

Glenn Rosenthal's home page, the creator of JWPce, the program you are looking for. This program is much more stable than the other ones I've used, and it can handle moderately large files (this faq is typed on JWPce).

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Debug Room

First off, enter these codes into the GameShark. The Y-axis Modifier code is optional; it is used just for adjusting position in case you get stuck. Note: All codes listed are for the Japanese version of this game. The codes may not work with the English version. All codes tested with a GameShark Pro 3.2. If you are using a GameShark 1.x, then you will have to change the codes that begin with "D" to a "C".

Debug Code (Press L1+Select)

D002B698 0104 - this tells the game what button(s) is being pressed
801F61F4 0000 - this is the room modifier

Y-Axis Modifier Code (L2+Start/R1+Start)

D002B698 0801 - if Start and L2 is being pressed, then activate code below
301E7796 0001 - this drops you lower
D002B698 0808 - if Start and R1 is being pressed, then activate code below
301E7796 0000 - this puts you in a higher position

The code, D002B698 xxxx is the Key Judgement Code. This type of code tells what button is currently pressed, in hexadecimal. For this game, the list of buttons are the following.

Digits	Button being pressed
0000	Nothing
0001	L2 button
0002	R2 button
0004	L1 button
0008	R1 button
0010	Triangle button
0020	Circle button
0040	X button
0080	Square button
0100	Select button
0800	Start button
1000	Up direction
2000	Right direction
4000	Down direction
8000	Left direction

If you want multiple buttons at once, you must add the numbers together in hexadecimal.

Load the game with the codes turned on. When you get to the title screen, choose either [New Game] or [Continue]. If you choose [New Game], then select the game level (Easy, Normal, or Hard) and then hold down the L1 and Select buttons before the screen fades. If you went the [Continue] route, then make sure the file that is to be loaded is on the correct Disk. Hold down the L1 and Select buttons while the file is loading, and

keep them held down. If you did it correctly, you will be dropped off in the Debug Room, at which point, you can release the L1 and Select buttons. You may have to adjust your position by pressing L2+Start buttons or R1+Start buttons if you end up stuck inside the map. If you are loading from the world map, then press R1+Start, then press right on the control pad. This should drop you inside the room without being stuck. The place where you save determines the position at which you will appear in the debug room, so if you are having trouble getting it to work, try saving in different spots. Also note if you enter the debug room from New Game, then Valkyrie will be in street clothes, and she can't swing her sword or shoot crystals, so beware.

The Debug Room looks like Camille Village, without the people. There are some invisible walls around, and in the middle of the village, there is an invisible ladder you can climb. Head on over to the left and once you get near the edge, a menu opens up automatically. This is the Main Debug Menu. You can also go to the well on the right half of the village, and press Down. The same menu pops up.

Main Debug Menu

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;íÁªÀò;î«ò«È«»«ó«;«¯;ï;;People Selection
Hassy;;(name of programmer)
Guchi;;(name of programmer)
Yam;;(name of programmer)
¥¹¥;¥Ã¥Õ¥í;¥¥È;;Staff Roll
¥¨¥ó¥Ç¥£¥ó¥°¥à;¥¥ó;¥;Ending Movie

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This is where you see a list of the names of programmers involved in the debug process. Each one had different parts of the game as their responsibility. This game is unique in that the majority of events are character related. Each of the characters has an event number assigned to them. Here is a quick list to find the character you want to see.

Event #	Event Name	Sub Menu Found Under
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0	Tutorial	Hassy
1	Aryuze	Yam
2	Lawfer	Yam, Hassy
3	Belinas	Hassy
4	Rauli	Guchi
5	Kashel	Guchi, Yam
6	Jake Linas	Guchi
7	Nanami	Hassy
8	Yumeru	Hassy
9	Amy	Yam
10	Jun	Hassy
11	Riselia	Guchi
12	Badluck	Yam, Guchi, Hassy
13	Grey	Guchi, Hassy
14	Rolenta	Guchi
15	Meltina	Guchi
16	Shiho	Hassy
17	Jail	Guchi, Yam
18	Suou	Yam, Hassy
19	Gannosa	Yam
20	Lily of the Valley Gravestone	Hassy
21	Suffering Young People 1	Hassy

22	Suffering Young People 2	Hassy
23	To the Edge of Gods	Hassy
24	Sacred Phase	Yam
25	Ragnarok	Yam
26	Arlie's Awakening	Hassy, Guchi, Yam
27	Arlie's Extermination	Hassy, Guchi
28	Brahms	Guchi
29	None (Not Listed)	None
30	Loki	Yam, Guchi
-	World Map	Hassy
-	Face Check	Hassy
-	Movie Check	Hassy
-	Ending After (A)	Guchi
-	Forest Spirits	Guchi
-	Ending C	Guchi, Yam
-	Ending B	Guchi
-	Dipan	Yam
-	All Party Members	Yam
-	No Party Members	Yam

Hassy Sub Menu

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Y·YÊYËY°Á°À°;Î»»ó»ç;Ï;Scenario Selection
,½°BÿÇÿÐÿÅÿ°;Î»²»ó»¶»»;Ï;;Present Debug
YÛYËYËY¹;Ê£°£³;Ë;;Belinas
Æá;¹Èþ;Ê£°£·;Ë;Î»Ê»Ê»ß;Ï;;Nanami
ì´îÛ;Ê£°£·;Ë;Î»æ»á»è;Ï;;Yumeru
þ;Ê£±£°;Ë;Î»»á»ó;Ï;;Jun
>íÈÁ;Ê£±£¶;Ë;Î»·»Û;Ï;;Shiho
îéí»îêé,;Ê£²£°;Ë;Î»¹»°»é»ó»î»Û»ò»ç»;Ï;;Lily of the Valley Gravestone
µç¹¼á;îç;»Á£±;Ê£²£±;Ë;Î»»á»|¹»í»³»|»É;Ï;;Suffering Young People 1
µç¹¼á;îç;»Á£²;Ê£²£²;Ë;Î»»á»|¹»í»³»|»É;Ï;;Suffering Young People 2
çÀ;¹»îéò»ø;Ê£²£³;Ë;Î»«»ß»-»ß»î»ç;»á»è»ø;Ï;;To the Edge of Gods
YÇÿÐÿÅÿ°Yá;¼YÉ³°»¹;Î»î»°»¹;Ï;;Remove Debug Mode
Yì;¼YËYËYËY×YØ»Ð»è;Î»Ç»è;Ï;;Exit to World Map
»½»îÁ³;Î»½»îç;Ï;;Et Cetera
``SYÁYá;¼YËYËYËYË;Ê£°;Ë;;Tutorial
``SYìY;YÛY; Hassy Á´Á°É°»î»ß;Ê£²;Ë;Î»ç;»ó»è»|»ø;Ï;;Lawfer Section in Charge
``SYÐYËYËYËYË` Hassy Á´Á°É°»î»ß;Ê£±£²;Ë;Î»ç;»ó»è»|»ø;Ï;;Badluck Section
``SY°YìY»;;Hassy Á´Á°É°»î»ß;Ê£±£³;Ë;Î»ç;»ó»è»|»ø;Ï;;Grey Section
``SÁÉÈS;;Hassy Á´Á°É°»î»ß;Ê£±£·;Ë;Î»¹»ª»;Ï;;Suou Section
``SYç;¼YËYË³ÐÁÁY¹Yç;¼YË;Ê£²£¶;Ë;Î»«»¬»»»»;Ï;;Arlie's Awakening Start
``SYç;¼YËYË³ÐÁÁY·¼Yó£³;ç£´;Ê£²£¶;Ë;Î»«»¬»»»»;Ï;;Arlie's Awakening Scene 3,4
``SYç;¼YËYËÁÁ¼Y·¼Yó£³»î£±;Ê£²£·;Ë;Î»ç;»»»»;Ï;;Arlie's Extermination 3-1
``SYç;¼YËYËÁÁ¼Y·¼Yó£³»î£²;Ê£²£·;Ë;Î»ç;»»»»;Ï;;Arlie's Extermination 3-2
``SYç;¼YËYËÁÁ¼Y·¼Yó£´;Ê£²£·;Ë;Î»ç;»»»»;Ï;;Arlie's Extermination Scene 4
``SYÛY$Y»Y¹YÁYSYËYË;Face Check
``ç``$Face No 0-192
``ç``$¼;»ø;Î»Á»»ø;Ï;;Next
``ç``$Á°»ø;Î»B»»ø;Ï;;Before
``ç``$+10
``ç``$-10
``ç``$+50
``ç``$-50
``;Yá;¼YÛ;¼YÁYSYËYË;Movie Check
;ì``SYøY;YËYËYËÉ°ø°;Î»Û»|»«»»;Ï;;Valhalla Crumbling
;ì``YøY;YËYËYË°ÆÀ;Î»µ»»»»»»;Ï;;Valhalla Rebirth
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Here is a description of where each of the choices takes you. Most of these events can be viewed over and over again if you go back to the debug room. There is just a few events that can be viewed only if you haven't cleared that section of the game yet. That is mainly the Dipan area, for some reason, if you already cleared that part of the game, the debug won't allow you to go back and check the events there.

All events on Disk 1 unless noted. After the event is over, you will find yourself back on the world map, usually. The number in parenthesis is the event number, so the higher the number, the more likely it is to go near the end of the game. You can cross reference the numbers with the list found under the Main Debug Menu.

Hassy Sub Menu

Present Debug = This option takes you half-way into Yumeru's scenario. It begins with a flashback with Yumeru talking about how she didn't cry. Even if she wanted to cry, everyone else would give her cold stares, so held back. She then admits how stupid she was. Fuyuki then says he was stupid too. He wonders why he did stop her. Then he sees a flash from the shore. It was the Ball Lapis Lazuli. He wished for Yumeru to meet her parents safely. Valkyrie then hears the wish and says the wish has been granted. She picks up Yumeru's body underwater and wonders if Yumeru can make it to Valhalla. Back to Fuyuki, the waters hasn't calmed down, Yumeru never returned, yet the boy continues to stare out into the deep blue sea. His wish was granted, but there was no sign to indicate that it did. Fuyuki for sure believed Yumeru made it safely, as his father walked out to the beach to join him.

Belinas (03) = Two people are walking down the street of a town. The woman, named Asaka asks if Belinas know the name of a certain flower they find in the middle of the road. Belinas says is it that bad that she doesn't want to go? No response from Asaka, just ... He then snatches the flower away from her. She tells Mr. Belinas to give it back, but he doesn't. Asaka says she doesn't like to buy and sell people, in fact she hates just watching it. Belinas says that it can't be helped; his wife and Maria are now gone. For her to manage a mansion all alone would be impossible. Asaka then mentions how she is happy to be bought by someone like Belinas, but the other children are pitiable. She goes on to say that she doesn't want to watch it happen. Belinas says that it would be a problem if she doesn't come along. He doesn't understand a foreign language, and if they don't pick a child that can be used for labor ... Asaka then says that's what she hates, the part about her saying one word and that one word will influence the lives of others. Belinas then asks if she will leave the flower for now. She nods in agreement. Belinas asks, what is difference between picking a servant and plucking the petals of a flower. Asaka doesn't know the answer ... As he puts the flower in Asaka's head, he says that this is the fate of the flower to end up where it is now. Asaka wonders is it really fate? He says yes, it is destiny by the gods... then a flashback. A maid named Maria says it is inexcusable, but this child looked poor. She then says for a little while, wages won't be paid; please have forgiveness. A young Belinas tells his father that he and Maria will take care of this child. The father agrees and tells Maria to hold responsibility and educate this child. After the father leaves, Belinas tells Maria not to do anything unreasonable. Maria then says, excuse me, little boy. Belinas then says forget about that, instead of that, what is the name of this child? (The child that is crouched on the floor, still crying the whole time). Maria says, the name is Asaka. Belinas then realizes that is a Japanese name. Maria says yes. Belinas then offers a flower to the crying

Asaka. She stops crying and looks up. Belinas is happy that she finally showed her face. He says there is no more scary people around, so don't cry. End of flashback. Then the scene is back to the present. An agent walks up to the two of them, but Asaka says there is no one today. (I don't what she is referring to) Then Belinas repeats what he said before, that this is the fate of this flower. Belinas then thinks to him self, is it really fate? Was it fate that his wife and Maria died? Was it fate that his father and his friends also lost their lives fighting? Was it fate that he met Asaka? Was it the gifts of fate that he is here now? Then Asaka is calling out to him as he is staring out into space. He then says there is nothing they can do just by staying here. Then the screen shifts to Belinas sleeping, only to be awakened by a spirit of a dead person. Valkyrie warps in and slays the spirit. Belinas wonders who she is, and then Valkyrie says that this mansion is cursed with undead spirits, so the girl is in danger. Belinas rushes out. Then you see the Elder Vampire saying everything is for Veliza's Sleeve. Yes, even the sacrifice and contract person, all of it (he has sacrificed Asaka for the evil deeds). Now the contract is complete. The Elder Vampire vanishes before Belinas could get there. Belinas pleas to Valkyrie to save Asaka. Valkyrie says it is too late, and than no one can oppose the path of fate. Belinas says, fate? Is that all that can be said for this situation? Belinas says he loved Asaka. Valkyrie says there is a way to save her... Belinas says he will do anything, please tell me how! Valkyrie tells him about the Interchange Soul System, but that will require him to a substitute. Which means Belinas will have to die in exchange for Asaka the chance to live. With his position restrained, he couldn't say anything. After rising in the air, and flapping her wings, the Interchange Soul System is complete. Asaka is revived in exchange for the death of Belinas. Afterwards, Valkyrie finds the drawer of Belinas' wife, which is stuffed with Western-style clothes. Valkyrie says what a stupid thing, the things that she is doing. Then the game explains Veliza's Magical Battle Array. Mainly that Veliza is fueled by jealousy, among other things.

Nanami (07) = The event begins with a shadow walking behind some transparent sliding doors. It turns out it is Nanami's adoptive father. He asks if Nanami's body is all right. She replies, yes, and that it is inexcusable for her to make him worry. He then tells her it would be better to rest some more, but Nanami says that won't happen. She has a mission that immediately must be filled. She will inherit the honorable power of the (boukou jinja), or the "Rising Empress Shinto Shrine". This time, for sure she will succeed, so she tells her adoptive father not to worry. Nanami then leaves to go pray at the shrine. She tells Minaru that she will inherit the power that Minaru was supposed to have inherited. Nanami's adoptive parents are actually Minaru's. Apparently, Minaru passed away before she could inherit the honorable powers. Then the scene switches back to Nanami's adoptive parents, with her mother asking if Nanami already went. The father says, yes, but the mother asks why he let her go alone. Surely he hasn't forgotten about the disaster that happened since Nanami began the ceremony of inheritance. The mother says that it is impossible to inherit the power, unless a person with legitimate blood relationship of the mother and father's family is performing the ceremony. Since Nanami is adopted, she not truly their daughter. The adoptive father says, oh yes, the blood. Even without the relations, he still thinks of Nanami as his own daughter. The adoptive mother agrees, and says she can't bring herself to think about the reality, because that would be too cruel. The scene shifts to Nanami walking inside a cave. She wonders if lineage is really that important. What should someone do if they lose all that is important. She promises to herself that she won't lose. Then she finds the (goshintou rousen), which means, "Safeguard God's Sword, Imperial Hermit". Then the blade flashes, and the screen turns white. Then Nanami makes her way back to the "Rising Empress Shinto Shrine", where her adoptive parents are waiting. They are surprised Nanami brought back the sword, but

then Nanami collapses. Now there is a flashback as to what happened. Back at the cave, Nanami wondered what that flash of light was. Then you see a spirit of a dead girl. She asks if the spirit is Minaru. The spirit floats closer to Nanami, then seizes her. Valkyrie jumps in as the spirit is choking Nanami. Valkyrie tell the spirit that it doesn't have a place to die. At the most, Valkyrie will send it away with her own hands. Then Nanami tells Valkyrie to stop. Valkyrie says she can't overlook this spirit, because if she let this lost child wander about, it will continue to cause calamity upon Nanami. Nanami disagrees and says this will be the end of it. Valkyrie is surprised that a human would want to be taken in by a spirit. Nanami says that in reality, she doesn't want to die, but anger, sadness, and silence were the deepest inside her, or so she thought. She says that was not true, just by looking at this spirit, she understood how it felt, to a degree of pain. Now this is the only thing she can do. Valkyrie then says if so, then promise one thing first. Nanami then says, first? Oh yes, she remembers the duties of a Valkyrie and thanks her for that. Valkyrie says there is more than one path to take. Then the scene moves to Minaru alive again at the shrine, looking up at the sky under a rainbow.

Yumeru (08) = The scene starts off in the middle of an ocean. You can see Yumeru in her mermaid form. She is staring at the large boat that is floating nearby. She wonders if it is alright over there. That boat could take her away to some strange place... Then the scene switches to the deck of the boat. A boy named Fuyuki (meaning "of tribute") says it is no good, they can't catch any fish today. The Father says this year is supposed to be bonito, but it is a little late. Then the Father asks what is wrong. Fuyuki asks if he heard a scream or not. The Father says, what? In the middle of this ocean? Fuyuki says, there it is again! Then they can hear Yumeru calling out for help. The scene is back to Yumeru floating on a log while screaming for h.e.l.p. Then she gets angry at the fact that there is no response from a young lady calling out for help. Is that a phantom ship with a bunch of skeletons riding on it? Then the two fishermen rescue Yumeru, and the father asks if she is alright. She says yes. The father is a bit surprised that someone would be drowning in this part of the ocean. Yumeru says that her boat was shipwrecked (she is lying to them). The father asks what happened to the others on board. Yumeru says she doesn't know. Then the father asks for her name. She says Yumeru. Then the father scolds Fuyuki for his mind being in outer space. Fuyuki then says the fishing is suspended for now, and they will return to harbor. The father agrees. During the ride back, Yumeru asks the father if he knows anything about the Lapis Lazuli. The father responds with, you mean the gem stone Lapis Lazuli? Yumeru says yes, but not the ordinary kind. She is talking about one with special powers. The father says, ah yes, the Ball Lapis Lazuli (gyokururi). Anyone from the ancient country of Japan know about that. Yumeru says that wishes will be granted for those who find that jewel. The father says that is just legend; something as useful as that would not exist in the real world. Then he says he is sorry to break her dreams, but what is the reason for asking? Yumeru says it's nothing... Then the screen turns black with Yumeru asking herself, the Lapis Lazuli doesn't exist? I need that, otherwise... Then the screen shakes and she is asks what was that? Fuyuki walks in and says, you don't know? That is the big whirlpool. Fuyuki then explains that sometimes the ocean currents change, causing huge whirling tides (uzushio) to form in the ocean. The vibration just now was because he just changed course. No need to worry. The three make it back to land safely. Fuyuki then says he believes the Lapis Lazuli exists. Yumeru is surprised at first, but then he says he happened to overhear the conversation with his father while on the boat. While they are walking on the pier, he says that his father is getting up there in terms of age, and as a result, his father's dreams and aspirations have all but dried up. Then he asks if that is weird. Yumeru says no. She thanks him and says she will believe in it too. Fuyuki agrees and says for sure if she doesn't believe in it, they

can't even begin. Then Yumeru asks Fuyuki what he would wish for if he found the Lapis Lazuli. After pausing for a moment, he answers, since the house boat is all worn out, an elegant boat that won't lose to the other fishermen is something he would wish for. He then asks what is her wish. Yumeru says, with hesitation, she is thinking of nothing really at the moment. Then the scene switches to nighttime, with the father saying to Yumeru that she doesn't have a place to address, right? However, it was her who said she wanted to come to this metropolis. He then says he may be pushing it, but he wants to know the reason why. Yumeru says that it wasn't her intention to hide it... She then says she came here to visit her father. He then asks for the name. Kou Rijun is the name, which means "nape of neck glassy abide by". Fuyuki's father says, you mean General Kou (shougun kou)? Yumeru asks if he knows anything about Kou. He says the Kou surname is not a common name around here, and that narrows the possibilities. If so, then he didn't like to say it, but that would make Yumeru the child of a mistress. He then says that General Kou has already died. He explains, up until a few years ago, there was a great war in this country (the ancient country of Japan). The war revolved around the Ball Lapis Lazuli, and the dispute with the mermaid tribe. General Kou fell into the ocean during that battle. There was no spare time to save him, and of course everyone thought he was a goner. However, the General accomplished a miracle in returning alive. After that, General Kou was like a changed man. He spent the effort to reach a settlement for both sides. The hero of war now became the leading actor in peace. Even so, he was no match for illness. The funeral service was performed in front of the entire country. It was a grand event. Then the scene switches to Fuyuki, who is listening in on the conversation from another room. He says, she wants the Lapis Lazuli so she could meet her father again... Fuyuki wonders why Yumeru lied to him. The next day, Fuyuki walks in the room with Yumeru looking out the window. He mentions that he cannot find anyone with the Kou surname. Yumeru is sorry to impose trouble upon them. Fuyuki says it's alright, he is doing it because he likes it. Yumeru then says he can stop searching now. He asks why, don't you want to meet your father? Don't give up now! He says the Lapis Lazuli exists as he said before. Then Yumeru snaps back by saying there is no such thing as that gem. She says the Lapis Lazuli doesn't exist, and she doesn't have a father. She then says to leave her alone. Despite the protest by Fuyuki, Yumeru jumps out the window. Fuyuki is surprised as her speed as he wonders if she is going to commit suicide by jumping in the ocean. Then he hears a familiar sound, the sound of the big whirlpool. Fuyuki makes his way to the beach and spots Yumeru. She asks if he is surprised, since she is not human. She tells Fuyuki to return to land as quick as possible, since the big whirlpool is coming soon. He asks, what about you? He moves closer and says, the reason she fussed over the whole Lapis Lazuli is because she wanted to meet her father. He was shocked that he couldn't be relied upon. He ran all around town for her and that didn't do much. Yumeru says that is wrong, and she did want to meet her father, but her wish was not that. A while back, her mother died. Her mother, because of giving birth to a Japanese child, was looked upon with harsh eyes by her own tribe. As a result, when her mother died, no one was really sad. Yumeru says she didn't cry. Even if she did want to cry, her tribe would look at her with cold stares. Even in happy times, she wouldn't laugh. In sad times, she wouldn't cry. She didn't realize she was in denial that she was living. She admitted that she was stupid. At the most, she wanted to cry for her father. To the Lapis Lazuli, she wished to make is so that her father wouldn't hate her mother. She felt it was not fair that just her father and mother are together. Fuyuki says to stop, but she says that she is sorry for the lies, and gives him a goodbye. Now watch the full motion video of the big whirlpool forming over the ocean. Now the rest continues at the Present Debug.

Jun (10) = It begins on a rainy day. A Shinto Priest says to a woman how he has admiration everyday for her, but with her body in that kind of shape, what

is trying to do? The woman, named Ai (meaning "recessed garment") says she is wishing the safety of her elder brother. She says her brother is traveling in pursuit of a medicine that can cure her eyes. Then the screen switches to a villager 1 wondering about a demon. Villager 2 mentions of the demon that is dwelling once again. The samurai that is listening to them decides to go and exterminate the demon. The samurai underestimated the powers of the demon. The demon says to him, that he doesn't need both eyes anymore. Back to the Shinto Priest, he says a while ago, two young looking people paid him a visit.

Ai says, could it be her brother? Ai says that she and her brother are twins. The priest understands. The priest says he was given a charm to give to her. Ai wonders, why here? The priest doesn't know, but he says it seems her brother knew she would come here. Then he says twins are a mysterious thing. The the scene switches to Valkyrie facing off against the demon. The demon tells her that inside the Demon Mirror Cavern (makyougutsu), her heart will be reflected no matter what. Valkyrie questions that, saying she has none of that. She slices the demon, which turns into Jun. Then Jun has a flashback recalling what happened. He was talking to the demon, which said his younger sister would be able to live long if Jun died. Either that, or if Jun stayed by her side until death, which would make his sister more happy is the question the demon asked Jun. He responded by saying he won't die, neither will his sister. The demon says such talk of ten becoming a thousand does not exist. If you seek life, then you also lose life. The demon offers the Soul Gem in exchange for Jun's life. Jun draws his swords and says, he is sure he said it before, that he won't die. He then says from the beginning, he had no intention of complying with such a transaction. The demon says, what? Jun says he will take that gem by force. Jun attacks and wins, or so he thought. He says he is not giving his life for a mere monster. The demon laughs and says nothing is more precious to him than blood. For that very reason, the demon never gets tired of the sight of blood. Then the demon says Jun's heart is much like the heart of a human, the way it should be. That for sure is the heart of the demon. The demon says they are the same kind. After the demon disappeared, Jun turned into the demon. The demon says that Jun's body is nothing more than a container, which allows the demon to continue living. Now back to the present, Jun asks where the demon is. Valkyrie tells him that there was no demon, instead, he was just confronting with his own heart. Jun asks if that demon was his own heart. Valkyrie says the truth can bewilder people. Oneself and oneself's heart meet and clash. That is the ways of the Demon Mirror Cavern. Valkyrie says she understand what he feels, but with a distorted heart, what possibly could he grant? She knows that the spirit of twins share each other, but that shouldn't influence mutually what happens to one. The true thing that was cloudy was his sister's eyes, or was Jun's own heart? Then Jun realizes the reason his sister's eyes were cloudy was because of his weak heart, and since they shared the same spirit, that weak heart affected his sister's vision. Now switch back to the priest and Ai. The weather is clear, as is her vision. She says somehow her brother must have done something to cure her sight. However, her wish is... Then the priest asks why suddenly she is acting this way. She doesn't know, but that's how she feels.

Shiho (16) = Disk 2 required. Shiho says it's inexcusable for her lack of power. One of the villagers asks how many she has killed because of her singing voice. Shiho is not needed as the villagers see it. They call Shiho a doll. Then during one of her melodies, (the one that makes the soldiers into insane maniacs with no regard to life) she stopped suddenly. Shiho got punished for not singing. Then Suou shows up (he was on the opposing side) and he can't figure out why she stopped singing. Shiho wonders what the color red is like, since she is blind. She says it was destiny for her to become a singing princess since the day of birth, but god didn't give her light to see. Suou asks if she would throw away the singing, what would she wish for. Her

reply is "death". Suou is about to strike, but something holds him back. Instead, he takes her back to his leader. The superior officer says she is lovely, but cuts her down. Suou asks why, since she was abandoned by her former friends. The superior officer asks if Suou has been bewildered by the colour and scent of a woman? He says a lot their fellow countrymen have died because she was the ringleader that brought them to their deaths.

Lily of the Valley Gravestone (20) = As Valkyrie walks in, she wonders where she is. This place... if I remember correctly has human thoughts, or so she feels. Then she sees a group of ghosts surrounding a lone grave. She tells them that they don't belong here. After she cuts them down, she says they escaped and vanished. Then Valkyrie wonders why the undead would be swarming around this particular rock. At closer inspection of the grave, she becomes surprised. Why would a grave be placed here? This rock is actually the grave of Platina.

Suffering Young People 1 = A woman named Claire is walking in the middle of town. She mentions that there is just a bunch of "easy" fellows wandering about. Just as she is ready to return, something catches her eye. Across town, she spots Valkyrie (in street clothes), who is facing away from Claire. This triggers a flashback in which Claire was talking to Rucio. Claire asks Rucio about his childhood friend, Platina. She wonders if that Platina was a beautiful person. Rucio says, don't be stupid, Platina was only 14 years old at the time. She was more a cutie rather than beauty, but you might say she would have become a beautiful person... Rucio says that Platina could exist anywhere if asked, however, her hair was silver colored. When light hit that hair, it sparkled in a purple color, which was very beautiful. Claire thought to herself, that Rucio still likes that Platina, even now. Then back to the present time, the person she is staring at has silver hair too... Claire thought, no, that must be another person. Even though this person has silver hair, the Platina they were talking about died long ago. Despite so, Claire threw a rock at Valkyrie anyway. Claire thought, what I doing? Being jealous of a complete stranger. Then the scene moves to the house of Dolchie. Dolchie says it's alright, the injury was not too bad. Please forgive me, she said. Claire is her daughter, even though they are not connected by blood. A kid walks in the room and informs Dolchie of their return. Rucio follows and greets the old woman. He has brought her the day's earnings. She thanks him for all he has done for her. Then Dolchie introduces Valkyrie as Meril to Rucio, and tells him that Claire threw a rock at this person. Rucio, shocked could not believe Claire could do such a thing. When Rucio came closer to Meril, he suddenly stopped in his tracks. Dolchie asked Rucio if anything is wrong, but Rucio just said it was nothing. Valkyrie says, nice to meet you, Rucio san, right. Afterwards, Dolchie explain that Rucio provides her with money to support her, with his daily earnings. However, there are some bad rumors spreading around. Her son and daughter are not talking much about it, but thinking about where the money is coming from... Then the scene moves to Rucio confronting Claire. She admitted to throwing the rock. Claire said she did it because she was jealous of that person's beauty. Plus that person had silver hair. Claire says surely he must understand her feelings, but inside Rucio's heart...

Suffering Young People 2 = Disk 2 required. On part 2, a group of three kids wonder what is wrong with Rucio. He tells them nothing, he is just thinking of stuff. Rucio talks to himself and wonders what is going on, even the kids are worrying about him. Then the scene shifts to a bar with Claire asking, how much money did we earn today? Rucio says exactly 230 Osu (that's probably the currency). A guy named Valen says, it was because of him. Another guy named Rasti say that is stupid. Rucio says everyone had a lot to contribute. Not one person could have this much saved alone. Then the screen shifts to Claire pacing back and forth and saying how late the two are. Suddenly, a

villager runs in and tells Claire and Rucio to run away, because of what happened to Valen. It looks as though Valen tried to steal a wallet of an aristocrat. After that was exposed, Valen was killed for sport. Claire says that's a lie, but the villager tells her the corpse is hanged on a tree. Now the worse part is because Valen put his hands on the aristocrat, the town's pickpocket group are going to be swept clean. The villager tells them once again to run. Since it would be difficult to find just the pickpockets, they will kill without discrimination. Claire then asks what happened to Rasti. The villager says if he's alive, they will meet him. The villager then leaves. Rucio says to Claire to exit using the backdoor. Claire asks, what about the kids? Rucio says he will keep them in custody, and tells her to go first. Despite her protest, Rucio says to rendezvous at the forest outside of town; please understand it will be dangerous if they are caught together. Claire responds by saying the children are emotionally attached to her rather than anyone else. Rucio says there is no choice. Then the scene switches to outside the town, which is now in ruins. Claire wonders why there are this many soldiers just to clean up a pickpocket group. She then mumbles about not wanting to die. Rucio tells her that is not going to happen. Unknown to them, an archer is aiming at Rucio's back. After the arrow hits, he lays in Claire's arms and tells her if they made it this far, it will be all right. All she could say is why, why. Rucio says if he gets left behind again, he would have no clue what to do. Claire says, what are you talking about, she would never run and leave him behind. Rucio says, no, what he means is, that long ago, there was someone that left him to die first. (he means Platina, also known as Valkyrie);;If he got left behind again... Claire says, then don't leave me behind! Rucio says sorry... Claire cries and calls out to her mother that is hurts. Valkyrie hears this and wonders about those suffering young people. Rucio tells Valkyrie he can't leave Claire behind like this. Valkyrie agrees and does something, (which is not too clear), and then there is this scene with Claire staring up into the sky.

To the Edge of Gods (23) = Disk 2 required. This is the event that occurs if you send Rucio up to Valhalla before the end of Chapter 5. It begins with Valkyrie confronting Rucio about his unstable heart. At first Rucio says nothing, but then he asks if they can go together to the village that started it all. Valkyrie agrees. Once there reach the village, Rucio explains this was the place he used to frequent. They reach a house, which Rucio explains is the house of Platina, his childhood friend. He says he discovered Platina's parents were going to sell her away. Since he was little, the only thing he could think of was to take her and run away. Rucio continued to say they ran in the darkness, like this (as he grabs Valkyrie's hand) and simulated what happened before. Then they reach the Lily of the Valley. Rucio says because of him, Platina died here. If only he didn't try to bring her here... Then Rucio asks of Valkyrie to take off her feathered hairband. After she does so, Rucio admits that Valkyrie does indeed look like Platina, as he thought. Rucio says he knows it would be an insult if he continued to pile the image of Platina and Valkyrie together. However, his feelings still don't change; the fact that he still likes her. After they kiss, Valkyrie wonders if the heart of a young girl's first love is looking at her. She hopes Rucio will live and come back someday.

Remove Debug Mode = Does nothing

Exit to World Map = As the name says

-[Et Cetera Submenu]-

Tutorial (0) = This is chapter zero. A basic summary is that Aryuze smashes the statue (which looks like the king), which doesn't sit too well with Jerald. This makes her go into disguise as Angela to get revenge against Aryuze. The problem is that after she gets drunk at the restaurant, she

passes out. After bringing her home, Aryuze discovers, by accident, that Angela is really Jerald. However, he acted like he didn't know, so he just played along. The next day, Aryuze gets an offer from an agent to transport a carriage. This conflicted with the schedule of Angela's, so he dropped hers in favor of this one. He traveled with Badluck, but after it is discovered that Jerald was inside the carriage, Badluck wants no part in this mess. Aryuze then puts the pieces together and realizes this all a set-up by Lombert. Jerald turns into a ghou, but Valkyrie takes care of that. Afterwards, Aryuze goes after Lombert and gets him, but then Aryuze slays the group of soldiers that come after him. When confronted by Lawfer's father, Aryuze turns the knife to himself and commits suicide.

Lawfer, Hassy Section in Charge (2) = Only a short part. It begins with Aryuze and Lawfer sitting on a cliff while the wind blows. Aryuze asks if Lawfer is just a grass being blown in the wind.

Badluck, Hassy Section in Charge (12) = Disk 2 required. This has the full motion video of a cactus flower blooming in the moonlight.

Grey, Hassy Section in Charge (13) = Disk 2 required. It begins with Celia sitting by a campfire, thinking about the things her dead friends used to say. Kashel, Baltos, Ralf, Amy... Celia walks to the Arcdine Ruins to confront Grey. She thought they could stop their travels and live happily. When she meets Grey, she accuses him of being the perpetrator who destroyed everything. Celia says it all started the day Lemia died. Celia holds her sword up to Grey, but he says nothing. She says, please say that I didn't kill Lemia to Grey. Celia says she can't kill Grey, otherwise, she will be all alone. Then Grey says he is sorry, as he crumbles to pieces. She doesn't believe what just happened.

Suou, Hassy Section in Charge (18) = Disk 2 required. The scene starts part way into the event, with the superior leader and his troops after the town is destroyed. Suou spots a survivor waving his sword nervously. Suou realizes the guy was trying to protect his family. Suou thinks twice about the reason his troops destroyed this town. While in deep thought, Suou lets the guy stab him.

Arlie's Awakening Start (26) = Disk 2 required. The starting point to the "A" ending. Frey is worried that the seal on Valkyrie's memories is breaking. Frey releases Arlie, the black valkyrie to counteract this. If you continue to watch this event, then sometimes the game will drop you off in Bramhs Castle, without fighting Arlie.

Arlie's Awakening Scene 3, 4 (26) = Arlie (the black valkyrie) takes over the Valkyrie role, and tries to trick Aryuze and Meltina. Arlie claims she and Aryuze fought the "Vampire King" Brahms in the past. It was an unfinished battle, with Brahms holding the spirit of Silmelia, the third sister of Arlie and Renas. Disk 2.

Arlie's Extermination Scene 3-1 (27) = Disk 2 needed. Flashbacks of everything Renas had experienced. Valkyrie is in self-doubt, wondering if she had picked spirits like plucking pedals from a flower.

Arlie's Extermination Scene 3-2 (27) = Disk 2 needed. Flashback part 2 - if you continue to watch it, sometimes it drops you off versus Sult for the "B" ending, depending on what data you load from.

Arlie's Extermination Scene 4 (27) = Disk 2 only. Valkyrie is in a hurry and begins to frantically searching the ground for the earring Rucio hid. After she finds it, she remembers everything, but she wonders why Rucio had to die.

Face Check = This feature goes from 0-192.

Next = Moves one character ahead

Before = Moves one character back

+10, -10, +50, -50 = Self-explanatory. Adds that amount to the current face.

This helps if you want to jump ahead or back quickly.

The funny faces are #88 (Rezard) & #106 (Aryuze & Meltina).

Note: Not all faces are included. Most Sacred Phase characters won't appear in this option. Here is a list of all faces.

Face #	Character Name	Expression
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0	Aryuze	Normal
1	Aryuze	Eyes Closed
2	Aryuze	Angry with teeth clenched
3	Aryuze	Laughing
4	Aryuze	Suspicious
5	Aryuze	Serious
6	Aryuze	Hand on Forehead
7	Aryuze	Surprised
8	Valkyrie	Back Turned
9	Valkyrie	Mouth Open
10	Valkyrie	Surprised
11	Valkyrie	Another Surprised Look
12	Valkyrie	Angry
13	Valkyrie	Eyes Closed
14	Valkyrie	Normal
15	Amy	Satisfied
16	Amy	Angry with Hand Chained
17	Amy	Painful
18	Amy	Normal
19	Kashel	Hurt, Leaning Back
20	Kashel	Sorrow
21	Kashel	Normal
22	Ganossa	Menacing
23	Ganossa	Normal with Pipe in Mouth
24	Ganossa	Serious
25	Grey	Normal
26	Jake Linas	Pain
27	Jake Linas	Happy
28	Jake Linas	Normal with One Eye Shut
29	Jail	Normal
30	Jail	Painful
31	Jail	Sad
32	Jerald	Happy
33	Jerald	Crying
34	Jerald	Sleepy
35	Jerald	Thoughtful
36	Jerald	Normal
37	Jerald	Angry
38	Shiho	Sad
39	Shiho	Scared
40	Shiho	Singing
41	Shiho	Normal
42	Jun	Injured
43	Jun	Determined
44	Jun	Normal
45	Suou	Angry
46	Suou	Normal with Face Covered
47	Suou	Normal, Unmasked

48	Nanami	Happy
49	Nanami	Painful
50	Nanami	Normal
51	Nanami	Alert
52	Badluck	Injured, Bloody
53	Badluck	Determined
54	Badluck	Cheerful
55	Badluck	Normal
56	Brahms	Normal
57	Frey	Sorrow
58	Frey	Angry
59	Frey	Normal
60	Frey	Delightful
61	Belinas	Painful
62	Belinas	Normal
63	Meltina	Puzzled
64	Meltina	Surprised
65	Meltina	Angry
66	Meltina	Irritated
67	Meltina	Happy
68	Meltina	Sad
69	Meltina	Fearsome Glare
70	Meltina	Normal
71	Yumeru	Mermaid, Happy
72	Yumeru	Mermaid, Crying
73	Yumeru	Human, Sad
74	Yumeru	Human, Normal
75	Yumeru	Human, Calling for Help
76	Rauli	Bright
77	Rauli	Sad
78	Rauli	Shocked
79	Riselia	Happy
80	Riselia	Angry
81	Riselia	Normal
82	Rucio	Angry
83	Rucio	Hurt
84	Rucio	Surprised
85	Rucio	Shocked and Surprised
86	Rucio	Normal
87	Rezard	Looking Backwards
88	Rezard	Shaking Head
89	Rezard	Normal
90	Rezard	Cheerful
91	Rezard	Evil with Blue Glow
92	Rezard	Sneaky
93	Rezard	Satisfied
94	Lawfer	Smiling with Eyes Closed
95	Lawfer	Doubtful
96	Lawfer	Normal
97	Lawfer	Serious
98	Rolenta	Hopeless
99	Rolenta	Disbelief
100	Rolenta	Normal
101	Asaka	Sorrow
102	Asaka	Normal
103	Young Girl	Crying
104	Arlie	Normal
105	Arlie	Smiling
106	Aryuze & Meltina	Disbelief
107	Altoria King	Normal

108	Angela	Sleeping
109	Angela	Sleeping with Bonnet off
110	Angela	Normal
111	Angela	Serious
112	Angela	Confused
113	Angela	Happy
114	Angela	Determined
115	Young Girl	Happy
116	Elf	Normal
117	Odin	Serious
118	Odin	Deep Thought
119	Demon	Normal
120	Gyunta	Normal
121	Claire	Angry
122	Claire	Normal
123	Old Woman	Normal
124	Masked Fellow	Normal
125	Old Woman	Normal
126	Ai	Eyes Closed
127	Silmelia	Frozen
128	Samurai Leader	Normal
129	Sult	Normal
130	Flansburg Student	Happy
131	Flansburg Student	Surprised
132	Celia	Painful
133	Celia	Normal
134	Agent	Normal
135	Cat	Normal
136	Old Man with Turban	Normal
137	Waitress	Shocked
138	Waitress	Frustrated
139	Waitress	Normal
140	Young Man	Happy
141	Young Man	Normal
142	Valen	Normal
143	Fahn	Normal
144	Fuyuki	Sad
145	Fuyuki	Normal
146	Father (oyaji)	Normal
147	Platina	Crying
148	Platina	Happy
149	Platina	Hurt
150	Platina	Surprised
151	Platina	Normal
152	Freya	Surprised
153	Freya	Distraught
154	Freya	Normal
155	Belion	Normal
156	Young Belinas	Cheerful
157	Young Belinas	Normal
158	Knight	Surprised
159	Magnus	Doubt
160	J.D. Wallace	Cold Stare
161	Woman with Bonnet	Normal
162	Minaru's Spirit	Lost
163	Millia	Crying for Help
164	Millia	Normal
165	Millia	Full of Energy
166	Platina's Mother	Scary
167	Man with Bandanna	Unhappy

168	Young Rucio	Shocked
169	Young Rucio	Normal
170	Young Girl	Happy
171	Young Girl	Blushing
172	Roy	Normal
173	Knight Leader	Normal
174	Loki with Dragon Orb	Confident
175	Loki	Smirk
176	Loki	Normal
177	Rolenta's Husband	Pain
178	Lonbert	Pleased
179	Lonbert	Normal
180	Man with Moustache	Normal
181	Flansburg Student	Normal
182	Young Boy	Normal
183	Knight in Armor	Normal
184	Woman from Village	Normal
185	Young Woman	Normal
186	Old Man	Normal
187	Samurai	Normal
188	Old Man with Hood	Normal
189	Old Woman with Hood	Normal
190	Young Woman	Happy
191	Young Woman	Cheerful
192	Old Man	Normal

Movie Check = A Sub Menu opens with two options. Too bad all the movies are not in place. There are still a few movies that are missing.

Valhalla Crumbling = Disk 2 is needed. This option shows a full motion video of Loki's Dragon Orb swallowing the life out of everything in the land. No sound is played. Watch as the buildings crumble to pieces, and witness the land turn into a barren wasteland.

Valhalla Rebirth = Disk 2 required. A full motion video starting with the feathers of Valkyrie's wings dropping to the parched land. As soon as the feathers hit the ground, the land fills with life. The trees, the green grass, and the buildings come back to life, as if it was the Valhalla Crumbling movie being played in reverse. This one also has no sound, but that isn't too much of a problem. Notice in one scene, where a blue building is being reconstructed, there is the tri-Ace Logo hanging sideways on that building. This is movie that is played during the final showdown with Loki.

Guchi Sub Menu

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- 04_YéY|YéY£; ;Y_YiYéYâYó; ;04_Rauli Clermon
 - 05_Y«Y·Y\$Yé; ;Y«Yß; ;YéÂ; ;îààé; ;î; ;05_Kashel Camille Village
 - 06_Y_Y\$Y«Y_Yé; ;YéY¹; ;Y_YiYéYâYó; ;06_Jake Linas Clermon
 - 11_YéY»YéY¢; ;ArcC5; ;11_Riselia ArcC5
 - 13_Y°YiY«; ;Rezwood; ;13_Grey Rezwood
 - 14_YiYiYóY¿; ;YÖYiYóY¹YÖYéY°; ;14_Rolenta Flensburg
 - 15_YáYéYÆY£; ;YéY¹; ;YÖYiYóY¹YÖYéY°; ;15_Meltina Flensburg
 - 17_Y_Y\$Y«Yé; ;17_Jail
 - 28_YÖYéYàY¹Yé; ;£±; ;î·«í; ;î; ;28_Bramhs Castle
 - Curt Check Point
 - Link Sce Part
 - “\$26_05_YáYéYÆY£; ;YéY¹ Lab; ;26_05_Meltina Lab
 - “\$27_01-03_YÖYéYàY¹; ;27_01-03_Bramhs
 - “\$27_33 --> YiY¶; ;YéY¹; ;Lab; ;27_33 --> Rezard Lab

``\$27_38-40 ¥á¥é; ;ROOM; ;27_38-40 Mel ROOM
``\$13_30-40 ¥°¥ì¥ª; ;13_30-40 Grey
``\$12_54-55 ¥Ð¥É¥é¥Ã¥¯; ;12_54-55 Badluck
``\$30 40-50 ¥á¥é Lab N; ;30 40-50 Mel Lab N
``\$Event Ending After
``\$Check Ending C
``\$CheckSpritEvent
``\$Back to Main Sce
``|Cancel
Check Ending B
Cancel

ÀâÀ; î»»Äáá» ; î; ;Explanation

All events are on Disk 1 unless noted. For the Disk 2 events, it helps to have a save file on Disk 2, chapter 5, that way certain events won't be cleared.

Guchi Sub Menu

04_Rauli Clermon = Millia tells Rauli to listen to the sounds of the leaves. When the entire forest comes to life, it's like listening to the waves of the ocean. Millia also knows Rauli was going off overseas to fight battles, which Rauli tried to hide from her. Rauli promised not to die, but he couldn't keep that promise. Now all Millia could hear was the sound of waves crashing. After Valkyrie explains to Rauli how a strong bond will become stronger, and a weak bond will become weaker, she mentions that she is not a Cupid's Angel.

05_Kashel Camille Village = You can access the Strangely Shaped Rock Caves located within the village after this event. Kashel and Celia find the Camille Village people turned to stone. They find out that a kid playing around caused the seal to break on a monster.

06_Jake Linas Clermon = As Jake walks into the pub, Gyunta, the scary man in the pub, tells Jake this place is not for cowards. Jake insists he did not run away. Some of the castle people plotted towards killing Jake, but they couldn't do in front of the former King. They waited till a new King took over before killing Jake.

11_Riselia ArcC5 = Riselia in the Arcdine Ruins - selecting this will drop you off near the save point in front of her room. Disk 2 required.

13_Grey Rezwood = Disk 2 required. Grey tried to use the interchange soul magic to revive Lemia, but one that is sacrificed using magic cannot be revived using the same method. In Valkyrie's eyes, that is desecration of the soul. Now Grey has no place to go, but Valkyrie offers him the chance to fight as god's sword.

14_Rolenta Flensburg = Rezar's first appearance. After the event, Rolenta will join your party, and you will start off in the Tower of Rezar Valis, where he awaits. Rezar, being the devil that he is, used his necromancer abilities to turn Rolenta's husband into a ghoul. By doing so, he knew Valkyrie could not ignore such a wicked deed. Nothing could be greater blasphemy to the soul than what he just did. He did it so he could see his "love" again. Rezar's heart couldn't stop beating, to a point his chest felt like bursting open. Valkyrie realizes Rezar has the power of the Lost Mystic, the Transport Square Formation (isouhoujin), which allow Rezar to teleport anywhere at will.

15_Meltina Flensburg = Normally, this is Disk2 event, but this can work on Disk 1, except there won't be any voice samples being played. Meltina sneaks into Rezard's Tower just for fun, and to see what "that guy" is up to. She finds some lost Rune Letters written on the wall and when she finds some books written by Rezard, she comments how messy his handwriting is. When she finds the Homunculus, (looks like a little girl) she thinks, "what a pervert" when she sees how detailed the girl is. She decides to steal the Homunculus and store it in her room in Flensburg. Rezard is not too pleased, so pays Meltina a visit that night. Meltina tells him that at least she doesn't have Lolita Complex (rorikon), or attraction to children. Rezard explains why he needs the body, basically so he could create a god-like body. Later on that night, Rezard decides to freeze her while she is in "the out of body experience" mode. Rezard viewed her a threat to his plans, so he got rid of her.

17_Jail = Disk 2 needed. It begins with Jail talking to Fahn. She asks of him to keep a secret. Fahn says he thought she was a youth of fine lines. He was deceived by a woman's lack of common sense sword skills. Jail wants him to keep the secret that a woman is in the ranks of the male only knights. Fahn says, at the least, tell me the reason for wanting to join the knight association, and her real name. She does as told. Later on, during a training, Fahn says he needs to watch his eyes, because of Jail's recent improvement. Jail says thank you. Fahn says she better than "those guys" over there, but Jail says, I told you not to say that! Fahn says he is sorry. Jail gives a small laugh, and Fahn wonders what is wrong. She says that she is the subordinate, so he should be more formal in his talk. Then the scene changes back to Fahn's room. Jail says she can't excuse what Magnus has done. Fahn says, but then need an excuse. Recently around that guy, there have been some inquiry into the outskirts. Jail is shaking her fist, in that they are so close, yet they can't do anything for now. Fahn says now is not the time, and tells her to be patient. Jail says she may just be using him. She says if he were not the leader of the knights, she may not have looked at him quite the same way. She admits she is a sly woman. He says that's all right, and tells her to come together. Later on, Fahn says, before the departure for the front, Magnus performs on the soldiers a blessing ceremony. That is their only time to strike. Jail asks if it is true that Magnus has faith in grotesque gods. Fahn says yes, that's the reason it will be the end of him. Then the battle with Magnus. He has some invisible shield protecting him, so they can't lay a scratch on him. J.D. Wallace warps in and casts her captivation spell on all. Magnus is surprised it didn't work on Jail. Then Magnus realizes why. He knows the knights have a prohibition on female joining the ranks. So Fahn was deceived, only to be surrounded by women. Magnus thought Fahn was a stubborn person, but now he sees. J.D. Wallace says Jail has a cute face. However, she used guys for her benefit. It eventually was reduced to Jail trying to stop her feelings. Jail tells the monster to shut up. J.D. says she was only speaking for Jail, which would make her the cupid. Then Valkyrie warps in and says what a awful cupid. J.D. tells Valkyrie that is has been a while since they last met. J.D. says the last time they met, did she have a sky blue armor or was it jet black? Valkyrie says enough impudent talk. Engage in battle now. Afterwards, Valkyrie tells J.D. to return from where she came. J.D. replies, isn't what is happening behind you more important? Fahn, still under the influence of the spell, has already stabbed at Jail. J.D. tells Magnus that he is not one to employ her. She tells him to carry the disaster on that frail body of his. J.D. tells the goddess that they will meet again. By the time the spell is broken, Fahn sees Jail laying on the floor. He tells Letecia to wake up. In her last breath, she is happy that he returned to normal. She asks him to get Magnus now. He does, as Magnus is still laying there in shock. Works okay on Disc 1, since there is no voice samples.

28_Bramhs Castle 1 = The meeting with the vampire lord. Here you can choose

whether or not to fight. If you do choose to fight, beware as his finishing move "Bloody Kalis" is killer. The game usually freezes after battle though.

Curt Check Point = In the middle of Meltina's event, the scrolling forest background. You can witness a beautiful scene explaining how Odin came to power. Normally, the gods could not experience growth, since they are already a perfect existence. Odin was different in that he was half-elf and half-human. His human side allowed for growth, and it was only time before Odin rose to the top, as explained by Rezar. Rezar also discovered something interesting. He saw that a Homunculus and Half-Elf are basically the same thing. If he could insert his spirit inside a Homunculus, then he could become a god, like Odin. Plus he would have the growth advantage offered by the human side.

-[Link Sce Part Sub Menu]-

26_05 Meltina Lab = Part of the "A" ending, inside Meltina's lab where they are about to revive Valkyrie. This has the scene with Aryuze and Meltina's funny face. Disk 2 is needed.

27_01-03 Bramhs = Disk 2 required. Rezar, Aryuze, and Meltina go to Brahms castle to find Arlie fighting Brahms. Brahms mentions that Arlie's true power is not with the Valkyrie Body. He goes on to say Arlie woke up too early from her sleep to be at her full potential. Arlie comes back telling Brahms, that's not something for him to say, when he uses Silmelia as a shield, like a cheater. A battle will ensue, and you can fight Arlie with Brahms on your side. Part of the "A" ending route. After battle, Meltina successfully crystallizes Valkyrie's spirit. Brahms asks Aryuze if he would listen to what he has to say. Aryuze says he has no interest about his past (apparently Aryuze fought along side Arlie in the past). Meltina tells Rezar how stupid he is for comparing Valkyrie to a fish.

27_33 --> Rezar Lab = Disk 2 required. Valkyrie asks herself whether humans and gods can have a love relationship.

27_38-40 Mel ROOM = Disk 2 required. Valkyrie screams as her head is spinning with images from the past.

13_30-40 Grey = Starts with Celia at the Arcdine Ruins - she finds Grey and she blames him for the death of Lawfer, Kashel, and Amy. Disk 2.

12_54-55 Badluck = Part of Badluck's scenario on Disk 2.

30 40-50 Mel Lab N = Flashback of Meltina and Rezar in Mel's Lab.

Event Ending After = Bramhs and Rezar's speech during the aftermath of the "A" ending. Disk 2 needed. You can see this after clearing the game. During the "Fin" screen with the feather on it, wait about 2 minutes then the speech will begin. Bramhs will begin talking about how Valkyrie became the new God of Creation after the fall of Odin. Bramhs can't contain his excitement when he realizes what that means. Since he has the spirit of Silmelia, (sister of Renas) he holds the power of gods in his hands. After laughing a bit, he then goes off into to deep black abyss. Next we have our old friend Rezar speaking of how the Sage's Stone protected him from the Flames of End released from the Dragon Orb. The stone was lost as a result, but he survived. He comments that the change that happened to Valkyrie taught him something - that he is the only human that is not under the management of Valkyrie. After giving his patented maniacal laugh, he finishes by saying he will eventually gain the power to surpass mankind. Could this be hinting at a sequel?

Check Ending C = Self-explanatory. This is the "bad" ending where Frey

hunts you down, with intent to kill. You will get into a battle against her, but she is nearly invincible. You can beat her, but you will still get the bad ending. Sometimes it freezes after battle.

CheckSpritEvent = This option drops you off in the Forest of Spirits. Check your item inventory to find the broken flame gem. Disk 2 required. If you already cleared this event, you won't be able to see it again.

Back to Main Sce = Returns you to the previous menu.

Cancel = Returns you to the Main Debug Menu.

Check Ending B = A message giving you hints on how to get the "A" ending.
[Should Deny The Divine Destiny of The Destinies] = This game's subtitle is the hint to getting the best ending.

Cancel = Returns you to the Main Debug Menu.

Yam Sub Menu

Y·YÊYËYâAªÀð;îª»ªóªçª¯;ï;;Scenario Selection

01 - YçYêYâ;¼Y¼;01 - Aryuze

“SYçYêYâ;¼Y¼î²Ê£±F;Ê£³;Ë;îªªª”;ï;;Aryuze's House 1F

“SYçYêYâ;¼Y¼î²Ê£²F;Ê£·;ç£±£°;ç£±£´;Ë;Aryuze's House 2F

“ç”SY·;¼Yó£·;;Scene 7

“ç”SY·;¼Yó£±£°;;Scene 10

“ç”|Y·;¼Yó£±£´;;Scene 14

“SYçYêYâ;¼Y¼î²Ê£²F;Ê£Ê£²;Ë;îªªª|ª-ªç;ï;;Aryuze's House Evening

“SYçYêYËYêYçªîç¹;Ê£±;ç£²;ç£±£·;Ë;îªªªê;ï;;Altoria's Forest

“ç”SY·;¼Yó£±;;Scene 1

“ç”SY·;¼Yó£²;;Scene 2

“ç”|Y·;¼Yó£±£·;;Scene 17

“SY·YçYê;¼YËªîÊð²°;Ê£´;ç£¶;Ë;îªðªª;ï;;Jerald's Room

“ç”SY·;¼Yó£´;;Scene 4

“ç”|Y·;¼Yó£¶;;Scene 6

“S±Ú,ªªî´ò;Ê£µ;ç£±£±;Ë;îªªªªªªªªªª;ï;;Audience Space

“ç”SY·;¼Yó£µ;;Scene 5

“ç”|Y·;¼Yó£±£±;;Scene 11

“SYáYªYóY¹YËYê;¼YË;Ê£,;ç£±£µ;Ë;;Main Street

“ç”SY·;¼Yó£,;;Scene 8

“ç”|Y·;¼Yó£±£µ;;Scene 15

“SÆîî°ÈÓª¹;Ê£¹;Ë;îªÊªóªíª|ªîªóªÆªó;ï;;South Watchtower Chinese Restaurant

“Sªðªî;Ê£±£³;Ë;îªµªªªª;ï;;Bar-Room

“Sª¹Eª;Ê£±£¶;ç£±£¹;Ë;îªªªªªªªª;ï;;Highway

“ç”SY·;¼Yó£±£¶;;Scene 16

“ç”|Y·;¼Yó£±£¹;;Scene 19

“|Y¹YóYÛYêYËªîªªª;Ê£±£,;ç£²£°;ç£²£±;ç£²£²;Ë;îª·ª·ª;ï;;LonbeltPrivateRoom

;;SY·;¼Yó£±£,;;Scene 18

;;SY·;¼Yó£²£°;;Scene 20

;;SY·;¼Yó£²£±;;Scene 21

;;|Y·;¼Yó£²£²;;Scene 22

02 - YíY|YÛY;;02 - Lawfer

“S01 - Æî²ªî´;îªªªªªªª;ï;;Underground Prison

“S02 - YÛ;¼Yê;;Hall

“S03 - YÛ;¼Yê;;Hall

“S04 - YÛ;¼Yê;;Hall

“S05 - YÛ;¼Yê;;Hall

06 - μÖ;îá«;î;Knoll
07 - ¥×¥í¥í;¼¥°«î;¹£²;;Prologue's Forest 2
08 - Æí²¼í';;Underground Prison

09 - ¥"¥¥¥β;;09 - Amy
S01 - ¹éìàÉó²°;îá'«;«â«ó«Ü«ä;î;;Torture Room
S02 - ¹éìàÉó²°;;Torture Room
S03 - ¹éìàÉó²°;;Torture Room
S04 - ¹éìàÉó²°;;Torture Room
S05 - ¹éìàÉó²°;;Torture Room
06 - ¹éìàÉó²°;;Torture Room

12 - ¥Ð¥É¥é¥Ã¥¯;;12 - Badluck
S01 - ïÃííç;îáí«;«á«é;î;;Alleyway in the Back
S02 - ¼É²°«îÃí;î«â«É«ä«î«É«í;î;;Garden of the Inn
S03 - ÆÃ±¥¥é¥É;î«È«;«³«¯;î;;Robber's Guild
S04 - Æ°í£¹É³¹;î«»«««í«ó«³«;«-««;î;;Smelting Rope Boulevard
S05 - ¼É²°«îÃí;Èìè;È;î«â«É«ä«î«É«í«è«è;î;;Garden of the Inn, night
S05 - ¥ç¥é¥É¥é¥ç«î³¹Æ»;î««««É«;î;;Altoria's Highway
06 - ¼É²°«îÃí;Èìè;È;î;;Garden of the Inn, night

18 - ÁÉÈS;î«¹«««;î;;18 - Suou

19 - ¥-¥î¥Ã¥µ;;19 - Ganossa

24 - çÀ³;«ç¥é¥·¥ª»à«î;î«·«ó««««ç«·«î;î;;Rucio Dies in the God World
S01 - ¥¥;¥é¥í¥é;î«í«ó«î«Ä,¶;î«¹«°«é«ó«î«¼«;«²«ó;î;;Lily Meadows
02 - çá¶Ã«î';î«ß«°«««-«ß«î«ß;î;;Reflecting Water Space

24 çÀ³;¥¥S¥«¥°;;ÆÃ¼;î«È«¯«·«á;î;;God World Phase Special
S01 - çá¶Ã«î';î;;Reflecting Water Space
S02 - ¥ª;¼¥ç¥£¥ó«î¶î';î««ç«¯««ó;î;;Odin's Jewel Space
03 - çá¶Ã«î';î;;Reflecting Water Space

¥é¥°¥È¥í¥¯;;Ragnarok
S01 - ¥é¥Ã¥ó¥¥¥à³«è;î²;«î';î«ª«ª«î«ß;î;;Yotsunhiem King's Space
S02 - çÀ³;çÑµ;î«·«ó««««î««««ç;î;;God World Castle Ruins
S03 - ¥¥;¥é¥í¥é;î«í«ó«î«Ä,¶;î;;Valhalla Lily Meadows
04 - çÀ³;çÑµ;î;;God World Castle Ruins

30 - ¥í¥«È«î«î««;î«ç«ç««««;î;;Battle with Loki
S01 - 5-A
S02 - 5-A
S03 - 5-B
S04 - ¥á¥é¥¥£;¼¥È«î«Ä,³¼;Èìè;È;î«;«Ã±«ó«·«Ä;î;;Meltina's Laboratory
S06 - 5-B
07 - 5-C

°íÉÃ'Á¥·¥È¥é¥ª;î«««Á««ç«ó«è«;îPartly in Charge Scenario
S05 - ¥«¥·¥S¥é;È¥·;¼¥ó£';î;¥¥£¥é¥í¥ç;È;î;;Kashel Scene 4 Villnoa
S17 - ¥·¥S¥«¥é;È¥·;¼¥ó£²;î;¥ç¥é¥È¥é¥ç;È;î;;Jail Scene 2 Altoria
26 - ¥ç;¼¥é¥£³Ã;È¥·;¼¥ó£²;î;¥¥;¥é¥í¥é;È;î««¯«««;î;;Scene 2 Valhalla

«¼«î«Ä;î«¼«î«ç;î;;Et Cetera
S¥ç¥£¥Ñ¥ó;;Dipan
çS01 - ¹³;È,½°ß;È;î««í««²«ó«¶««;î;;Plaza Present
çS03 - B-10;È,½°ß;È
çS04 - A-1;È,½°ß;È
çS05 - A-1;È²áµî;È;î««³;î;;Past
çS06 - ¥á¥«¥ó¥¹¥È¥é;¼¥È;È²áµî;È;î;;Main Street

warrior Aryuze was, but the lack of knowledge of spells was Aryuze's downfall.

¥·;¼¥Ó£²£° = Lonbert wonders how Aryuze could have defeated the Ghoul.

Valkyrie saves Aryuze from Lonbert's magic. Get into battle with Lonbert. The game freezes after battle.

¥·;¼¥Ó£²£± = Lonbert's soldiers come after Aryuze. He defeats them easily. He then asks Valkyrie "What is the difference between you and the Grim Reaper?" Valkyrie answers "A Grim Reaper can only bring you an end. I can create a new path for you." Aryuze then takes a dagger and kills himself.

¥·;¼¥Ó£²£² = Aryuze joins the party, with Jerald commenting they will be together for a long time. Frey then comments on your progress. Frey says that although Aryuze is powerful, she worries about his mind and heart. She doesn't think he is fit to make it to Valhalla.

-[Lawfer's Sub Menu]-

01 - ÅĪ²¼Ī´;; = Underground Prison cell with Roy inside.

02 - ¥Û;¼¥Ë = Hall - Lawfer saying that what Aryuze did was untrue.

03 - ¥Û;¼¥Ë = Hall - A flashback of Lawfer saying he is not a genius.

Aryuze then says, "Genius? That word was created by losers a long time ago."

04 - ¥Û;¼¥Ë = Hall - Back in the present, two soldiers talking about how Aryuze must have been under the influence of Berserk.

05 - ¥Û;¼¥Ë = Hall - Another flashback with Aryuze saying "If the world is hell, then god must really be a good person."

06 - µÖ = Cliffs around the hill - Lawfer and Aryuze sitting on a cliff, looking at the scenery. Aryuze asks Lawfer, "Are you a piece of grass that's being blown in the wind?"

07 - ¥×¥İ¥İ;¼¥°¼ĪĴ¹£² = Prologue Forest 2 - A scene with Lawfer, Kashel, and Celia. Lawfer leaves the two behind despite their protests. Lawfer wonders why Aryuze did what he did, knowing what would happen to Roy. Lawfer knows he can't run away.

08 - ÅĪ²¼Ī´ = Underground Prison cell - Lawfer thanks his father for giving him the name "LAW", even if that wasn't the justice his father had hoped for.

-[Amy's Sub Menu]-

01 - ¹éĪăĒô²° = Torture Chamber - Amy feels as though she can't make it. When Valkyrie appears, she calls Valkyrie the Grim Reaper.

02 - ¹éĪăĒô²° = Torture Chamber - Soldiers are surprised Ganossa's magic has no effect on Amy. Ganossa comments that the dragon blood-line is immune to magic. Amy tells him the Dragon Orb is fake, and such a thing doesn't exist.

03 - ¹éĪăĒô²° = Amy still struggling to survive.

04 - ¹éĪăĒô²° = Torture Chamber - Amy says, "Just when I found out the resting place of 'him'" I don't know what she is referring to by 'him'.

05 - ¹éĪăĒô²° = Torture Chamber - The soldiers notice that Amy won't eat anymore. With the little energy she has remaining, she calls Ganossa a piece of s. Gannosa replies he'll find someone else to torture, and kills her on the spot.

06 - ¹éĪăĒô²° = Amy asks Valkyrie why the gods need the fighting powers from the Enfirias, instead of passing the hand of judgment themselves. Valkyrie responds "Even if (the god's) powers can twist a body, it won't be able to tie up the heart."

-[Badluck's Sub Menu]-

01 - İÖÄĪİĴ = Back Alleyway of Badluck's scenario. All of these scenarios must be on Disk 2 to view properly. This scene starts off with Badluck running away, but he gets caught by an assassin.

02 - ¼Ē²°¼ĪĪı = Garden at the Inn - Gina is yelling at Badluck to wake up, it's mid-afternoon already. When Badluck does come out, in his pajamas, he asks when the flower will bloom. Gina explains the flower is like a

cactus; only on a moonlit night and only for a few hours will the flower bloom. She goes on to say Badluck will miss it if he oversleeps. On the other hand, if during the bloom, you make a wish, the flower will grant it.

03 -          = Thief's Guild - Badluck wonders if there is any quick way to earn some money. The woman residing there asks him, "Do you know where you are?" Badluck realizes he is in the infamous Thief's Guild of Villnoa. Badluck's weaknesses - money, sake (the alcoholic drink), and women.

04 -          = Smelting Rope Boulevard, Villnoa Town - Badluck thinks how boring this job is. He thinks about getting out for good. Things fade to black, and Badluck wonders if he is still alive.

05 -          = Garden Inn at night - Badluck is split into two when Valkyrie appears. She comments that the way he is now, he will go see the Queen of the Underworld, Hell. Badluck tries to explain, but all his deeds point to hell. Then the flower blooms in the moonlight, as if to show him the way. Badluck remembers the one good deed he did 3 or 4 years ago.

05 -          = Altoria Highway - Yet another flashback, this time we have Badluck taking a job from slave-trader. Since the slave-trader wouldn't give Badluck his money, instead of completing the job, Badluck took the innocent kid to a church in Camille Village. Badluck then comments that would you have cried if he said he took the kid to an orphanage? Would that have made a better story? Valkyrie agrees to let him join the party.

06 -          = Garden Inn at night - The part where Valkyrie agrees to take Badluck along. Then the scene shifts to the inn with Gina coming out to find Badluck hunched over the flower that just bloomed.

18 -      = Suou's scenario. No submenu opens, and Disk 2 is required. Suou hesitated before a surviving family in a town of ruins. Suou remembers the time he found Shiho abandoned, and how she died by his leader. While lost in his thoughts, he lets the man slay him.

19 -          = Ganossa - You must be on Disk 2. There is no sub menu. Inside the Dragon's Hall, Ganossa finds out the Dragon Orb is gone. Who could have destroyed the guardian? Suddenly Frey comes in with orders to kill Ganossa, but Valkyrie arrives in time. Frey then orders Valkyrie to kill him, but not to destroy his spirit. Fight! After winning the battle, Ganossa joins when given the choice between Odin or Hell. But he says he is not a dog on a leash, and he could cut her head off at anytime. Are you up to the challenge?

-[Rucio's Death in Valhalla Sub Menu]-

01 -          = Valhalla, Lily of the Valley Meadows. Disk 2 event. Rucio can't help but notice the similarities between Platina and Valkyrie. Freya finds Rucio and wonders what he is doing. Freya can tell something is bothering him, and Rucio comments that he can't hide anything from the gods. Freya explains how Valkyrie was born, but Renas has no memories, due to the seal by Frey. Rucio thinks about that, and wonders if there is a way to remove that seal.

02 -          = The Reflecting Water Interval. While Rucio is talking to Valkyrie (via the mirror), Loki steals the Dragon Orb from the sacred chamber. Loki then frames Rucio by making it look like Rucio used the mirror to send the Dragon Orb to the human world.

-[Sacred Phase Special Sub Menu]-

01 -          = Sacred Phase Special sub menu, all on Disk 2. This scene has Loki and Rucio battling out. Rucio eventually loses out inside the Reflecting Water Interval.

02 -          = Odin's Throne Room. Odin hears of what happened to the Dragon Orb.

03 -          = Reflecting Water Interval - Odin couldn't find solid evidence

Valhalla. Valkyrie's seal is broken. Her memories are flooding back. As part of security, Arlie is released, and Arlie takes over. Disk 2.

-[Dypan Sub Menu]-

- 01 - 134i;Ê.½°ß;Ë = This is Dypan's event. This option takes you to the Central Square in the present. Nothing much of interest, maybe because I already cleared this event when I used the Debug Mode.
- 03 - B-10;Ê.½°ß;Ë = Present Castle with enemies roaming around. From here, you can warp to the past.
- 04 - A-1;Ê.½°ß;Ë = Valkyrie steps into the machine, and she gets warped to the past.
- 05 - A-1;Ê²áµî;Ë = Dypan Castle, past. Walk outside of the castle to trigger the next event.
- 06 - ¥Á¥¤¥Ó¥¹¥È¥Ê;¼¥Ë;Ê²áµî;Ë = Main Street, past. Valkyrie feels a human presence nearby, so she quickly changes to street clothes and hides behind the statue. Arlie comes walking in, with a Rauli and Meltina look-a-like. Who are they anyway?
- 07 - A-1;Ê²áµî;Ë = Valkyrie inside the teleport room in the past. She discovers that it is broken. How can she get back?
- 08 - C-1;Ê²áµî;Ë = Valkyrie finds the hidden room in Dypan Castle. She finds the Princess Malbes, Balbarosa's wife. Malbes gives Valkyrie a crown, which she wants Valkyrie to deliver.
- 09 - 134i;Ê²áµî;Ë = Central Square, past - This is where Arlie orders the execution of Balbarosa. You also see Aryuze near the guillotine. So this is what Aryuze did in his past life. There is someone that looks remarkably like Lawfer standing on the other side too.
- 10 - 134i;¼ÏË;Ê²áµî;Ë = Dypan, past, on a moonlit night. Valkyrie finds out that she's too late, but she finds a way to transport back to the present. The bond between people can overcome time barriers, as explained by Valkyrie to the mages. She knew the real culprit behind the whole mess.
- 11 - 134i;Ê.½°ß;Ë = Dypan, present time. The mages curse Valkyrie for escaping. If you already cleared this event, you won't see this for a second time.
- 12 - D-1;Ê.½°ß;Ë = Dypan Castle, present - inside the hidden room behind the stained glass window. Normally you will fight the three mages, but if you already cleared this event, there won't be a battle.

¥¹¥¤¥Ç¥¹¥Ó¥°C;Ê£Á£Á£Ä;Ë = Ending C - Odin and Frey talking after Renas is eliminated. They decide to use Arlie for Valkyrie's astral body. There is some concern over Arlie's past with Brahms, but they go ahead with the plan. Game Over.

Á´°±ÄÇ´Ö¤«¤¹¤è = Have all party members. After selecting this feature, check [Party] under the status menu, and you should see all members, including the Seraphic Gate members. There is one problem with this feature, though. If you select this option, it also resets to Chapter zero.

Á´°±ÄÇ´Ö¤«¤é³°¤¹ = Remove all party members. Everyone will be gone, except for Valkyrie. Selecting this option will also reset back to Chapter zero, so be careful. Actually, selecting the [Sono Ta] menu will cause it to reset, so be careful.

¥¹¥¤;¥Á¥Ö¥¹;¼¥Ë

Staff Roll. Selecting this option allows you to view the credits. It lists all the (seiyuu) for the characters and the entire staff. The list is kind of blurry, though.

Y`Y6YCYLY6Y°Ya;4Y0;4

Ending Movie. Disk 2 is required to see it. A short anime style movie, with Rucio giving Renas a kiss, then the credits roll. It is based on the "A" ending. Even after the "Fin" words come up, wait a while, and you might see a surprise. If you wait a bit longer, you can see a speech by Brahms and Rezard talking about the future.

ÀiE0ÃæYCYDYÃY°µ;Ç½;Î»»óóÈ«!«Á«â«!««Î«!;Ï;ï
In Battle Debug Function

The Battle Debug is a separate feature from the Debug Room, in that this menu is used while fighting a battle. There are some neat stuff you can do, so read on.

Enter the following code in the GameShark.

Battle Debug Code (Press R2+Select)

D002B698 0102
8009CFC0 0006
D002B698 0102
8009D018 0007

Now start your game and when you get into a battle, you can access this secret menu. When it is your turn, press R2 and Select buttons at the same time. Now notice you can move the cursor off to the left. It should read [YCYDYÃY°µ;Ç½] (Debug Function). This is the battle debug menu. Hit the enter button and you will hear a buzz. Now use the Up or Down key on the Direction-pad to switch between characters. Hit the enter button once again to access the Main Battle Debug Menu, which looks like what you see below.

Main Battle Debug Menu

È`Áó;Î«È«!«½«!;Ï;ï;1/15
ÂÏÏÏÃßÃé;Î«ç«««è«ç«¯»»Ã«Æ««;Ï
Y¹YE;4Yç;Y¹ÃßÃé;Î»»Ã«Æ««;Ï
ÏµÃ`Ya;4YÉÃßÃé;Î«à«Æ««â;4«É;Ï
Èç·âYa;4YÉÃßÃé;Î«Ï«ó«²«;Ï
Y¹YYéYiYÛYeÃßÃé;Î»»Ã«Æ««;Ï
Y¹YYéY»YÃYÈ
µ»Yí;4YE;4YÈ;Î«i«¶;Ï
Ãó«èÈ½ÃéÈ½«;Î«ç«ç«è«Ï«ó«Æ«««ò«ç«!«;Ï
ÈÈÈ½«;Î«««Û«ò«ç«!«;Ï
Y«YáYeÏÛÈ,È½«;Î«â«¯«ò«ç«!«;Ï
ÂçÈâÈ;YÈY¹YÈ;Î«À«««ß«Û«!«;Ï
ÏÈÈYÛÏ;4YÈYÉÁªÃó;Î«ß««ç«»»ó«ç«¯;Ï
Ã`ÛÏ;4YÈYÉÁªÃó;Î«Æ««»»ó«ç«¯;Ï
ÇØ·ÈÁªÃó;Î«Ï«««±««;Ï
YµY|YóYÉYÈY¹YÈ

ÀâÏÀ;Î»»Ã«á««;Ï Explanation

You will see a list of 15 options. Some have a sub menu underneath them.

Here is a list of the sub menu options and what they do. Use the cancel button to exit the battle debug menu. Here is a list of the Main Battle Debug Menu in English. Note that it is not really Escape, but that is how it is displayed in the game.

Escape 1/15

DME Establishment
Status Establishment
Invincible Mode Establishment
Counter Attack Mode Establishment
Skill Level Establishment
Skill Set
Technique Rotate
Hit Judgement Display
Wall Display
Camera Target Display
Great Magic Test
Friend Party Selection
Enemy Party Selection
Background Selection
Sound Test

-[DME Establishment]-

ÀÏÏÏÀßÄê 1/7

ÀÏÏÏ100% = Valkyrie's DME at 100% + reduce charge time to zero!
ÀÏÏÏ50% = Valkyrie's DME at 50%
ÀÏÏÏ25% = Valkyrie's DME at 25%
ÀÏÏÏ5% = Valkyrie's DME at 5%
À`ÀÏÏÏ30% = Enemy's DME at 30%
À`ÀÏÏÏ100 = Enemy's DME at 100
À`Á`ÏÇ;Ï¼¼¼óóóáÄ;Ï;Ï;= Enemy Annihilation

Note: The Enemy Annihilation option works against any enemy, even bosses. Also note that Enemy's DME at 100 means 100 points, not 100%!

-[Status Establishment]-

¥¹¥E;¼¥Ç;¥¹ÀßÄê 1/8

¥¹¥E;¼¥Ç;¥¹Á´óÉü;Ï¼¼¼óóó«¼¼¼Ö¼;Ï;Ï;= Recover all status ailments
ÆÇ;Ï¼¼¼¼¼;Ï;Ï;= Poison
Ëäää;Ï¼¼¼¼¼;Ï;Ï;= Paralysis
ÀÐ²¼;Ï¼¼¼¼¼;Ï;Ï;= Petrification
¼ó¼¼;Ï¼¼¼¼¼;Ï;Ï;= Curse
¼¼Ää;Ï¼¼¼¼¼;Ï;Ï;= Faint
Àà·ë;Ï¼¼¼¼¼;Ï;Ï;= Frozen
ÄÄÏÏ;Ï¼¼¼¼¼;Ï;Ï;= Silence

Note: This doesn't work against enemies with resistance to status ailments. You will have to move the cursor to the target you want affected by using the Up or Down on the direction pad. Sometimes the cursor won't move to certain characters no matter what you push; I don't know the cause for this.

-[Invincible Mode Set Up]-

Invincible Mode Set Up 1/4

- Invincible Mode Set Up = Valkyrie's party only invincible
 - Invincible Mode Set Up = Enemy's party only invincible
 - Invincible Mode Set Up = Both party and enemy invincible
 - Invincible Mode Set Up = Cancellation of invincibility
- v e

Note: When you turn invincibility mode on, the v and e on the fifth row will light up red. Red = On, Black = Off. v = Valkyrie's party, e = Enemy's party. If both sides are invincible, then it is just like practice mode, except you can use skills.

-[Counter Attack Mode Set Up]-

Counter Attack Mode Set Up 1/4

- Counter Attack Mode Set Up = Valkyrie's party only 100% counterattack
 - Counter Attack Mode Set Up = Enemy's party only 100% counterattack
 - Counter Attack Mode Set Up = Both party and enemy 100% counterattack
 - Counter Attack Mode Set Up = Cancellation of counterattack
- v e

Note: Same as invincible mode, v = Valkyrie's party, e = enemy's party. Red = On, Black = Off. I have not found a practical use for this mode, since my characters have the counter skill anyways.

-[Skill Level Set Up]-

Skill Level Set Up 1/47

First Aid	8/8
Auto Item	8/8
Throw	8/8
Cure Condition	8/8
Guts	8/8
Adept Illusion	8/8
Dancing Sword	8/8
Last Trial	8/8
Splash	8/8
Reverie	8/8
Combo Counter	1/1
Noise Arrow	8/8
Triple Distress	8/8
Steal Magic	8/8
Stun Magic	8/8
Concentration	8/8
Scarlet Edge	1/1
Charge	1/1
Strike Edge	1/1
Dark	1/1
Trick Step	1/1
Mental Reaction	8/8
Wait Reaction	8/8
Slanting Rain	1/1
Darkness Arrow	1/1
False Arrow	1/1
Tactics	8/8

Hear Noise	8/8
Find Trap	8/8
Survival	8/8
Identify	8/8
Leader Ship	8/8
Fight	8/8
Trick	8/8
March	8/8
Formation	8/8
Attack Pow	8/8
Defend	8/8
Avoid	8/8
Hit	8/8
Resist Damage	8/8
Magic Pow	8/8
Resist Magic	8/8
Monster Int	8/8
Undead Int	8/8
Demon Int	8/8
Counter	8/8

Note: This is where you can set your skill levels. The advantage of using this mode is that it won't cost CP, and some skills can go higher than normal levels. Use the circle button to increase the level by 1. If it reaches 8 and you press circle again, the level resets to 0.

Throw - Normally level 1 is the max, but here you can set it to level 8.

Concentration - Normally this skill's max level is 5, but here you can set it to level 8.

Mental Reaction - Normally this skill can only go up to level 4, but using the debug, you can see this skill can be set to level 8. At level 8, this skill will set your CT (charge time) to 0, at minimal cost of DME. For magic users only though.

Counter - Again, level 1 is the max level, but the debug allows you to set this skill to level 8.

-[Skill Set]-

¥'¥¥¥¥¥¥¥¥¥¥ 1/4

Note: This is where you set the skills for your character. The advantage of setting it here, rather than the one outside of battle is that here, you can mix and match. Skills that normally cannot be equipped together can be done here. Here are some examples.

-----	-----	-----
For Fighter Types	For Archers Types	For Magic Types
-----	-----	-----
Guts	Auto Item	Guts
Reverie	Guts	Steal Magic
Splash	Noise Arrow	Stun Magic
Combo Counter	Triple Distress	Mental Reaction

-[Technique Rotate]-

μ>¥í;¼¥Æ;¼¥È

Skill Rotate = This feature doesn't seem to work.

-[Hit Judgement Display]-

ÅöæÈ¼ÄéÉ¼¼

ON/OFFÅÚæéÅØæ 2/2;îææææ«æ;ï;Switchover

ON
OFF

Note: Display Collision Detection - This also doesn't seem to work.
Default is OFF.

-[Wall Display]-

ÊÊÊ¼¼

ON/OFFÅÚæéÅØæ 2/2

ON
OFF

Note: Display Wall - Switching ON has no noticeable effect.
Default is OFF.

-[Camera Target Display]-

¥«¥á¥éìÛÉ,É¼¼

ON/OFFÅÚæéÅØæ 2/2

ON
OFF

Note: Display Camera Axis - Switching ON displays three vertical lines, red, yellow, and gray.
Default is OFF.

-[Great Magic Test]-

ÂçÊâÊ;¥Æ¥¹¥È

ÂçÊâÊ;»ØÄé; 1/1;îæ·ææææ;ï;Designation

ÂçÊâÊ;ÈÖ'æ; 255;îæÐæóæ'æ;ï;Number

Note: Great Magic Test - For fighter and archer types, the number displayed is 255, which means none, since those types can't use magic, but for magic users, you can change the numbers to change the magic that comes out. To see the Great Magic version of the spell, you need to equip a staff that can use Great Magic, like [Unicorn's Horn] [Apocalypse] or [Mystic Wiser]. Here is a list of what magic goes with what number. Use the circle button to increase the number by 1.

- # Magic
- 0 = Fire Lance (Calamity Blast)
- 1 = Burn Storm (Ifreet Caras)
- 2 = Icicle Edge (Delta Strike)

```

£Ó£ÄÈÖ¹æ;|0/206
¥È¥é¥ó¥¹¥Ý;¼¥º;|0
¥Ô¥Ã¥Á;|8192
ºÆÄ,;îµµµµ»µµ;î;Playback
Ää»β;îµµµµ·;î;Stoppage
¥Û¥ê¥à;¼¥â;|127
¥Ñ;¼¥ó;|64
¥Ç¥Õ¥©¥è¥È

```

Note: The Sound Test Option - Here use the Triangle button to subtract, and use the Circle button to add numbers.

£Ó£ÄÈÖ¹æ = Choose from 206 sound effects.

¥È¥é¥ó¥¹¥Ý;¼¥º = Transpose. Goes from -64 to 64, default is 0. Playing with this makes the sound effects funny.

¥Ô¥Ã¥Á = Pitch. Goes from 0 to 16384, in 128 increments. Default is 8192. Changing this value makes the sound funny too.

ºÆÄ, = Play Sound

Ää»β = Stop Sound

¥Û¥ê¥à;¼¥â = Volume. For Sound Effects only, doesn't affect BGM. Goes from 0 to 127. Default is 127.

¥Ñ;¼¥ó = Pan. Goes from 0 to 127. Default is 64.

¥Ç¥Õ¥©¥è¥È = Default. Resets everything to default settings.

½ªîµêµÇµ¹;£
end of file