the same side.

Although the Divine Dragon is very strong, its power can't defeat the party and they could be the winner in that desperate battle.

And now you know why Lloyd kills Divine Dragon. Before your eyes, he jumps to the Dragon's corpse, using the Dragon Buster to cut his main eye. A gem drops from his eye. It's the Dragoon Spirit of Divine Dragon—the King of Dragons. This might be for the strongest Dragoon. But now it is in Lloyd's hand. Yes, the Dragoon Spirit doesn't accept Lloyd. But he still gets it and runs away to continue searching the Three Divine Moon Objects. But Dart and his friends don't know anything about this third object, except Miranda as she is the First Sacred Sister of Deningrad. They try to chase after him. But they fail. Lloyd prompts to use magic to push Dart and Rose drop into the lava lake. But it's lucky when they land on a rising ground...

Rose is unconscious. And Dart, he begins wondering. What happened to him when the Divine Dragon first appeared ? What about the Three Divine Moon Objects ? He feels that Rose might know a lot about these mysteries, even the tragedy from Neet 17 years ago. Dart always wants Rose to tell him. He wonders why she hides him...

Finally, Meru finds them. With her wings, she tries to bring them to the ground. Then Dart requests Mirranda to tell them about the third Divine Moon Object. Finding that this can't be hidden, Mirranda says that is the Moon Mirror which was held in the Flanel Tower in Kashua Glacier. Only Queen Theresa knows about it. At that time, she realizes the most important thing : Queen Theresa is in danger. Then the party runs to Deningrad in a hurry...

They were right. But Lloyd was before them...

While The Third Sacred Sister Wink and some knights are going to find out about Mirranda and the party, they were faced by Younger Bardel. This guy wanted to get revenge Humans of having killed his baby sister. All the knights were defeated. Wink was so afraid, waiting for the next hit. But Lloyd was there. He protected Wink from Bardel's hits and killed him at once. Lloyd has even saved Wink once in Donau. So she was willing to bring him to Crystal Palace for some treatment...

When Dart's party comes to the Crystal Palace, it was late. Queen Theresa wasn't there anymore. The Third Sacred Sister Wink is crying for her action...

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Lloyd was treated in Crystal Palace. He thanked the queen for her kindness, then tells her that Mirranda and other Dragoons defeated the Divine Dragon and they are coming here. At that time, The Second Sacred Sister Luanna came. With her special ability, she easily knew that Lloyd was not good person. She asked him what he wants to do. Then Lloyd quickly caught Queen Theresa and disappears immediately...

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Okay, their next destination is Kashua Glacier. They must get back the Moon Mirror and Queen Theresa before Lloyd can do anything. It's not far away from the west of Deningrad. What an icy place !!!

When the party gets in the underground area of the Glacier, they must pass a lot of annoying monsters on the way. But anyway, they must reach the Flanel Tower in time.

Here Lloyd could force the Dragoon Spirit to fit in him, then force Queen Theresa to show him the Moon Mirror. She couldn't do anything out of obeying him. But at that time, Dart's party has come. It's the same time that Lloyd holds the Moon Mirror in his hand. However, the party must fight him to bring back the three Divine Moon Objects and to get revenge for Lavitz and a lot of lives killed by him.

Now Lloyd becomes a great swordman. He has his own powerful strength, the magical power of Winglies and the strong power of Divine Dragon. It's hard to beat him up. Even though Lloyd has more advantages, he misses an important thing : unity and honest. Even though how strong he is, he could defeat Dart with the unity of his friends. Yes, Lloyd is defeated. Now there are only him and Dart in the top of tower. And it's time for Dart to finish him here.

Without saying a word, Dart coldly runs to Lloyd to play the finishing touch to Lloyd. But..."Aahhhhhh !" ...That's not Lloyd's cry...It is Wink's. Why is she here ? "Because the truth is that he saved me twice !"...

Dart's slash has hurt Wink. Wink is a sensitive lady. Just because she still remembers that Lloyd has saved her. She says even if he is killed, we couldn't bring back the poor lives killed by him. Nothing could be brought back. Nothing...

The other party members are waiting for Dart in the bottom. They trust that he would know the best solution for Lloyd. And yes, Dart has come. He didn't kill Lloyd, because nothing could be brought back even if we killed him. This is a correct choice. At that time, he receives a message from Queen Theresa that Shana was caught by a guy named Emperor Diaz and sent to Capital Vellweb. So this is the guy Lloyd got the three Divine Moon Objects for. Then anyway, Lloyd would join your party for a while to get to Vellweb.

On going there, they must pass a Snowfield - the place covered by snow and blizzard. There is a tremendous blizzard today, Lloyd suggests the party to rest in a cave and hear him tell about what he has been doing.

Yes, he doesn't try to escape. He tells everyone honestly. Everyone knows that Creator Soa was the creator of this world and all the species. Currently there are 107 species living in this world as 107 fruits dropped from the Divine Tree. But there is still an incomplete fruit-the 108th fruit. Lloyd hopes that this species would be a special one that could change the future of the world. He and Emperor Diaz decided to do this when having seen the ruin of Capital Kadessa. They think that this world would be degenerated again. So it needs a new species to make a balance on this world. Lloyd himself can't answer all the questions of the party about the three Divine Moon Objects. He says they would know everything when seeing Emperor Diaz.

Next morning, the party leaves the place and heads to Capital Vellweb. Now this place is a ruin just like Kadessa. It was the first place where Humans got their liberation to rule this world. There are still remains here show that historical victory. There are seven towers of the former Dragoons who had died after the Dragon Campaign 11000 years ago, except Rose. But the target is Emperor Diaz.

Finally the party also meets the guy who claims to be the Holy Imperial Gloriano. Shana is here either. Dart accepts to give him the three Divine Moon Objects to take Shana back. Yes, he tells him that he wants to create the 108th species as Creator Soa's plan when giving birth to this world. The evidence is the Moon That Never Sets. Then he reveals his hidden face for you to see...

At that sudden moment, Dart can't believe in his eyes. Rose is surprised for the person she loves who was lost for thousand of years : Zieg - Rose's fiance and also Dart's father. Then Dart knows that Rose and Zieg were the only survival Dragoons in the Dragon Campaign 11000 years ago. So maybe you are also surprised why Rose could live so long. You would know soon. Zieg would tell the party what he really wants to do.

First, he begins at the point where the world was nothing...until this current world full of various species. In the Dragon Campaign, Humans

had destroyed the Crystal Sphere along with the royal capital of Winglies, Kadessa. This causes the Virage Embryo's soul to be released with a human body, heading to the Moon That Never Sets. It was the Moonchild who would give some "holy blessing" to this world. And when the Moon grew red, it would happen, "a destruction for the world". Yes, the Moonchild would destroy this world by giving the birth to the 108th species- The God of Destruction. There was a Dragoon who knew about this. She tried to kill the Moonchild to prevent from that terrible future. The Black Monster, it was her-Rose. Everybody is surprised about this, especially Dart. So the guy who he wants to revenge has been with him for a long time. Rose admits that's right. She confirms she had killed everyone in Neet or they would be the servants for the Moonchild-Princess Louvia. But Zieg says she killed the wrong target. Louvia has a twin sister-Shana. Yes, Shana is very the real Moonchild who is still alive in front of everyone. Then Zieg takes Shana to him again. Rose can't do anything on him or kill Shana...

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The party wanders day to day, night to night. They don't where to go next. They have been in a large desert of the Death Frontier-a hidden country which is far away from Mille Seseau and Gloriano. It was too far that they have no way to return. Just continue. On the way to get out of desert, the party members discuss a lot about such the sudden incident that has just happened. About Rose, she's still there. Nothing was happened to her. Didn't Dart want to get revenge with her ? Now it's not time to worry about that. They must get out of this place and find the nearest destination. Rose says it's Ulara-another city of Winglies. It's not so hard for the party to pass. Because they have passed so much places like this.

Then they also reach another deserted place. Rose would tell you why she could have lived so long like this. That's the spell from her choker she is wearing. The sight before everyone is another desert. But when Rose uses her choker, the place turns into a green town which is full of colourful flowers. They reach there by a teleportting device. Rose wants to meet a Wingly friend of her - Charle Frahma. She asks Caron where she is being.

The party talks to some Winglies. Here they know some more clues about the Dragon Campaign. At that time, the younger brother of Charle-Melbu Frahma looked down on every species and ruled the world due to Wingly's power. Accumulated anger led to the Dragon Campaign we have known. Dart also hears about Faust who was the right hand of Melbu in that historical battle. Being a powerful magician, Faust makes an apparition and only a Vanishing Stone can make it disappear.

Rose and the party also meets Charle Frahma any way. She seems to know much about the relation between Rose and Zieg. Charle is also the person who created the Signet Spheres which could be used to destroy the world. Actually, there are five Signet Spheres. The main one-Crystal Sphere at Kadessa was destroyed in the Dragon Campaign. The second one at the Birth City was lost after the destruction of Divine Dragon. About Zieg, Rose is the person who understands him much. Zieg is not this kind of people who just follows such a fate. There is something wrong with him.

Charle tells you that The Moon That Never Sets is almost the 108th species that Soa planned-the 108th fruit that Divine Tree dropped. The Sphere which contained the soul of the God of Destruction in Kadessa was destroyed. But the Human body it brought was still alive-Shana. And it would reborn the God of Destruction giving the end to this world.

Dart wants to know about Rose and his father. Charle accidentally tells him that Rose was his fiancée. But at then Rose says she would give a punch to Charle if she continues.

Melbu Frahma wanted to rule this world with the magical power. Charle created the Signet Spheres in order to seal the power of the Crystal Sphere in the Kadessa to prevent Melbu getting out of his limit. So he made the three Divine Moon Objects to destroy the spheres, but now The Signet Spheres could be destroyed without three Divine Moon Objects. That means Zieg could still destroy the Signet Spheres by his own power in order to help bearing the God of Destruction just because now he has the Moonchild-Shana in his hand.

Then Charle tells you the location of the three remaining Signet Spheres. One is at the Magical City Aglis-the place for Winglies studying and researching about magic. The second is at the Law City Zenebatos-the place where Winglies could establish their law. And the last is at Death City Mayfil-the place all the death souls must get to. Then she lets you know that Rouge is the key to get there. It's Haschel's hometown...

That night, everybody split into many groups to visit the town of Spring. Dart, he is sitting on the flower platform, thinking about something. "Do you really forgive...?" - asked Rose. Then they remember night when they practised swords together. Even Rose has spent many experience in her long life, she couldn't defeat Dart who has become stronger. Then she asked him to kill her as his wish. Dart, he drew his sword at Rose...then...he put in in his basket. "The Black Monster was dead" - he said.

Rose and Dart both are sitting. They remember the time when they first meet. The Black Monster was dead. And here is Rose. They are friends. Nothing could change it. That's all...

After that moment, Rose and Dart join together to gather other party members. They must prepare very carefully for the next journey. They will begin next morning to find the way to Magical City Aglis - where the first Signet Sphere is held.

Just next morning, all the Winglies of Spring Breath Town Utara gather at the exit teleporting device to good bye the seven heroes who would save the world from destruction. Charle sent a message to King Zior to allow the party to use the Queen Fury again and he accepted.

The party is taken to the way to return to Tiberoa by Charle's power. Passing Home of Gigantos, Valley of Corrupted Gravity and Barrens, they have been in Fletz. When entering the twin castle, they are welcomed by everybody in the castle, including King Zior, Princess Emille and Princess Lisa. The King allows the party to use it freely. It is being put in the way to Rouge. Before getting on board, Kayla tells them to do her a favour. "Please save Miss Shana !". Of course, that's what they must do. Poor the lovely child !

Okay, the party has reached Rouge easily by crossing Endiness sea. This is Haschel's hometown where his daughter Claire ran away and lost forever. Haschel tells the Mator about their purpose to be here and asks him if there is something strange in this area which Humans couldn't do or anything. The Mayor reminds about something like a stick among the sea which can be seen from the top yard. After that, the party climbs

the yard to see what it is. Oh no, it's not only a simple stick as the Mayor said. It has become something big and impressive. Or this is the sequel of the party's coming ? Rose says that the only Wingliy city in this area is can only be Aglis the Magical City. Then she explains to the party more about the five ancient cities of Winglies :

---Capital Kadessa---

The royal capital of Winglies which was dominated by Melbu Frahma. It was the center of politics and military. But it was destroyed during the Dragon Campaign became a ruin which is called "Forbidden Land".

---Birth City Crystal Palace---

This city now is the Crystal Palace of Deningrad. Long long ago it was the Birth City of Winglies where the babies were chosen to be born. The Winglies has special magical power. Only the babies who had the strong power enough could be allowed to be born. If not, just abandon.

---Magical City Aglis---

A mysterious city of Winglies where magic is researched and studied.

---Law City Zenebatos---

It was the city where Wingly laws were made. The laws were claimed for justice but actually they were used to judge other species. It is the place where executions and trials were carried out.

---Death City Mayfil---

It is the place where all the souls of the dead must go.

After that, the party gets down. Then Rose says that she feels someone watching after the party. Just then an earthquake happens. Everybody runs to the top yard to see what happens. Oh ! The strange thing becomes bigger which seems like a real city. The sea is split reveal a path to reach there. Without hearing the Mayor's recommend, they just go there with the small boat. This is their only chance. They have nothing else to do except continuing.

The party has been in the undersea city. Just like the usual cities of Winglies, it uses teleporting system to move and transport. Here they meet a lot of strange lovely creatures which were made by magic. One of them named Ruff notices them to go deeper. Then the party meets a lot of other creatures doing some research related to something called Psyche Bomb and Moot. After passing a lot of areas, the party meets an ancient Wingly - Savan - who claims to be waiting for Rose for thousand of years until the day she comes here to save the world...

Savan has known the current situation of this world. Zieg wants to destroy this world that he thinks to be Creator Soa's plan. But all of them think that fate doesn't belong to the creator. It is all in their hands. They could change their fate, not the creator. This work needs courage of all people. These "courage" combination would become a power to face against the bad thing. It's the Psyche Bomb. Savan and his creatures have searched about this multi-hit bomb. It is only made by the courage of the party. That means the party must pass a challenge to prove their courage. Each character must pass one :

KONGOL

He has known the right thing and hasn't followed the bad thing. He tries all his effort to make an equal between species. He doesn't let himself lose self-control at any outside bad control. We have seen the courage of a Giganto.

MIRRANDA

She fights for this world, for everyone she loves. She doesn't accept to die when she hasn't done anything for this world. She knows when she could die satisfactorily. This is also a kind of courage.

ALBERT

Even he knows his country Bale is being in danger, he couldn't return anyway when the world is threatening by the biggest destruction. We have just seen the courage of the King - who knew what is more important to do.

MERU

She has played with Humans as a Wingly. The Bardel brother hates Humans for having killed their sister, so they hate Meru as the same as those. They want to kill her as killing a Human. But she refused to die because she cannot die in this serious situation. That is also the courage of a person who knows when is needed to die.

HASCHEL

His daughter Claire has gone away for 20 years because he couldn't keep his anger. He admits that even if the past returned, he couldn't save her. That's the courage of a real father who accepts his mistake in the past.

ROSE

Now the world is going to the end. Everyone is afraid and does nothing else except requesting for blessing. "No"- Rose confirms : We cannot just stand to see the end of the world. We have our strength, our fate. We must change it anyway. She proves the courage of a person who doesn't let her life decided by others.

DART

He loves Shana as himself - an eternal love. Even if Shana is a Moonchild who would give birth to the God of Destruction, even if he must take sword against her, Dart would save her no matter what, even losing his life for her. Their great love could change such a fate.

All the party members pass their challenge easily because they prepare for them a real courage in this journey. All of those are collected by Savan to create a extremely strong power : The Psyche Bomb X. This would be one of the weapons to fight Zieg. Now the next thing is Moot. This thing can be used to seal the Signet Sphere which Zieg wants to destroy. It is being protected by the sea creature Last Kraken. But when the party has entered the place where the Signet Sphere is, Last Kraken becomes lose control and insane. Oh no, they are slower than Zieg just one step. This creature is being controlled by Zieg and begins to destroy the Signet Sphere as fast as possible. Dart and his friends try to stop the violent creature. But it's too late. Last Kraken has destroyed the Signet Sphere as Zieg does. Even though they kill it, Zieg still succeeds in this part. The explosion of the Signet Sphere takes the explosion of the whole room. Savan tries to use all his last power to teleport all the party members out of the room and dies inside. You also have courage, Savan !!! "I would give the you the wings to everywhere" - what does he mean before dying ?

It's not time to feeling sorry. Now the party must head to the Law City Zenebatos to destroy the next Signet Sphere as soon as possible. When seeking the way to go out, they have met the lovely magical creatures who are preparing to die. Buckle, it has just threatened

Mirranda to die with it. Mirranda asks if it jokes her again. No, this is the truth : "Buckle die, uck !". Lulu, Spino, Phewy and Decal all dies before the party comes. And Ruff, it uses all his last power to open the way to the party. Poor thing ! "We won't let your death in vain". As the new way, the party finds a teleporting device taking them to The Law City Zenebatos.

In this city, Dart and his friends must face a great deal of confusing laws which even a Wingly like Meru can't understand. At that time, a flying creature called Coolon comes to them. It says it would take Dart and his party to anywhere they want. So this is the Wings Savan reminds them before dying. Thanks to him about this !

However, the party also finds out how to use the law. And they also reach the Signet Sphere by it. But Zieg is before them again. Nomos - the guard who protects the Signet Sphere here was controlled by him. It attacks you by casting the three dark monsters Selebus, Kubila and Vector. Even the party could overcome them, Zieg has much time to destroy this second Signet Sphere easily. "The sky is my road" - said Zieg. No one believes that he could fly in ordinary state, even Rose. No, he is not Zieg. Zieg is not that type of people. Something wrong happens in him. Now the party just has a last chance : The Signet Sphere in Death City Mayfil. They must use the law to connect the teleporting device between Zenebatos and Mayfil. Then they come there.

Zieg has got here before them. He might be very satisfied of his plan and now it's going be successful.

Everyone is surprised by this place. It's dark and fear. This place is gathered by the dead souls from the earth. When wandering in the dark city, the party faces a lot of familiar guests : the three spirits of the three Dragons killed by them : Feybrand, Regole and Divine Dragon. They had received an incomplete death because they were killed by the species which is considered to be weaker than them very much. Although Dart and his friends have their target Zieg, they still try to kill the Dragon Spirits again to help them get the pride of species. Yes, but an unexpected incident happens. They see Lavitz - the faithful fellow of Dart and Albert - the friend who died in honour. Lavitz is glad to see his friends again, too. Although they are very happy, Lavitz reminds something like Devildom in his life at this city. But then, he suddenly changes into a monster who tries to get rid of Dart and Albert. No, he doesn't let them touch him. It seems Lavitz is being controlled by someone else. Then he disappears through the teleporting device. The party chases after him. He holds his spear turning against everyone. Dart tries to call him, call his name. Then Lavitz feels a headache...Hey, there's something strange on his back - Rose feels wrong. But then he becomes more insane and attacks the party.

Dart doesn't attack him. He tries to call Lavitz, call the real self of him, their faithful fellow in battle. Lavitz feels trouble again. He turns his back to the party. And now it's time get rid of the strange thing which is controlling Lavitz.

After some moments, it also turns its true self as a Devildom - Zackwell - the guy who likes to joke on other spirits in this city. He plays on Lavitz's spirit and jokes on his worrying about his friends. That is unforgivable. As soon as the party must get rid of this devil creature to rescue for the spirits who were its victim. But then, Lavitz

wakes up again. He is still controlled and intends to kill a party member. "Lavitz !" - Dart's call. It seems to persuade the real Lavitz in the flesh of Devildom. Lavitz holds up his spear and...thrust it through very his body and finishes the life of the sticking Devildom on his back.

"We are friends !". Dart, Lavitz, Albert. They are friends and nothing could change it. Lavitz says he must thank to Zackwell because he gives him this chance to see his friends again, even in the death. Poor him ! Now there's no way to reach the Signet Sphere. Lavitz uses all his last strength to open the way for the party to do their mission. "You are not dead. You live forever in us..."...

The party is eager to find the Signet Sphere. But Zieg is here at the same time. Dart intends to fight Zieg to seal the Signet Sphere before him. Just one hit of Zieg could throw Dart away and he has time to destroy this last Signet Sphere. Then he disappears with a big laugh.

Do they fail ? Do they really have no way ?...

Nope, they must chase after him...until the limited end. They can still change their fate. They must stop Zieg doing the next work. They must find Shana and bring her back...

The Moon That Never Sets is falling onto the Divine Tree as a fruit. The Virage Embryo - which is woken up when the time has come - gets out of the Moon and flies around.

Now Dart and his party come to the dead end of Mayfil. They have no road to reach Divine Tree. Not yet, Coolon has come to pick them up. The huge Moon is on the top of Divine Tree that is easy to see. But the surrounding Virages shoot one another continually that Coolon couldn't fly fast. It seems to be wounded. But it tries all its last power to take the party to their destination...then it dies at the root of Divine Tree. "Your death won't be in vain." Then Dart and his party begins climb the Divine Tree to reach the Moon That Never Sets.

On the way, the party again faces a lot of challenges. The monsters are always around the tree. The butterfly monster who is a special fruit of Divine Tree stops their way. But they still keep their courage and patience. They have come to the Moon anyway...

The Moon That Never Sets is so huge that contains a lot of miracles. Now the party must reach its core where Shana is held, giving birth to the God of Destruction. But when they first enter the Moon, there are a lot of strange events happening to them. Each character faces their own past and tries to overcome them.

MIRRANDA & DEATH ROSE

Mirranda sees a rose in the forest of her hometown. She hates roses very much, because it is her mother's favourite flower. Then she remembers her past. When she was young, her family was very poor. Her father rarely works but he is always drunk. Her mother couldn't suffer a terrible husband. She follows another man, leaves Miranda forever and never returns. Miranda hates her mother. Queen Theresa rear her as her real daughter so she always considers Queen Theresa as her mother. She works as a Sacred Sister to forget her own pain. Then the rose changes into a monster. No, it's Miranda's mother. Her mother in the Death Rose

tries to explain the situation for the poor daughter.

She still loves her daughter. She couldn't stand a terrible husband like that. Miranda says she is a terrible mother. She leaves her and her father that the two father and child had to live miserable poverty. Even though her father was not good, he was still with Miranda, not like her mother. The face in the Death Rose tries to say that Miranda's father works less than he drinks. He always beats her in drunk. A mother like her had to get away. But she returned to take Miranda with her. But her father kicked her out. "It hurts..." - the mother always repeats those words. It's really hurt.

"I'll forgive you..." - that's what the daughter could do now...The Death Rose smiles satisfactorily. Maybe she could tranquilized now...and it disappears...

Miranda - the daughter had to keep a big pain for years. But she didn't think of the other's pain, such as her mother. Miranda misses her mother very much...

HASCHEL & CLAIRE

Haschel sees a little girl wandering in the Minitos world. Dart comes to her, but she is suddenly away. "It's Claire. She hasn't known you yet...". Then Haschel comes into the illusion Claire made.

"I hate you, Dad..." - the girl cries.

She is really a lovely girl. But just a moment, she is suddenly changed into a killing machine losing self-control. Even trying to wake up his daughter, Haschel is reluctant to fight her.

"I'm not Claire. I'm the War God..."

The girl continuously attacks Haschel. The father is hurt to turn against his daughter. He tries to wake her daughter up. It was all his fault. He really regrets and has looked for her for twenty years. And Claire, she says that he didn't love her. He tried to make her become a martial art machine while what she needed are love and freedom. But Haschel, he doesn't need to know what happens. He just wants to wake her up. The little "War God" plays a heavy hit to Haschel : The Four Gods Destruction. Even being wounded by that daughter, Haschel still tries to explain that he loves her and nothing could change it. He doesn't need how much she beats him, he just wants her to understand and forgive him.

The girls many times beat Haschel heavily. But the true love of Haschel for his daughter can't be changed. After some moments, she becomes mad and really lose control. The War god and Claire is exchanging position. It seems Claire understands her father and wants to return to herself. She is fighting the War God to get her flesh.

- Mind's eye, awaken ! - Haschel cries

Yes, the call of the father makes an enormous effect on the poor daughter.

- ...Thank you, father... - It seems that Claire forgives his father. She disappears...

KONGOL & INDORA

Kongol was the only survival Gigantos from Human's killing. But now he is fighting, for the survive of this world, for the coexistence of all species. He has ever considered Doel as his leader. But now Dart is the real leader for him. Dart needs his power. He proves that power to Dart. He needs power to help Dart. Then he sees Indora - his Gigantos brother. Indora was the strongest Gigantos in Kongol's mind. Kongol wants to fight brother, to have that strongest power. Yeah, the little Kongol now must prove himself by himself. Indora is really so strong that it seems that Kongol can't win. But he could do that. He has to save this world as his friends does. He can't lose.

Indora, at the end, is the loser. But Kongol would be his pride, the pride of Gigantos. Kongol is inherited Indora's Axe. Yes, he would use this weapon to save the world. Dart needs him, this world needs him...

ROSE & MICHAEL

Michael, the Vassal Dragon of Rose suddenly appears in the Moon That Never Sets. It splits everyone and corners Rose and Dart to its world. Rose realizes this place where is full of dragons. She was first here. This was the place where she first saw Michael.

It was a Dragon which uses Dark-based attack. In the Dragon Campaign, it became the tool of Humans to fight against Winglies and Virages. Humans had to sacrifice it for the war. Rose, she defeated it and has got the Dragoon Spirit of Dark Dragon from its body. It returns to a baby Dark Dragon. Rose named it Michael and she was always with it during the war...

Can't believe now Rose could meet Michael in this place. But it hasn't recognized her anymore. Michael attacks both Rose and Dart. Rose has loved it as her real friend. She didn't want to kill it. But Michael is the strongest Dragon which has the highest speed, strength and defense in species. Every of their attacks have no effect on it. After a lot of dangerous moments, Rose tells Dart the weakness of Michael : the blind spot. This thing just appears after Michael uses the dark laser. Of course, they must kill the Dragon anyway.

Dart asks Rose why she could easily kill a Dragon which was very faithful to her. Rose says that it's still a Dragon anyway. Dragon is a creature which has no love and feeling. It's just a kind of wild animals. It might be obey its controller at the young age. But when growing up, it realizes its wildness, it would return to wildness...

ALBERT & EMPEROR DOEL

Everyone is surprised about Doel when he let Kongol join him and didn't kill the Gigantos. What did he really want to do ? Albert still feels puzzled why Doel killed his father - King Carlo. Then he enters the Black Castle in the Moon That Never Sets to find out about the past of himself. Doel is waiting for him. Albert at once asks about what he always wonders. But Doel wants to talk to him by weapons :

Doel, he only needs the power. He and Carlo were close friends for a long time. Carlo was a king of integrity and talent. He was always the best in people's mind. And Doel, he never got pass Carlo about strength and talent. If he didn't kill him, he could never rise up. When Albert asks, Doel just says Serdians needs him because he is a real emperor than Carlo. He rules them by power. He needs the strongest power to rule people.

Albert says that's not all. People don't need power. People need love and peace. Doel thinks it's just a stupid thing. He confirms that people cannot live without power. And now he has the strongest power, he isn't afraid of anyone...

But after the fight, Albert almost defeats Doel. What's wrong with his power ? - Doel wonders. Why can't his power defeat a young aged guy as Albert ? He is really the loser...

- "...It can't bring happiness to people..." - said Albert. Power is nothing for him. Although being a King, Albert himself never mentions power. He likes to live in peace. He likes to live with his people in happiness. Yes, he doesn't possess the strong power as Doel. But he has his courage, he has his friends who are always with him in troubles and challenges. That's all he possesses in this battle. Doel has made a mistake. He lost his self-control because of power. Very his power defeats him...

MERU & ARCHANGEL

Archangel is the ancient guardian of Winglies who has divine power of light. And now Meru - a Wingly must face her guardian and turn against her. Archangel is the ancient Wingly angel who keeps the all tradition that Wingly is the most noble species who deserve to rule this world. Those barbaric Humans are just their servant. And Meru, she says her guardian is a persistent guy. All the species in this world are equal. There's no reason to turn against one another like that. Archangel considers Humans as the terrible and useless species who have no magical power, inoble and bad. Meru says they are very cool. They are better than Winglies a lot of points. They have courage, they have friendship, they have peace. All of those help them to have the liberation to rule this world. They play with Meru even she is a Wingly the species turns against them. At that time, the persistent Winglies just hide themself in their secret small world just because the old imbalance opinion. Archangel many times punishes Meru about her opposing. But finally she must lose the little brave girl...

All those challenges take the party to the core of the Moon That Never Sets. Really ? They are closing to the last destination. Dart begins to hear Shana's cry. Although they must pass over the gate keeper Virage, they have come to the end.

Shana is held here. Her power is being used to create the God of Destruction. Zieg is waiting there so long. Now this is the challenge for Dart. The anger of Dart turns him into the Red Eyed Dragoon and runs to fight very his father. But Zieg is faster enough to steal the Dragoon Spirit from Dart. Rose thinks that that bad person can't be accepted. But the Dragoon Spirit regconizes Zieg before everyone. He turns into the legendary Red Eyed Dragoon in the Dragon Campaign 11000 years ago. But now his target is not Melbu Frahma. It's his son Dart. This is an incredible fight between father and son.

The battle lasts very long. There is no winner or loser. And Zieg, he says he doesn't need to hide anymore. At that time, Zieg suddenly faints. Behin him is rising a shadow - a very familiar face of Rose - Melbu Frahma.

Yeah, the famous leader of Winglies in the Dragon Campaign - Melbu Frahma - is still alive. It seems that he has been waiting for this moment for over 10000 years ago. In the Dragon Campaign, Zieg did not completely killed Melbu. He just destroyed his flesh, not his soul. When he was being petrified, Melbu transmigrating his soul into Zieg's Dragoon Spirit. When Rose - the Black Monster came to Neet to destroy everything. Zieg used the Dragoon Spirit to transform. Melbu possessed Zieg's body since then.

Now Melbu Frahma has succeeded. He then absorbs the power of Shana and becomes the God of Destruction himself by merging with the Virage Embryo. The God Of Destruction has been born.

At that time, Lloyd appears to get revenge with Melbu for having deceived him. Even how strong he is, Melbu could still kill Lloyd with just one shot... Before dying, Lloyd gives Dart the Dragoon Spirit of Divine Dragon and gives Rose the Dragon Buster to fight Melbu. Now Dart

is the Divine Dragoon. He would lead the party to take part in this fated battle which decide the lives of all species and this world...

...Til the end of the battle, Melbu is almost destroyed. The Moon That Never Sets is going to explode. Dart tries to bring Shana on his huge hand of Divine Dragoon armor. And Rose, she slowly comes to see her fiance - Zieg - the only person she loves - the only person she has been waiting for over 10000 years. Melbu, he tries to use all his last power to kill Dart - the guy who had just destroyed his plan.

- Would you come with me, Rose ? - said Zieg is a weak voice
- Yes, I have been waiting for this moment... - Rose answers

At that time, Zieg holds the sword of Red Eyed Dragoon. Rose, with her wings, brings him fly into Melbu Frahma to play the finishing touch.

Dart and other Dragoons try to fly out of the Moon. The end of the God of Destruction is the end of the Moon. They just fly, fly, fly to the outside. The Moon begins exploding itself.

- Rose !!! Father !!! - cried Dart

- Farewell... - that's what Dart could hear from the explosion. Rose had died. But the most happy is that she could die with his lover Zieg.

Their long lives finally should go to the end - a beautiful end...

24/ F.R.E.Q.U.E.N.T.L.Y. A.S.K.E.D. Q.U.E.S.T.I.O.N.S.

I open this section because recently I have received many questions about playing the game on Gamefaqs message board or in emails. Some of the questions affect the process of the game for players who play it. So then I will answer the most common and important questions in my effort here :

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EXTRA QUESTIONS \~~~~~  
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* QUESTION : Where can I find out about this game before deciding to get it ?

ANSWER : These are the addresses you can trust :
- [Http://www.scei.com](http://www.scei.com) - made by the company which has created this game. This site includes mini-intro about this game. And you can download a simple battle field to practise and get used to the game's battle system here.
- [Http://www.gamespot.com](http://www.gamespot.com) - the best site for news and game screenshots.
- [Http://www.ign.com](http://www.ign.com) - similar to Gamespot, but has great movies.

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WALKTHROUGH QUESTIONS \~~~~~  
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* QUESTION : Why do you write this FAQ ?

ANSWER : For fun and to kill spare time in holidays.

* QUESTION : In the beginning I have tried to get out of Seles, but I can't. How do I do now ?

ANSWER : Maybe you haven't talked to Mr.Tasman. It's obliged.

* QUESTION : I was fighting as usual. When I have Rose transform, there was suddenly a black background in the battle field, and the other characters transform too. What happened ?

ANSWER : You might access the "Special" command. This command is just present when all of your characters reach their highest SPs.

* QUESTION : Where do I find Legendary Casque ?

ANSWER : There are two shops that should have it : Lohan Weapon Shop and Deningrad Weapon Shop before being destroyed by Divine Dragon.

* QUESTION : Where do I find Dragon Helm ?

ANSWER : You can get one after fighting Divine Dragon in the Mountain of Immortal Dragon.

* QUESTION : I can't find Bandit Shoes ?

ANSWER : I don't remember much. But you can find one at the entrance of Home of Gigantos where the arrow trap is put.

* QUESTION : I can't find Therapy Ring ?

ANSWER : I think there are two of them in the game : Hellena Prison in the second time (when you rescue Albert) and in Magician Faust's hideout.

You can get it near his position without fighting him. Just don't touch him.

* QUESTION : How can I fight Magician Faust ? He is so invincible.

ANSWER : You never defeat him without Vanishing Stone. Besides, you must have good tactic to survive to kill him. See the walkthrough for side quests.

* QUESTION : What's the role of the traveller Martel ? (or where can I find the Vanishing Stone ?)

ANSWER : Martel needs Stardusts to cure her ill child. There are 50 Stardusts somewhere in the game. The more you find and give them to her, the more useful items she gives you. See the last note in "Stardust Location" section to know what she can reward you.

* QUESTION : I have found 50 Stardusts, but Martel is not at her position anyway.

ANSWER : Her last destination must be Rouge. You will reach that place in Disc 4.

* QUESTION : How many Ultimate Wargods in the game ?

ANSWER : Lohan Weapon Shop has it with the price 10000g. Or you can find it in Phantom Ship in the code chest. See the walkthrough to know how to open that chest.

* QUESTION : Is there anyway to save Lavitz ?

ANSWER : Sorry, I think it can't. Maybe you may hear some rumours about how to save him with some cheat or code. But they are just jokes and not worth believing. Many people have tried and got angry about that.

You can only revive Lavitz if you can revive Aeris in Final Fantasy VII :)

* QUESTION : Where do I find the Dragoon Spirit of Kongol ?

ANSWER : There are two ways to find it. When you enter Donau and ask the Minitos in the bar, he will tell you that he saw some shining stone in Lohan. Then you get back to Lohan and talk to the Street Vendor who sold you the Empty Bottle, he will sell you the Golden Dragoon Spirit with a high price. Try to buy it if you can. If not, you can continue the game and fight monsters until you have enough money.

Another way to get it is to fight Indora in the Moon That Never Sets. Indora will give it to you.

* QUESTION : I want to enter the Dragoon Tower to fight the former Dragons. But nothing there.

ANSWER : You are on the way to find Shana and Emperor Diaz right ? Now your mission is to fight those people and you can't enter the former Dragons. Just do as the game running. Then in Disc 4, you can use Coolon to fly back to there and fight the side quests.

* QUESTION : Where can I find the Soul Eater ?

ANSWER : You can have one in Fort Condor, where you meet the side quest Polter Soul.

* QUESTION : The Grand Jewel is suck. I can't win him.

ANSWER : See the tactic in walkthrough. Just keep your patience in good condition ^_^

* QUESTION : Is there anyway to collect money fast ?

ANSWER : Use the game shark codes. The ordinary way is to get in as many as battles.

* QUESTION : What is the most prolific monster to get money ?

ANSWER : I think it's the Triceratops in the Moon That Never Sets. You need Stun Guards to fight it. It's not very hard, and you'll receive 2000 EXP and a lot of money, nearly equal to fighting regular bosses. It's not very much, but justified.

* QUESTION : What is the best party ?

ANSWER : There are many answers for this question, depending on the answerers' abilities and hobbies. I can't confirm what party is the best. Just pick the ones you think to be your best. Each player has his/her own style. About me, I'm fond of characters who are regular at all status, like Dart, Rose or Haschel. But the others also have their advantages. Meru is female, and she is the best character of magic and speed. But her disadvantages like Strength or HP are pathetic too. But if you have her equipped with suitable armors which support her disadvantages, you will have her as one of your most using character. You don't have to follow my opinion. Just choose your most favourite ones, find and equip them with right accessories to cover their disadvantages. That's the point. And no character is useless. Just remember that.

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PLOT QUESTIONS \~~~~~
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WARNING : THIS PART MAY CONTAIN SPOILERS !!

* QUESTION : Who is the Black Monster ?

ANSWER : Forgive me that answering this question will give up a very big spoiler. Just play the game. Stop asking.

* QUESTION : Dart's mother is Claire. Haschel's daughter is Claire. Is this a coincidence ? Or are they the same ?

ANSWER : There's no correct hint about this. But once the game gives up these episodes, we ourselves can believe that Dart's mother is very Haschel's daughter. Besides, do you remember the music theme Shana sings with Fa ? Shana says that Dart often sang that lullaby to her when she was young. And the lullaby had been sung to Dart by his mother. Haschel heard the lullaby from Shana, and he said that his daughter also loved the theme. This is a very believable proof showing that Dart's mother and Haschel's daughter are the same.

* QUESTION : Why is Shana still alive ? The Black Monster did actually kill her.

ANSWER : Shana has a twin sister who was very the dead Princess Louvia. The Black Monster didn't know that and "it" killed the wrong person.

--- *NEW GUIDE COMING* -----
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I have just made a Plot Analysis for this game "The Legend of Dragoon", which has just been placed in GameFAQs, and can be found at my page <http://www.gamefaqs.com/features/recognition/10477.html>. This guide includes every information about plot episodes of the game. Check it out.

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25/ A.U.T.H.O.R.'S. L.A.S.T. W.O.R.D.S.

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AUTHOR'S CLOSE INFO \~~~~~  
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You can call me Mysticcat, as the nickname I created for myself. My true name is Dan. Yes, Phan Nguyen Khanh Dan. I'm a 100% Asian, and I love RPGs and Survival Horror Games. Legend of Dragoon is my most faithful FAQ/Walkthrough currently which have received most ideas and asked by many different sites. I write guides mainly to kill spare time, and I don't care to be a professional FAQ writers. I have many things to do than just writing these guides.

~~~~~\  
LAST WORDS \~~~~~  
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Okay, I have finished my work. Hope this guide would be useful for you to enjoy this game. I'm a FAQs maker who always want to make my guide complete which has every information about the games. I rarely do In-Depth FAQs because the readers only read some parts of the game which might not be enough for them. Although my guides have many things, I always try to write them completely and seriously with enough information. But I also let the players to find out themselves at some sides. There was some reader who didn't like my way when I wrote tactics too simply. Just because I want you to explore the game funnily and lively. I hope you will sympathize my work. You can check my other FAQs at :

Mysticcat Contributor Page
[Http://www.gamefaqs.com/features/recognition/10477.html](http://www.gamefaqs.com/features/recognition/10477.html)

Well, you can also take a look at a related guide here :
"The Legend of Dragoon Plot Analysis"

This FAQ contains info and arrangement about "The Legend of Dragoon" storyline and timeline. It's much more detailed than the "Story & Timeline" section of this FAQ/Walkthrough. There I rearrange the events of the game and give up my analysis for each of them.

Thank you very much !!!

Mystic Cat

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REVIEW \~~~~~  
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I myself didn't have a chance to send a review to the best gaming site GameFAQs, so I can give it here. This game is really impressive, and I can't pass it without some words :

ADVANTAGES :

- Greatest graphic of all PSX games I have ever played.

- Role-playing genre which is similar to Final Fantasy. But The Legend of Dragoon still creates its own brand that we can't mistake between Final Fantasy and this one.
- Good-looking character designs.
- Interesting story, not very brilliant, but justified.
- Great battle system, completely separated from Final Fantasy's style.
- Good gameplay. Replayability is all right.
- There are secret sidequests and stuffs.

DISADVANTAGES :

- Game length is so long.
- The later discs don't have datas of previous discs. When you want to go to some old places, you are forced to input the disc which has datas of that place. It's very inconvenient, since you like to travel for a while before continuing the story.

That's all I can say about this great game.

My overall score : 10/10. And I think this score is no doubt.

26/ S.P.E.C.I.A.L. T.H.A.N.K.S.

Now it's time for me to send my special thanks to those who helps me to complete this FAQs :

- [Http://www.scea.com](http://www.scea.com) - for interesting information about the game and character bios.
- [Http://www.gamefaqs.com](http://www.gamefaqs.com) - for a treasure of info about the game
- Desmond Xie - for his great FAQs being a base for me to make my own.
- Event Omega - for his Japanese translation.
- Beno Jange - fo giving good words about my FAQ and contributing the rule to open the chest in Phantom Ship. Thank you very much.
- Aaron Longchamps, Alex Sandro Dutra, Anthony Pettipas and some other readers - for spotting the mistakes in my guide and reminding me to fix them.
- [Http://www.gamespot.com](http://www.gamespot.com) - for game shark codes
- SCEI and SCEA - for creating and developing this game.
- Jeff "CJayC" Veasay, the creator of Gamefaqs - for posting this FAQ on GameFAQs and for creating the best gaming site for us gamers.
- All the other sites who publish my FAQ legally - for giving my guide to larger community of players.
- This game "The Legend of Dragoon" - for giving the most information
- Everybody in Legend of Dragoons message board of Gamefaqs - for answering my questions about the game.

Repeatedly, Thank you !!!

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