

# Ryuuki Heidan Danzalv (Import) FAQ/Walkthrough

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Dragoon Group Danzalv

Ryuuki Heidan Danzalv

(c) PANDORA BOX (c) GAINAX 1993

(c) YUTAKA 1993

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GUIDE

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

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Energy                   7E166E42  
                          7E166F0F  
EXP After Battle       7E105CFF  
                          7E105DFF  
No Encounter            7E0C0FFF  
Point                    7E1673FF  
                          7E1674FF  
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## About the game

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A SF style RPG that makes a recent popular virtual reality into a theme. The enemy is Damaia's Army, the player becomes a member of Oval's Army Special Attack Force Danzalv, and fight by controlling the robot weapon Mono Roid. There are two types of battle with a character friend and a Mono Roid friend.

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Now, speak to the six students in the classroom, and there is a scene. After that, choose "yes," press the Y button, and there is a scene.

## MISSION 1: First Duty

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Now, choose "party selection (#3)." I choose "Matthew (LV01)" + "Kojirou (LV05)" + "Dick (LV05)" + "Janice (LV05)" + "Kim (LV07)" + "finish (on the left)" + "go in person (#4)." As a reminder, Kim will be needed for this mission. Also, Kim can develop weapons when she reaches certain levels (LV8 - titanium arm, LV10 - fixer 1 and breast arm, LV15 - hyper arm, LV34 - giga break).

## First Supply Base Entrance

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Now, go thru the door into the First Supply Base Interior.

## First Supply Base Interior

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In the shutter rooms, the items that are found in the treasure chests are recovery post x4, wood carving doll, and B pack. There are 8 release cards (A, B, C, D, E, F, G, H). Now, speak to the Oval Soldiers of George (A), Falcom (C), Kimberly (B), Crash (D), Gerald (G), Cleft (E), Joshua (F), Mihail (H) to get those release cards. Some of the release cards will open doors to shutter rooms. After getting the final release card H from Mihail who is seriously injured, Kim has to solve a picture puzzle. After completing the picture puzzle, the group will get point 50 UP, and a locked door in a shutter room will be opened. After that, go thru the open door that's nearby

on the left into the shutter room. In this shutter room, go thru the door at the bottom to exit that room, and then go to the upper left. There is a scene. Now, fight the boss, Super Roid. [In the game, at the end of each battle, a menu will appear with the words of "up - Find out the content" (#1), "down - Do you press any button" (#2), and "stop - Hit!! Miss!" (#3). I would suggest that you choose "stop - Hit!! Miss!" (#3)]. After defeating Super Roid, go back to the First Supply Base Entrance.

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#### First Supply Base Entrance

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Now, go to front of the vehicle (Earth Shaker), and press the Y button. Choose "no," and there is a scene. After that, choose "advance to the next mission (top)." [With the "return points (bottom)," you can use the "remaining points" to raise a member's HP, BP, LEVEL or trade with an item. The energy raises a dragons's HP, BP, LEVEL or make an item or decompose an item].

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#### MISSION 2: Defend Us to the Death! Red Dragon

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There is a scene.

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#### Point DX-7

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The items that are found in the treasure chests are mecha HP1 74 and B charger. Move the vehicles along to the southwest, and there is a scene. Matthew will be riding on Red Dragon. Open the command menu, and choose "development (#2)" + "dragon level up (#3)" to raise Red Dragon's LV. When you defeat one of the enemies of Damaia's Army, there is a point 10UP. In this mission, there is no boss. Now, defeat some of the enemies who are blocking the path, and then move Red Dragon to the northwest onto the building. There is a scene. After that, choose "advance to the next mission (top)."

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#### MISSION 3: The One Who Lurks in Crate Mine

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There is a scene, and Gunga Din joins the group. There is a scene. Now, choose "party selection (#3)" + "Gunga Din (LV06)" + "finish (on the left)" + "go in person (#4)." As a reminder, Red Dragon can only carry one member of the party.

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#### Crate Mine Entrance

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Now, go thru the opening into Crate Mine Interior.

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#### Crate Mine Interior

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The items that are found in the treasure chests are fixer 1, energy 300 UP, energy 200 UP, energy 200 UP, mecha HP172, and B pack. Now, move Red Dragon all the way to the far, far lower left, and search the locked blue iron door. There is a scene. After that, go back to Crate Mine Entrance.

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#### Crate Mine Entrance

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Now, go to front of the vehicle (Earth Shaker), and press the Y button. After that, choose "party selection (#3)" + "Matthew" + "finish (on the left)" + "go in person (#4)." Now, go back thru the opening into Crate Mine Interior.

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#### Crate Mine Interior

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Now, move Red Dragon all the way to the far, far lower left, and go thru

the opened blue iron door into another area. In this area, search the locked blue iron door that's nearby, and there is a scene. Now, fight the boss, Super Robo GX5. After defeating Super Robo GX5, there is a scene.

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Crate Mine Entrance  
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There is a scene. Choose "no," and there is a scene. After that, choose "advance to the next mission (top)."

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MISSION 4: Crand Iron Bridge Battle!  
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There is a scene. Now, choose "party selection (#3)." As a reminder, Matthew and Dick are needed for this mission. I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojiro" + "Yellow Dragon" + "Dick" + "finish (on the left)" + "go in person (#4)."

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Crand Iron Bridge  
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The items that are found in the treasure chests are B charger 72, mecha HP2, and medicine. Now, go upward, and speak to Gabriel (the blue haired man) who is at the center of the iron bridge. After that, go to the upper left into Crand Iron Bridge Check Point.

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Crand Iron Bridge Check Point  
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Now, speak to Jango who is blocking the way, and there is a scene. Now, fight the boss, Cerberus. After defeating Cerberus, there is a scene. As a reminder, there are nine code number hints to get. Now, speak to Max (1-9) who is nearby to get a hint about a code number. After that, go back into Crand Iron Bridge.

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Crand Iron Bridge  
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Now, speak to the men [Fon (2-9), Haidorihhi (3-9), Rudouikku (4-9), Sutainaa (5-9), Shutainaa (6-9), Yonoi (7-9), Hara (8-9), Bittorihhi (9-9)] who are in the upper left and upper right area to get hints about the other code numbers. There is no sequence when you are speaking to the men. After that, speak to Gabriel again, and type in the number of "43870 (top)" + "12965 (bottom)" and press the Y button. There is a scene, and then Gabriel joins the group. Choose "no" + "advance to the next mission (top)."

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MISSION 5: Krishuna Rescue Operation  
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There is a scene. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojiro" + "Yellow Dragon" + "Dick" + "finish (on the left)" + "go in person (#4)."

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Dooban Mountain Entrance  
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Now, move the dragons to the upper right, and go thru the opening into Dooban Mountain.

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Dooban Mountain  
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Now, move the dragons to the lower right, and go thru the opening into Dooban Mountain Cave.

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Dooban Mountain Cave  
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Now, move the dragons across the bridge to the lower left. After that, go

thru the opening on the right. Now, go upward, and go thru the opening into Dooban Mountain.

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Dooban Mountain

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Now, move the dragons across the bridge to the right, and go thru the opening into Dooban Mountain Cave.

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Dooban Mountain Cave

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Now, move the dragons all the way around to the upper right, and go thru the opening into Dooban Mountain. The item that is found in the treasure chest is mecha HP2.

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Dooban Mountain

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Now, go upward into Dooban Camp Entrance.

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Dooban Camp Entrance

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Now, speak to one of T. Cats x10 who are guarding the front of the building. After that, fight each of T. Cats x10. After defeating T. Cats x10, Amanda will come thru the door. Now, speak to Amanda. Now, fight Amon. After defeating Amon, there is a scene. Now, choose "party selection (#3)." As a reminder, Dick is needed for this mission. I choose "Matthew" + "Dick" + "Janice" + "Kim" + "Gunga Din" + "finish (on the left)" + "go in person (#4)." Now, go thru the door into Prison Camp 1F.

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Prison Camp 1F

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On 1F, there are four brown doors that are opened, a green arrow that goes to 2F, and a red door that is locked. Now, go thru each one of the brown doors into a prison confinement room. In this prison confinement room, speak to a prisoner, and choose "yes" to make that prisoner accompany the party. The prisoner will ask you to take him or her back to Dooban Camp Entrance. At Dooban Camp Entrance, go to front of the vehicle (Earth Shaker). Then, the prisoner will leave, and the party gets point 30 UP. As a reminder, you can only take one prisoner at a time. The prisoners who are in the four prison confinement rooms on 1F are Pandura (1-10), Wanwan (2-10), Domaruku (3-10), Taoron (4-10), Nancy (5-10), Cathy (6-10). On 2F, there are four brown doors that are opened, and a red arrow that goes to 1F. The items that are found in the treasure chests on 2F are ice bow (prison confinement room) and crystal gear. The prisoners who are in three prison confinement rooms on 2F are Goemon (7-10), Misty (8-10), Sararii (9-10), Fou (10-10). At Dooban Camp Entrance where the vehicle (Earth Shaker) is at, the 10th prisoner will give you the red card that is a key to open the red door that is locked, and point 30 UP. After that, go to the front of the red door to use the red card to get into Camp - No Trespassing Zone.

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Camp - No Trespassing Zone

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Now, go to the upper left, and go thru the second brown door on the left counting from top to bottom into a room. In this room, speak to the "real" Mahatibu Krishuna who is on the leftside of the room, and choose "yes" to get point 300 UP. Now, leave that room, and there is a scene. After that, Dick has to fight Amanda Rose in a one-on-one battle. After defeating Amanda Rose, there is a scene.

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Dooban Camp Entrance

There is a scene, and choose "no" + "advance to the next mission (top)."

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MISSION 6: Forest of Hesitation, Romuzo  
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There is a scene. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kim" + "Yellow Dragon" + "Dick" + "finish (on the left)" + "go in person (#4)."

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Romuzo Forest Zone  
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Now, move the dragons to the northeast until you see Rana's Green Dragon go into the crevices (two holes in the ground). After that, go into that crevice into Crevasse A.

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Crevasse A  
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Now, move the dragons onto the other rock stairs that is nearby the stairs that you just came down into Romuzo Forest Zone.

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Romuzo Forest Zone  
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Now, move the dragons all the way south, and then move the dragons around to the far southwest. After that, go into the crevices into Crevasse A.

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Crevasse A  
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Now, move the dragons all way the right, and go into the rock stairs into Romuzo Forest Zone.

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Romuzo Forest Zone  
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Now, move the dragons all the way north, and go into the crevices into the Crevasse Lowest Layer.

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Crevasse Lowest Layer  
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Now, speak to Rana who is blocking the way to make her join the group. After that, move the dragons all the way to the top area, and go into the next area. In this area, there is a scene, and choose "no" + "advance to the next mission (top)."

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MISSION 7: Mystery of Rachel's Laboratory  
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There is a scene. Now, choose "party selection (#3)." As a reminder, Parker and Kim are needed for this mission. I choose "Red Dragon" + "Gunga Din" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Kim" + "Green Dragon" + "Gabriel" + "finish (on the left)" + "go in person (#4)."

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Rachel's Laboratory Entrance  
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Now, go thru the door that's nearby into Laboratory 1F.

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Laboratory 1F  
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Now, move the dragons upward, and go into the open room where Bull and Papirot are at. There is a scene. Now, fight Stegosaurus x3. After defeating Stegosaurus x3, the group gets point 100 UP, and there is a scene.

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Rachel's Laboratory Entrance  
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There is a scene, and the group gets the blue gem from Bull. Now, choose "party selection (#3)." I choose "Red Dragon" + "Gunga Din" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Kim" + "Green Dragon" + "Gabriel" + "finish (on the left)" + "go in person (#4)." Now, go thru the door that's nearby into Laboratory 1F.

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Laboratory 1F  
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Now, move the dragons to the upper left, and go thru the door into the Electric Barrier Opening Room.

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Electric Barrier Opening Room  
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Now, move the dragons to the front of the computer with the small blue light to insert the blue gem (1-7) to remove the electric barrier. After that, go back into Laboratory 1F.

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Laboratory 1F  
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Now, move the dragons onto the gold arrow that's nearby into Laboratory B1.

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Laboratory B1  
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Now, move the dragons to the lower left, and search the white gem on the floor to pick it up. After that, go back to Laboratory 1F.

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Laboratory 1F  
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Now, go back into the Electric Barrier Opening Room.

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Electric Barrier Opening Room  
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Now, move the dragons to the front of the computer with the small white light to insert the white gem (2-7) to remove the electric barrier. After that, go back into Laboratory 1F.

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Laboratory 1F  
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Now, move the dragons onto the gold arrow that's nearby into Laboratory B1.

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Now, move the dragons to the lower right, and then move the dragons onto the gold arrow into Laboratory B2.

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Laboratory B2  
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The item that is found in the treasure chest is B charger. Now, move the dragons to the lower left, and then move the dragons onto the gold arrow into Laboratory B3.

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Laboratory B3  
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Now, move the dragons into the open room that's nearby, and search the black gem on the floor to pick it up. After that, go back to Laboratory 1F.

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Laboratory 1F  
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Now, go back into the Electric Barrier Opening Room.

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Electric Barrier Opening Room  
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Now, move the dragons to the front of the computer with the small black light to insert the black gem (3-7) to remove the electric barrier. After that, go back into Laboratory 1F.

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Laboratory 1F

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Now, move the dragons to the upper right, and then move the dragons onto the gold arrow into Laboratory B1.

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Laboratory B1

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B2.

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Laboratory B2

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B3.

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Laboratory B3

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Now, move the dragons to the left, and move the dragons onto the gold arrow into Laboratory B4.

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Laboratory B4

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Now, search the green gem that's nearby on the floor to pick it up. After that, go back to Laboratory 1F.

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Laboratory 1F

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Now, go back into the Electric Barrier Opening Room.

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Electric Barrier Opening Room

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Now, move the dragons to the front of the computer with the small green light to insert the green gem (4-7) to remove the electric barrier. After that, go back into Laboratory 1F.

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Laboratory 1F

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Now, move the dragons to the upper right, and then move the dragons onto the gold arrow into Laboratory B1.

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Laboratory B1

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B2.

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Laboratory B2

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B3.

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Laboratory B3

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Now, move the dragons downward, and then move the dragons onto the gold arrow on the left into Laboratory B4.

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Laboratory B4

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Now, move the dragons to the lower left, and search the red gem on the floor to pick it up. After that, go back to Laboratory 1F.

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Laboratory 1F

Now, go back into the Electric Barrier Opening Room.

Electric Barrier Opening Room

Now, move the dragons to the front of the computer with the small red light to insert the red gem (5-7) to remove the electric barrier. After that, go back into Laboratory 1F.

Laboratory 1F

Now, move the dragons to the upper right, and then move the dragons onto the gold arrow into Laboratory B1.

Laboratory B1

Now, move the dragons onto the gold arrow that's nearby into Laboratory B2.

Laboratory B2

Now, move the dragons onto the gold arrow that's nearby into Laboratory B3.

Laboratory B3

Now, move the dragons onto the gold arrow that's nearby into Laboratory B4.

Laboratory B4

Now, move the dragons onto the gold arrow that's nearby into Laboratory B5.

Laboratory B5

The item that is found in the treasure chest is biohazard. Now, move the dragons downward, and then to the left. After that, move the dragon onto the gold arrow into Laboratory B6.

Laboratory B6

Now, move the dragons to the right, and then upward. After that, move the dragon onto the gold arrow into Laboratory B7.

Laboratory B7

The item that is found in the treasure chest is cure. Now, move the dragons all the way down, and then to the left. After that, move the dragon onto the gold arrow into Laboratory B6.

Laboratory B6

Now, move the dragons to the right, and search the yellow gem on the floor to pick it up. After that, go back to Laboratory 1F.

Laboratory 1F

Now, go back into the Electric Barrier Opening Room.

Electric Barrier Opening Room

Now, move the dragons to the front of the computer with the small yellow



light to insert the yellow gem (6-7) to remove the electric barrier. After that, go back into Laboratory 1F.

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Laboratory 1F

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Now, move the dragons to the upper right, and then move the dragons onto the gold arrow into Laboratory B1.

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Laboratory B1

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B2.

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Laboratory B2

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B3.

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Laboratory B3

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B4.

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Laboratory B4

-----  
Now, move the dragons onto the gold arrow that's nearby into Laboratory B5.

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Laboratory B5

-----  
Now, move the dragons onto the gold arrow that's nearby into Laboratory B6.

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Laboratory B6

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Now, move the dragons onto the gold arrow that's nearby into Laboratory B7.

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Laboratory B7

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Now, move the dragons to the upper left into a large open room, and speak to Cabalske. There is a scene. Now, fight Tyrannosaurus who is troublesome. After defeating Tyrannosaurus, there is a scene, and the group gets the azure gem. After that, go back into Laboratory 1F.

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Laboratory 1F

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Now, go back into the Electric Barrier Opening Room.

-----  
Electric Barrier Opening Room

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Now, move the dragons to the front of the computer with the small sky-blue light to insert the sky-blue gem (7-7) to remove the electric barrier. After that, go back into Laboratory 1F.

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Laboratory 1F

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Now, go back to Rachel's Laboratory Entrance.

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Rachel's Laboratory Entrance

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Now, search the front door of the elevator that's nearby to go inside.

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Elevator

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Now, move the group to the center of the elevator, and there is a scene.

After that, go thru the door at the bottom into Laboratory B8.

Laboratory B8

Now, go all the way up, and move the group onto the gold arrow into Laboratory B7.

Laboratory B7

Now, go to the left, and go thru the door into the room. In this room, there is a scene. Now, fight Cabalske. After defeating Cabalske, there is a scene, and choose "advance to the next mission (top)."

#### MISSION 8: Fierce Battle in Snowfield

There is a scene. Now, choose "party selection (#3)." As a reminder, Papirot and Dick are needed for this mission. I choose "Red Dragon" + "Gunga Din" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Papirot" + "Green Dragon" + "Dick" + "finish (on the left)" + "go in person (#4)."

Snow Plain

The items that are found in the treasure chest are mecha HP2 x2, B charger, and wave shot. Now, move the dragons to the northeast, and then move the dragons onto Arurii Base. There is a scene. Now, fight Stenno. After defeating Stenno, the group gets point 30 UP. Now, go into Arurii Base.

Arurii Base

Now, speak to Jiizaa (the second man at the top counting from left to right), and then speak to Blankey who is blocking the door that's nearby on the right. Now, go thru that door into Snow Passage.

Snow Passage

The item that is found in the treasure chest is stealth. Now, go all the way around to the southwest, and go into Hangar Entrance.

Hangar Entrance

Now, speak to Chiki (the blue-haired girl) who is blocking the door, and there is a scene.

Arurii Base

There is a scene. Now, fight Ananda. After defeating Ananda, there is a scene.

Snow Plain

There is a scene, and choose "no" + "advance to the next mission (top)."

#### MISSION 9: Raid! Lerner Bluff Corps

There is a scene. Now, choose "party selection (#3)." I choose "Red Dragon" + "Gunga Din" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Papirot" + "Green Dragon" + "Dick" + "finish (on the left)" + "go in person (#4)."

Fazel Island

Now, move the dragons to the far northeast, and then move the dragons into Fazel Cave 3.

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Fazel Cave 3  
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The item that is found in the treasure chest is B charger. Now, move the dragons to the upper right, and then move the dragons into the Release Room.

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Release Room  
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Now, push the blue panel to make all four panels become red, and get point 30 UP. After that, go back into Fazel Cave 3.

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Fazel Cave 3  
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Now, leave the cave, and go back into Fazel Island.

-----  
Fazel Island  
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Now, move the dragons a little to the west, and then move the dragon into Fazel Cave 1.

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Fazel Cave 1  
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The item that is found in the treasure chest is fixer 2. Now, move the dragons around to the upper right, and then move the dragons into the Release Room.

-----  
Release Room  
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Now, push the green panel (one on the far right) + blue panel + blue panel to make all four panels become red, and get point 30 UP. After that, go back into Fazel Cave 1.

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Fazel Cave 1  
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Now, leave the cave, and go back into Fazel Island.

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Fazel Island  
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As you move the dragons a little to the north, please remember the strange looking door which is locked, and that door can only be opened when all the panels become red in the five release rooms. The item that is found in the treasure chest is mecha HP3. Now, move the dragons to the southwest, and then move the dragons into Fazel Cave 4.

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Fazel Cave 4  
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The item that is found in the treasure chest is B charger. Now, move the dragons around to the upper right, and then move the dragons into the Release Room.

-----  
Release Room  
-----

Now, push the blue panel + blue panel to make all four panels become red, and get point 30 UP. After that, go back into Fazel Cave 4.

-----  
Fazel Cave 4  
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Now, leave the cave, and go back into Fazel Island.

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Fazel Island  
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The item that is found in the treasure chest is B charger. Now, move the dragons around to the mid section of the northwest, and then move the dragons into Fazel Cave 2.

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Fazel Cave 2  
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Now, move the dragons around to the top area, and then move the dragons into the Release Room.

-----  
Release Room  
-----

Now, push the green panel + blue panel to make all four panels become red, and get point 30 UP. After that, go back into Fazel Cave 2.

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Fazel Cave 2  
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Now, leave the cave, and go back into Fazel Island.

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Fazel Island  
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Now, move the dragons around to the far northwest, and then move the dragons into Fazel Cave 5.

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Fazel Cave 5  
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Now, move the dragons around to the upper right, and then move the dragons into the Release Room.

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Release Room  
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Now, push the blue panel + blue panel to make all four panels become red, and get point 50 UP. After that, go back into Fazel Cave 5.

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Fazel Cave 5  
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Now, leave the cave, and go back into Fazel Island.

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Fazel Island  
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The item that is found in the treasure chest is super-garter. Now, go back to the where the strange door that's locked, and then move the dragon into Fazel Laboratory 1F.

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Fazel Laboratory 1F  
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Now, move the dragons to the upper left, and then move the dragon onto the gold arrow into Fazel Laboratory B1.

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Fazel Laboratory B1  
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The item that is found in the treasure chest is mecha HP3. Now, move the dragons to the lower left, and then move the dragons onto the gold arrow into Fazel Laboratory B2.

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Fazel Laboratory B2  
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The item that is found in the treasure chest is mecha HP3. Now, move the

dragons upward, and then go thru the door into the next room where Shaman is at. In this room, there is a scene. Now, fight Salamander. After defeating Salamander, there is a scene, and then Krishuna and White Dragon join the group. Now, fight Salamander again. After defeating Salamander, there is a scene.

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Fazel Island  
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There is a scene, and choose "no" + "advance to the next mission (top)."  
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MISSION 10: The Thief Vincent, Appears  
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There is a scene. Now, choose "party selection (#3)." As a reminder, Salberi is needed for this mission. I choose "Salberi" + "Gunga Din" + "Parker" + "Papirot" + "Dick" + "finish (on the left)" + "go in person (#4)."  
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Central Administration Bureau Entrance  
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Now, go thru the door into the Administration Bureau 1F.  
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Administration Bureau 1F  
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On 1F, there are four doors that are opened and two iron barriers that are closed. Now, go thru each one of the doors into a room. In each of the rooms room, push the security system release buttons, and get point 50 UP. The item that is found in the treasure chest that is in one of the rooms is weak bomb. After pushing the four security system release buttons, the two iron barrier will be removed. After that, go to the upper left, and go thru the door into the next area of 1F. In this area, there are two security system release buttons, a silver arrow on the floor that goes to 2F, a iron barrier, and a door. After pushing the two security system release buttons, go to the upper right, and then walk onto the silver arrow into the Administration Bureau 2F.  
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Administration Bureau 2F  
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On 2F, go thru the door that's nearby in a room. In this room, push the security system release button. The item that is found in the treasure chest that is slow bomb. Now, leave that room, and go back to the Administration Bureau 1F.  
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Administration Bureau 1F  
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On 1F, go to where the iron was at, and then go thru the door into a room. In this room, there will be a message that say something about a secret button. Now, go back thru the same door that you just came thru. After that, go to the upper right, and walk back onto the silver arrow into the Administration Bureau 2F.  
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Administration Bureau 2F  
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On 2F, go upward, and push the security system release button which will reveal a hidden path on the floor in the room on 1F. After that, go back to the Administration Bureau 1F.  
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Administration Bureau 1F  
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On 1F, go to where the iron was at, and then go thru the door again into the room. In this room, you will see that hidden path on the floor. The item that is found in the treasure chest is shock bomb. After that, walk carefully on

the path to the upper left, and then walk carefully around to the top area. Now, go thru the door into the next area. In this area, walk onto the silver arrow that's nearby into the Administration Bureau 2F.

---

Administration Bureau 2F

---

On 2F, go to the left, and then go downward. Now, go thru the door into a room. In this room, there are tiles with fraction numbers on the floor. Now, warp in the order of 3/16 (3/16), 7/21 TOP (7/21), 12/26 TOP (12/26), 2/31 (2/31), 1/23 (1/23) to get to the right side of the room, and go thru the door into another area. In this area, go downward, and go thru the door into a room. In this room, push the security system release button, and get point 50 UP. Now, leave the room. The item that is found in the treasure chest in the other room is horror bomb. After that, go back thru the door into the room with the fraction numbers on the floor. In this room, warp in the order of 1/23 (1/23), 6/9 (6/9), 13/19 (13/19) to get to the left side of the room, and go thru the door into another area. In this area, go upward, and walk onto the silver arrow into the Administration Bureau 3F.

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Administration Bureau 3F

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On 3F, walk onto the silver arrow that's nearby into the Administration Bureau 4F.

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Administration Bureau 4F

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On 4F, go to the right, and then go downward. Now, go thru the door into a room. In this room, push the security system release button, and get point 50 UP. The item that is found in the treasure chest that is illusion bomb. Now, leave that room. After that, go to the left, and then go downward. Now, go thru the door into a room. In this room, there are gray tiles on the floor. Now, go thru the door at the bottom into another area. In this area, go to the left, and walk onto the silver arrow into the Administration Bureau 5F.

---

Administration Bureau 5F

---

On 5F, go to the right, and walk onto the top left side of the sixteen small green tiles that are on the floor. Now, go to the left, and search the security system release button to get some information. After that, walk onto the blue tile (1-3) that's nearby to warp to another area. In this area, walk onto the red tile (2-3) that's nearby on the right to warp to another area. In this area, go to the right, and try to avoid the red tile again. Just walk onto the yellow tile (3-3) to warp to the front door to the main computer room. As a reminder, you must walk onto the small color tiles in the order of blue, red, and yellow. When you reach the front door to the main computer room, go upward to go thru that door into the main computer room. In the main computer room, there is a scene.

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Central Administration Bureau Entrance

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There is a scene, and choose "no" + "advance to the next mission (top)."

---

MISSION 11: Magnificent! Cabalske!

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There is a scene. Now, choose "party selection (#3)." As a reminder, Matthew, Parker, and Gabriel are needed for this mission. I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Kim" + "White Dragon" + "Krishuna" + "Kojirou" + "Dick" + "Janice" + "finish (on the left)" + "go in person (#4)."

-----  
Batanza Volcano Entrance  
-----

Now, move the dragons to the northwest, and then move the dragons into Batanza Volcano.

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Batanza Volcano  
-----

Now, speak to Keith who is nearby blocking the way. Now, fight Valak. After defeating Valak, go all the way to the far, far east, and then move the dragons into Batanza Volcano Cave.

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Batanza Volcano Cave  
-----

Now, move the dragons all the way around to the far upper right corner, and then move the dragons thru the opening into another area of Batanza Volcano.

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Batanza Volcano  
-----

Now, move the dragons upward into Batanza Volcano Summit.

-----  
Batanza Volcano Summit  
-----

Now, move the dragons thru the opening that's nearby into Batanza Volcano Crater Inside.

-----  
Batanza Volcano Crater Inside  
-----

Now, move the dragons to the right, and then move the dragons to the center of the crater. There is a scene. Now, fight Ultrasaurus 72 (1-5). After defeating Ultrasaurus 72, fight Ultrasaurus 72 (2-5). After defeating Ultrasaurus 72, fight Ultrasaurus 72 (3-5). After defeating Ultrasaurus 72, fight Ultrasaurus 72 (4-5). After defeating Ultrasaurus 72, fight Ultrasaurus 72 (5-5). After defeating Ultrasaurus 72, there is a scene. Now, choose "party selection (#3)." As a reminder, Matthew, Parker, and Gabriel are needed for this mission. I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Kim" + "White Dragon" + "Krishuna" + "Kojirou" + "Dick" + "Janice" + "finish (on the left)" + "go in person (#4)."

-----  
Secret Factory Entrance  
-----

Now, move the dragons thru the opening into the Secret Factory 1F.

-----  
Secret Factory 1F  
-----

Now, move the dragons to the right, up, left, down, left, down, left, up, and then move the dragons onto the red arrow into the Secret Factory 2F.

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Secret Factory 2F  
-----

Now, move the dragons all the way around to the lower left, and then move the dragons onto the blue arrow into the Secret Factory 1F.

-----  
Secret Factory 1F  
-----

Now, move the dragons all the way up, and then move the dragons thru the strange looking door into the Laboratory.

-----  
Laboratory  
-----

-----  
Now, search the switch that's nearby. After that, go back into the Secret  
Factory 1F.  
-----

Secret Factory 1F  
-----

Now, go back to the Secret Factory 2F.  
-----

Secret Factory 2F  
-----

Now, go back to the Secret Factory 1F.  
-----

Secret Factory 1F  
-----

Now, move the dragons down, right, up, right, up, right, up into an large  
open room with spikes on the floor. In this room, move the dragons upward,  
and then move the dragons onto the blue arrow into the Secret Factory B1.  
-----

Secret Factory B1  
-----

Now, move the dragons all the way around to the bottom area, and then move  
the dragons thru the stange looking door into the Main Computer Room.  
-----

Main Computer Room  
-----

There is a scene. Now, fight Tyrannosaurus. After defeating Tyrannosaurus,  
there is a scene.  
-----

Secret Factory Entrance  
-----

There is a scene, and choose "no" + "advance to the next mission (top)."  
-----

#### MISSION 12: Getting Over the Sadness

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There is a scene. Now, choose "party selection (#3)." As a reminder, Matthew  
is needed for this mission. I choose "Red Dragon" + "Matthew" + "Blue Dragon"  
+ "Parker" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Kim" + "White  
Dragon" + "Krishuna" + "Kojirou" + "Dick" + "Janice" + "finish (on the  
left)" + "go in person (#4)."  
-----

Pukin's Camp  
-----

The item that is found in the treasure chest is thunder blade. Now, move the  
dragons a little to the north, and move the dragons into Pukin's Building. I  
choose "Matthew" + "Kojirou" + "Dick" + "Gabriel" + "Kim" + "finish (on the  
left)."  
-----

Pukin's Building  
-----

There is a scene. Now, fight Soldier 73. After defeating Soldier 73, there is  
a scene. Now, fight Soldier 73. After defeating Soldier 73, there is a scene.  
Now, fight Chief Pukin and Soldier 73. After defeating Chief Pukin and  
Soldier 73, there is a scene. Now, fight Chief Pukin. After defeating Chief  
Pukin, the group gets point 50 UP. The items that are found in the treasure  
chests are recovery medicine3 and medima. After that, go back thru the door  
into Pukin's Camp. I choose "Red Dragon" + "Matthew" + "Blue Dragon" +  
"Parker" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Kim" + "White  
Dragon" + "Krishuna" + "Kojirou" + "Dick" + "Janice" + "finish (on the  
left)."  
-----



Pukin's Camp

-----  
Now, move the dragons to the east, and move the dragons into the Prison Camp. As a reminder, Janice is needed for this mission. I choose "Matthew" + "Kojirou" + "Dick" + "Janice" + "Kim" + "finish (on the left)."  
-----

Prison Camp

-----  
Now, speak to Big X who is at the center of the floor, and there is a scene. After that, go down the stairs that's nearby into the Escape Path.  
-----

Escape Path

-----  
Now, go to the upper left. After that, speak to Sejiuikku (1-5), and get point 30 UP. Now, go the upper right. After that, speak to Danny (2-5), and get point 30 UP. Now, go around to the lower left. After that, speak to Ashley (3-5), and get point 30 UP. Now, speak to Hilts (4-5) who is nearby, and get point 30 UP. The item that is found in the treasure chest is B pack. Now, go to the lower right. After that, speak to Handley (5-5), get point 30 UP. Now, go back up the stairs into the Prison Camp.  
-----

Prison Camp

-----  
There is a scene, and the group gets the Hut key (1-2) from Colin. Now, go thru the door that's nearby into Pukin's Camp. I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Kim" + "White Dragon" + "Krishuna" + "Kojirou" + "Dick" + "Janice" + "finish (on the left)."  
-----

Pukin's Camp

-----  
Now, move the dragons around to the southwest, and move the dragons to the front of the hut. After that, move the dragon into the Hut. As a reminder, Janice is needed for this mission. I choose "Matthew" + "Kojirou" + "Dick" + "Janice" + "Kim" + "finish (on the left)."  
-----

Hut

-----  
There is a scene. Now, speak to the six people (Candy, Maltini, Mac Murphy, Alpaka, Ratchet, Chief) who are lying in the beds, and to get the Hut key (2-2). After that, go thru the door that's nearby back into Pukin's Camp. I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Parker" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Kim" + "White Dragon" + "Krishuna" + "Kojirou" + "Dick" + "Janice" + "finish (on the left)."  
-----

Pukin's Camp

-----  
The item that is found in the treasure chest is flash bow. Now, move the dragons to the northwest, and move the dragons to the front of the hut. After that, move the dragon into the Hut. I choose "Matthew" + "Kojirou" + "Dick" + "Janice" + "Kim" + "finish (on the left)."  
-----

Hut

-----  
There is a scene.  
-----

Pukin's Camp

-----  
There is a scene, and choose "no" + "advance to the next mission (top)."  
-----



and go thru the door into a room. In this room, there is a scene, and then Dick dies.

-----  
Jigger's Nuclear Power Plant  
-----

There is a scene, and choose "advance to the next mission (top)."  
-----

MISSION 14: Secrets in Rachel's Laboratory  
-----

There is a scene, and the party selection of Matthew, Salberi, Rana, Gunga Din, and Vincent will be chosen automatically.  
-----

Rachel's Laboratory Entrance  
-----

Now, search the front door of the elevator that's nearby to go inside.  
-----

Elevator  
-----

Now, move the group to the center of the elevator, and there is a scene. After that, go thru the door at the bottom into Laboratory B8.  
-----

Laboratory B8  
-----

Now, go to the upper right, and walk onto the gold arrow into the Laboratory B7. Remove Gunga Din's weapons and equipment.  
-----

Laboratory B7  
-----

Now, go thru the door that's nearby into a room. In this room, there is a scene. Now, Matthew, Salberi, and Rana has to fight Gunga Din who is annoying. After defeating Gunga Din, fight Gunga Din again. After defeating Gunga Din, there is a scene, and then the last mission begins.  
-----

MISSION 15: And.....  
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There is a scene, and the party selection of Matthew, Salberi, Bull, Parker Kojirou will be chosen automatically.  
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Oval's Army Headquarters  
-----

The items found inside of the treasure chests in a communication room are recovery medicine2 74. Now, go all the way around to the center of the room to where there are four tunnels. After that, go thru the third tunnel (counting from left to right) into Circuit Passage 3.  
-----

Circuit Passage 3  
-----

Now, go to the right, and go into Circuit Passage Z.  
-----

Circuit Passage Z  
-----

Remove Bull's weapons and equipment. Now, go to the upper left, and go into another area of Oval's Army Headquarters.  
-----

Oval's Army Headquarters  
-----

There is a scene. Now, Matthew has to fight Raymond in a one-on-one battle. After defeating Raymond, there is a scene. Now, go around to the lower left, and go into another area of Oval's Army Headquarters. In this area, there is a scene, and then Bull leaves the group. There is another scene, and choose

"party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Chiki" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Krishuna" + "Gabriel" + "Janice" + "finish (on the left)" + "go in person (#4)."

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#### Damaia Army Base Woodland

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Now, move the dragons and Earth Shaker to the northeast, and there is a scene. Now, fight Iron Golem, Storm Giant, and Hambaba. After defeating Iron Golem, Storm Giant, and Hambaba, there is a scene, and choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Chiki" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Krishuna" + "Gabriel" + "Janice" + "finish (on the left)" + "go in person (#4)." The items found inside of the treasure chests are B charger, complete repair, giga break, and full power XX. Now, move the dragons and Earth Shaker around to the far northwest, and there is a scene. Now, fight Salamander. After defeating Salamander, there is a scene. Now, fight Salamander again. After defeating Salamander, Krishuna dies. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Chiki" + "Kim" + "Janice" + "finish (on the left)" + "go in person (#4)." The items found inside of the treasure chests are stealth and energy 50000. Now, move the dragons and Earth Shaker to the northeast, and there is a scene. Now, fight Iron Golem, Storm Giant, and Hambaba five times. After defeating Iron Golem, Storm Giant, and Hambaba for the fifth time, there is a scene. Now, fight Bar. After defeating Bar, there is a scene, and then Chiki dies. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Gabriel" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Kim" + "Janice" + "Parker" + "finish (on the left)" + "go in person (#4)."

---

#### Damaia Army Base Entrance

---

Now, move the dragons and Earth Shaker to the north, and there is a scene. Now, fight Cerberus. After defeating Cerberus, there is a scene, and then Gabriel dies. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Parker" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Kim" + "Janice" + "Salberi" + "finish (on the left)" + "go in person (#4)."

---

#### Damaia Army Base 1F

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The items found inside of the treasure chests that are in the rooms are mecha HP4 x2, energy 50000 x2, ultima arm. Now, move the dragons to the upper left, and then move the dragons and Earth Shaker onto the gold arrow into Damaia Army Base 2F.

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#### Damaia Army Base 2F

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Now, move the dragons around to the lower left, and then move the dragons onto the gold arrow into Damaia Army Base 3F.

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#### Damaia Army Base 3F

---

Now, move the dragons to the right, and then move the dragons onto the gold arrow into Damaia Army Base 3F.

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#### Damaia Army Base 4F

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Now, move the dragons to the lower right, and then move the dragons into

another area of 4F. In this area, move the dragons around to the upper left, and then move the dragons into the floor switch room on the right. In the floor switch room on the right, move the dragons onto the center floor switch (1-5) to make a path appear. Now, go across that path to the upper left, and search the switch on the wall. Now, go back thru the opening at the bottom that the dragons just came thru. After that, move the dragons to the lower left, and then move the dragons back into the other area of 4F. In this area, move the dragons to the upper right, and then move the dragons into the floor switch room on the left. In the floor switch room on the left, move the dragons onto the center floor switch (2-5) to make a path appear. Now, go across that path to the upper right, and search the switch on the wall. Now, leave that room, and go back into the floor switch room on the right. In the floor switch room on the right, move the dragons onto the floor switch on the right (3-5) to make a path appear. Now, go across that path to the upper right, and search the switch on the wall. Now, leave that room, and go back into the floor switch room on the left. In the floor switch room on the left, move the dragons onto the floor switch on the left (4-5) to make a path appear. Now, go across that path to the upper left, and search the switch on the wall. After that, move the dragons onto the floor switch on the right (5-5) to make a path appear. Now, go across that path to the top area, and move the dragons thru the door into the Central Tower 1F.

-----  
Central Tower 1F  
-----

Now, move the dragons onto the gold arrow that's nearby on the left into the Central Tower 2F.

-----  
Central Tower 2F  
-----

Now, move the dragons onto the gold arrow that's nearby on the lower right into the Central Tower 3F.

-----  
Central Tower 3F  
-----

Now, move the dragons onto the gold arrow that's nearby into the Central Tower 4F.

-----  
Central Tower 4F  
-----

The item found inside of the treasure chest on 4F is typhoon. Now, move the dragons onto the gold arrow that's nearby to the Central Tower 5F.

-----  
Central Tower 5F  
-----

Now, search the blue door that's nearby. There is a scene, and then Kim leaves the group. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Parker" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Janice" + "Salberi" + "finish (on the left)" + "go in person (#4)." Now, fight Valak. In battle, use the gig break on Valak, and full power XX to recover the dragons' HP. After defeating Valak, there is a scene. Now, choose "party selection (#3)." I choose "Red Dragon" + "Matthew" + "Blue Dragon" + "Kojirou" + "Yellow Dragon" + "Parker" + "Green Dragon" + "Rana" + "White Dragon" + "Papirot" + "Janice" + "Salberi" + "finish (on the left)" + "go in person (#4)." There is a scene. Now, fight the final boss, Selder Robo (1). In battle, use the gig break on Selder Robo (1), and full power XX to recover the dragons' HP. After defeating Selder Robo (1), fight Selder Robo (2). In battle, use the gig break on Selder Robo (2), and full power XX to recover the dragons' HP. After defeating Selder Robo (2), fight Selder Robo (3). In battle, use the gig break on Selder Robo (3), and full power XX to recover the dragons' HP.

After defeating Selder Robo (3), there is a scene.

+++++

THE END

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Version 1.0

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