

# Lennus II FAQ/Walkthrough

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Lennus II - Fuuin no Shito

LENNUS II - THE APOSTLES OF THE SEALS

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GUIDE

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VERSION HISTORY

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v1.0 (07/28/05) - Initial release.  
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\*\*\*I added some cheat codes and about the game.  
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Please use these cheat codes.  
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Infinite Gold	7E23E23F
	7E23E342
	7E23E40F
No Encounter	7E2B6A17
EXP After Battle	7EF923FF
	7EF924FF
	7EF925FF

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## About the game

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An exquisite RPG with bright screen of pastel tone and a peculiar view of the world. A new system has been enthusiastically introduced, for example, when a enemy is defeated, magic can be strengthened by the spirit that you have captured, and the command can be selected only with the cross button.

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Note: You can level up the group's spells by using them repeatedly in battle. The medicine that's in the bottles cures all ailments including HP.

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## Al Terran Continent

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### Falus Shrine

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Choose yes. Now, go to the left, and speak to the Shinto Priest who is blocking the stairs. Choose yes. Now, go down the stairs to 3F. On 3F, go into the room on the right, and search the five treasure chests for knife, 200G, wooden shoes, soft robe, & mini-bottle x9. Make sure to equip Falus with the equipment that you found inside the treasure chests. After that, leave that room, and go to the left. Now, go down the stairs to 2F. On 2F, go into room that's in the upper right, and choose three apostles. I chose Joodo, Zokk & Yuma. After that, go to the elevator to 1F. On 1F, there is a scene. Try to leave that room, and choose no. (On 1F, if you go into the room on the right, speak to the Shinto priest who is neary the computer, and choose yes to make him refill the mini-bottle with medicine. And also, speak to the Shinto priest who is nearby the table, and choose yes to make him recover the group's HP). Now, go to the bottom area, and go down the stairs to leave the shrine. Now, go southwest to Guwanderu Town.

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### Guwanderu Town

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There is a scene. Choose yes. On 2F of the inn, go to the top area where the

stairs is at, and speak to the old man who is blocking the stairs. Choose yes twice. Make sure to buy equipment for the group. After that, leave the town, and go southeast to the cave called Al Ruuji. Recommend LV10 for the group.

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#### Al Ruuji

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On 1F, go to the upper left, and go down the stairs into the underground to B2. On B2, go around to the bottom area, and go down the stairs to B3. On B3, go to where the big egg is at, and touch it. Now, fight Kodooren. After defeating Kodooren, go upward, and go down the stairs to B4. On B4, go around to the upper right while trying to dodge the rolling eggs that are coming out of the tubes, and go up the stairs to B3. On B3, go downward to where the big egg is at, and touch it. Now, fight Kodooren. After defeating Kodooren, go around to the right, and go up the stairs to B2. On B2, go to the top area where the boss Dooren is at, and speak to it. Now, fight Dooren. In battle, use the apostles' spell of kekan on Dooren. After defeating Dooren, the group gets a wind card which level up the skill of the wind spirit. Now, go and pick up Guwanji egg. After that, go in front of the pedestal where the purple looking orb, and search it. There is a scene. After that, choose yes to get the red sleep (1-4). Now, leave the cave, and go back to Guwanderu Town.

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#### Guwanderu Town

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Now, go to the upper right side of the the town, and go into Ben's house. In Ben's house, go thru the door at the top into the yard. In the yard, go to the left, and speak to Ben. There is a scene. After that, choose yes, and Guwanji will fly the group to Rebunanto Town which is on De Terran Continent.

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### De Terran Continent

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#### Rebunanto Town

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After that, Ben will give Falus the great eagle's flute. Now, go downward into Guwanji's waiting room, and speak to guard. Now, go the door at the bottom into the town area. After that, go to the lower right side where the stairs are at. Now, go down that stairs, and go into the mayor's house. In the mayor's house, go to the upper left, and search the bookshelf on the right which will move to reveal an hidden passage. Now, go up the stairs to 2F. On 2F, speak to Kay who is on the left side of the stairs, and choose yes. Now, go around to the right into the mayor's bedroom. In the mayor's bedroom, speak to the mayor, and there is a scene. After that, leave the mayor's house, and go downward to where the guards' are at. Now, speak to the guards who are blocking the way, and go northeast to the flame cave called Du Furea. Recommend LV11 for the group.

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#### Du Furea

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In this cave, you have to step on the floor switches to put out the flame or to lower the flame. Now, go around to the upper left, and go down the stairs into the underground to B1. On B1, go to the left, and go down the stairs to B2. On B2, go around to the lower right, and go down the stairs to B3. On B3, go to the left, and go down the stairs to B4. On B4, go to the lower left, and go down the stairs to 5F. On 5F, go upward, and speak to kay. Now, fight Kay. After defeating Kay, fight Zusanart. In battle, use the apostles' spell of kekan & reran on Zusanart. After defeating Zusanart, the group gets a fire card which level up the skill of the fire spirit, and there is a scene. After that, go in front of the pedestal where the blue looking orb is at, and search it. There is a scene. After that, choose yes to get the blue flame (2-4). Now, leave the cave, and go back to Rebunanto Town.

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## Rebunanto Town

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Go back to the mayor's house. In the mayor's house, speak to the guards who are blocking the door, and go up the stairs to the roof. On the roof, search the switch on the ground, and choose Toll Terran to warp to that continent.

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## Toll Terran Continent

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Now, go to Gondoata Town which is nearby.

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## Gondoata Town

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If you go to the shop (weapon, armor & item), and speak to the man. Choose yes, and he will refill your empty bottles. Now, go into the church on the left, and speak to Father Barugan who is lying in bed. Choose yes, and then go into the room at the top. In this room, there are three safes. Now, go in front of the safe on the right, and search it. Now, type in 1 (up), 2 (right), 3 (right), 4 (left), 5 (down) to get the miler's key. After that, leave the town, and go northwest to the Golden Spirit Shrine. Recommend LV13 for the group.

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## Golden Spirit Shrine

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Now, go up the stairs to 2F. On 2F, search the front of the machine, and go back down the stairs to 1F. On 1F, walk onto the warp tile on the right to teleport to another area of 1F. In this area, search the front of the machine, and walk onto the warp tile on the right to teleport to another area of 1F. In this area, walk onto the warp tile on the top left to teleport to another area of 1F. In this area, search the front of the machine, and walk onto the warp tile on the right to teleport to another area of 1F. In this area, walk onto the warp tile on the bottom right to teleport to another area of 1F. In this area, walk onto the middle warp tile to teleport to the another area of 1F. In this area, walk on anyone of the warp tiles that are on the right to teleport to another area of 1F. In this area, search the front of the machine, and walk onto the warp tile on the bottom right to teleport to another area of 1F. In this area, walk onto the warp tile on the top right to teleport to another area of 1F. In this area, go up the stairs to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go right into the black area that's along the bottom area, and search the treasure chest for a golden card which level up the skill of the golden spirit. After that, go to the right a little more, and then go upward along the black area, and go to where the Golden Spirit is at. Speak to the Golden Spirit. Now, fight the Golden Spirit (1-7). In battle, use the apostles' spell of zuzan & kekan on the Golden Spirit. After defeating the Golden Spirit, Falus gets the powers of Golden Spirit, and a golden card. After that, retrace your steps, and then leave the shrine. Now, go east to the cave called Toll Miler.

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## Toll Miler

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Now, go upward to where the three doors are at, and use the the miler's key on the middle door. After that, go thru that door into the next area. In this area, go all the way around to the top area, and search the treasure chest. Now, fight the God of Death, Foruga. In battle, use the apostles' spell of zuzan & kekan on the God of Death, Foruga. After defeating the God of Death, Foruga, the group gets a fire card. After that, leave the cave, and go back to Gondoata Town.

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## Gondoata Town

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Make sure to buy new weapon for the group at the shop. Now, go back to the

church, and speak to Father Barugan who is lying in bed. Choose yes, and then go into the room at the top. In this room, go in front of the safe on the left, and search it. Now, type in 1 (down), 2 (down), 3 (up), 4 (left), 5 (left) to get the second miler's key. After that, go in front of the middle safe, and search it. Now, type in 1 (left), 2 (right), 3 (left), 4 (down), 5 (down) to get the last miler's key. Now, leave the town, and go back to Toll Miler. Recommend LV14 for the group.

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#### Toll Miler

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Now, go upward to where the three doors are at, and use the the miler's key on the door on the right. After that, go thru that door into the next area. In this area, go all the way around to the top area, and search the treasure chest for the white shadow. After that, go back to where the three doors are at, and use the the miler's key on the door on the left. After that, go thru that door into the next area. In this area, go all the way around to the top area, and go in front of the pedestal where the black looking orb, and search it. There is a scene. After that, choose yes to get the black light (3-4). Now, leave the cave. After that, open the menu, and choose command + mochimono (property) + dougubukuro (tool) + tsukau (use it) + oowashi no fue (great eagle's flute). After that, choose De Terran Continent.

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#### De Terran Continent

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#### Rebunanto Town

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Now, go downward into Guwanji's waiting room, and speak to guard. Now, go the door at the bottom into the town area. After that, go back to the mayor's house to the roof area. On the roof, search the switch on the ground, and choose Cure Terran to warp to that continent.

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#### Cure Terran Continent

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Now, go to Giant's House which is nearby.

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#### Giant's House

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Make sure to buy new armor for the group at the shop, and some hikari no tobira (light door) to warp to the entrance of the dungeon. You can also refill your empty bottles from the medicine machine that's in the upper right. Also, you can make spells (fire, wind, etc.) for Falus from the machine which is nearby the medicine machine. Now, go around to the lower right side, and go into the Giant's Head (the cave on the left).

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#### Giant's Head

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In this cave, you have to step on the floor switches to remove objects that are blocking the path. Now, go around to the left, and walk onto the red circle to teleport to another area. In this area, defeat Vikinder who is standing on the floor switch. After that, step on that floor switch, and go around to the lower left to where Vikinder is at. Defeat Vikinder who is standing on the floor switch. After that, step on that floor switch, and go downward. Now, walk onto the red circle to teleport to another area. In this area, go to the right, and defeat Vikinder who is standing on the floor switch. After that, step on that floor switch, and go to the upper left to where Vikin Thunder (green looking monster) is at. Now, fight Vikin Thunder. In battle, use the apostles' spell of zuzan & reran on Vikin Thunder. After defeating Vikin Thunder, the group gets a fire card, and they will teleport back to the Giant's House.

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Giant's House

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There is a scene. After that, go into the Giant's Heart.

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Giant's Heart

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Now, go upward, and jump into the hole on the right which will take the group to another area. In this area, jump into the hole on the bottom left which will take the group to another area. In this area, go to the right, and jump into the hole which will take the group to another area. In this area, jump into the top hole which will take the group to another area. In this area, go upward, and go up the stairs into another area. In this area, go to the left to where Vikin Thunder (green looking monster) is at. Now, fight Vikin Thunder. In battle, use the spell of zuzan & reran on Vikin Thunder. After defeating Vikin Thunder, the group gets a fire card, and they will teleport back to the Giant's House.

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Giant's House

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There is a scene. After that, go to the upper left, and there is a scene where the all of the little people unite into Igues. Choose yes to ride on Igues. After that, go northeast to Cure Geruger.

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Cure Geruger

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Now, go upward. In this cave, there are three kinds of floor switches (the circle is blue water, the square is red, and the triangle is purple). Now, step on the circle floor switch. After that, go to the left, and go down the stairs into the underground to B1. On B1, go to the right, and step on the floor switches of triangular, square, and triangular. After that, go down the stairs to B2. On B2, go to the lower right, and go down the stairs to B3. On B3, step on the circle floor switch, and go down the stairs to B4. On B4, go to the right, and go down the stairs to B5. On B5, go to the left to where Mud Madobelon is at. Now, fight Mud Madobelon. In battle, use the spell of zuzan & reran on Mud Madobelon. After defeating Mud Madobelon, go upward, and go in front of the pedestal where the green looking orb, and search it. There is a scene. After that, choose yes to get the green anger (4-4). Now, open the menu, and choose command + mochimono (property) + dougubukuro (tool) + tsukau (use) + hikari no tobira (light door) to teleport to the entrance of the cave. After that, leave the cave. Now, open the menu, and choose command + mochimono (property) + dougubukuro (tool) + tsukau (use) + oowashi no fue (great eagle's flute). After that, choose A1 Terran Continent.

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A1 Terran Continent

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Now, go back to Falus Shrine which is nearby.

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Falus Shrine

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Now, go upward, and there is a scene. Choose yes. After that, go into the elevator to 2F. On 2F, go up the stairs to 4F. On 4F, go to the lower right to where the Shinto Priests are at. Now, go in front of the pedestals, and place the four secret treasures (counting from left to right) with red sleep, blue flame, black light, and green anger. After that, there is a scene.

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Erutsu Continent

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There is a scene. The three apostles have been paralyzed by the stone's curse. After that, leave, and go south to Dunk Village.

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## Dunk Village

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You can also refill your empty bottles from the medicine machine that is nearby the entrance. Now, go to the lower right, and go into the house (by the pond). In this house, search the treasure chest for the shrine key. After that, leave that house, and go thru the entrance in the upper left side of the village. Now, go northwest to the Ceremony of Purification Shrine. Recommend LV15 for the group.

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## Ceremony of Purification Shrine

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Choose yes to use the shrine key to open the door. After that, go to the upper left, and go up the stairs to 2F. On 2F, go downward, and go up the stairs that's nearby to 3F. On 3F, go to the upper right, and go up the stairs to 4F. On 4F, go to the left, and go up the stairs to 5F. On 5F, go upward, and there is a scene. Now, fight Efuremu. After defeating Efuremu, go upward, and go thru the door into the room. In this room, go into the capsule, and there is a scene. The curse stone has been removed from Falus' body. After that, go back to Dunk Village.

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## Dunk Village

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Make sure to buy new equipment for the group. After that, go downward, and speak to one of the guards who is blocking the entrance. Now, go thru that entrance, go all the way south to Downtown.

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## Downtown

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(Try to avoid the inns because there are robbers in them). Now, go to the right, and go into the bar. In the bar, go up the stairs that's nearby to 2F. On 2F, go into the room at the top, and speak to the man who is standing in front of the cabinet. Choose yes, and there is a scene. The group will be taken to Petoro's Castle.

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## Petoro's Castle

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Now, go to the left, and speak to one of the guards who is blocking the bridge. After that, go upward, and go thru the front door into the castle. In the castle, go upward, and there is a scene. Choose yes. After that, leave the castle, and go back to where the the two guards who are blocking the door to the trolley station. Now, speak to one of guards, and there is a scene. The group is taken back to Downtown.

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## Downtown

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After that, leave the Downtown Station. Now, go to the right to Gimbal's House (which is above ground). In Gimbal's House, speak to Gimbal who is behind the counter. After that, leave that house, and go to the right to Purezas' House (which is on the ground). In Purezas' House, speak to Purezas' daughter, and choose yes twice to get the spark lamp. After that, leave that house, and go to the lower right where the entrance is at. Now, go thru that entrance, and go southwest to the Governor Mine. Recommend LV17 for the group.

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## Governor Mine

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Now, go upward into 1F. In 1F, go around to the upper left, and go into the next area. In this area, go upward, and hop into the cart. While the cart is moving, press the arrow to the left to make the cart go left. After that, go to the right, and go down the stairs into the underground to B2. On B2, go

to the right, and go to the front of the pedestal. Choose yes to get the first seal (1-8). After that, go downward, and go down the stairs to B3. On B3, go thru the door on the right into an area with a treasure chest. In this area, search the treasure chest for a flute which is a musical instrument (1-5). After that, leave that area, and go all the way down, and go down the stairs to B4. On B4, go around to the lower right to where Daruru is at, and speak to it. Now, fight Daruru. In battle, use the spell of kekan & reran on Daruru. After defeating Daruru, search the treasure chest that's nearby for Daruru's glasses. After that, leave the mine, and go back to Downtown.

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Downtown

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Now, go back to Purezas' House (which is on the ground). In Purezas' House, speak to Purezas who is behind the counter, and choose bromide to get the citizen certificate. After that, leave that house. Now, go to the lower side of the town, and go into Gloucester Barrier.

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Gloucester Barrier

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Now, go upward, and speak to the guard. Choose yes to show him the citizen certificate. After that, go to the lower left into Gloucester Long Castle.

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Gloucester Long Castle

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There are four districts (counting from right to left) in this town. In district 1, go around to the top area, and go into the inn. In the inn, speak to Joanna (Jonjii's husband), and choose yes twice to get Joanna's letter. After that, leave the inn, and go to the right. Now, go thru the gate, and go north to Rezerufu Town.

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Rezerufu Town

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Make sure to buy new equipment for the group. Now, go to the inn, and speak to the man who is behind the counter. Choose yes to rest. Now, go up the stair to 1F. On 1F, speak to Jonjii, the man on the right to get Fumon's statue. After that, leave the inn, and go into Kaibal Tower which is nearby on the top right side of the inn.

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Kaibal Tower

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If the lights touch you on 1F/4F/5F/6F, the enemy will appear. Now, go to the upper right, and go up the stairs to 2F. On 2F/3F, don't walk over the circles when they are blue or red because the enemy will appear. On 2F, go to the lower right, and go up the stairs to 3F. On 3F, go to the upper left, and go up the stairs to 4F. On 4F, go to the lower right, and go up the stairs to 5F. On 5F, go to the upper right, and go up the stairs to 6F. On 6F, go to the lower left, and go up the stairs to 7F. On 7F, go to the top area, and search the treasure chest on the right to get grafi seed. After that, go around to the center area, and go up the stairs to 8F. On 8F, go upward, and there is a scene. Now, fight Derafoi. In battle, use the spell of zuzan & reran on Derafoi. After defeating Derafoi, go upward, and search the pedestal to put Fumon's statue there. After that, leave the tower, and go back to the inn. At the inn, speak to Jonjii, and there is a scene. Now, leave the town, and go back to Gloucester Long Castle.

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Gloucester Long Castle

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Now, go back to the inn, and speak to Joanna to get the second seal (2-8). After that, go into the cave on the left into district 2. In district 2, go all the way to the left into the cave into district 3. In district 3, go to

the left into the bar which is on the left side of the Spirit Clearing House. In the empty bar, go upward speak to the woman who is blocking the way, and choose yes twice to get the passing certificate. After that, leave the bar, and go to the bottom area where the gate is at. Now, go thru that gate, and go south to the Barrier.

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Barrier  
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Now, speak to the guard who is blocking the way. After that, go thru the bottom gate to leave the barrier, and go south to Kamui Town. Recommend LV18 for the group.

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Kamui Town  
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There is a scene. After that, go upward, and go down the stairs into the undergorund of the large crack to B1. On B1, go around to the lower left into the next area. In this area, go around to the far lower right into the next area. In this area, go downward, and go down the stairs into B2. On B2, go all the way to the left into the next area. In this area, go to the left, and there is a scene. After that, speak to the digging machine Monglar. Now, fight Monglar. In battle, use the spell of kekan & kekerun on Monglar. After defeating Monglar, the machine door opens. Recommend LV19 for the group. Now, go thru that door into Monglar's interior 1F. You can also refill your empty bottles from the medicine machine that's in the upper right of 1F. On 1F, go upward, and go into the elevator which will take the group to 2F. On 2F, go around to the top area, and go up the stairs to 3F. On 3F, go upward, and there is a scene. Choose yes or no. Now, fight Gillray Zork. In battle, use the spell of kekan & kekerun on Gillray Zork. After defeating Gillray Zork, there is a scene. Now, go to the front of the pedestal that's nearby. Choose yes to get the third seal (3-8), and there is a scene. The group returns back to the town area. After that, leave the town. Now, go all the way south, and then go all the way to the west to the Earth Spirit Shrine.

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Earth Spirit Shrine  
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Now, go down the stairs that's nearby into the underground to B1. On B1, go to the lower left, and search the machine to remove the lava that's nearby. After that, go to the right, and go down the stairs to B2. On B2, go around to the lower left, and go down the stairs to B3. On B3, go downward, and go down the stairs to B4. On B4, go around to the left, and search the machine to remove the lava that's nearby. After that, go down the stairs, and go thru the door into B5. On B5, go upward, and speak to the Earth Spirit. Now, fight the Earth Spirit. In battle, use the spell of kekan & kekerun & reran on the Earth Spirit. After defeating the Earth Spirit, Falus gets the powers of Earth Spirit. After that, leave the shrine. Now, go back to where Kamui Town is at, and go north to Rejuna District.

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Rejuna District  
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Now, go upward, and go into Koonerias' house that has the child, Plato and his mother, Uura. In this house, speak to Plato or Uura who will mention something about his father or her husband, Koonerias. Now, leave that house, and go to the right to Abel's shop which is on the right side of the station. At the front of Abel's shop, there are a group of people waiting on line for Abel's bread. Now, speak to Koonerias who is the first one on line, and there is a scene. Inside Abel's shop, speak to Abel who is behind the counter to get Abel's bread. After that, leave Abel's shop, and go to left to the old woman's house which is on the left side of Koonerias' house. In this house, speak to the old woman who is lying in bed, and there is a scene. Choose yes to get Indra's statue. After that, leave the old woman's house. Now, go to



the top area, and go thru the gate. After that, go all the way north to the circular wooden object called Huge Tree. Recommend LV20 for the group.

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#### Huge Tree

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Now, go upward into the cave. In the cave, go around to the lower right into the next area. In this area, go around to the left into the next area. In this area, go to the upper right into the next area. In this area, go around to the lower right into the next area. In this area, go around to the upper left into the next area. In this area, go around to the lower right into the next area. In this area, go to the lower right into the next area. In this area, go to the left into the next area. In this area, go to the lower right into the next area. In this area, go downward, and go into the next area. (A trumpet which is a musical instrument (2-5) is in one of the treasure chests). In this area, go to the lower right into the next area. In this area, go to the left into the next area. In this area, go to the lower right into the next area. In this area, go to the left into the next area. In this area, go to the lower right into the next area. Recommend LV21 for the group. In this area, go upward, and speak to Gander. Now, fight Gander. In battle, use the spell of zuzan & reran on Gander. After defeating Gander, go to the front of the pedestal, and choose yes to get the fourth seal (4-8). After that, retrace your steps, and then leave the tree. Now, go back to Rejuna District.

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#### Rejuna District

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Now, go to the upper left, and go thru the cave into Hammond Hill.

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#### Hammond Hill

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Now, go to the bottom left area, and go into Gorutooku's house. In Gorutooku's house, go up the stairs to 3F. On 3F, go to the upper left, and speak to Karurusu. Choose yes to get Ura's pendant. (You can also sell the bromide to Karurusu for 1000G). After that, leave that house. Now, go upward, and go into Gimbal's house. In Gimbal's house, go up the stairs to 3F. On 3F, go into the room on the left, and speak to Jessica who is Gimbal's wife. After that, leave Gimbal's house, and go back into Rejuna District.

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#### Rejuna District

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Now, go to the right, and go into Rejuna station. In Rejuna station, speak to the woman who is behind the counter, and buy six commuter passes for 5000G. After that, speak to the man on the left to give him the commuter passes (1-6). Now, go up the stairs to 2F. On 2F, go into the trolley, and choose Downtown station.

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#### Downtown

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Now, go down the stairs, and leave Downtown station. After that, go to the right into Gimbal's House (which is above ground). In Gimbal's house, speak to Gimbal who is behind the counter. After that, leave Gimbal's house, and choose yes to return back to Gimbal's house 3F in Hammond Hill.

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#### Hammond Hill

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Now, go into the middle room, and speak to Jade who is one of Gimbal's children to get Jade's letter. After that, leave Gimbal's house, and go to the right into Hammond station. In Hammond station, speak to the man to give him the commuter passes (2-6). Now, go up the stairs to 2F. On 2F, go into the trolley, and choose Rejuna station.

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Rejuna District  
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Now, go back into the trolley, and choose Downtown station.  
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Downtown  
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Now, go down the stairs, and leave Downtown station. After that, go to the right into Gimbal's house, and speak to him. After that, leave Gimbal's house, and choose yes to return back to Gimbal's house 3F in Hammond Hill.  
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Hammond Hill  
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Now, go into the room on the right, and speak to Julia who is one of Gimbal's children to get the blood-stained handkerchief. After that, leave Gimbal's house, and go to the right to Hammond station. In Hammond station, speak to the man to give him the commuter passes (3-6). Now, go up the stairs to 2F. On 2F, go into the trolley, and choose Rejuna station.  
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Rejuna District  
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Now, go back into the trolley, and choose Downtown station.  
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Downtown  
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Now, go down the stairs, and leave Downtown station. Recommend LV22 for the group. After that, go to the right into Gimbal's house, and speak to him. The group will automatically return back to Gimbal's house 3F in Hammond Hill with Gimbal.  
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Hammond Hill  
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There is a scene. After that, fight Gimbal. In battle, use the spell of zuzan on Gimbal. After defeating Gimbal, there is a scene, and the group gets bouquet of life from Gimbal's wife, Jessia. After that, leave Gimbal's house, and go to the Underground Waterway which is on the left side of Gorutooku's house. In the Underground Waterway, go down the stairs to B1. On B1, go thru the door at the bottom into the next room. In this room, go around to the lower right, and search the machine to remove the water that's nearby. Speak to Stolk, and choose yes to exchange Ura's pendant for a eternal ring. After that, go down the stairs. Now, go to the right, and go thru the door into the next room. In this room, go down the stairs that's nearby to B2. On B2, go to the right, and go up the stairs to B1. On B1, go thru the door at the bottom into the waterway area. In this area, go around to the lower right, and go down the stairs to B2. On B2, go thru the door at the bottom into the next room. In this room, go around to the lower right, and search the machine to remove the water that's nearby. (A violin which is a musical instrument (3-5) is in the treasure chest on the upper right). After that, go down the stairs. Now, go to the right, and go thru the door into the next room. In this room, go down the stairs that's nearby to B3. On B3, go thru the door at the bottom into another waterway area. Recommend LV23 for the group. In this area, go around to the lower right, and speak to Lord of the Waterway. Now, fight Lord of the Waterway. In battle, use the spell of kekan & kekerun on Lord of the Waterway. After defeating Lord of the Waterway, go to the front of the pedestal, and choose yes to get the fifth seal (5-8). After that, leave the underground waterway, go back into Rejuna District.  
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Rejuna District  
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Now, go into the married couple's house which is on the left side of the old

woman's house. In this house, speak to the wife who is beating her husband to get Olfe's staff. After that, leave that house. Now, go to the lower right, and go into the library. In the library, go upward, and go behind the counter. Now, speak to the old man twice, and choose yes to get Kamedora's book. After that, leave the library, and go into the school which is behind the library. In the school, go to the upper right, and go thru the door at the top into the staff room. In the staff room, go to the right, and speak to the female teacher (green-haired woman) to get Kyamane's key. After that, leave the school, and go into the house which is on the left side of the married couple's house. In this house, go into the room at the top, and speak to the mysterious man who is standing in front of the safe to get coulomb belt. After that, leave that house, and go back to Hammond Hill.

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#### Hammond Hill

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Now, go to the bottom left area, and go to Gorutooku's house. In Gorutooku's house, go up the stairs to 4F. On 4F, search the fat woman, Gorutooku who is lying in bed to use the coulomb belt to raise her. After that, search the bed, and choose yes to get the sixth seal (6-8). After that, leave Gorutooku's house, go back into Rejuna District.

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#### Rejuna District

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Now, go downward, and go thru the other cave into the Hill of Peacefulness.

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#### Hill of Peacefulness

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Now, go to the bottom area, and go into the elevator on the left into the white cross religious group. After that, go thru the door on the left into the chapel. In the chapel, speak to the Shinto Priest Fighter who is nearby the stairs, and choose yes three times. Now, fight the Shinto Priest Fighter. In battle, use the spell of kekan & kekerun & reran on the Shinto Priest Fighter. After defeating the Shinto Priest Fighter, there is a scene. While speaking to Pasco, choose yes. After that, leave the Bishop's room. (You can also refill your empty bottles from the medicine machine in Spirit Clearing House which is on the left side of 4F). Now, go up the stairs to 6F. On 6F, go thru the door at the bottom into another area. In this area, go downward, and go thru the gate. Now, go south to Dorandoran Shrine.

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#### Dorandoran Shrine

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Now, go thru the door into the shrine. In the shrine, go into the capsule to warp to another area. (You cannot use the command menu or leave this room, and Falus who is by himself will be chased by the black cross religious group). In this area, go around to the center area of the room. After you have reached the front of the pedestal, search the it, and choose yes to get the seventh seal (7-8). After that, leave the shrine, and go all the way back into the Hill of Peacefulness.

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#### Hill of Peacefulness

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After that, leave the area of the white cross religious group, and go upward into the Hill of Peacefulness station. In the Hill of Peacefulness station, speak to the man to give him the commuter passes (4-6). Now, go up the stairs to 2F. On 2F, go into the trolley, and choose Peter's Castle Station.

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#### Peter's Castle

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Now, go down the stairs, and leave Peter's Castle station. Recommend LV23 for the group. After that, go to the left, and speak to one of the two guards who

is blocking the bridge. Now, go upward, and go into the castle. In the castle, go thru the door at the top into the next room. In this room, go thru the door at the top into the next room. In this room, go up the stairs to 2F. On 2F, go upward, and speak to Peter. After that, go into the capsule to warp to the town of Guwandel which is in the Underground World of Anadel.

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### Underground World Anadel

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#### Guwandel

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Now, go to the upper right, and go into Ben's house. In Ben's house, go thru the door at the top into the yard. In the yard, go to the right, and go into the underground of the Red Heat Cave.

#### Red Heat Cave

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Now, go upward into the next area. In this area, go to the upper left into the next area. In this area, go to the upper right, and go down the stairs to B2. On B2, go downward into the next area. In this area, go to the lower left into the next area. In this area, go upward into the next area. In this area, go all the way to the left, and go thru the cave on the left into the next area. In this area, go to the left, and go down the stairs to B3. Recommend LV24 for the group. On B3, go to the left, and then go downward into the next area. In this area, you cannot use the command menu. Now, go downward, and there is a scene. After that, go upward, and there is a scene. After that, just walk back & forth nearby the top magma, and there is a scene. Igures will come by. Now, speak to Igures, and there is a scene. After that, go downward into the next area. In this area, go downward, and there is a scene. Now, fight Gege and Gooto. In battle, use the spell of kekan & kekerun & reran on Gege and Gooto. After defeating Gege and Gooto, go downward, and go to the front of the pedestal. Choose yes to get the eighth seal (8-8). After that, just walk back & forth nearby the pedestal, and there is a scene. After that, walk into the blue ring of light to warp back to 2F in Peter's Castle on Erutsu Continent.

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### Erutsu Continent

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#### Peter's Castle

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Now, go downward, and go down the stairs to 1F. On 1F, go thru the door at the bottom into the next area. In this area, go downward, and there is a scene. Choose yes to make that woman refill your empty medicine bottles, and also to get the ancient machine key. After that, leave the castle, and go back to Peter's Castle Station. In Peter's Castle Station, go up the stairs to 2F. On 2F, go into the trolley, and choose Hammond Hill station.

#### Hammond Hill

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Now, go down the stairs, and leave Hammond Hill station. After that, go to the upper left into the evil spirit's house. In the evil spirit's house, go to the right, and speak to red spirit who is blocking the stairs. After that, go up the stairs to 2F. On 2F, speak to the white spirit (first seal) who is blocking the door. Now, go thru that door, and search the treasure chest for gale sword. After that, go to the left, and speak to the red spirit (second seal) who is blocking the door. Now, go thru that door, and search the treasure chest for ancient isan. After that, go up the stairs to 3F. On 3F, speak to the dark blue spirit (third seal) who is blocking the door. Now, go thru that door, and search the treasure chest for sage's robe. After that, go to the left, and speak to the black spirit (fourth seal) who is blocking the door. Now, go thru that door, and search the treasure chest for raging

fist. After that, go up the stairs to 4F. On 4F, speak to the light blue spirit (sixth seal) who is blocking the door. Now, go thru that door, and search the treasure chest for thunder saber. After that, go to the right, speak to the green spirit (fifth seal) who is blocking the door. Now, go thru that door, and search the treasure chest for sage's staff. After that, go up the stairs to 5F. On 5F, speak to the yellow spirit (seventh seal) who is blocking the door. Now, go thru that door, and search the treasure chest for an indignatiing fist. After that, go to the left, speak to the dark blue spirit (eighth seal) who is blocking the door. Now, go thru that door, and search the treasure chest for sage's ring. Make sure equip those powerful equipment on the group. After that, go down the stairs to 1F. On 1F, speak to the white spirit. After that, leave that house, and go back to Hammond Hill station. In Hammond station, speak to the man to give him the commuter passes (5-6). Now, go up the stairs to 2F. On 2F, go into the trolley, and choose Peter's Castle Station.

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#### Peter's Castle

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Now, go down the stairs, and leave Peter's Castle station. After that, go to the left, and go into the castle. In the castle, go thru the door at the top into the next room. In this room, go thru the door at the top into the next room. In this room, go up the stairs to 2F. On 2F, go to the upper left, and go to the front of the door. Now, search that door, and choose yes to use the Ancient Machine key to open it. After that, go thru that door into ancient machine A. Recommend LV25 for the group. In ancient machine A, go to the upper left into ancient machine C. In ancient machine C, go to upper left, and walk onto the floating tile which will take you to the top area. Now, go thru the door into ancient machine D. In ancient machine D, go around to the upper right, and go thru the door into ancient machine H. In ancient machine H, go to the right, and go thru the door into ancient machine I. In ancient machine I, go to the right, and go thru the door into ancient machine J. (The contrabass which is a musical intrument (4-5) is in the treasure chest in ancient machine K). In ancient machine J, go upward, and then go up the stairs to another area. In this area, go downward into ancient machine L. In ancient machine L, go onto the floating tile which will take you to the bottom area. Now, go thru the door into ancient machine M. In ancient machine M, go upward, and there is a scene. Choose no. Now, fight Balmodo, Bujold, Buzuu, and Berutsu. In battle, use the spell of kekan & kekerun on Buzuu, the spell of reran on Bujold, use the spell of kekan & kekerun on Balmodo, use the spell of kekan & kekerun on Berutsu. After defeating Balmodo, Bujold, Buzuu, and Berutsu, there is a scene, and choose yes to give Belts the eight seals. You can also refill your empty bottles from the medicine machine that's on the left. After that, go upward, and search the machine. Choose yes, and there is a scene. Now, fight the defense machine x 4. In battle, use the spell of kekan & kekerun & reran on the defense machine x 4. After defeating the defense machine x 4, go into the capsule which will warp the group to ancient machine N. In ancient machine N, there is a scene, and choose yes. After that, go downward to leave the ancient machine. Now, go to Sanfero Town which is nearby.

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#### Sanfero Town

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Make sure to buy new equipment for the group. You can also refill your empty bottles with medicine at the item shop by speaking to the woman who is behind the counter. After that, leave, and go northwest to El Germi Town.

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#### El Germi Town

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Make sure to buy new equipment for the group. Now, go to the upper left, and go into Guerlain reception office. In Guerlain reception office, speak to man, and choose yes to enter the Guerlain race which cost 100G. In this race,

you need to press the UP button twice to dash upward or downward, and the B button to jump over the big cracks that's on the ground. If you dash continuously, Guerlain will become tired, and rest for a while so be very careful. After winning first place in the race, there is a scene. After that, speak to Guerlain, and choose yes. Now, go all the way south while riding on Guerlain to where the crack is at. Press the DOWN button twice to dash downward, and the B button to jump over the crack. After jumping over the crack, go south to the Sky Spirit Shrine. Recommend LV26 for the group.

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#### Sky Spirit Shrine

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Now, go into the capsule to warp into the shrine. In the shrine, go to the left, and go thru the door into 1F. On 1F, go around to the right, and go up the stairs to 2F. On 2F, go into the capsule that's nearby to warp to another area. In this area, go to the right, and go thru the door into 3F. On 3F, go down the stairs that's nearby to 2F. On 2F, go to the left, and go into the capsule to warp to another area. In this area, go to the left, and go thru the door into 4F. On 4F, go upward, and go into the capsule to warp to the roof. On the roof, walk onto the warp tile on the right to teleport to another area. In this area, walk onto the warp tile on the right to teleport to another area. In this area, walk onto the warp tile on the left to teleport to another area. In this area, walk onto the warp tile on the right to teleport to the area where the Sky Spirit is at. In this area, speak to the Sky Spirit. Now, fight the Sky Spirit. In battle, use the spell of kekan & kekerun on the Sky Spirit. After defeating the Sky Spirit, Falus gets the powers of Sky Spirit. After that, retrace your steps, and then leave the shrine. Now, go north back to Sanfero Town while riding on Guerlain.

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#### Sanfero Town

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Don't enter the town. Just go north to the center of the desert area while riding on Guerlain, and wait for a floating castle in the sky. When you see that floating castle approaches, quickly press the UP button twice to dash, and the B button to jump onto Vision Castle.

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#### Vision Castle

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Now, go upward, and go up the stairs to 1F. On 1F, there is a scene. After that, go downward to the bottom area, and go up the stairs to 2F. On 2F, there are four capsules. Now, go to the right, and go into the capsule which will warp the group to 6F. On 6F, go to the left, and push the statue onto the barrier switch that's on the floor. After that, go back to 2F. On 2F, go to the left, and go into the capsule which will warp the group to 5F. On 5F, go to the left, and push the statue onto the barrier switch that's on the floor. After that, go back to 2F. On 2F, go to the upper left, and go into the capsule which will warp the group to 3F. On 3F, go to the left, and push the statue onto the barrier switch that's on the floor. After that, go back to 2F. On 2F, go to the right, and go into the capsule which will warp the group to 4F. On 4F, go to the left, and push the statue onto the barrier switch that's on the floor. After that, go all the way back to 1F. On 1F, go upward, and speak to Midia. After getting the nigi no tane (rainbow seed), go upward, and go down the stairs to where Guerlain is at. Now, speak to Guerlain to jump off Vision Castle. After that, go north of El Germe Town while riding on Guerlain to where the crack is at. Press the UP button twice to dash upward, and the B button to jump over the crack. After jumping over the crack, go all the way north to Soreeju Town.

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#### Soreeju Town

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You can also refill your empty bottles with medicine at the item shop by

speaking to the man on the right who is behind the counter. Now, go to the far upper right, and speak to the man who is standing outside on the right side of the port cabin behind a box. Choose yes to him pay 150G for a world map. After that, go inside the port cabin, and go thru the door at the top into the port area. In this area, go to the upper left, and speak to the man. Choose yes, and hop into the ship. Now, sail north to the cave called Jill Island. After that, go into Jill Island. Recommend LV27 for the group.

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#### Jill Island

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Now, go upward into the next area. (A snare drum which is a musical instrument (5-5) is in one of the treasure chests). In this area, go upward, and go up the stairs into the next area. In this area, go to the left into the next area. In this area, go around to the upper right into the next area. In this area, go down the stairs that's nearby into the next area. In this area, go thru the door that's nearby into the next area. In this area, go all the way to the top area, and go up the stairs into the next area. In this area, go all the way to the top area, and go up the stairs into the next area. In this area, hop into the boat that's nearby, and sail to the left as you go thru the waterfall until you reach the area where Water Ghost is at. Now, fight Water Ghost. In battle, use the spell of kekan & kekerun on Water Ghost. After defeating Water Ghost, hop back into the ship, and sail west to where the whale Zoruban is at. Make sure to press the Y button to make the world map appear to see the location of Zoruban. After that, go Inside of Zoruban's Body.

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#### Inside of Zoruban's Body

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Now, sail upward into the next area. In this area, sail upward, and go into the house. In this house, speak to Nell (the man on the left), and choose yes to get Nell's bag. After that, hop back into the ship, and sail back to Soreeju Town.

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#### Soreeju Town

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Now, go into Meruru's house which is in the center of the town. In this house, speak to Meruru, and choose yes to get the demon's ring. After that, leave the town. Now, hop into the ship, and sail back to the Inside of Zoruban's Body.

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#### Inside of Zoruban's Body

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Now, sail upward, and sail into the whirlpool tube which will take the group to the next area. In this area, sail into the whirlpool tube on the top right which will take the group to the next area. Recommend LV28 for the group. In this area, sail downward to where the Water Spirit is at, and speak to it. Now, fight Water Spirit. In battle, use the spell of kekan & kekerun & reran on Water Spirit. After defeating Water Spirit, Falus gets the powers of Water Spirit. After that, hop back into the ship. Now, sail upward, and sail into the bottom whirlpool tube which will take the group to the next area. In this area, sail to the lower right, and sail down the waterfall into the other area. In this area, sail into the whirlpool tube which will take the group back to the entrance area. Now, leave, and sail southwest to a small island. (Please use the world map as your guide). On this island, there is tower called Gravity Rainbow Tower. Now, go into Gravity Rainbow Tower.

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#### Gravity Rainbow Tower

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Now, speak to Piers who is nearby for he will refill your empty bottles with medicine. After that, go into the tower. In the tower, go up the stairs

that's nearby to 10F. On 10F, go up the stairs that's nearby to the roof. On the roof, go upward, and search the hole. There is a scene, and the group rides on the gravity rainbow which will take them to Lennus Continent. On the gravity rainbow, try to avoid the some of the enemies since the command menu won't open.

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### Lennus Continent

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Now, go to Reirorudo Town which is nearby.

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### Reirorudo Town

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Make sure to buy new armor for the group. You can also refill your empty bottles with medicine at the item shop by speaking to the woman on the right who is behind the counter. After that, leave, and go all the way south to the Submarine Cave.

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### Submarine Cave

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Recommend LV29 for the group. Now, go around to the upper left, and go down the stairs into the underground to B1. On B1, go to the right, and go down the stairs to B2. On B2, go to the lower right, and go down the stairs to B3. On B3, go upward, and go into the elevator which will take the group into the Inside of the Heavenly Ship.

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### Inside of the Heavenly Ship

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Now, go downward, and go around the wall that's nearby the elevator that you just came thru. Now, go to the top area. At the top area, go into the elevator which will take the group into another area. In this area, go around to the left, and go into the elevator which will take the group into another area. In this area, go around to the bottom area, and go into the elevator which will take the group into the engine room. In the engine room, go to the top area where the engines are at, and search the engines on the top left or top right. Choose yes. After that, fly south across the sea to Ratsuuku Village.

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### Ratsuuku Village

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You can also refill your empty bottles with medicine at the item shop by speaking to the woman on the right who is behind the counter. Also, buy a lot of talisman ball (150G) at the item shop. After that, leave the village, and hop back into the ship. Now, fly west across the sea to Hollow Spirit Shrine. Recommend LV30 for the group.

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### Hollow Spirit Shrine

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Now, go thru the door into the shrine. In the shrine, go into the capsule to warp to another area. (You cannot use the command menu or leave this room, and the group will be chased by the black cross religious group). In this area, follow Hollow Spirit. After you caught Hollow spirit, fight it. In battle, use the spell of kekerun on Hollow Spirit, and baishaa (speed up) & baiakkusu (attack up) on the group. After defeating Hollow Spirit, Falus gets the powers of Hollow Spirit. After that, leave the shrine, and hop back into the ship. Now, fly southeast to a big black looking ball called Jureen Town.

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### Jureen Town

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Make sure to buy new armor for the group. You can also refill your empty bottles with medicine at the item shop by speaking to the woman on the right



who is behind the counter. After that, leave, and hop back into the ship. Now, fly southwest across the sea to an island with a cave that has a yellow door called Dafune's Cave.

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#### Dafune's Cave

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Now, go around to the left, and go down the stairs to B1. On B1, go upward, and go up the stairs to 1F. On 1F, go downward into the next area. In this area, go to the right, and go into Dafune's house. In Dafune's house, speak to Dafune twice for he will mention something about how to defeat Balmodo (with fire), Bujold (with light) & Buzuu (with wind). After that, leave Dafune's house, and go back thru the cave. After leaving Dafune's Cave, hop back into the ship, and fly back to Jureen Town.

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#### Jureen Town

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Now, go into ruined house which is behind the inn into the air shrine entrance. In the air shrine entrance, go upward, and go into the elevator which will take the group up to the air shrine 1F. On 1F, go upward, and go up the stairs to 2F. On 2F, go downward, and go up the stairs to 4F. On 4F, speak to the mayor, and choose yes twice. After that, leave the shrine, and go back to the air shrine entrance. In the air shrine entrance, speak to the guard who is blocking the elevator door, and go into the elevator which will take the group down into the underground shrine B1. On B1, go around to the top area, and go down the stairs to B2. On B2, go around to the bottom area, and go down the stairs to B3. On B3, go around to the center area, and search the treasure chest for the flame ball. After that, leave the underground shrine, and go back into the town area. After leaving the town, hop back into the ship, and fly north to Balmodo's Castle. Recommend LV34 for the group.

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#### Balmodo's Castle

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Now, go upward, and search the tree at the top to use the flame ball on it. After that, go into the castle 1F. On 1F, go to the upper right, and go up the stairs to 2F. On 2F, go to the right, and go up the stairs to 3F. On 3F, go around to the lower right into the next area. In this area, go around to the upper left, and go into the next area. In this area, all the way up to the top area, and go up the stairs to 4F. On 4F, go upward, and speak to Balmodo. Choose yes or no. Now, fight Balmodo. In battle, use the spell of kekerun & zuzan on Balmodo. After defeating Balmodo, go to the front of the two pedestals that's nearby. Choose yes to get the first seal and second seal. After that, leave the castle, and hop back into the ship. Now, fly southwest across the sea to Mist Town which is south of Dafune's Cave.

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#### Mist Town

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Now, go into Zaran's shop which is on the right side of the Spirit Clearing House. In Zaran's shop, go upward, and go up the stairs to 2F. On 2F, speak to Zaran to get the secret combination to open the locked door of Bujold's Nest. After that, leave, and hop back into the ship. Now, fly southeast to Bujold's Cave.

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#### Bujold's Cave

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Now, go to the upper right, and go up the stairs into the next area. In this area, go downward into the next area. In this area, go downward into the next area. In this area, go into Bujold's Nest. In Bujold's Nest, go upward, and search the front of the locked door. Now, type in 1 (red [A button]), 2 (red [A button]), 3 (red [A button]), 4 (blue [X button]), 5 (green [Y button]). After that, go thru that door into the next area. In this area, go

up, up, up, left (where the treasure chest with madoushi no yubiwa is at), up, up, right, right, down (where the treasure chest with mekani enajii is at), left into the area where Bujold is at, and speak to her. Now, fight Bujold. In battle, use the spell of kekerun & kekan on Bujold. After defeating Bujold, go to the front of the two pedestals that's nearby. Choose yes to get the fifth seal and sixth seal. After that, retrace your steps, and then leave the nest. Now, go back thru the cave. After that, fly southeast to Konshisuto Town.

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Konshisuto Town  
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Now, go upward, and there is a scene. Make sure to buy new equipment for the group. After speaking to Kiina, go into the house that's on the left side of the bar. In this house, search the food that's on the table to get the Buzuu's dish. After that, leave the town, and hop into the ship. Now, fly south to Buzuu's Ice Castle which is surrounded by snow. Recommend LV37 for the group.

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Buzuu's Ice Castle  
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Now, speak to anyone of the two guards who are blocking the door. After that, go thru that door into the castle. Remember that you have to glide across the ice on each of the floors. In the castle, go to the upper right, and go up the stairs to 1F. On 1F, go to the upper left, and go up the stairs to 3F. On 3F, go to the lower right, and go up the stairs to 4F. On 4F, go to the left, and go into the igloo which will take the group to another area. In this area, go to the upper right, and go up the stairs to 5F. On 5F, speak to Buzuu who is nearby. Now, fight Buzuu who is troublesome & annoying. If Buzuu sees a member within Falus' group with a low HP, he will quickly use his hundred-fist attack. In battle, make Falus & Zokk use the spell of reran on Buzuu while Joodo & Yuma use the mega-bottle & high-bottle to recover the group's HP. After defeating Buzuu, he will eat Buzuu's dish. Now, fight Buzuu again. If Buzuu sees a member within Falus' group with a low HP, he will quickly use his hundred-fist attack. In battle, make Falus & Zokk use the spell of reran on Buzuu while Joodo & Yuma use the mega-bottle & high-bottle to recover the group's HP. After defeating Buzuu, go to the front of the two pedestals that's nearby. Choose yes to get the third seal and fourth seal. After that, leave the castle, and hop back into the ship. Now, fly northwest back to Dafune's Cave.

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Dafune's Cave  
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Now, go upward, and go into Dafune's house. In Dafune's house, speak to Dafune for he will mention something about Berutsu who has an air fort with a barrier around it. After that, leave the cave, and hop back into the ship. Now, fly all the way to the east across the sea to a small island with Raiga Isolated Village.

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Raiga Isolated Village  
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You can also refill your empty bottles from the medicine machine that's in the upper left on 1F. Now, go upward, and go into the elevator which will take the group to 2F. On 2F, speak to man who is nearby the elevator to get the barrier neutralizing machine. After that, leave, and then Lennus Continent becomes dark. After that, hop back into the ship. Now, fly northwest across the sea to Ratsuuku Village, and then fly southwest to Nasukuoto Air Fort. Recommend LV38 for the group.

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Nasukuoto Air Fort  
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This fort has a lot of stairs. Now, make your way up those stairs to the far upper right area. In this area, go thru the door into the treasure warehouse. In the treasure warehouse, go down the stairs that's nearby to B2. You can also refill your empty bottles from the medicine machine that's in the upper right on B2. On B2, go downward, and go thru the door into another area of the air fort. In this area, make your way up those stairs to the far upper right area. In this area, go thru the door into the air fort main shrine. In the air fort main shrine, go around to the upper right, and go up the stairs to 2F. On 2F, go to the lower left, and go up the stairs to 3F. On 3F, go to the top area where Berutsu is at. Now, speak to Berutsu, and there is a scene. After that, fight Berutsu. In battle, use attack & the spell of kekerun on Berutsu. After defeating Berutsu, there is a scene. After that, go to the upper left, and go up the stairs to the roof of the air fort. On the roof, go to the lower right, and go thru the door into Berutsu's room. In Berutsu's room, go to the front of the two pedestals that's nearby. Choose yes to get the seventh seal and eighth seal. After that, go back to the area where the ship is at, and hop back into the ship. Erutsu Continent and Lennus Continent have combined. Now, fly southeast to cave that's nearby called the Corridor of Trails which is south of Ratsuuku Village.

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#### Corridor of Trails

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There are eight corridors inside this cave. The wind corridor, golden corridor, earth corridor, sky corridor, water corridor & hollow corridor are at the top (counting from left to right), and the fire corridor & light corridor are below those. You need to defeat each one of the Guardians that are inside of the eight corridors. Use the spell of kekerun & kekan on the Guardians. As you make your way thru each one of the corridors, use the talisman ball to stop the encounter of the enemies who can be very troublesome and annoying. The items found inside of the treasure chests that the Guardians were protecting are raging billows of thunder (wind corridor), golden geta (golden corridor), scissors hands (earth corridor), phantom lance (sky corridor), death bottle & death bringer (water corridor), needle shield (hollow corridor), death slasher (fire corridor), and light bow and arrow (light corridor). After that, leave the cave, and hop back into the ship. Now, fly southeast across the sea to Gloucester Long Castle.

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#### Gloucester Long Castle

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Now, go to district 4, and go into the concert hall. In the concert hall, go upward, and thru the door into the next area. In this area, go upward, and speak to the old man twice to make him take the 5 musical instruments and give them to the five musicians. Make sure to sell the used and unused equipment. After the scene, leave Gloucester Long Castle, and go into Rejuna District.

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#### Rejuna District

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Now, go into Rejuna station. In Rejuna station, speak to the man on the left to give him the commuter passes (6-6). Now, go up the stairs to 2F. On 2F, go into the trolley, and choose Hammond Hill station. After that, go back into the trolley, and choose Peter's Castle Station.

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#### Peter's Castle

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Now, go down the stairs, and leave Peter's Castle station. After that, go to the left, and go into the castle. In the castle, go thru the door at the top into the next room. In this room, go thru the door at the top into the next room. In this room, go up the stairs to 2F. On 2F, there is a scene. After that, go upward, and go down the stairs into the central terminal. In the

central terminal, go into the elevator that's nearby which will take the group into another area. In this area, go upward, and put each of the seals into the eight holes. After that, there is a scene, and the stairs appear. Now, go down that stairs into another area. In this area, go to the left, and go into the depths-of-the-earth ballistic special express which will take the group to another area. In this area, go the right, and go up the stairs into Gods' Post.

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Gods' Post  
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There is a medicine machine where you can refill your empty bottles. Now, go around to the left, and go into the elevator which will take the group to 2F. On 2F, go around to the right, and go into the elevator which will take the group to 3F. (On the upper left side of 3F, there a robot that sells very powerful expensive equipment for Falus [gomutai met, gomutai boots & gomutai armor]). On 3F, go around to the lower left, and go into the elevator on the left which will take the group to 4F. On 4F, go to the upper right, and go into the elevator which will take the group to 5F. On 5F, go into the elevator on the left which will take the group to 6F. On 6F, go around to the lower left, and go into the elevator on the left which will take the group to 7F. On 7F, go to the right, and go into the elevator which will take the group to 8F. On 8F, go to the upper left, and go into the elevator on the right which will take the group to 9F. On 9F, go into the elevator on the left which will take the group to 10F. On 10F, go to the right, and go into the elevator which will take the group to 11F. There is a medicine machine where you can refill your empty bottles. On 11F, go upward, and go into the elevator which will take the group to the summit. On the summit, go to the top area, and speak to Granada. There is a scene. Now, fight Granada. In the battle, Peter and Midia will help the group against Granada. Use the spell of kekerun & kekan on Granada. When Granada's energy circle (barrier) has been destroyed, Peter and Midia will disappear. After that, fight Granada again. Use the spell of kekerun & kekan on Granada. After defeating Granada, there is a scene. After that, walk along the Gravity Rainbow into the Spaceship. Recommend LV38 for the group.

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Spaceship  
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Now, go thru the door into the next room. In this room, go up several flights of stairs, and go into the elevator which will take the group into another area. In this area, go up several flights of stairs on the left (make sure to search the treasure chest for a giga bottle), and go into the elevator which will take the group into another area. In this area, go upward, and go into the elevator which will take the group into another area. In this area, go up several flights of stairs, and go thru the door into the room where Granada is at. In this room, speak to Granada. Now, fight the final boss Granada. In battle, you need to defeat the bosses in the order of God Cannon (with fire), Thunder of Liga (changes), Gran Eraser (with wind), and Granada Face (with light). Also, use the spell of kekerun. After defeating Granada, there is a scene.

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Dream Feast  
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Now, leave the house, and go to the left side of that house. After that, speak to Peter (the man on the right) twice, and choose yes.

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THE END

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Version 1.5

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