

First Queen: Ornic Senki (Import) FAQ/Walkthrough

by ritchie

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First Queen -Ornic Senki-

First Queen -Ornic's Record of War-

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GUIDE

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Please use these cheat codes that are listed below to easily beat this game.

99 HP 7E5FD300 (only for the first person of the team)

7E5FD3C8 (only for the first person of the team)

----- About the game

Work tranfered from the PC version. A different system where the number of members increase quickly as the adventure advances starting with two people. Finally, you will fight by leading a maximum of 16 parties with 200 people or more.

Menu 1 (This cannot be used on the MAP)

Speed >fast >normal >slow
Auto Battle >off >on
Ally Mark >do not apply it at all >control + character >one's team
>enemy + identification: on
Formation >formation >row
Camp (this will take you to menu 2)
CANCEL

Menu 2

Game Start
Look at Member
Team Formation
All Map (press the L button or R button to the location of a team and then
press the X button)
System >load >save >sound

Control

X button.....attack
Y button.....
B button.....use arrow
A button.....use magic/stones
L button.....directly control a subordinate (on the world map/in battle)
R button.....directly control a subordinate (on the world map/in battle)
Start button.....pause
Select button....menu

Armor List

Name Effect

Lion's Fang	Attack power (AT) +5 [Rock/Anree Town]
Magic Arrow	Penetrate all things [Solzberre South]
M-Slayer	Raise damage only to monsters [Kardick's Town/Edwin Castle/Senlis Tower]
Steel Sword	Attack power (AT) +2 [Kardick Castle/Conwall North]
Sword of Crushing Evil	Attack power (AT) +5 [Camelot Castle/Mountain Cave]
Excalibur	Raise attack power (AT) to the highest [Edwin Castle]

 Protector List

Name	Effect
S-Shield	Defense power (DT) +2 [Kardick Castle/Anra Town]
L-Shield	Defense power (DT) +3 [Edwin Castle/Mountain Cave]
Rainbow Shield	No damage from undead system [Senlis Tower]
Shield of Crushing Evil	Defense power (DT) +5 [Mountain Cave]
John's Shield	No damage from arrow and magic Defense power (DT) +3 [Camelot Castle]

 Tool List

Name	Effect
Holy Ring	Speed (AR) +4 [Kardick Castle]
Stone of Destruction	Large damage to friend or foe on the screen [Anra Town/Ornic Castle]
Red Cross	HP recovery rate (RE) +4 [Anra Town]
Cross	When dying, it revives you only once [Edwin Castle/Benicc Castle]
Stone of Lightning	Attack the enemy with thunder [Edwin Castle]
Stone of Flame	Attack the enemy with flame [Senlis Tower]
Power Ring	Attack power (AT) +3 [Senlis Tower]
Elf Whistle	Birdman x12 appear as reinforcements [Edwin Castle (The elf family as a companion)]
Snow Crystal	Attack the enemy with ice [Benicc Castle]
Stone of Light	Bind down the enemy's movement [Richmond Village]
Angel's Ring	Speed (AR) +3 [Conwall North]

 Important Item List

Name	Effect
Defense of Moon	Move the sea tide backward [Rock]
Drop of Tears (Dripping Stone)	Treasure of the Amazones clan [Sea Cave]
Statue's Wing	Use for Robert's rescue [Senlis Tower]
Stone of Revival	Return zombie to man [Richmond Village]
Defense of Earth	Damage 5 to the enemy on the screen with earthquake [Mountain Cave]
Defense of Sun	Raise an ally's HP by 5 at one's expense [Salas Snow Mountain]

 Choose "Game Start (#1)."

Kardick Castle

Speak to King Perez and Princess Sofia. Go downward, and choose "I want strong soldiers (#1)" + "It may be soon (#2)." Go down into the next area. In this area, go downward to get soldier x2 (LV4) to become a friend. Go to the left, and go thru the door into the next area. In this area, go to the upper left, and climb up the ladder to 2F. On 2F, go thru the door into

the next area. In this area, go to the upper left, and climb up the ladder to the roof. On the roof, speak to the soldier to get the holy ring. Go back to 1F. On 1F, go down into the throne room. In the throne room, go downward to get soldier x4 (LV4) to become a friend. Go downward to go outside. On the outside, go downward to get shooter x4 (LV8) to become a friend. Go to the upper right, and go thru the door into the barracks. In the barracks, go to the top side of the barracks, and search the two treasure chests for steel sword (Richmond) and s-shield. Leave the castle thru the north side, and go to the west to Kardick Town.

Kardick Town

Go to the northwest side of the town, and go into Jane's house. In Jane's house, go upward to make Jane (warrior - LV0) become a friend. Choose "game start (#1)" + "02 Jane." Leave Jane's house. Go downward, and go into the inn. In the inn, go to the upper right to make fan group x7 (Lawrence [merchant] - LV11 and soldier x6 - LV6) become a friend. Leave the inn, and go into the first house (counting from left to right) which is in front of the inn. In this house, go to the upper right, and search the treasure chest for M-slayer (Jane). Leave the town, and go to the east to Kardick Fort.

Kardick Fort

Go to the north side to exit the fort, and go to the west to Sheffield South.

Sheffield South (Level UP - Jane's Team)

Go upward, and the monsters (snakes) will come out. Fight Monster x32. After Jane's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the soldier x6 who are at LV6 to LV10 by defeating Monster x32. Leave Sheffield South, and go back to Kardick Fort.

Kardick Fort

Leave the fort, and go back to Kardick Town. Choose "game start (#1)" + "02 Jane" to go into the town.

Kardick Town (Change Class - Jane's Team)

Go to Lawrence's shop which is on the top right side of the inn, speak to the master who is behind the counter, and choose "yes" seven times to do a class change of the soldiers into fighters. The fighters will be at LV0. Leave the town, and go back to Kardick Fort.

Kardick Fort

Go thru the fort, and go back to Sheffield South.

Sheffield South (Level UP - Jane's Team)

Go upward, and the monsters will come out. Fight Monster x32. After Jane's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the fighters who are at LV0 to LV10 by defeating Monster x32. Leave Sheffield South, and go back to Kardick Fort.

Kardick Fort

Leave the fort, and go back to Kardick Town. Choose "game start (#1)" + "02 Jane" to go into the town.

Kardick Town (Change Class - Jane's Team)

Go to Lawrence's shop which is on the top right side of the inn, speak to the master who is behind the counter, and choose "yes" seven times to do a class change of the fighters into knights. The knights will be at LV8. Leave the town, and go back to Kardick Fort.

Kardick Fort

Go thru the fort, and go back to Sheffield South.

Sheffield South (Level UP - Jane's Team)

Go upward, and the monsters will come out. Fight Monster x32. After Jane's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the knights who are at LV8 to LV15 by defeating Monster x32. Leave Sheffield South, and go back to Kardick Fort.

Kardick Fort

Leave the fort, and go back to Kardick Town. Choose "game start (#1)" + "01 Richmond" to go into the town.

Kardick Town

Leave the town, and go back to Kardick Fort.

Kardick Fort

Go thru the fort, and go back to Sheffield South.

Sheffield South (Level UP - Richmond's Team)

Go upward, and the monsters will come out. Fight Monster x32. After Richmond's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the soldier x6 who are at LV4 to LV10 by defeating Monster x32. Since the shooter x4 attack at a distance, their level ups will be somewhat slow. I would suggest leaving the shooter x4 in Richmond's team and put the soldier x6 into another team with the "menu - team formation (#3)." Raise the shooter x6 who are LV8 to LV10. After that, put back the soldier x6 into Richmond's team with the "menu - team formation (#3)." Leave Sheffield South, and go back to Kardick Fort.

Kardick Fort

Leave the fort, and go back to Kardick Town. Choose "game start (#1)" + "01 Richmond" to go into the town.

Kardick Town (Change Class - Richmond's Team)

Go to Lawrence's shop which is on the top right side of the inn, speak to the master who is behind the counter, and choose "yes" six times to do a class change of the soldiers into fighters. Choose "yes" four times to do a class change of the shooters into armor shooters. The fighters and armor shooters

will be at LV0. Leave the town, and go back to Kardick Fort.

Kardick Fort

Go thru the fort, and go back to Sheffield South.

Sheffield South (Level UP - Richmond's Team)

Go upward, and the monster will come out. Fight Monster x32. After Richmond's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the fighter x6 who are at LV0 to LV10 by defeating Monster x32. Since the armor shooter x4 attack at a distance, their level ups will be somewhat slow. I would suggest leaving the armor shooter x4 in Richmond's team and put the fighter x6 into another team with the "menu - team formation (#3)." Raise the armor shooter x6 who are LV0 to LV15. After that, put back the fighter x6 into Richmond's team with the "menu - team formation (#3)." Leave Sheffield, and go back to Kardick Fort.

Kardick Fort

Leave the fort, and go back to Kardick Town. Choose "game start (#1)" + "01 Richmond" to go into the town.

Kardick Town (Change Class - Richmond's Team)

Go to Lawrence's shop which is on the top right side of the inn, speak to the master who is behind the counter, and choose "yes" six times to do a class change of the fighters into knights. The knights will be at LV8. Leave the town, and go back to Kardick Fort.

Kardick Fort

Go thru the fort, and go back to Sheffield South.

Sheffield South (Level UP - Richmond's Team)

Go upward, and the monsters will come out. Fight Monster x32. After Richmond's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the knights who are at LV8 to LV15 by defeating Monster x32. Go upward to exit Sheffield South, and go to the west to Sheffield West.

Sheffield West

Monster x32. Go all the way up to exit Sheffield West, and go to the east to Solzbere South.

Solzbere South

Go upward, and fight Monster x13. After defeating Monster x13, go thru the door into the house. In this house, go upward, and speak to the master who is behind the desk to get the magic arrow. Choose one of the armor shooters to equip the magic arrow on. Leave Solzbere, and go back to Sheffield West.

Sheffield West

Monster x32. Go all the way up to exit Sheffield, and go east to Force Beach.

Force Beach

Choose "game start (#1)" + "01 Richmond" to go into the beach. Go upward, and fight Enemy x16 & Monster x6. After defeating Enemy x16 & Monster x6, go upward to exit the beach, and go north to the Sea Fort. Choose "game start (#1)" + "01 Richmond" to go into the fort.

Sea Fort

Go upward, and fight Enemy x13 & Monster x15. The enemies are Ornic's army, and the monsters are catapults. In battle, soldier x4 will join Richmond's team. After defeating Enemy x13 & Monster x15, Richmond's team gets the power ring. Go upward to exit the fort, and go north to Fishman Village.

Fishman Village

Go upward, and go thru the opening into the next area. In this area, go upward to where the fishman's leader is at to hear something about the tears of the dripping stone. Leave the village, and go east to the Sea Middle.

Sea Middle Road

Monster x6. Go all the way up to exit the road, and go east to the Rock.

Rock

Go to the right, and go into the cave. In the cave, go upward, and search the treasure chest for the lion's fang. Leave the cave, go to the upper left, and go into the cave. In the cave, speak to thief for he will mention something about the tears of dripping stone. Leave the cave, go to the upper right into Amazones Village.

Amazones Village

Go all the way up, and go thru the door into the leader's house. In the leader's house, speak to Amazones, and then search the treasure chest for the defense of moon which is an amulet to part the sea. Leave the village, and go back into the Rock.

Rock

Leave the Rock, and go west to the Sea Cave.

Sea Cave

Go to the front of the sea, and the defense of moon will part the sea. Go all the way up, and go thru the opening into the cave. In the cave, fight Monster (Squid). After defeating Monster, Richmond's team gets the dripping stone. [As a reminder, you can only choose either the Fishman or the Amazones to become a friend. When one is chosen as a friend, the other becomes the enemy. If you want Fishman, after getting the dripping stone, go back to Fishman Village, speak to leader, choose "hand it over to look at it (#1)" to make Kerotan's team (fishman x11 and crocodile x5 - LV0) become a friend]. Leave the cave, and go back to the Rock.

Rock

Go to the upper right into Amazones Village.

Amazones Village

Go all the way up, and go thru the door into the leader's house. In the leader's house, speak to Amazones, and choose "hand it over to look at it (#1)" to make Izorude's team (Amazones x10 - LV3-LV6) become a friend. Choose "team formation (#3)" + "01" + "03" + "soldier x4 (into Izorude's team)" + "game start (#1)" + "03 Izorude." Leave the village, and go back into the Rock.

Rock

Leave the Rock, and go all the way back to Sheffield South.

Sheffield South (Level UP - Izorude's Team)

Go upward, and the monsters will come out. Fight Monster x32. After Izorude's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the amazones who are at LV3-LV6 to LV15 & the soldier who are at LV0 to LV15 by defeating Monster x32. Leave Sheffield South, and go back to Kardick Fort.

Kardick Fort

Leave the fort, and go back to Kardick Town. Choose "game start (#1)" + "03 Izorude" to go into the town.

Kardick Town (Change Class - Izorude's Team)

Go to Lawrence's shop which is on the top right side of the inn, speak to the master who is behind the counter, choose "yes" four times to do a class change of the soldier into lances, and "yes" ten times to do a class change of amazones into valkyries. The lances will be at LV0, and the valkyries will be at LV0-LV15. Leave the town, and go back to Kardick Fort.

Kardick Fort

Go thru the fort, and go back to Sheffield South.

Sheffield South (Level UP - Izorude's Team)

Go upward, and the monsters will come out. Fight Monster x32. After Izorude's team defeats Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x32 again. This can be done repeatedly, and you can raise the valkyries who are at LV0-LV15 to LV15 & the lances who are at LV0 to LV15 by defeating Monster x32. Go upward to exit Sheffield South, and go to the west to Sheffield West.

Sheffield West

Monster x32. Go all the way up to exit Sheffield West, and go to the east to Solzbere South.

Solzbere South

Monster x13. Go all the way up to exit Solzbere, and go to Solzbere which is nearby.

Solzbere

Choose "game start (#1)" + "03 Izorude" to go into Solzbere. Go upward, and

fight Enemy x16 & Monster x15. The enemies are Ornic's army, and the monsters are bats. After defeating Enemy x16 & Monster x15, press the SELECT button to open the menu, and choose "camp (#5)" + "team formation (#3)" + "03" + "NEW" + "lance x4 & valkyrie x3" to be the 04 team + "game start (#1)" + "03 Izorude." The lance x4 will defend this road so that the enemy cannot get thru. Go upward to exit Solzbere, and go east to Force.

Force

Choose "game start (#1)" + "03 Izorude" to go into Force. Go upward, and fight Enemy x14 & Monster x32. The enemies are Ornic's army, and the monsters are snakes. After defeating Enemy x14 & Monster x32, press the SELECT button to open the menu, and choose "camp (#5)" + "team formation (#3)" + "03" + "NEW" + "valkyrie x6" to be the 05 team + "game start (#1)" + "03 Izorude." The valkyrie x6 will defend this road so that the enemy cannot get thru. Go downward to exit Solzbere, and go back to the Sea Middle.

Sea Middle Road

Monster x6. Go all the way up to exit the road, and go back to the Rock.

Rock

Choose "game start (#1)" + "01 Richmond" to go into Amazones Village.

Amazones Village

Leave the village, and go back into the Rock.

Rock

Leave the Rock, and go back to the Sea Middle Road.

Sea Middle Road

Monster x6. Go all the way down to exit the road, and go back to Fishman Village. Choose "game start (#1)" + "01 Richmond" to go into Fishman Village.

Fishman Village

Go upward, and fight Enemy x16 & Monster x16. The enemies are Ornic's army, and the monsters are crocodiles. After defeating Enemy x16 & Monster x16, leave the village, and go back to Solzbere. Choose "game start (#1)" + "01 Richmond" to go into Solzbere.

Solzbere

Monster x15. Go all the way up to exit Solzbere, and go west to Solzbere Forest. Choose "game start (#1)" + "01 Richmond" to go into Solzbere Forest.

Solzbere Forest

Go upward, and fight Enemy x15 & Monster x13. The enemies are Ornic's army, and the monsters are plants. After defeating Enemy x15 & Monster x13, Richmond's team gets the steel sword. Go upward to exit Solzbere Forest, and go north to Solzbere Fort.

Solzbere Fort

There is a scene, and Constantine (knight - LV9) become a friend. Choose

"game start (#1)" + "06 Constantine." Constantine's team has soldier x10 (LV10) and shooter x4 (LV10). Go downward to exit Solzbere Fort, and go all the way east to Anree Forest.

Anree Forest

Monster x30. Go all the way up to exit Anree Forest, and go east to Anree Town.

Anree Town (Change Class - Constantine's Team)

Go to Lawrence's shop which is on the right side of the inn, speak to the master who is behind the counter, choose "yes" ten times to do a class change of the soldier into fighters, and "yes" two times to do a class change of shooters into armor shooters. The fighters will be at LV0, and the armor shooters will be at LV0. Leave the town, and go back to Anree Forest.

Anree Forest (Level UP - Constantine's Team)

Go downward, and the monsters will come out. Fight Monster x30. After Constantine's team defeats Monster x30, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x30 again. This can be done repeatedly, and you can raise the fighters who are at LV0-LV15 to LV10 & the armor shooters who are at LV0 to LV15 by defeating Monster x30. Go upward to exit Anree Forest, and go back to Anree Town.

Anree Town (Change Class - Constantine's Team)

Go to Lawrence's shop which is on the right side of the inn, speak to the master who is behind the counter, choose "yes" ten times to do a class change of the fighters into knights. The knights will be at LV8. Leave the town, and go back to Anree Forest.

Anree Forest (Level UP - Constantine's Team)

Go downward, and the monsters will come out. Fight Monster x30. After Constantine's team defeats Monster x30, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x30 again. This can be done repeatedly, and you can raise the knights who are at LV8 to LV15 by defeating Monster x30. Go downward to exit Anree Forest, and go back to Solzbere Fort. Choose "game start (#1)" + "01 Richmond" to go into Solzbere Fort. (The enemy should have already approached Solzbere Fort).

Solzbere Fort

Go upward, and fight Enemy x16. The enemies are Ornic's army. After defeating Enemy x16, go downward to exit Solzbere Fort, and go back to Anree Forest.

Anree Forest

Monster x30. Go all the way up to exit Anree Forest, and go back to Anree Town.

Anree Town

Go thru the door into Lotteria's house which is on the left side of the entrance, and speak to Lotteria (LV15) to make her join Richmond's team. Lotteria who is a shaman has the stone of destruction. Leave Lotteria's house, and go to the inn. At the inn, go upward to make Alain's team become a friend. Alain who is a prince (LV7) has fighter x6 (LV7) and armor shooter

x6 (LV2). Choose "game start (#1)" + "07 Alain." Leave the inn, and go behind Lawrence's shop, and search the tree to find the hidden treasure chest with the lion's fang. Go to the upper right, and go into the house. In this house, go to the upper left, and search the treasure chest for the s-shield. Leave that house, go into the house that's on the top left side of the inn. In this house, go to the upper left, and search the treasure chest for the red cross. Leave the town, and go back to Anree Forest.

Anree Forest (Level UP - Alain's Team)

Go downward, and the monsters will come out. Fight Monster x30. After Alain's team defeats Monster x30, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x30 again. This can be done repeatedly, and you can raise the fighters who are at LV7 to LV10, and the armor shooters who are at LV2 to LV15 by defeating Monster x30. Go upward to exit Anree Forest, and go back to Anree Town. Choose "game start (#1)" + "07 Alain" to go into Anree Town.

Anree Town (Change Class - Alain's Team)

Go to Lawrence's shop which is on the right side of the inn, speak to the master who is behind the counter, choose "yes" six times to do a class change of the fighters into knights. The knights will be at LV8. Leave the town, and go back to Anree Forest.

Anree Forest (Level UP - Alain's Team)

Go downward, and the monsters will come out. Fight Monster x30. After Alain's team defeats Monster x30, press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x30 again. This can be done repeatedly, and you can raise the knights who are at LV8 to LV15. Go downward to exit Anree Forest, and go to the west to Cornwall South.

Cornwall South

Monster x13. Go all the way up to exit Cornwall South, and go to the north to Cornwall Forest. Choose "game start (#1)" + "07 Alain" to go into Cornwall Forest.

Cornwall Forest

Go all the way up to the upper left, and fight Enemy x16 and monster x15. The enemies (armor shooters) are Ornic's army, and the monsters are bats. After defeating Enemy x16, go downward to exit Cornwall Forest, and go to the east to Camelot South. Choose "game start (#1)" + "07 Alain" to go into Camelot South.

Camelot South

Go upward, and fight Enemy x16 and monster x15. The enemies are Ornic's army, and the monsters are mud men. After defeating Enemy x16, go downward to exit Camelot South, and go to the east to Cornwall South.

Cornwall South

Monster x13. Press the SELECT button to open the menu, and choose "camp (#5)" + "team formation (#3)" + "07" + "new" + "Mookusu - knight (remove him from Alain's team)" + "game start (#1)" + "08 Mookusu." Go downward to exit Cornwall South, and go back to Anree Forest.

Anree Forest

Monster x30. Go all the way up to exit Anree Forest, and go back to Anree Town. Choose "team formation (#3)" + "08" + "01" + "Mookusu - knight (add him to Richmond's team)" + "game start (#1)" to go into Anree Town.

Anree Town

Leave the town, and go back to Anree Forest.

Anree Forest

Monster x30. Go all the way down to exit Anree Forest, and go back to Cornwall South. (The enemy x8 [Ornic's army] should have already approached Solzbere Fort, and Constantine's Team who is there has to defeat them). Choose "game start (#1)" + "06 Constantine" to go into Solzbere Fort.

Solzbere Fort

Go upward, and fight Enemy x8. The enemies are Ornic's army. After defeating Enemy x8, press the SELECT button to open the menu, and choose "camp (#5)" + "team formation (#3)" + "06" + "new" + "Maikeru - knight (remove him from Constantine's team)" + "game start (#1)" + "08 Maikeru." Go upward to exit Solzbere Fort, and go back to Cornwall South. Choose "team formation (#3)" + "08" + "01" + "Maikeru - knight (add him to Richmond's team)" + "01" + "07" + "Mookusu (add him to Alain's team)" + "game start (#1)" + "01 Richmond" to go into Cornwall South.

Conwall South

Monster x13. Go all the way up to exit Conwall South. [As a reminder, you can only choose either the Centaur or Dwarf to become a friend. When one is chosen as a friend, the other becomes the enemy. If you want Centaur, go west of Solzbere Fort to the Forest Cave, speak to the leader, choose "I need a lot (#1)" to make Kenta's team (centaur x11 and centaur shooter x5 - LV4) become a friend. The item found inside the cave that the centaurs are guarding is the shield of crushing evil]. Go back to Conwall Forest.

Conwall Forest

Monster x15. Go all the way up to exit Conwall Forest, and go to the west to Conwall Fort. Choose "game start (#1)" + "01 Richmond" to go into Conwall Fort.

Conwall Fort

Go upward, and fight Enemy x30. The enemies are Ornic's army. After defeating Enemy x30, go upward to exit Conwall Fort, and go to the west to Edwin Hill. Choose "game start (#1)" + "01 Richmond" to go into Edwin Hill.

Edwin Hill

Go upward, and fight Enemy x16 & Monster x16. The enemies are Ornic's army. After defeating Enemy x16 & Monster x 16, go downward to exit Edwin Hill, and go to the east to Rejinpu Hill. Choose "game start (#1)" + "01 Richmond" to go into Rejinpu Hill.

Rejinpu Hill

Go upward, and fight Enemy x14 & Monster x16. The enemies are Ornic's army.

After defeating Enemy x14 & Monster x 16, go upward to exit Rejinpu Hill, and go to the east to Senlis. Choose "game start (#1)" + "01 Richmond" to go into Senlis.

Senlis

Go upward, and fight Enemy x16 & Monster x15. The enemies are Ornic's army. After defeating Enemy x16 & Monster x 15, go downward to exit Senlis, and go to the south to Senlis Valley. Choose "game start (#1)" + "01 Richmond" to go into Senlis Valley.

Senlis Valley

Go downward, and fight Enemy x16 & Monster x15. The enemies are Ornic's army. After defeating Enemy x16 & Monster x 15, go downward to exit Senlis Valley, and go to the west to Cornwall North.

Cornwall North

Go to the upper left into the village. In the village, go to the upper right, and go into the village chief's house. In the village chief's house, go to the upper right to speak to the village chief, and choose "To become a friend (#1)" to make the dwarf's team into a friend (dwarf x12 LV4-LV5 and nomes x4 LV8-LV10). Choose "game start" + "08 Dwarlin." Leave the inn. There is a class change shop behind the inn. Go upward, and search the treasure chest that's nearby the jar and two barrels for the steel sword. Go back to the village chief's house. In the village chief's house, go to the upper left, and search the treasure chest for the angel's ring. Leave the village. Go downward to exit Cornwall North, and go to the west to Edwin Hill.

Edwin Hill (Level UP - Dwarlin's Team)

Go upward, and the monsters will come out. Fight Monster x16. After Dwarlin's team defeated Monster x16, stand still until Dwarlin's team recovers their HP, and then press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x16 again. This can be done repeatedly, and you can raise the dwarves who are at LV4-LV5 to LV15 & nomes who are at LV8-LV10 to LV15. Go downward to exit Edwin Hill, and go back to Cornwall North. Choose "game start (#1)" + "01 Richmond" to go into Cornwall North.

Cornwall North

Leave the village. Go downward to exit Cornwall North, and go to the west to Solzbere North.

Solzbere North

Monster x15. Go all the way down to exit Solzbere Fort, and go to the west to Forest Cave. Choose "game start (#1)" + "01 Richmond" to go into Forest Cave.

Forest Cave

Go upward, go thru the opening, and choose "game start (#1)" + "01 Richmond" to go into Forest Cave. Go upward, and fight Enemy x16. The enemies are Ornic's army. After defeating Enemy x16, go thru the opening that's nearby on the right. In this area, go upward, and search the treasure chest for the shield of crushing evil. Leave Forest Cave, and go back to Solzbere North.

Solzbere North

Monster x15. Go all the way up to exit Solzberg Fort, and go back to Cornwall North. Choose "game start (#1)" + "01 Richmond" to go into Cornwall North.

Cornwall North

Go all the way up to exit Cornwall North, and go to the east to Senlis Valley. [As a reminder, you can only choose either Camelot's team or Edwin's team to become a friend. When one team is chosen as a friend, the other team becomes the enemy. If you want Camelot's team, first go to Norfolk Village which is nearby Rejimp Hill. In Norfolk Village, go upward, and go into Inkyo's house. In Inkyo's house, go upward, and speak to Inkyo to make Gooinky's team (comrade LV15 and knight x2 - LV7) become a friend. Choose "game start (#1)" + "09 Gooinkyo." Go downward to exit Norfolk Village, and go to the east to Camelot Castle. In Camelot Castle, go upward to make the guard lower the castle gate. Go all the way up, and go thru the castle door into the castle. In the castle, go upward to speak to King Yusar to make Camelot's team of 10 Arclight (lance x6 LV8 & soldier x10 LV13) and 11 Yusar (bow fighter LV10, grandfather LV15, knight x4 LV12 & soldier x10 LV13) become a friend. The two items found inside the castle are the sword of crushing evil (a treasure chest in the king's room) and John's shield (on the left pillar in the safe room)].

Senlis Valley

Monster x15. Go all the way up to exit Senlis Valley, and go to the north to Senlis.

Senlis

Monster x15. Go all the way up to exit Senlis, and go to the east to Senlis Tower.

Senlis Tower

Monster x10. Go to the upper right into the next area. In thi area, go thru the door into the tower. In the tower, go to the north side, and go thru the door at the top into the next area. In this area, there is monster x10. Go to the lower right into the outside area of 2F. In this area, go to the left, and go thru the door into the next area. In this area, there is monster x10. Go upward, and go thru the door into the room. In this room, go upward, and search the two treasure chests for M-slayer and stone of flame. Give the stone of flame to Richmond (to use the stone of flame, press the A button). Search the angel statue that's nearby the two treasure chests to get the statue's wings which is used for Robert's rescue. Go back to the outside area of 2F, and go up the stairs to 3F. On 3F, go thru the door on the right into a room. In this room, go upward, and search the treasure chest for the rainbow shield. Go back to the outside area of 3F, and go thru the door on the left into the next area. In this area, there is monster x10. Go upward, and go thru the door into the next area. In this area, go to the lower right into the outside area of 4F. In this area, go to the left, and go thru the door into the next area. In this area, go upward, and go thru the door into a room. In this room, there is monster x10. Go upward, and search the treasure chest to get the power ring. Leave that room. Go up the stairs, and go thru the door into the next area. In this area, there is monster x6. Go upward, and go thru the door into the next area. In this area, there is monster x10. Go downward into the outside area of 5F. In this area, go thru the door on the left into the next area. In this area, there is monster x10. Go upward, and go thru the door into a room. In this room, go upward, and search the angel's statue to insert the statue's wings. Go back to the outside area of 5F, go up the ladder that's nearby, and search the top

wall to find a hidden door. Go thru this door into the next area. In this area, go thru the door that's nearby, and speak to Robert (elf - LV0) to make him join Richmond's team. Choose "game start (#1)" + "01 Richmond." Leave the tower, and go back to Senlis.

Senlis

Monster x15. Go all the way down to exit Senlis, and go all the way to the west to Edwin Hill.

Edwin Hill

Monster x16. Go all the way down to exit Edwin Hill, and go to the west to Edwin Mountain Path.

Edwin Mountain Path

Monster x20. Go all the way the upper right to exit Edwin Mountain Path, and go north to Edwin Castle.

Edwin Castle

Go to the far upper right, go down two stairs, and go thru the opening into the castle. In the castle, go thru the opening into the throne room. In the throne room, go upward, speak to Elf King Roy to make the elf team of 09 Elmes (elf knight x3 LV7-LV8 & elf x7 LV13 & elf shooter x6 LV10) and 10 Roy (elf king LV13 & elf knight x8 LV6-LV8 & elf shooter x4 LV10) become a friend, and to get the elf's whistle which summons Birdman x12 into battle. (This elf's whistle is a very useful and handy tool to have to fight a lot of monsters, enemies and monster bosses). Choose "game start (#1)" + "10 Roy." Go downward to exit the throne room. Go to the upper right, and go thru the opening into a bedroom. In this bedroom, go upward, and search the treasure chest for a cross. Leave that bedroom, go downward to the outside area. In this area, go to the far lower left, and go thru the rectangular opening. In this opening, go to the left, and search the hidden treasure chest to get the L-Shield. Go downward to leave Edwin Castle, and go back to Edwin Mountain Path.

Edwin Mountain Path (Level UP - Roy's Team)

Go downward, and the monsters will come out. Fight Monster x20. After Roy's team defeated Monster x20, stand still until Roy's team recovers their HP, and then press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x20 again. This can be done repeatedly, and you can raise the elf king LV13 to LV15 & elf knight x8 LV6-LV8 to LV15 & elf shooter x4 LV10 to LV15. Go upward to exit Edwin Mountain Path, and go back to Edwin Castle. Choose "game start (#1)" + "09 Elmes" to go into Edwin Castle.

Edwin Castle

Leave the barracks. Go to the right, up, left, and go thru the door into the church. In the church, go upward, and go thru the hidden opening that's on the right side of the statue into the next area. In this area, go to the upper right, and go thru the opening into a room. In this room, go upward, and search the two treasure chests for the M-Slayer and lightning stone. Leave Edwin Castle, and go back to Edwin Mountain Path.

Edwin Mountain Path (Level UP - Elmes' Team)

Go downward, and the monsters will come out. Fight Monster x20. After Elmes' team defeated Monster x20, stand still until Elmes' team recovers their HP, and then press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x20 again. This can be done repeatedly, and you can raise the elf knight x3 LV7-LV8 to LV15 & elf x7 LV8-LV9 & elf shooter x6 LV10 to LV15. Go upward to exit Edwin Mountain Path, and go back to Edwin Castle. Choose "game start (#1)" + "01 Richmond" to go into Edwin Castle.

Edwin Castle

Go to the outside area. Go upward, and go thru the opening into the statue room. Only Richmond can do this. In the statue room, go upward, and go thru the big angel's statue into the next room. In this room, go upward, and search the big angel's statue to get the excalibur. Equip the excalibur on Richmond, and he becomes LV0. Leave the castle, and go back to Edwin Mountain Path.

Edwin Mountain Path

Monster x20. Go all the way down to exit Edwin Mountain Path, and go all the way east to Camelot Castle. Choose "game start (#1)" + "01 Richmond" to go into Camelot.

Camelot

Go downward, and fight Enemy x12 and Monster x15. The enemies are Ornic's army. After defeating Enemy x12 & Monster x15, go downward to exit Camelot, and go to Camelot South which is nearby. Choose "game start (#1)" + "01 Richmond" to go into Camelot South.

Camelot South

Go downward, and fight Enemy x16 and Monster x15. The enemies are Ornic's army. After defeating Enemy x16 & Monster x15, Richmond gets the holy ring. Go upward to exit Camelot South, and go back Camelot.

Camelot

Monster x15. Go all the way up to exit Camelot, and go back to Senlis Valley.

Senlis Valley

Monster x15. Go all the way up to exit Senlis Valley, and go to the west to Luton Wood.

Luton Wood

Go upward, and go thru the door into the inn. In the inn, go all the way up, and to speak to Mark who is in the room on the right to make the Monk's team (minister LV7 and monk x9 LV8) become a friend. Choose "game start (#1)" + "01 Richmond" to go back into Luton Wood. Leave the inn, and go all the way up to exit Luton Wood, and go north to Lyton.

Luton

Go upward, and fight Enemy x15 & Monster x15. The enemies are Ornic's army. After defeating Enemy x15 & Monster x15, go upward to exit Luton, and go to the north to Benicc North. Choose "game start (#1)" + "01 Richmond" to go into Benicc North.

Benicc North

Go upward, and fight Enemy x16 & Monster x15. The enemies are Ornic's army. After defeating Enemy x16 & Monster x15, go downward to exit Benicc North, and go to the east to Luton Meadow. Choose "game start (#1)" + "01 Richmond" to go into Luton Meadow.

Luton Meadow

Go upward, and fight Enemy x15 & Monster x15. The enemies are Ornic's army. After defeating Enemy x15, go downward to exit Luton Meadow, and go back to Senlis.

Senlis

Monster x15. Go all the way down to exit Senlis, and go back to Senlis Valley. (The enemy from Camelot Castle should have already approached Conwall South). Choose "game start (#1)" + "07 Alain" to go into Conwall South.

Conwall South

Go upward, and fight Enemy x16 & Monster x15. The enemies are Ornic's army. After defeating Enemy x16 & Monster x15, go upward to exit Conwall South, and go to the east to Camelot South.

Camelot South

Monster x15. Go all the way up to exit Camelot South, and go to the east to Camelot. (The enemy from Camelot Castle should have already approached Camelot). Choose "game start (#1)" + "07 Alain" to go into Camelot.

Camelot

Go upward, and fight Enemy x12 & Monster x15. The enemies are Ornic's army. After defeating Enemy x12 & Monster x15, go upward to exit Camelot, and go back to Senlis Valley. Choose "game start (#1)" + "01 Richmond" to go into Senlis Valley.

Senlis Valley

Monster x15. Go all the way up to exit Senlis Valley, and go back to Luton Wood. Choose "team formation (#3)" + "01" + "11" + swap all the knights, armor shooters, lances, elf for all the monks, and put the monks into Richmond's team + "game start (#1)" + "01 Richmond" to go into Luton Wood.

Luton Wood

Go all the way down to exit Luton Wood, and go to the southwest to Edwin Hill.

Edwin Hill (Level UP - Richmond's Team)

Go downward, and the monsters will come out. Fight Monster x16. After Richmond's team defeated Monster x16, stand still until Richmond's team recovers their HP, and then press the SELECT button to open the menu, and choose "camp (#5)" + "game start (#1)" to fight Monster x16 again. This can be done repeatedly, and you can raise Richmond and the monk x9 LV8 to LV15. Go upward to exit Edwin Hill, and go to the west to Benicc South.

Benicc South

Monster x30. Go all the way up to exit Benicc South, and go northeast to Benicc.

Benicc

Monster x11. The monsters are the lizardman's team who are very strong. Go to the upper right, and go into witch Marsa's pavilion. In witch Marsa's pavilion, go upward, and go thru the opening into the room. In this room, go upward, and speak to witch Marsa for she will mention something about Salas Snow Mountain where the defense of sun is at and how to make a monk into a magician. Leave witch Marsa's pavilion. Go downward to exit Benicc, and go to the west to Benicc Castle.

Benicc Castle

Monster 10. Go to the upper left into the graveyard. In the graveyard, there are 16 monsters. Go upward into the next area. In this area, there are 10 monsters. Go thru the opening, go upward to where the three statues are at, and search the statue on the right to open a door nearby. Go thru this door into the castle. In the castle, there are 10 monsters. Go to the lower left, and go thru the opening into the next area. In this area, there are 10 monsters. Go to the right, and go thru the door into the next area. In this area, there are 10 monsters. Go to the lower right into the next area. In this area, there are 10 monsters. Go to the right, and go thru the opening into the next area. In this area, there are 11 monsters. Go to the upper right, and go thru the door into the next area. In this area, there are 10 monsters. Go to the lower right, go thru the invisible brick wall opening that's between the two pillars, search the treasure chest to get the cross, go to the upper right, search the treasure chest to get the snow crystal, go to the upper left, go thru the invisible brick wall opening, go to the left, search the top wall for a hidden opening, and go thru that opening into the next area. In this area, press the SELECT button to open the menu, choose "camp (#5)" + "team formation (#3)" + "01" + "new" + "Pinel" + "game start (#1)" + "12." Go upward, and speak to the statue to go into the next area. In this area, fight Golem (monster). As a reminder, as you move thru the castle, "camp cannot be used. After defeating Golem, go upward into the next area. In this area, there are 6 monsters. Go upward, and go thru the opening into the next area. In this area, there are 6 monsters. Go to the upper right, and go thru the door into the next area. In this area, there are 10 monsters. Go to the left, and go thru the opening into the next area. In this area, go upward, and search the statue to make the witch Marsa open the door. Go thru thru the opening into Satan's room. In Satan's room, go upward, walk into the center of the magic circle to make Satan appear, and choose "Yes. Please divide magic (#1)" to turn the monk into a magician. The magician has the magic of bomb, 8 bomb, ice, light, summons, one's self, change, charm, earthquake, thunder, nova which can be seen on the "menu" + "magic (#5)." Choose the "magic" of "nova (#11)" for the magician. Go downward into the next area. In this area, there are 10 monsters. Go to the right, and go thru the opening into next area. In this area, there are 10 monsters. Go upward, and go thru the door into the next area. In this area, there are 10 monsters. go to the left, and go to the back of the waterfall thru an opening into a hidden area. In this area, there are 11 monsters. Go to the upper right, and go thru the door into the next area. In this area, there are 10 monsters. Go upward, and search the treasure chest for a rainbow shield. Go downward back into the other area. In this area, go to the upper left, and go thru the opening back into the other area. (Please make sure to go back and forth into others areas, and use the magic of nova on the monsters to raise the magician to LV15). In this area

(waterfall), go to the left, and go thru the door into the prison. (The magician cannot be moved into another team). In the prison, press the SELECT button to open the menu, choose "game start (#1)" + "01 Richmond." In this room, go downward back into the other area. In this area, go to the lower left back into the other area. In this area, go downward back into the other area. In this area, go up steps that's nearby, and go all the way to the lower right into the next area. In this area, go downward, go thru the gate, and go downward to exit Benicc Castle. Go back to Benicc Castle, and choose "game start (#1)" + "12 Pinel." Go downward back into the other area. In this area, go to the right, and go thru the door back into the other area. In this area, go downward back into the other area. In this area, go to the left, go thru the gate, and go downward to exit Benicc Castle. Go to Benicc Castle.

Benicc

Monster x11. Press the SELECT button to open the menu, and choose "camp (#5)" + "all map (#4)" + "L button" + "X button" + "game start (#1)" + "01 Richmond" into Benicc Castle.

Benicc Castle

Go downward to exit Benicc Castle, and go back to Benicc.

Benicc

Monster x11. Go all the way up to exit Benicc, and go north to Benicc Lakes and Marshes.

Benicc Lakes and Marshes

Monster x15. Go all the way up to exit Benicc Lakes and Marshes, and go to the east to Benicc North.

Benicc North

Monster x15. Go all the way up to exit Benicc North, and go to Luton Mountain Pass which is nearby.

Luton Mountain Pass

Monster x16. Go all the way up to exit Luton Mountain Pass, and go all the way to the east to the Mountain Cave.

Mountain Cave

Go upward, and go into the cave. In the cave, there are 25 monsters. Go to the upper left, climb up the ladder, go upward, and search the treasure chest for L-shield. Exit the Mountain Cave, and go northwest to the Mountain Fort. Choose "game start (#1)" + "01 Richmond" to go into the Mountain Fort.

Mountain Fort

Go upward, and fight Enemy x16 & Monster x16. The enemies are Ornic's army, and the monsters are catapults. After defeating Enemy x16 & Monster x16, go upward to exit the Mountain Fort, and go to the east to Richmond Village.

Richmond Village

Go to the lower right, climb down the ladder, and go thru the door into the

house. In this house, search the treasure chest that's nearby for S-Shield. Leave that house. Go to the northside of the village, and go thru the gate into the yard of the mansion. In the yard of the mansion, go upward, and go thru the door into the mansion. In the mansion, go upward, go up the steps that's nearby, go thru the opening on the left into a room. In this room, search the treasure chest for light stone. Leave that room, and go thru the opening on the right into the next room. In this room, go upward, and speak to wizard. Now, fight Enemy x16. The enemies are Ornic's army. After defeating Enemy x16, go back into the yard of the mansion. In the yard of the mansion, go to the upper right, and go into the cave. In the cave, there are 10 monsters. Go all the way down into the Mountain Cave.

Mountain Cave

Monster x25. Go to the lower right, and go thru the opening into a room. In that room, search the treasure chest for the defense of earth. Leave this room. Go to the upper right, and go thru the opening into Gul Village.

Gul Village

Go to the northside of the village, and go thru the opening on the right into a room. In this room, speak to Carbine (Zombie) to make him join Richmond's team. Leave that room. Go to the left, go down the two steps, go thru the opening on the left into a room. In this room, search the treasure chest for shield of crushing evil. Leave that room. Go to the lower right, and go thru the opening into another area of the Mountain Cave.

Mountain Cave

Monster x10. Go around to the upper right, and search the skull on the left that's between the two totem poles to get the small skull. Go to the left, and search the table on the left with the small skull to put the other small skull onto that table. There should be two small skulls on that table. Then, the giant skull will pour water onto the lava. Go down the ladder that's nearby. Go to the upper right, and go thru the opening into the next area. In this area, go upward, and speak to the Dragon. Fight the Dragon (Monster). After defeating the Dragon, go downward back into the other area. In this area, Chibi Dragon joins Richmond's team. Go to the lower right back into Gul Village.

Gul Village

Go to the lower right back into the other Mountain Cave.

Mountain Cave

Monster x25. Go to the upper left, and go thru the opening into the cave. In the cave, there are 10 monsters. Go all the way up back into Richmond Village.

Richmond Village

Leave the yard of the mansion, and go to the upper right to the graveyard. In the graveyard, search the tombstone to get the revival stone. Equip Carbine (Zombie) with the revival stone. Press the L button or R button onto Carbine (Zombie), press the X button, and then press the A button to use the revival stone to change him back into his human form. [Carbine (Man) can class changes at LV10 into a soldier (LV0) and then into a fighter (LV0)]. Leave Richmond Village, and go to the west to Richmond Cliff.

Richmond Cliff

Enemy x32. The enemies are Ornic's army. First, use the elf's whistle to summons Birdman x12. Press the L button or R button onto the member who has the defense of earth, press the X button, go upward, and then press the A button to use the defense of earth to collapse the cliff. After defeating Enemy x32, go upward to exit Richmond Cliff, and go to the northwest to Salas Snow Mountain.

Salas Snow Mountain

Monster x15. Go upward to get the defense of sun. Go upward to exit Salas Snow Mountain, and go to the east to Salas Mountain Path.

Salas Mountain Path

Monster x16. First, use the elf's whistle to summons Birdman x12. Defeat Monster x16. Go upward to exit Salas Mountain Path. (If you re-enter Salas Mountain Path, you will notice that the villagers of Richmond Village have already built a suspension bridge for the ally team to pass thru). Go to the north to Ornic Fort. Choose "game start (#1)" + "01 Richmond" to go into Ornic's Fort.

Ornic's Fort

Go upward, and fight Enemy x16 & Monster x16. The enemies are Ornic's army, and the monsters are catapults. After defeating Enemy x16 & Monster x16, press the SELECT button to open the menu, and choose "camp (#5)" + "all map (#4)" + "L button" + "X button" + "game start (#1)" + "12 Pinel" into Bennic. (You will need to bring another team into Ornic Fort to make the north gate open, and I chose to bring 12 Pinel).

Benicc

Monster x11. Go all the way up to exit Benicc, and go Benicc Lakes and Marshes.

Benicc Lakes and Marshes

Monster x15. Go all the way up to exit Benicc Lakes and Marshes, and go to Benicc North.

Benicc North

Monster x15. Go all the way up to exit Benicc North, and go to Luton Mountain Pass which is nearby.

Luton Mountain Pass

Monster x16. Go all the way up to exit Luton Mountain Pass, and go to the east to the Mountain Fort.

Mountain Fort

Go all the way up to exit Mountain Fort, and go to Ornic Fort.

Salas Mountain Path

Go to the upper left to exit Salas Mountain Path, and go to Ornic's Fort. Choose "game start (#1)" + "01 Richmond" to go into Ornic's Fort.

Ornic's Fort

Go upward, and go thru the north gate into the Decisive Battle Place. (As a reminder, only Richmond's team can go thru the north gate).

Decisive Battle Place

32 monsters. This is going to be a long tough battle. The other teams will be there to help Richmond's team fight against Ornic's Armies. The battle is somewhat confusing at times because you can't tell ally from monster. Several members of the teams will face death in the battle. After defeating Monster x32, go upward to exit the Decisive Battle Place, and go north to Ornic's Castle. Choose "game start (#1)" + "01 Richmond" to go into Ornic's Castle.

Ornic's Castle

[A class change can be done if you go thru the door on the left to speak to Princess Sofia or the door on the right to speak to the late King Ornic]. Go to the upper left, and go thru the door into the castle. In the castle, defeat Enemy x16, and go to the lower right into the outside area of the castle. In the outside area of the castle, go to the right, fight Monster x16 (32) who are blocking the way. After defeating Monster x16 (32), go thru the door into the another area of the castle. In this area, defeat Enemy x16, and go to the lower right into the balcony area. In the balcony area, fight Monster x16 who are blocking the way. After defeating Monster x16, go around to the center, and go thru the door that's nearby two crystal pillars into another area of the castle. In this area, defeat Enemy x16, go around to the northside, and go thru the door into the next area. In this area, there are 16 monsters. Go upward, and go thru the door into the next area. In this area, there are 16 enemies. Go upward, and go thru the door into the throne room. In the throne room, there is a scene. After defeating Catherine, there is a scene. Go thru the opening that's nearby at the top into the next room. In this room, go upward, and speak to Galois. Defeat Enemy (Galois) x16. Go upward, and go thru the middle mirror into the next room. In this room, go upward, there is a scene, and go thru the door into the next room. In the next room, defeat Monster x3. Go upward, and go thru the opening into the next room. In this room, go upward into the next room. In this room, defeat the final boss Galois (Manticore), and there is a scene. At the end, there is a name roll of all members of the ally's teams who survived, who died, and who were killed by whom. Most of the members of the ally's teams were killed in the Decisive Battle Place.

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THE END

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Version 1.0

By Ritchie (hidall@hotmail.com)