

G.O.D. (Import) FAQ/Walkthrough

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Updated to v1.5 on Jul 16, 2007

G.O.D-Mezame yoto Yobu Koe ga Kikoe-
G.O.D-A voice called as a wake up is heard-
G.O.D is an acronym that stands for "growth or devolution."

(c) 1996 IMAGINEER

(c) THIRD STAGE

(c) EGAWA TATSUYA

(c) MUSIC CHASE

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GUIDE

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VERSION HISTORY

v1.0 (09/24/03) - Initial release.

***I added some cheat codes and about the game.

Please use these cheat codes.

Infinite Gold	7E0AA73F
	7E0AA842
	7E0AA90F
EXP After Battle	7E1A457F
	7E1A4696
	7E1A4798
No Encounter	7E00BE00 (turn the code OFF before a boss battle)
Comostones After Battle	7E1A4DE7
	7E1A4E03
Chakura Level	7E097607

About the game

The theatrical company's "Third Stage" promoter Koukami Shouji did the work direction over all in the RPG that made the stage in the near future. The story where the aliens invade suddenly, and the hero develops fighting using his diversified capability in order to stop that invasion.

This guide describes the items that you can get for free, and the "buns" that can be bought at the souvenir store.

Home Town (July 1999)

In Gen's house, speak to Gen's mother. Choose a name for the hero which is optional. After that, go down the stairs. Now, go thru the door on the top left, and go into the kitchen. In the kitchen, search the refrigerator for a power drink, speak to Gen's mother to get lunch, 1000G and a diary. Choose yes. Leave Gen's house and get on the bicycle and go north. Use the B button to get on and off the bicycle. Go to the upper left, and search the convenience store vending machine for 90G, and speak to the convenience store owner to get the convenience store bun. Speak to one of the boys in the vacant lot that's nearby to get the vinyl bat, and search the refrigerator in the upper right house of the former principal for a power drink. Exit the town from the north side by choosing yes, and go to Tsubane Village.

Tsubane Village

Enter the old woman's house which is on the right side of the village gate, and then search the bucket that's nearby the doorway of her house for a power drink. Speak to that old woman to get the toad bun. Leave the old woman's house, and go to the inn which is on the left side of the village gate. Search the jar nearby the doorway of the inn for 100G. Leave the inn, and go to the upper left, and fight the Bully. After defeating the Bully, choose yes to get the gate key. The souvenir store sells toad bun. Be careful, because the toad bun is only obtained at this time. Since the toad oil in the souvenir store is very cheap, it is better to buy it in large quantities just in case. Use the gate key to open the gate at the back, and go to Tsubane Mountain.

Tsubane Mountain

Enter, and then search the Buddhist statue near the entrance for a power drink, the Buddhist statue beside the recovery springs water for a power drink, the treasure chest for 300G, and the middle stone on the summit to find an opening, and go to underground. Defeat Bogey Bat twice.

Jiotoukyou Bless

Search on the desk in the room where you woke up for an ID card. Buy the iron sword (280G) at the weapon shop. Search the left shelf in the dispensary for a power drink. After receiving Dr. Croisette's directions in the computer room, you will be supplied with equipments in the armory room. Speak to guy in the armory room to get the iron knife, army helmet, bulletproof vest, and army boots. Exit Bless and go east to Home Town.

Home Town (July, 2009)

After looking at the town which has been completely destroyed, exit and go north to Tsubane Mountain.

Tsubane Mountain

When you enter the mountain, fall into the trap on the summit, and go to underground. Defeat Mr. Bat, touch the stone of God and Gen chakura level goes to one. Leave the mountain, and go to Jiotoukyou Bless.

Jiotoukyou Bless

When you enter Bless, you will notice that the place has been destroyed completely by aliens. Follow Dr. Croisette's directions, use the duct for an escape, and go west to Myaa Town.

Myaa Town

You will be caught trying to enter the town. After, Dan Kitty joins Gen temporarily (auto battle), leave the town.

Neokoube

Go and search the jar on the 2nd floor of the inn for a modern roast, the barrel in front of the shop on the left for 300G, and one of the barrels that is nearby the stairs for a missyou. The souvenir store sells head bun. Go to the middle house at the top of the stairs, search the bookshelf on the right, and go down the secret passage into Bless. Speak to Commander of Bless, and go northeast of Myaa Town to Inuyamazuu.

Inuyamazuu

Enter, and then search the treasure chest in the penguin's cave that is in the upper right for a turbo drink, and the treasure chest in the lion's cave that is in the upper left for an animal bun. Go north into the cave where the animals are locked up, cooperate with Heath (auto battle), and defeat Dr. Z. Dan Kitty leaves Gen. Leave, and go to Myaa Town.

Myaa Town

Go and get the Shachihoko Sword from the Mayor. Search the six treasure chests in the city office for a missyou, a willow, 38G x3, and 758G. Receive ebifriya bun from an old woman in the southeastern private house. Search the barrel on the right end outside of the restaurant for a turbo drink. Go inside of Dan Kitty's house, learn a blow of reformation from him, and search the shelf on the left for a metal sword. The souvenir store sells Myaa bun. Leave, and return to Neokoube.

Neokoube

Go and speak to the Commander of Bless. Heath joins Gen at the bridge entrance on the south side. Leave, and go southwest to Nagasaki Town.

Nagasaki Town

Enter, and then speak to Captain Nemo at the pier, and he will tell you that you need permission from Grover. Get the rare book from one of the two men on the west side of town, and give it to Grover. Inside Grover's Mansion, search the shelf in the room on the lower left for 700G, search the shelf in the room on the lower right for the liquor, and search the jar in the room on the upper right in front of fireplace for 600G. The souvenir shop sells dolphin bun. Speak to Captain Nemo who will use the Mohican ship, and take you to Neokoube.

Neokoube

Go and get a special room key from Bless Commander. Use the key to open the third door on the left in Bless. Speak to Mr. Bat and reply with, "yes," then "no." Defeat Mr. Bat to get the new muckler. Search the treasure chest for bless sword. Go back to the pier, talk to Captain Nemo who will take you back to Nagasaki Town in the Mohican ship again.

Nagasaki Town

Enter, and then speak to Grover, give him the new muckler, and he will give you the warehouse key. Use the key on the two warehouse doors. Get the dolphin's whistle from the warehouse guard, and search the treasure chest for a fire necklace. Search the treasure chest in the other warehouse for 700G. Use the dolphin's whistle alongside the pier on the far left. Give the dolphin a dolphin bun. Go south to Ryukyu Island on the dolphin to Shuri Castle.

Shuri Castle

Enter, and then speak to the five bishops, and then try to leave the castle. You are tapped inside the castle with the five bishops. Defeat the five bishops. Search the treasure chest in the room where you go on the right of the first save point for a chanple bun, the treasure in the place where you go down from the second junction (the right and left stairs) to the right for

Seesar Sword, the three treasure chests in the next two doors on the left in the room where you go downward for a missyou, serious glasses, and nimble base. Defeat Fatimaria, and make Mina joins the group. Touch the stone of god, and Gen-Heath-Mina chakura level goes to 2. Leave, and go to Nagasaki Town.

Nagasaki Town

At the pier, Dr. Croisette meets you and gives you a keepsake floppy. Give Grover the dolphin's whistle, and borrow his Mohican ship. Exit the town, and enter the ship that is nearby the town. Then, go south, then east on the Pacific Ocean side along the boundary with the open sea to Mama Island (a small island with one umbrella).

Mama Island

The souvenir store sells mama bun. Go and hear a request from a girl who will say "Please tell Papa that Mama is not angry" for Mama. Leave, then go north, then west along the land to Papa Island (a small island with two umbrellas).

Papa Island

Go and speak to Papa. Take the red flower on the west side of the island, and give it to Papa. Then, go back to Mama Island again.

Mama Island

Receive the mandarin duck bun from Mama. Go back to the big river, and go up northeast to Osore Village.

Osore Village

First, search on the shelf of the bedroom in the hotel for an aomori apple, the jar in the entrance of the spiritualist's house for a psycho drink, and the shelf in the Japanese-style room on the left-hand side of the spiritualist's house for 700G. The souvenir store sells itako bun. Then, hear the story of Ai. After that, make your way on land going southwest to Shinkirou Hotel.

Shinkirou Hotel

The souvenir store sells Shinkiroubun. There is nothing to do here at this time. Go further southwest to Izumo Shrine.

Izumo Shrine

Go inside, and defeat Mr. Bat Dandy & defeat Yamata's Monster Serpent. After that, Ai joins the group. Search the two treasure chests for a monster serpent scale, and 1000G. Leave, and go to Osore Village.

Osore Village

Go and speak to Ai's foster grandmother. After hearing the foster grandmother's story, get the hotel invitation from the grandfather, and go to Shinkirou Hotel.

Shinkirou Hotel

Go inside the hotel, and during the night, go outside to the back of the hotel and talk to Mina. Heath and Ai are somewhere in another room enjoying

themselves. The next day, two members of Bless arrived. Search the drawers in the two rooms on the second room for 800G and gold leaf ice. Go to Neokoube by ship.

Neokoube

Go and talk to the Commander of Bless. In the armory room, speak to the man who will give you brain drink. In the computer room, speak to Dr. Croisette who will give you mind base. Speak to the woman who is nearby the port and she will give you harbor bun. The weapon shop is now opened. Return to the ship, walk back to Shinkirou Hotel, and then go south until you see an open hole in the center of the drained Biwako Lake. Enter the hole which will take you to Nihon Coastal Highway.

Nihon Coastal Highway

Enter, and continue walking upward until you exit an open hole. Now, you are standing on a large meteorite island. Go up further to the center of the island, and enter another open hole in the ground which will take you to the Sea of Nihon Meteorite.

The Sea of Nihon Meteorite

Enter, and continue walking upward inside the dungeon. Speak to a member of Bless who will give you a missyou. You will recover when you search the white eyeball that is attached to the wall. On the first level, go down the stairs several times in the room on the left, and search the 3 treasure chests for a mind base, a strength base and an aerolite bun. On the second level, go to the southwest of the stairs, and search the two treasure chests for a life base and nimble base. Go to the southeast of the stairs, and search the two treasure chests for 1500G and 1300G. On the third level, go to the west of the stairs and search the treasure chest for a toranza guard. To the east of the stairs, go west, and search the treasure chest for a reactionary gun. On the fourth level, go to the east of the stairs, and search the treasure chest for a brain turbo x2. To the south of the stairs, go west and then search the two treasure chests for 2200G and a defense base. Go to the south of the stairs, and go east, then search the treasure chest for a missyou turbo. Defeat Dark Soldier in the deepest part to get the dark sword. The Commander of Bless meets you at the dungeon entrance of Biwako Lake. Return back to Osore Village.

Osore Village

Enter, and then go thru the sea bottom tunnel at the back of the foster grandmother's room. Michael appears in front of the group then disappears. Since the group can receive fatal damage, it is possible to recover. Continue walking until you have exit the sea bottom tunnel. Then, go north to Snow Village.

Snow Village

When you enter the village, Gen will receive letter 1 from Dan Kitty near the entrance, and learn the technique "disorder slash." In the hotel on 3F, search the shelf in a room where there are nurses for an earring. Get a psycho drink (Gen and Heath love-1) from a former grandmother who went into the ladies' bath from the men's side of the hot spring bathhouse inside the hotel. The souvenir store sells snow-viewing bun. Leave, make a detour to the south, and then go all the way to the northside of the coastal highway to Rebun Cape.

Rebun Cape

Enter and continue walking upward thru the snow forest. In the forest, take the first path on the right and search the jar for a krinna. Now, take the path on the left side (be sure to search the jar to rest & save) and continue walking until you encounter with Mr. Bat. Defeat Bat Umbrella, ride on the drift ice and go to another continent. Exit the shore, go northwest, and then south to Vlajio Village.

Vlajio Village

Enter, and then search the barrel outside of the bar for 700G, the clock in the station for 800G, and the barrel outside on the lower left side of the station for 800G. The souvenir store sells Siberia bun. At the inn, search the drawer in the room on the left hand side for a psycho drink. The railroad still doesn't work. Leave, and go south to Pokin Hut.

Pokin Hut

When you enter the hut, an event will happen where Ai becomes pregnant and leaves the party. Ai will give Heath a heart pendent. Search the jar in the outer left-hand side of the hut for 1100G, the jar at the back of the hut for 1500G, and the shelf in the room on the right of 1F for a 4000-year bun. The souvenir store sells 4000-year bun. Leave, and go south to Hommaka Town.

Hommaka Town

Enter, and then search the barrel on the lower left for 1700G. At the inn, search the jar in the upper right for missyou. Search the wooden box on the roof for 1500G. In Hommaka Rich Town, search the clock for 800G. Inside of the inn, search the shelf on the other side of the counter for 1000G. In the inn, search the shelf in the room on the right on 2F for a brain drink. The souvenir store sells Chinese bun. Hear the story of Angkor Vat from the Commander and Dr. Shirowasette in Hommaka Bless. A guard in Bless will give you brain turbo. Leave, and make a detour from the north, and go southwest to Angkor Vat.

Angkor Vat

On 1F, search the treasure chest for 2000G, broken statue, 3000G, nimble base, 1500G. After you get the broken statue, put it into the empty treasure chest in the room at the back. The treasure chest on the right and left cannot be taking. On 2F, search the treasure chest for mad hand, tapioca bun. Defeat the alien called Bishunuru, touch the stone of God, and Gen-Heath-Mina's chakura level goes to 3. Basil becomes a friend. After the clearance, obtain training bun, and go back to the room with the three treasure chests to collect the encore sword, encore armor, and the broken statue.

Pokin Hut

Stop on the way just for a moment to see Ai.

Hommaka Town

Upon arriving at the town, a mailman will deliver Ai's letter to Heath. After you report to the Commander and Dr. Shirowasette in Hommaka Bless, Dr. Shirowasette will give you Shirowasette floppy. Go to Pokin Hut.

Pokin Hut

Upon entering the hut, you will notice that it has been attack. Heath found Ai's dead body and will separate from the group. Leave, and go to Urajio Village.

Urajio Village

Enter, and then go to the station to purchase a railroad ticket for 300G. Ride on the Siberia Railroad.

Siberia Railroad

The souvenir store sells railroad bun. Leave your seat, go into the third car, and speak to Mr. Bat. Return back to your seat. Mina awakes Gen who is dreaming of the July 1999 event during the night. Mina said that she heard voices. Gen who decided to investigate sees a suspicious person and chases after him into the third car. The suspicious person whose true character is knight alien attacks Gen in a 1 on 1 combat. After the battle, the train will crash in Ice Valley.

Ice Valley

You barely escape. Search in the upper right jar for a wolf turban, the jar at the upper left for 3700G & 2800G, and the jar near the exit for 3100G. Leave, and go west to Moscow.

Moscow

Enter, and then search the shelf of the room in the upper part of the house that is on the lower left for a missyou. Search the clock in the center of the hotel for 800G. Search the shelf that is near the bedside of the room on the left in the hotel for a psycho drink. Search the clock in the bar for vodka. Talk to an old man in the upper left side of the town, and reply with "yes" to get a red bun. Search the clock in the station for 900G. The souvenir store sells Piroshiki bun. Go inside of the Kremlin, and talk with the Mayor to receive permission to pass through the gate. Leave, and go to Moscow West Gate.

Moscow West Gate

Enter, and then speak to guard on the right who will open the gate for you. Michael who appears again will fight the group. After defeating the group, he will take the gate key from the guard, and lock the gate. Leave, and go back to Moscow.

Moscow

Hear the thing of Warnya from a man who is standing on the right side of the counter inside the bar, and the hide-and-seek man who's head is visible in the upper right side at the back of the railroad station building. Leave, and go south to the bottom right side of the lake until you see one tree that is nearby the lake. Enter the tree, and you will find the hidden Forgotten Hut.

Forgotten Hut

Enter, and then talk to Warnya who's real name is Warenkof. Leave, and return to Moscow.

Moscow

When you enter the town, Gen will receive letter 2 from Dan Kitty near the entrance, and learn the technique "cross counter slash." Get a message for Warenkof from the hide-and-seeK man at the back of the railroad station building. Leave, and go back to the Forgotten Hut.

Forgotten Hut

Enter, and then give Warenkof the message. Warenkof will then come along with the group. Leave, and go to Moscow West Gate.

Moscow West Gate

Enter, and then speak the people who came to look at Warenkof. Warenkof who has the key opens the gate. But before going to Europe, return back to Moscow once again.

Moscow

Hear the story of the hide-and-seeK man and Warnya at the bar, and when you speak to the hide-and-seeK man at the back of the railroad station building, Mina will memorize the special ability "self-sacrifice." Leave, and go back to Moscow West Gate.

Moscow West Gate

Walk thru the gate, and go west until you see a cave. This cave is the Eurotunnel and it will take you to Free Paris.

Free Paris

Search the library bookshelf in Bless Base for a brain drink and 1000G. Since there is nothing else to do here, leave. Go west of Free Paris thru the oriental express, and head to Free London.

Free London

Go into the hotel, search the shelf in the room on the right for a scotch drink. Search the barrel in the underground of Bless base for a turbo drink. Speak to Free London Commander Churchill and Free Paris Commander Pierre. The souvenir store sells Dover bun. Go west from the Eurotunnel, and go to Stonehenge on the British Island.

Stonehenge

Go into Stonehenge, and the group will encounter Heath fighting the alien Kuryuueru who is surrounded in a barrier. The group cannot enter the barrier. Heath is defeated, and taken back to Free London.

Free London

Heath returns to the group. Hear the story of the Vatican Museum from Dr. Akawasette in Bless. Exit east thru the Eurotunnel, and then go southeast to the Vatican Museum.

Vatican Museum

Enter, and then go into the first room where there are two doors, take the door on the right, go into the room, and search the jar for a psycho drink. Go thru the north door. In the next room where there are four doors, take the

first door on the far right with a doormat in front, go into the room, and search the jar for white wine. Go thru the north door. In the next room where there are two doors, take the door on the left, go into the last room, and search the flashing light for the prayer whistle and the jar on the left side of the statue for a feather luck hat. The group automatically returns to Free Paris.

Free Paris

Go west from the Eurotunnel, and go straight to Stonehenge on the British Island.

Stonehenge

Enter, and then Gen will use the prayer whistle to remove the barrier. Go down the stairs to the underground. Walk down the several flight of stairs that is on the lower left, and search the treasure chest for a master dagger. Continue walking until you see Mr. Bat. Defeat Bat Great. Go down the stairs to the left, and search the treasure chest for kaiser knuckle. Take the stairs on the right which will take you to the area where General Kuryueru is at. Make sure that Heath is equipped with Ai's heart pendant. First, the group will fight General Kuryueru, and then, Heath will fight Kuryueru all by himself. Once Heath has giving General Kuryueru a final blow, go thru the blue door; touch the stone of God, and Gen-Heath-Mina-Basil chakura level goes to 4. Go thru the red door, and go into the room which is knowing as the way to God, and you will see that there are two warps which have not been activated as of yet. Leave, and return to Free London.

Free London

Hear about the way to God, and the copper stepping-stones from Commander Churchill, Commander Pierre, and Dr. Akawazette in Bless. Leave, and go to Free Paris.

Free Paris

Hear about the place for the copper stepping-stones from Commander Pierre in Bless. Leave, and go southeast to the Vatican Museum.

Vatican Museum

Enter, and go into the first room where there are two doors, take the door on the right, go into the room, and search the first of the seven-goddess statues. Go thru the north door. In the next room where there are four doors, take the first door on the far left with a doormat in front, and go into the room. Go thru the north door. In the next room where there are two doors, first take the door on the left, go into the room, and search the second of the seven-goddess statues. Exit thru the south door. Now, take the door on the right, go in the room, and search the third of the seven-goddess statues. Return back to room where there are four doors, take the first door on the far right with a door mat in front, go into the room, and search the fourth of the seven goddess statues. Go thru the north door. In the next room where there are two doors, take the door on the right, go into the room, and search the fifth of the seven-goddess statues. Exit thru the south door. Return back to the room with the two doors, this time, take the door on the left, go into the room where you had obtain the prayer whistle, and search the sixth of the seven goddess statues. Once you have search the sixth of the seven-goddess statues, you will hear a key opening a door in the first room. Return all the way back to the first room where there are two doors, take the door on the left, go into the room, and search the last of the seven goddess statues to

obtain the copper stepping-stones. The group automatically returns to Free Paris. Head west to Free London.

Free London

Speak to Holmes on the oriental express, and get Holmes bun. Head west thru the Eurotunnel.

Eurotunnel

Speak to the conductor en route, and get adrena drink. Leave, and go to Stonehenge on the British Island.

Stonehenge

Enter, and then go to the underground, and make you way to the area where Heath defeated General Kuryueru. Go thru the red door, and enter the way to God. The copper stepping-stones have activated one of the warps. Warp to the Great Pyramid.

Great Pyramid

You cannot enter the Great Pyramid as of yet because the door is sealed. Leave, and go to Kasbah Village which is close by.

Kasbah Village

Search the shelf in the room on the right of the hotel for a cobra poison jar. The souvenir store sells Kasbah female bun. Go inside of the tent that is in the lower right corner of the village, hear a request from Princess Sahara, speak to the wise man Jumuji in the house in the upper right corner. Leave, and go southeast to the first of the three Small Pyramids.

Small Pyramid (southeast)

Enter, and then you will be asked five questions. Each time a question has been answered correctly, a path will appear. The answers to questions are "3 books, 24 years, 230M, 146M, and funkorogashi." Once the paths have appeared, go and push the switch. Use Mina psycho magic 'exas' to leave the pyramid, and go southwest to the second of the three Small Pyramids.

Small Pyramid (south)

Enter, and then go down the stairs into the underground, and search the treasure chest for the master long sword. Go up backup the stairs to the area where the invisible floors are at. First, go three-steps up, two-steps to the left, one-step up, one-step to the left, one-step up, then walkover and push the switch. Use Mina psycho magic 'exas' to leave the pyramid, and go west to the last of the three Small Pyramids.

Small Pyramid (west)

Enter, and then step on all the floor tiles to turn them into a brown color. Turn the floor tiles in the order of left 5, up 5, right 2, down 2, left 1, down 2, right 3, up 1, left 1, up 1, right 1, up 1, left 1, right 1. Once all the floor tiles have been turned brown, you will be able to cross over, and push the switch. Use Mina psycho magic 'exas' to leave the pyramid, and go northeast to the Great Pyramid.

Great Pyramid

When you enter the pyramid, Gen will receive letter 3 from Dan Kitty near the entrance, and learn the technique "both hands strike." Go up the pyramid stairs, and thru the door. Michael who appears for the third time will fight the group. After defeating the group, he will disappear. Go up the stairs. Go to the bottom section of the room. There is a door in the south wall which will take you outside to the first ledge on the pyramid, and search the treasure chest for a psycho base. In the lower left corner, go up the stairs, pass the room with the x tiles on the floor, go thru the south door which will take you outside to second ledge on the pyramid, go up the stairs, and search the treasure chest for Hayate sword. Jump off the second ledge that will take you to the first ledge. On the first ledge, go thru the door which will return you to the area with the two stairs. Go to the top section of the room, thru the two doors, and search the three treasure chests for an antidote, 3400G and 4000G in those two rooms. In the upper right corner, go up the stairs, and search the treasure chest for a Nile bun. Continue going up the stairs. On this floor, there are three sets of doors. Go thru the doors in the order of "right, left, and middle." In the next room, search the two treasure chests for 2900G and 3900G. While en route, you will encounter Mr. Bat. Defeat Bat Mecha Type. Go up a couple of stairs, until you reach a room with a machine in it. Tutanka will appear, and fight you. After defeating Tutanka, go in front of the sand machine, and turn off the switch. Go up stairs. Touch the stone of God, and Gen-Heath-Mina-Basil chakura level goes to 5. Use Mina psycho magic 'exas' to leave the pyramid, and go back to Kasbah Village.

Kasbah Village

Enter, and then go inside of the tent that is in the lower right corner of the village, and speak to Princess Sahara, and get the gum. Leave, and go south to South Forest.

South Forest

Go south, take the left path, and go up to find a jar. Search the jar for a missyou turbo. Go further south, and cross over the red line which is the equator. Leave, and go south to Hope Hotel.

Hope Hotel

Search the shelf in the middle room of the hotel for a missyou turbo. The souvenir store sells hope bun. First, speak to the inventor who is standing by a table, answer him with yes, and choose "ship." Then, the inventor will buy the gum from you. Sleep at the inn, and in the morning, speak to the inventor who will give you the air balloon to ride on. During a thunderstorm, the group will fall off the air balloon one by one. Gen will automatically end up in Lemur Village.

Lemur Village

Heath and the others got separated, and the monkey, Lem or Lemur, joins Gen. The souvenir store sells Lemur bun. In the hotel, search the shelf for a missyou turbo. In the hotel, search the jar for a banana skin. In the house on the lower right, search the jar that is outside for 2300G. Go to the village mayor's house on the left, and hear the request of a woman. Leave the village, and go southeast to Oceania Bless. In battle with the group, Lem will be in auto mode.

Oceania Town

Enter, and then go down the stairs into Bless. Search the shelf in the small sickroom for a missyou turbo. In one of the rooms, speak to Basil, and rejoins the group. Search the barrel in the underground for an aborigine's alcohol. The souvenir store sells kangaroo bun. Speak to Dr. Aowasette and Commander Koara. Leave, and go west to Ayers Rock.

Ayers Rock

Before you can enter, four alien UFOs will leave Ayers Rock, as the Mother Ship Omega returns back. Enter the mountain, and search the two jars for a nimble base, and banana skin. Choose yes to use the gravity field to get on the Mother Ship Omega.

Mother Ship Omega

Go onto the warp tile which will take the group to a room. In the room, search the machine in the upper right corner, then defeat the three monsters, Haru Jr., to get the password. The first password from the machine is "THE." Use the password on the door to get into the next room where there are six warp tiles. Move onto the warp tile that is in front of the group. This warp tile will take you to the other side of the room. Search the machine in the upper right corner, then defeat the monsters to get the password. The second password from the machine is "EARTH." Once the password has been retrieved, go where the green looking stairs are at which is in the upper left corner. Go up the stairs until you see a machine, search the machine, and then defeat the monsters to get the password. The third password from the machine is "NATIVE." Go down the stairs, and move onto the warp that is on the left side. This warp tile will take you to the left side of the room. Use the password on the door to get into the next room where there is one warp tile. Inside the room, search the treasure chest for a kurinna mask. Move onto the warp tile. This warp tile will take you to a different room with another warp tile. Search the machine that is there, and then defeat the monsters to get the password. The fourth password from the machine is "AGAIN." Go thru the other side of the door for 2900G. Return back to the room where there are six warp tiles. Move onto the warp that is in the lower left corner. Warp several times until you have reached a room with a door. Use the password "EARTH" on the door to get into the next room which has one warp tile. Move onto that warp which will take you to the last room. Go to left side of the room, and search the treasure chest for a defense base. Go to the lower right and upper right for adrena energy x2. Go around the upper right treasure chest to the machine. Search the machine, and then defeat the monsters to get the password. The fifth password from the machine is "RETURN." Use the password to open the door below. Go thru the door, and move onto the warp which will take you to the outside area of the ship. Walk up until you have seen Mina lying down on the ground. Continue going up until the Great Shinto Priest Kata appears. Fight Kata. After defeating Kata, Gen receive Lemur key, and Mina rejoins the group. The group will quickly leave the ship, before it explodes. Return to Oceania Bless.

Oceania Town

Enter, and go down the stairs into Bless. First, speak to Kiki who is sleeping in the small sickroom. Then, speak to Commander Koara, and Dr. Aowasette who will give you psycho base. A guard will come into the room with news about Bless in America. Leave, and go southwest to Lemur Village.

Lemur Village

When you enter the village, Gen will receive letter 4 from Dan Kitty near the entrance, and learn the technique "W cross counter slash." Go into the

village mayor's house, and speak to the woman who will give you life bun. Go up, pass the trees, and use Lemur key on the door of the shrine. Enter the shrine, and go up. The group cannot enter the door of the ancient ship because of a strong barrier. Leave the shrine, and go to house on the lower right, and speak to Obaba who will teach Basil the special ability "stone body." Follow Lem back to the shrine, and Lem will go thru the door's strong barrier to enter the ancient ship to start it up. The ancient ship will then appear out of the water nearby Lemur Village. Leave the shrine, and then exit the village. In the ancient ship, go north of Lemur Village to Bali Island (a small island with two umbrellas).

Bali Island

The souvenir store sells mushroom bun. First, speak to Mr. Bat who will then fly away. Then, speak to the woman near the beach, and agree to help the man who is being attack by a shark. The man turns out to be Heath. Heath and Gen will fight the great shark. After defeating the great shark, the woman gives Gen magic juice. Heath then rejoins the group. Leave, and go southeast to the southernmost tip of the South American Continent. Nearby on a small island is Hore Hut.

Hore Hut

Enter, and go inside the inn. Zorba will speak to the group. Search the barrel beside the souvenir store for 2000G. The souvenir store sells Misaki-bun. Buy the jewelry from the man who is nearby the inn sign. Gen sleeps at the inn and hears the story of Basil's past. Go outside of the inn, and encounter Zorba. Heath will punch Zorba out cold. Leave, and go to the West Coast side of the North American Continent until you see a dark blue round object lodge between two mountains that turn out to be Angel Town.

Angel Town

Enter, and then give the man at the entrance the magic juice. When you trespass into the ladies' bath from the men's section of the bathhouse in the public bath, speak to the old woman for a dirty bun (Gen and Heath love-2). Search the barrel in the bar for a fruit cocktail. The souvenir store sells Angel bun. After speaking to everyone in the town, talk to the hotel owner, and give him the jewelry. Sleep at the inn. During midnight the hotel owner will awake Gen. The hotel owner will show the group the New York path, and then remove all their weapons, armory, and tools. The hotel owner will then take the group inside angel wagon to fight Aridone. In battle, only psycho and chakura can be used. After defeating Ariadone, the group will automatically wake up at the inn. Put back on weapons, armory, and tools on the group. Go outside of the inn, and you will notice that the dark blue barrier has disappeared. Leave the town, and go to the East Coast side of the North American Continent to NY Harlem.

NY Harlem

Enter, then go to the hotel, and search the shelf in the room on the right for brain turbo. Go to the doctor's house, search the shelf for 1000G. The souvenir store sells Harem bun. After you speak to Linda who by the lower waterway place on the right-hand side of town, she will take you to New York Bless Headquarters. Search the wooden box in the arsenal of Bless base for a psycho drink. Inside the headquarters, speak to Linda, New York Headquarters Deputy Commander McCartney, and Dr. Orangewasette. Leave Bless Headquarters, go north inside the town, and go thru the door on the far right to Broadway. You will notice that Linda is beside the door which will take you to Broadway.

Broadway

Make your way thru the dark room of the theater to the upper left corner, and go into the room to get the lamp. In the upper right corner, go into the room, and continue walking until you have reach the next room with a lot of boxes, barrels, and jars. Search the barrel in the upper left corner for bourbon. Go thru the door, make your way to the upper left corner, and take the stairs to go down. Search the treasure chest for the queen's dress. On the left side of the treasure chest, go into the room, and search the second jar on the right for a brain turbo. Leave that room, and walk left until you have see stairs going up. Take the stairs up, and in that room, search the jar in the upper right corner for a missyou turbo. Continue walking all the way to the lower left corner, and go thru the door which will take you on the stage of the theater where you will fight the 3 Phantoms of the Theatre. After defeating the 3 Phantoms of the Theatre, pick up the back-pass. You will notice now that the lights are back on. Go to the right side of the stage, and enter the room. Inside that room, search the jar for Esoteric Buddhism sandal. Leave that room, and take the south door inside of the theater all the way back to NY Harlem. Go to the left of Broadway where you will see two guards near a door. Use the back pass to get thru the door. Inside, take the elevator to Manhattan.

NY Manhattan

Search the statue on the right side of the elevator for a missyou turbo. Go thru the door, and search the barrel on the top of the box for a brain drink. After talking to the several of the people in front of the inn, there will be an parade event. In the hotel, search the shelf behind the counter for 2000G. In the hotel, search the shelf in the room in the upper right of 1F for a brain turbo. In the hotel, search the goddess statue near the stairs on 2F for 2000G. The souvenir store sells matenrow bun. Go southeast from the inn, and try to enter the United Nations Building. The group is then captured and taken to prison. Defeat the guards in Bless. Linda comes by, releases the group from prison, and then follows the group. Make your way thru the Bless headquarters fighting the guards. On 2F, Linda is going prevent you from going thru the double doors on the right. Heath knocks Linda out cold. Go thru the doors onto the terrace inside the big room. The Commander Leon transforms into the Great Catastrophe. Fight the Great Catastrophe. After defeating the Great Catastrophe, report back to NY Harlem and speak to Linda, the Headquarters Deputy Commander McCartney, and Dr. Orangewasette in New York Bless Headquarters. After that, go back to the computer room in NY Manhattan's United Nations Building, open the way to Chichen Itza with the main computer. Leave NY Manhattan, go back to NY Harlem, and meet up with Linda and McCartney. Go southwest of NY Harlem by boat to a pyramid which is surrounded by a forest.

Chichen Itza

Search the treasure chest for adorena energy, mind base, Krinna mask, Krinna launcher gun, 4000G, solar bun, and Mayan whip, thunder necklace, master great sword. Go thru the door at the top of the pyramid. Mr. Bat Special Turbo will attempt to fight the group but failed as usual. Go thru the double doors, and fight the Great Catastrophe for the last time. After defeating the Great Catastrophe, a door at the back of the room will open. Go thru the door, touch the stone of God, and Gen-Heath-Mina-Basil chakura level goes to 6. Go thru the door that is on the right side of the double doors. Get the flying air stone, and the flight of an ancient ship is attained. The group automatically leaves the ancient ruins, and returns to the ship. Press the A button to fly the ship. When you land in Japan with the airship, it will

become a Japanese map, and go south of Neokoube to a house that is surrounded by mountains.

Rescue House

Enter, and then go speak to the woman who is in front of the door at Rescue House. She will let you pass to go inside the house. When you pass the toy ship to the boy who is sitting at the table by himself, he will give you the rescue medal, and a missyou turbo. The girl who is sitting at the table by herself will give you a rescue bun. Go to 2F into a room in the upper left corner. Mina speaks to the girl who can read people's mind. Leave the house, and fly slightly northeast of Rescue House to Myaa Town.

Myaa Town

First, go to Dan Kitty's house which is closer to the north exit, and he will give you Dan Kitty's towel. Go to the Mayor and get Myaa alcohol. Take the alcohol to Dan Kitty who will give you the sunglasses. Leave the town, and fly southwest of Japan to a small island that is south of Hommaka Town.

King Bun's House

Enter, then go and speak to the man standing by the door for a King Bun bromide. Also, speak to King Bun who will say that one amongst the group needs to connect chakura level 4 "ease" with chakura level 4 "soul" to get King Bun 4. With King Bun 4, you can combine different buns to get rare items. Leave, and fly southeast to the Meteorite of Australia.

The Meteorite of Australia

Go to underground for the mangosteen gun. By defeating the difficult monsters, the Great King Mangosteen, in the underground, you can get 20000EXP. Leave, and fly west to the Meteorite of Europe.

The Meteorite of Europe

Go to underground for a nimble base. Leave, and fly northeast back to Japan, go to Bless Jiotoukyou.

Bless Jiotoukyou

Enter, then go into the computer room to defeat Satan alien that is trying to spread the computer virus. Leave Japan, and fly east to NY Harlem.

NY Harlem

When you enter the town, Gen will receive letter 5 from Dan Kitty near the entrance, and learn the technique "snow white ash slash." Take the elevator to NY Manhattan.

NY Manhattan

In the United Nations Building, go to 3F into the room on the left, and speak to Dr. Orangewasette who will give you a floppy, Commander Deputy McCartney, and Linda. Dr. Orangewasette will say that you should search the ancient ruins when you land on the ground of Nasca in the South American Continent. Leave, and fly south until you see a desert with a drawing of a legendary bird nearby two mountains.

Nasca

Land the ship on the desert ground, meaning the drawing of the legendary bird, and the group will become small like pencil dot. Go inside the hut, and when you search the jar on the far right, the group abnormal state is recovered. When you exit Nasca from the north side, remove all weapons and protectors. Make a detour, and walk all the way south thru the Amazon Forest until you find El Dorado Village for it is in the South American Continent. Since nothing is equipped on the group members, it is an easy for a safe travel.

El Dorado Village

Go and speak to the boy who is by the fence at the back for a golden bun. Search the two barrels in the upper left areas for a blue mask, and kurinna. Since the kurinna suit in the protector store can be used, you should buy it for all the members. Get the stone eye from the elder. Leave the village, and fly back to Nasca.

Nasca

Enter, then insert the stone eye when you search the eye portion on the ground picture. The group will be automatically teleported to the way of God. Go onto the warp on the lower right which will teleport you to Easter Island.

Easter Island

From the stairs, go left pass the three stone monuments, and then go down through the crevice between trees until you encounter Mr. Bat inside of the stone monument area. Defeat Mr. Bat Special Great WX. Get the silver stepping-stones from the statue with one eye on the lower left. When Mina and the group go up and stand in front of Moai statue the one with the two eyes, the ancient writings on the statue will say that they should go to Lemuria Continent. After that, return to the way to God, and go onto the warp to open the new warp zone on the left side. Leave, go back to Nasca, and then fly northeast to the ancient ruins of Chichen Itza.

Chichen Itza

Enter the ancient ruins, then go thru the door that is on the right side of the double doors, and go onto the warp, which will teleport you to Lemuria Continent.

Lemuria

Enter, then go in front of the lithograph. Mina will read the ancient writing which will say that Lemuria is the third continent. As you walk up the stairs, and try to enter the door, the guard of Lemuria will prevent the group from going thru. Defeat the guard, and go thru the door. Go up the stairs to 2F. Items found inside the treasure chests on the left side are the master famous sword, Lemuria clothes, Lemuria bun, and adorena energy. Items found in the treasure chest on the right side are life base and adorena energy. Continue walking until you are at the door of a pyramid. Go thru the door, and walk all the way up until you encounter Queen Raruwa. Defeat Queen Raruwa to get Ararat's key. Go thru the door; touch the last stone of God, and Gen-Heath-Mina-Basil chakura level goes to 7. Leave, and fly to Ararat Shrine which is on the north side of Kasbah Village.

Ararat Shrine

Search the jar in the upper right side for an Ararat bun, and the jar in the

upper left side for a nimble base. Go thru the double doors, and Mina will read the ancient writing on the lithograph. When you come out of the shrine, there will be a reunion of Basil and Fahren. After that, the group will automatically wind up inside of the ship. Now, go east to NY Harlem, and then take the elevator to NY Mahattan.

NY Manhattan

In the United Nations Building, go to 3F into the room on the left, and you will hear that Moscow's army has unearthed the Ararat Shrine. Leave, and fly west to Moscow.

Moscow

Enter, then go inside the Kremlin, and speak to the Mayor who has the golden stepping-stones. The Mayor says that the golden stepping-stones are a present and an exchange to which 500000G or a price isn't given. Leave, and fly southeast to Antarctic Bless Base.

Antarctic Bless Base

Enter and you will notice that the aliens have destroyed the place. The souvenir store sells snow bun. Go to the computer room, and encounter the Vartan X. Defeat Vartan X to get the huge diamond. Leave, and fly north back to Japan to Rescue House.

Rescue House

Get the ideal declaration from the old man on 1F. Leave Japan, and fly west back to Moscow.

Moscow

Enter, then go inside the Kremlin to speak to the Mayor. Pass 500000G or the huge diamond or ideal declaration. Well, the usual choice is ideal declaration. Get the golden stepping-stones. Leave, and fly southwest to Nasca.

Nasca

When you enter, insert the stone eye when you search the eye portion on the ground picture. The group will be automatically teleported to the way of God. Go onto the warp that's in the upper left corner which will teleport you to Luna City.

Luna City

Make your way thru the city. In a room where there are three children, talk to the boy who called himself Mar, then leave the room. Continue walking until you have come to a place where the door branches off into two after that go thru the door on the right. In that room, choose 'inform' and 'yes' when you speak to the woman who is looking for Mar. Return back to the room with the three children, talk to the boy again. Choose 'take,' and the boy will come along with the group. Return back to woman who is looking for Mar. Mar will give Gen Luna bun. Now, go to the door on the left, and enter the room with seven people inside, and speak to all of them. While en route, you will have to fight the defenders in order to go up the stairs. Defeat Lucifer and escapes from Luna City. You have a choice whether to pull the switch to make Luna City self-destruct or not pull the switch at all. Whatever choice you made, Luna City will still be destroyed and the warp will disappear.

Leave, fly northeast to NY Harlem, and then take the elevator to NY Manhattan.

NY Manhattan

In the United Nations Building, go to 3F into the room on the left, and hear the story of Atlantis Continent surfacing. After that, fly to Burmuda which is in the southeastern Atlantic Ocean of New York, and land on a place that looks like a reef.

Atlantis Continent

You cannot enter thru the three doors as of yet so go to the left and take the stairs down into the underground. Search the treasure chest on the lower left side for a nimble base. Search the treasure chest on the upper left side for a soul base, the treasure chest on the lower right side for a strength base, the treasure chest on the upper right side for a life base. Make your way thru the underground until you have see a door. Go thru the door into the energy control room, and Mr. Bat will try to prevent you from going any further. Mr. Bat will fail in his attempt to defeat you. Now, you have to fight T-Rex. Defeat T-Rex to get the Poseidon suit, and destroy the main system. Use Mina psycho magic 'exas' to leave the underground. First, go thru the left door. Defeat Babylonian to get the Poseidon boots. After defeating Babylonian, Heath leaves the group temporarily. Then, go thru the right door. Defeat Satangidora to get the Poseidon helmet. (Hint: in battle, first, have Gen absorb Satangidora's MP). After defeating Satangidora, Basil leaves the group temporarily. Finally, go thru the middle door. Defeat the alien's mother (who is also Gen's mother), and then defeat Poseidon. During the battle with Poseidon, Mr. Bat will appear and give Gen the orihalcon sword (the most powerful weapon for Gen). After defeating Poseidon, Atlantis Continent will start to crumble. Gen hears the voice of Ra-Muu. Muu Continent appears from the ocean and rises into the air. The group will end up in the ship automatically, and watch as Ra-Muu destroying two towns and bringing darkness to the earth. Muu Continent is right above the Pacific Ocean guttural center reef. From the destroyed Angel Town, fly slightly southwest until you see a reef in the middle of the ocean. Land on the reef, and press the 'A' button which will show an arrow going up, press the 'up' key, and the ship will be taken to Muu Continent automatically. (Hint: inside Muu Continent, the group can level up much quicker.)

Muu Continent

Continue walking until Michael appears who will tell Gen that they are brothers. Michael defeats the group. Go into the next area. In the lower right room, search the treasure chest for 3 forks Qatar (the most powerful weapon for Basil). In the upper left room, search the treasure chest for Muu sandals. Cross the bridge, and walk onto the warp which will take you to the next area. In the room on the lower right, search the treasure chest for Indra's thunder gun (the most powerful weapon for Heath). In the room on the upper left, search the two treasure chests for an adorena energy x2. In the room on the far upper right, search the treasure chest for queens knife (the most powerful weapon for Mina). Continue walking up until you reach a room with a warp. Walk onto the warp which will take you to the next area. At the save point area, go left, then south to a room with a treasure chest, search the treasure chest for Muu's priest robe. Continue walking until you encounter Ra-Muu. Michael will appear and use his final power to destroy Ra-Muu's barrier. Ra-Muu has three forms which are the head, the body (three faces), and feet (three faces). Recommend level for the group to fight Raa-Mu is level 52+. After defeating Ra-Muu, the place will shake, and a small hole will appear. Make sure to recover your HP and MP fully before going thru the

hole onto the balcony. The final boss, God, will appear.

Between God

After defeating God, Muu Continent will self-destruct. The group will automatically windup on the airship, and fly back to various place, in the order of Neokoube, Myaa Town, Osore Village, Moscow, Pokin Hut (Ai's gravesite), Ararat Shrine, and NY Manhattan.

NY Manhattan

In NY Manhattan, you will be given a parade. Inside the United Nations Building, talk to the boy who calls the heroes "terrible" in the lower left corner, and speak to the man that's in front of the door for he will let you pass thru to get into the big room. As the credits start to roll by, you will see a lot of flashback events which involves Gen and the others. After the credits end, it is night; and on top of the United Nations Building, the group watches the fireworks. THE END.

After the end

After THE END appears, it will ask you, "Do you continue?" choose "yes." Then, Gen will wake up thinking that it was a dream. After that, the group will fly automatically to the Earth Cave.

Earth Cave

First, gather the group who has fallen near. When you move 1 step, "Anger" will appear in battle. You should make Gen and Mina's rikua system psycho recover "Anger" with 30000 HP, so that "Anger" will disappear. During the battle with Anger, make sure Heath and Basil defend themselves (not attack) while Gen uses psycho of rikuas (10MP) and Mina uses psycho of rikudoora (99MP). After "Anger" has disappeared, do not move; just remove all equipment on Gen, Heath, Mina, and Basil. When you move 1 step, "Uneasiness" will appear in battle. If nothing is equipped on Gen, Heath, Mina and Basil, "Uneasiness" will disappear in one turn. During the battle with Uneasiness, make sure that Gen, Heath, Basil, and Mina defend (not attack). When you move 1 step, "Sadness" will appear in battle. You should make Gen and Mina's rikua system psycho recover "Sadness" with 6000 HP and also nothing is equipped on them, then "Sadness" will disappear. During the battle with Sadness, make sure Heath and Basil defend themselves (not attack) while Gen uses psycho of rikuas (10MP) and Mina uses psycho of rikudoora (99MP). After the battle ends, you will get to see the true ending.

The list of places to get the buns

Convenience store bun : Home Town (July 1999)
Toad bun : Tsubane Village
Animal bun : Inuyamazuu
Ebifriya bun : Myaa Town
Myaa bun : Myaa Town
Dolphin bun : Nagasaki Town
Chanple : Shuri Castle
Mama bun : Mama Island
Mandarin duck bun : Mama Island
Itako bun : Osore Village
Shinkirou bun : Shinkirou Hotel
Harbor bun : Neokoube
Aerolite bun : The Sea of Nihon Meteorite
Siberia bun : Vlajio Village

4000-year bun	: Pokin Hut
Chinese bun	: Hommaka Town
Tapioca bun	: Angkor Vat
Training bun	: Angkor Vat
Railroad bun	: Siberia Railroad
Red bun	: Moscow
Piroshiki bun	: Moscow
Dover bun	: Free London
Holmes bun	: Free London
Kasbah female bun	: Kasbah Village
Nile bun	: Great Pyramid
Hope bun	: Hope Hotel
Lemur bun	: Lemur Village
Kangaroo bun	: Oceania Town
Prayer bun	: Lemur Village
Mushroom bun	: Bali Island
Misaki-bun	: Hore Hut
Angel bun	: Angel Town
Dirty bun	: Angel Town
Harlem bun	: NY Harlem
Matenrow bun	: NY Manhattan
Solar bun	: Chichen Itza
Rescue bun	: Rescue House
King Bun bromide	: King Bun's House
Golden bun	: El Dorado Village
Lemuria bun	: Lemuria
Snow bun	: Antarctic Bless Base
Luna bun	: Luna City
Monster bun:	: A golden whale, which appears nearby the Japanese seas, gives you a mind induction.

The result of combining the buns list

Mandarin duck bun + prayer bun	= psycho defense base
Mandarin duck bun + training bun	= side dish
Mandarin duck bun + dirty bun	= bun stone
Mandarin duck bun + rescue bun	= defense base
Mandarin duck bun + Holmes bun	= bun knife
Mandarin duck bun + golden bun	= life base
Prayer bun + training bun	= shell
Prayer bun + dirty bun	= herb medicine
Prayer bun + rescue bun	= bun medicine
Prayer bun + Holmes bun	= bun stone
Prayer bun + golden bun	= nimble base
Training bun + dirty bun	= bun gun
Training bun + rescue bun	= bun disk
Training bun + Holmes bun	= psycho base
Training bun + golden bun	= bun clothes
Dirty bun + rescue bun	= mind base
Dirty bun + Holmes bun	= bun pajamas
Dirty bun + golden bun	= bun ring
Rescue bun + Holmes bun	= bun bullet
Rescue bun + golden bun	= strength base

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Version 1.5
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