

SD Gundam Gaiden: Night Gundam Monogatari (Import) FAQ/Walkthrough

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SD Gundam Side Story Knight Gundam Tale -The Great Inheritance-

SD Gundam Gaiden Knight Gundam Monogatari -Ooinaru Isan-

(c) SOTSU AGENCY SUNRISE

(c) BANDAI 1991

(c) ANGEL 1991

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GUIDE

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VERSION HISTORY

v1.0 (02/25/05) - Initial release.

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

Please use these cheat codes.

Infinite G 7E1B3F3F

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About the game

The hero, Knight Gundam, is SD Gundam in the world of sword and magic. The four stories in the original video version become the four chapters respectively. There is a feature where you can call a character from a carddass by using summons magic.

Chapter 1 The Hero of Lacroa

Lacroa Castle

In the castle, choose "yes" to make Bronze Guntank become a friend. Now, go in front of Princess Frau who is sitting on the right side of the throne, and open the command menu. Choose "talk" to speak to Princess Frau to get the princess ring. There is a deposit shop in the town area of Lacroa Castle where you can leave items since each members of the party can hold only eight items. Also, there are carddass machines in the item shop that sells carddass for 20G each. (You can get about 171 carddass for your album collection). After that, leave, and go south to Lum Village. Recomend LV5 for the duo.

Lum Village

First, go inside, and then leave the village. There is a scene. After that, go northwest to the Cave.

Cave

Use a torch to light up the cave. Go around to the upper right to where Fighter Gun Canon, and speak to him. After that, go all the way to the left to where slime is at. Speak to slime, and there is a scene. Now, go down the stairs that's nearby into another area. In this area, go to the far lower right, and "search" the treasure chest (which looks like a bag) for a slate

fragment. Now, go up the stairs that's nearby the treasure chest to leave the cave. After that, re-enter the cave, and go around to the upper right to where Fighter Gun Canon is at. Now, speak to Fighter Gun Canon to make him become a friend. After that, leave the cave, and go northeast to Port Town Paruta.

Port Town Paruta

Make sure to buy new equipment for the trio at the weapon & armor shop. There are carddass machines in the item shop. Now, go to the item shop, and buy a boat ticket for 500G. Recomend LV10-11 for the trio. After that, go to the port which is on the right side of the weapon shop, and speak to the sailor who will take the trio onto the boat. At sea, there is a scene. Now, fight Hizack. After defeating Hizack, the boat will continue to sail east to Runatsuu Town.

Runatsuu Town

Make sure to buy new equipment for the group. There are carddass machines in the item shop. After that, leave, and go east to Thief Village.

Thief Village

Since the guard at the gate won't let you in, go around to the upper right side of the village to the line of trees that are on the right side or nearby the house that's behind the item shop, and "search" in that area for a hidden stairs. Now, go down that stairs into a underground prison. In the underground prison, "speak" to Amuro to make her become a friend. Amuro is at LV1. Go to the upper left, and go up the stairs into the house. Make sure to buy new equipment for the group at the weapon & armor shop. Now, leave that house, and go into the house that's on the left side of the item shop. In that house, "speak" to the woman, and choose "yes" twice. Now, leave that house, and go into the house that's in the upper left, and "speak" to the guard who is blocking the door. There is a scene. Now, fight the Black Tri-Stars. After defeating the Black Tri-Stars, "search" the treasure chest for the flame sword. After that, leave the village, and go all the way south to the Shrine.

Shrine

"Search" the red door. After that, leave, and go northeast to Mahal Village.

Mahal Village

Go into the house that's in the upper left side of the village, and speak to the elder to get the broken key. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "Lacroa" to teleport back to Lacroa Castle. (You can also use pegasus feather which is sold at the item shop for 28G).

Lacroa Castle

Go into the town area, and go to blacksmith's house which is on the right side of the weapon shop, and speak to blacksmith to change the broken key into the shrine key. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 1" + "Runatsuu" to teleport back to Runatsuu Town.

Runatsuu Town

Go southeast back to the Shrine.

Shrine

Now, go thru the red door into the shrine. In the shrine, go around to the lower right, and there is a scene. After that, leave the shrine, and go around to the upper right side of the building, and "search" the corner area for a bronze clay figure. Now, leave, and go northwest to Fon Town.

Fon Town

Go to the weapon shop, and "speak" to the man with purple hair to get the ice cane. Make sure to buy new equipment for the group. After that, leave the town, and go south to where Raakairamu Town is at. Make sure that Guntank has the ice cane in his item menu. Now, go to the front of the broken bridge, and open the command menu. Choose "tool" + "Tank" + "ice cane" + "use it" to make an ice bridge. After that, go across that bridge, and go to Raakairamu Town which is nearby.

Raakairamu Town

Go to the bar, and speak to the person that's in the lower right corner of the room. There is a scene. Leave the bar, and go to the lower right side of the town to where Giant Ziong & Goblin Zaku x2 are at. "Speak" to Giant Ziong. After defeating Giant Ziong & Goblin Zaku x2, go to the item shop, and "speak" to man behind the counter to get the curio dealer痴 letter. After that, leave, and go back to Fon Town.

Fon Town

Go to the weapon shop, and "speak" to the man with purple hair to get the tower map of Granada Tower. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Raakairamu" to teleport back to Raakairamu Town.

Raakairamu Town

Now, go west-south-east to Granada Tower.

Granada Tower

Go around to the middle of the room, and go up the stairs to 2F. On 2F, open the command menu, and choose "tool" + "Gundam" + "tower map" + "use it" to see where you are going. Now, go up to the top floor (5F). On 5F, "speak" to Raraa. Now, fight Raraa. After defeating Raraa, choose "yes". Now, leave the tower. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Raakairamu" to teleport back to Raakairamu Town.

Raakairamu Town

Now, go south to the Castle.

Castle

Go up the stairs to 2F. On 2F, go to the lower right, and go down the stairs to 1F. On 1F, go upward to the prison area, and "speak" to Char. There is a scene. In the prison area, "search" the upper left corner for haze armor. Now, go back up the stairs to 2F. On 2F, go to the lower left, and go down the stairs to 1F. On 1F, go upward, and go thru the door into the next room.

In this room, go thru the door at the top right into the next room. In this room, go up the stairs to 2F. On 2F, go up the stairs to 3F. On 3F, go to the upper left, and go thru the door into the next room. In the next room, fight Sazaby. After defeating Sazaby, search the treasure chest for power shield, and go up the stairs to 4F. On 4F, there is a scene. Now, fight Satan Gundam. After defeating Satan Gundam, there is a scene. Fight Black Dragon. In battle, Sayla will join the party to fight against Black Dragon. After defeating Black Dragon, there is a scene, and chapter 1 ends. Choose "yes" twice.

Chapter 2 The Legendary Giant

Lacroa Castle

At the inn, there is a scene. Now, go down the stairs to 1F. On 1F, "speak" to Knight Sayla who nearby the door to make her become a friend. After that, leave, and go south to Lum Village.

Lum Village

Go to the right, and "speak" to Fighter Nemo who is standing on the left side of a house to make him into a friend. After that, leave, and go south to where the ship is at. Hop into the ship, and sail south to Sweet Water Town which is nearby.

Sweet Water Town

Go to the house in the upper right side of the town, and "speak" to the Prophet Hamon. Make sure to buy new equipment for the group. There are carddass machines in the item shop. After that, leave, and hop back into the ship. Sail southeast to the land area that's nearby. Now, get off the ship, and go east across the bridge. There is a scene. After that, go further south crossing over two bridges to where the Shrine is at.

Shrine

First, "speak" to Gold Knight who is standing at the bottom right side of the stairs, and then "speak" to the Prophet Sarasa twice. Choose "yes" to make her into a friend. The Prophet Sarasa is at LV1. After that, leave the shrine, and there is a scene. After that, go northeast to Green Oasis.

Green Oasis

Just enter the town to mark that location. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Sweet Water Town" to teleport back to Sweet Water Town.

Sweet Water Town

Hop back into the ship, and sail northwest into the Cave.

Cave

Use a torch to light up the cave. Go around to the lower right, and go down the stairs into another area. In this area, go to the lower right, and go down the stairs into another area. In this area, go around to the lower left, and "search" the treasure chest (bag) that's nearby Fighter Guncannon. There is a scene. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the cave. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location

2" + "Green Oasis" to teleport back to Green Oasis.

Green Oasis

Now, go northwest to Pelgamino Castle.

Pelgamino Castle

There are carddass machines in the item shop. Now, go upward into the castle. In the castle, go upward, and go up the stairs into the throne room. In the throne room, go to the left, and go down the stairs to 1F. On 1F, go to the top area, and go thru the door into the room. In this room, "speak" to Knight Galubaldy Beta who is blocking the way. Fight Knight Galubaldy Beta. After defeating Knight Galubaldy Beta, go down the stairs into another area. In this area, go to the lower right to the prison area. In the prison area, "speak" to the King who is in the prison cell on the right, and choose "yes." After that, go around to the left into a dead end area that's nearby, and "search" the upper left corner of that area for a hidden stairs. Now, go down that stairs into another area. In this area, go around to the upper right, and go down the stairs into another area. In this area, go around to the lower left, and go down the stairs into another area. In this area, go to the right, and go up the stairs into a small room. In this small room, continue to go up the stairs into a big room where Makube is at. In this room, "speak" to Makube who is standing in the center of the room. There is a scene. Now, fight Giant Mud Golem. After defeating Giant Mud Golem, search the treasure chest for "truthful mirror." Now, go back to the throne room, and "speak" to the king to get the ship. After that, leave, and hop into the ship. Now, sail east to an small island with trees. After that, get off the ship, and go into Fairy Forest.

Fairy Forest

Go to the upper left side of the forest, and "speak" to Fairy Kicker. There is a scene. After that, make sure to buy new equipment for the trio. Now, leave, and hop back into the ship. After that, sail south to a Small Island with a small tree in the center.

Small Island

Search the area where the small tree is at for a bronze clay figure. After that, hop back into the ship, and sail all the way northeast to a Cave.

Cave

Get off the ship, and speak to Fighter Guncannon is nearby the cave. Choose "yes" to make Fighter Guncannon into a friend. After that, open the command menu, and choose "magic 1" + "Gundam" + "magic 1" + "turn" + "Lacroa" to teleport back to Lacroa Castle.

Lacroa Castle

Go into the town area to the inn. At the inn, go up the stairs to 2F. On 2F, speak to Bronze Guntank to make him into a friend. Make sure that you have truthful mirror in Knight Gundam's item menu. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Runatsuu" to teleport back to Runatsuu Town.

Runatsuu Town

Now, go southeast to Mahal Village.

Mahal Village

Go to the inn to rest, and save you game in "data 1" slot. After doing so, go to the "File" menu of the emulator (Snes9X v1.42), and choose "Reset Game." On the screen, press the start button twice + choose "data 1." After that, leave the village, and hop into the ship that's nearby. Now, sail southeast to a Cave.

Cave

Use a torch to light up the cave. Go to the left, and go down the stairs into another area. In this area, go all the way downward, and go down the stairs into another area. In this area, go around to the upper right, and go down the stairs into another area. In this area, go around to the upper right, and go up the stairs into another area. In this area, go around to the left, and go up the stairs into another area. In this area, go all the way around to the lower right, and go up the stairs into another area. In this area, go all the way around to the upper left, and go thru the door into a room. In this room, speak to the man, and choose "yes" to fight a cardodas of Dom. After defeating the cardodas of Dom, fight a cardodas of Knight Gundam. After defeating the cardodas of Knight Gundam, fight a cardodas of Satan Gundam. After defeating the cardodas of Satan Gundam, search the treasure chest for the "book of call." After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the cave. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Pelgamino" to teleport back to Pelgamino Castle.

Pelgamino Castle

Hop back into the boat, and sail back to the area where Fighter Guncannon was standing at.

Cave

After that, go to the left side of the rock that's blocking the entrance, and push it to the right. Now, go into the cave. Now, open the command menu, and choose "tool" + "Gundam" + "truthful mirror" + "use it" to make the two light objects appear in the upper left area. Use a torch to light up the cave. After that, go around to the upper left to where the two shiny objects are at. Stand on one of the two shiny objects, and there is a scene. Now, go to the left to follow after Dragon Baby. There is a scene. Now, "search" the spot where Dragon Baby disappeared into to find a hidden stairs. After that, go up that stairs to exit the cave, and "speak" to Dragon Baby. Now, fight Dragon Baby. After defeating Dragon Baby, "search" the two treasure chests for light bow & light arrow. Make sure to equip Knight Gundam with the light bow & light arrow. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Green Oasis" to teleport back to Green Oasis.

Green Oasis

Now, go all the way southwest to the bridge that's nearby the desert area. There is a scene, and Fairy GM Sniper becomes a friend. Fairy GM Sniper is at LV1. After that, Fairy Kicker will take the group to Stone Castle.

Stone Castle

Go to the left, and go thru the door into another room. In this room, go thru the path on the left into another room. In this area, go downward, and go up

the stairs to 2F. On 2F, go to the bottom area of the room, and go thru the door into another room. In this room, go up the stairs that's nearby to 3F. On 3F, go upward, and go thru the door at the top into another room. In this room, go up the stairs to 4F. On 4F, go to the upper left, and jump off the ledge to 1F. On 1F, go up the stairs that's nearby to 3F. On 3F, go downward, and go up the stairs to 4F. On 4F, there is a scene. After that, go to the right, and go up the stairs to 5F. On 5F, go upward, and speak to Makube Kattsue. Fight Makube Kattsue. After defeating Makube Kattsue, there is a scene. Now, fight Psycho Golem who is troublesome with its double attack. In battle, first choose "tool" + "light bow" + "use it" to weaken Psycho Golem. Also, use the magic of rifure or rifureku to revive a fallen member. After defeating Psycho Golem, there is a scene. Now, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the castle. After that, go all the way around to the south side of the desert to where the cave is at.

Cave

Use a torch to light up the cave. Go all the way upward, and fall into another area. In this area, go downward to fall into large area. In this large area, go all the way to the lower left corner, and "search" that spot for a hidden stairs. Now, go down that stairs into another area. In this area, "search" the treasure chest (bag) for the "book of recall." Now, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the cave. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 2" + "Lacroa" to teleport back to Lacroa Castle.

Lacroa Castle

Go into the castle to the throne room. In the throne room, there is a scene, and chapter 2 ends. Choose "yes" twice.

Chapter 3 Albus Knights

House

Search the two jars for sarbel & knight armor. Make sure to equip Knight Amuro with those two equipment. Knight Amuro is at LV24. After that, leave, and go west to Munzo Castle.

Munzo Castle

Go to the front of the castle gate, and "speak" to Princess Yuirii. Choose "yes." Make sure to buy equipment for Amuro. After that, leave, and go northeast to the Cave.

Cave

Now, go to the left, and go up the stairs to exit the cave. There is a scene.

Albus Kingdom

In the throne room, go to the upper left to where Prince Kamiru is at, and "speak" to him. After that, "speak" to the three gundams who are nearby the throne. "Speak" twice to Fencer ZZ Gundam who is on the bottom right of the three, and choose "yes" to fight Fencer ZZ Gundam. Knight Amuro should be around LV35. Now, leave the castle, and go into the town area to buy new equipment at the weapon & armor shop for Amuro. There are carddass machines in the item shop. After that, leave the kingdom, and go north to two trees

that are nearby the mountain area to make the forest spirit Cattle Wood appear. After speaking to Cattle Wood, go back to the town area in Albus Kingdom. Nearby the town entrance, "speak" to Fencer ZZ Gundam who is now Warrior ZZ to make him into a friend. Warrior ZZ is at LV37. Now, help the three residents who are being attack by three Hizacks. After defeating the three Hizacks, go back into the castle to the throne room, and speak to the king. Choose "yes." After that, leave, and go back to Munzo Castle.

Munzo Castle

There are carddass machines in the item shop. Now, go into the castle. In the castle, go to the lower left, and go up the stairs to 2F. On 2F, go upward, and "speak" to Fencer Bawoo who is blocking the stairs. There is a scene, and Wizard New Gundam will come by to join the duo. Now, fight Fencer Bawoo. After defeating Fencer Bawoo, "search" the treasure chest for owl staff. Now, go up that stairs to 3F. On 3F, go all the way to the right, and "speak" to Fighter Drissen who is blocking the stairs. There is a scene, and Fencer Z Gandam will come by to join the trio. Now, fight Fighter Drissen. After defeating Fighter Drissen, "search" the treasure chest for dragon shield. Now, go up that stairs to 4F. On 4F, go around to the room in the center, and "speak" to Mage Qubeley who is blocking the stairs. Now, fight Mage Qubeley. After defeating Mage Qubeley, fight Medusa Qubeley. After defeating Medusa Qubeley, "search" the treasure chest for lion ax. Now, go up that stairs to 5F. On 5F, there is a scene. Now, fight The O Dante. After defeating The O Dante, there is a scene, and the group will automatically warp back to the throne room in Albus Kingdom.

Albus Kingdom

In the throne room, there is a scene, and chapter 3 ends. Choose "yes" twice.

Last Chapter The Knight of Light

Lacroa Castle

Inside the castle, there is a scene. Choose "yes." (Knight Gundam is now called Versal Knight Gundam). After that, leave, and go south to Lum Village.

Lum Village

Go to the right, and speak to Princess Frau. After that, go back to Lacroa Castle.

Lacroa Castle

Go back to the throne room, and speak to King Rebil. There is a scene. Now, search the treasure chest for the treasure storeroom key to open the golden doors that are in Lacroa Castle (1F) and Albus Kingdom (1F & B1). After that, leave the throne room, and go down the stairs to 1F. On 1F, go to the lower left, and go up the stairs to 3F. On 3F, speak to Wizard New Gundam, Warrior ZZ, Fencer Z Gandam, and Knight Alex to make them into a friend again. (You can change party members at the bar in the town area). After that, leave, and hop into the ship. Now, sail northeast to Shangri-La Town (another ship is nearby that town).

Shangri-La Town

Go to the weapon & armor shop, and buy new equipment for the group. There are carddass machines in the item shop. After that, leave, and go all the way west to the Cave.

Cave

Use a torch to light up the cave. Go to the lower right, and go down the stairs into another area. In this area, go around to the upper left, and go down the stairs into another area. In this area, go around to the upper left, and go down the stairs into another area. In this area, go around to the lower left, and go down the stairs into another area. In this area, go around to the the upper left, and go down the stairs into another area. In this area, go around to the lower right, and go up the stairs into another area. In this area, go upward, and go up the stairs into another area. In this area, go downward, and go up the stairs into another area. In this area, go to the left, and go up the stairs into another area. In this area, go upward, and go up the stairs into another area. In this area, go downward, and "search" the blue round object to pick up the soul ball. Now, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the cave. After that, go to Shangri-La Town.

Shangri-La Town

Go into the house on the right side of the entrance. In that house, there is a father & mother looking after there sick daughter who is lying in bed. Now, go to the right side of sick daughter's bed, and open the command menu. Choose "tool" + "Gundam" + "soul ball" + "use it" on the sick daughter, and there is a scene. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Munzo" to teleport back to Munzo Castle.

Munzo Castle

Hop into the ship, and sail all the way southeast along the shore line to Radish Village which is in southwest area of the desert.

Radish Village

Go to the upper right side of the inn, and speak to child to get the sweets. After that, hop back into the ship, and sail a little to the northwest to Kukurusudoan Island which is a very small island.

Kukurusudoan Island

Get off the ship, and walk into the bottom area of that island to get into the village. At the village entrance, open the command menu, and choose "tool" + "Gundam" + "sweets" + "use it" on the dog who is blocking the gate. After the dog goes away, go to the upper right side where the two children are at, and speak to the blonded-haired girl who is crying. There is a scene. Now, fight Hizack. After defeating Hizack, there is a scene. After that, search the treasure chest for the holy jewel of strength (1-3). After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Algus" to teleport back to Algus Kingdom.

Algus Kingdom

Hop into the ship. Now, sail all the way west to Thief Village, and then sail north along the shore line to Jabrow Castle.

Jabrow Castle

There are carddass machines in the item shop. Now, go into the castle, and go to the upper left side. In the upper left side, push the bottom rock to the

left, and there is a scene. Versal Knight Gundam will be by himself. After that, leave, and go west to the Cave.

Cave

Use a torch to light up the cave. Go all the way to the left, and go down the stairs into another area. In this area, go to the right, and go down the stairs into another area. In this area, go to the left, and go down the stairs into another area. In this area, go to the right, and go up the stairs into another area. In this area, go around to the right, and go up the stairs into another area. In this area, go around to the right, and go up the stairs into another area. In this area, go up the stairs that's nearby into another area. In this area, "speak" to Versal Shadow. Now, fight Versal Shadow. After defeating Versal Shadow, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the cave. After that, go to back to Jabrow Castle.

Jabrow Castle

Go into the castle to the throne room, and "speak" to the king to get the holy jewel of courage (2-3). Now, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 1" + "Lacroa" to teleport back to Lacroa Castle.

Lacroa Castle

Go to the bar, and "speak" to "New," "ZZ," "Z (Zeta)," and "Alex" to make them into a friend again. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Jabrow" to teleport back to Jabrow Castle.

Jabrow Castle

Go to the weapon & armor shop to buy new equipment for the group. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Munzo" to teleport back to Munzo Castle.

Munzo Castle

Hop into the ship, and sail all the way south nearby the area where Radish Village is at. From that area, sail all the way west to an area where there are several canals, and guide the ship thru those canals to where Zanzibar Village is at. Now, get off the ship, and go into Zanzibar Village.

Zanzibar Village

Go around to the upper right side of the village to the item shop. At the item shop, "search" the stool (chair) on the right for a memo. There are carddass machines in the item shop. After that, leave, and hop back into the ship, and sail all the way east back to Radish Village.

Radish Village

Go to the upper left, and "search" on the lower left of the flower garden to get the holy jewel of wisdom (3-3). After that, leave, and hop back into the ship. Now, sail all the way west to the continent where Zanzibar Village is at, and then sail north along that shore line to Sudorie Town.

Sudorie Town

Go to the armor shop and weapon shop to buy new equipment for the group. When you go to the weapon shop, go around to the back of the counter, and speak to man to buy weapon. There are carddass machines in the item shop. Make sure that you have the three holy jewels of wisdom, courage, & strength in Versal Knight Gundam's item menu. After that, leave, and go south to the big golden-looking Tower.

Tower

Go to the upper right, and go thru the door into another room. In this room, go up the stairs to 2F. On 2F, go to the lower right, and go thru the door into another room. In this room, go up the stairs to 4F. On 4F, go around to the lower left, and go up the stairs to 5F. On 5F, go to the upper left, and walk into the center square that's on the altar. On the center square, open the command menu, and choose "tool" + "Gundam" + "holy jewel of wisdom (red)" + "use it" to place it in the center square of the altar. After that, go around to the upper right, and walk into the center square that's on the altar. On the center square, open the command menu, and choose "tool" + "Gundam" + "holy jewel of strength (blue)" + "use it" to place it into the center square of the altar. After that, go back to 2F. On 2F, go all the way around to the left, and go thru the door into another room. In this room, go up the stairs to 3F. On 3F, go around to the center area, and go up the stairs to 5F. On 5F, walk onto the altar. On the altar, open the command menu, and choose "tool" + "Gundam" + "holy jewel of courage (yellow)" + "use it" to place it onto the altar to open the big golden double doors. After that, go upward, and go thru that big golden double doors into another room. In this room, go up the stairs to the roof. On the roof, open the command menu, and choose "party" + "change order" and put each of the five members in the same order that they were in before. After that, PLEASE DO NOT "PRESS" OR "TOUCH" ANY OTHER BUTTONS BECAUSE YOU DON'T WANT TO CLOSE THE COMMAND MENU AS OF YET. Here is the tricky party. Just wait for a large moving shadow in the sky to comeby. When the large moving shadow comes over the tower, quickly press the A button twice. The "first press of the A button" will close the command menu, and the "second press of the A button" will take the group into a room with stairs. In this room, go the left, and go up eight-flights of stairs to exit the Floating Continent Cave. After that, go to Floating Continent Village that's nearby.

Floating Continent Village

Now, go to the upper right, and "speak" to the bearded man to get the dragon scale. After that, go to the item shop, and buy the wonderful fruit for 1G. There are carddass machines in the item shop. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Munzo" to teleport back to Munzo Castle.

Munzo Castle

Hop into the ship, and sail all the way south nearby the area where Radish Village is at. Now, sail east then north along the shore line until you reach a Small Island that is nearby the Shrine where the Prophet Sarasa lives.

Small Island

Hop off the ship, and go on that island. Now, "search" the center tree on that island for a bronze clay figure. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Shangri-La" to teleport back to Shangri-La Town.

Shangri-La Town

Hop into the ship. Now, sail west along the shore line to an open area where there are mountains. Audo Village is on the southwest side of the Cave that's nearby Shangri-La Town. Now, get off the ship, and go south to Audo Village.

Audo Village

Go to the house that's in front of the item shop, and "speak" to the man. Choose "yes" to get the spirit alcohol. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 4" + "Sudorie" to teleport back to Sudorie Town.

Sudorie Town

After that, go south to the big golden-looking Tower.

Tower

Now, go to the upper right, and go thru the door into another room. In this room, go up the stairs to 2F. On 2F, go to the lower left, and go thru the door into another room. In this room, go up the stairs to 3F. On 3F, go around to the center area, and go up the stairs to 5F. On 5F, go upward, and go thru that big golden double doors into another room. In this room, go up the stairs to the roof. On the roof, open the command menu, and choose "party" + "change order" and put each of the five members in the same order that they were in before. After that, PLEASE DO NOT "PRESS" OR "TOUCH" ANY OTHER BUTTONS BECAUSE YOU DON'T WANT TO CLOSE THE COMMAND MENU AS OF YET. Here is the tricky party. Just wait for a large moving shadow in the sky to come by. When the large moving shadow comes over the tower, quickly press the A button twice. The "first press of the A button" will close the command menu, and the "second press of the A button" will take the group into a room with stairs. In this room, go the left, and go up eight-flights of stairs to exit the Floating Continent Cave. After that, go to Floating Continent Village that's nearby.

Floating Continent Village

Go to the right side of the item shop, and go to the front of Pegasus. Now, open the command menu, and choose "tool" + "Gundam" + "spirit alcohol" + "use it" on Pegasus. After that, "speak" to Pegasus to make him become a friend. There is a scene, and the party can now fly in the sky with Pegasus. Press the A button to land Pegasus, and walk a little to the right. Now, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 1" + "Fon" to teleport back to Fon Town.

Fon Town

Don't enter the town. Just walk on Pegasus, and press the A button to rise Pegasus into the air. After that, fly southeast, and land Pegasus nearby Londobell Village.

Londobell Village

Don't enter the village just go into the Cave that's nearby.

Cave

Use a torch to light up the cave. Go around to the left, and go down the stairs into another area. In this area, go to the upper left, and go up the stairs into another area. In this area, go around to the left, and go down

the stairs into another area. In this area, go around to the lower right, and go up the stairs into another area. In this area, go around to the left, and go down the stairs into another area. In this area, go to the upper right, and go up the stairs into another area. In this area, go to the left, and go down the stairs into another area. In this area, go around to the lower left, and go up the stairs into another area. In this area, go to the left, and go down the stairs into another area. In this area, go around to the lower left, and go up the stairs into another area. In this area, go all the way to the right where there are three treasure chests (bags), and search the treasure chest (bag) on the right for the book of sora. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "loop" to teleport out of the cave. After that, open the command menu, and choose "magic" + "Gundam" + "magic 1" + "turn" + "location 3" + "Shangri-La" to teleport back to Shangri-La Town.

Shangri-La Town

Don't enter the town. Just walk on Pegasus, and press the A button to rise Pegasus into the air. After that, fly west to the Castle that is nearby Audo Village, and land Pegasus nearby that Castle which is surrounded by water.

Castle

Go into the castle. In the castle, go to to the upper right, and go thru the door into another room. In this room, go up the stairs to 2F. On 2F, go to the lower right, and jump off the ledge to the outside area of 1F. On the outside area of 1F, go downward, and go up the stairs to 2F. On 2F, go to the left, and go thru the door into another room. In this room, go up the stairs to 3F. On 3F, go around to the right, and go up the stairs to 4F. On 4F, go upward, and there is a scene. Now, fight Byg-Zam. After defeating Byg-Zam, fight Ghost Byg-Zam. After defeating Ghost Byg-Zam, there is a scene, and the party goes back to Lacroa Castle.

Lacroa Castle

Versal Knight Gundam will be by himself. Now, leave the throne room, and go down the stairs to 1F. On 1F, go to the lower left, and go up the stairs to 3F. On 3F, speak to Amuro, and there is a scene. After that, speak to Knight Alex to get the harp of guidance. Now, go to the left side of Princess Frau, and open the command menu. Choose "tool" + "Gundam" + "harp of guidance" + "use it" on Princess Frau, and there is a scene. The party will be take to Muua World. You can use Gundam's magic of turn to teleport back to Lacroa Castle.

Muua World

Go all the way up, and go into the castle. In the castle, go around to the lower right, and go up the stairs to 2F. On 2F, go thru the door that's nearby into another room. In this room, there is an open area on the right, and an open area on the left. [The open area on the left will take you into another room where there is a man who is selling items such as mega-box which can be used repeatedly to recover the MP of a member who has it in his item menu. Make sure to buy a total of 8 mega-box (2000G), and give two mega-box to Gundam, Alex, Z (Zeta) and New]. Now, go thru the open area on the right into another room. In this room, go to the lower right, and go up the stairs to 3F. On 3F, go around to the lower left, and go up the stairs to 4F. On 4F, go all the way around to the right, and go up the stairs to 5F. On 5F, go around to the lower right, and go up the stairs to 6F. On 6F, go around to the upper left, and go up the stairs to 7F. On 7F, go around to the upper right, and speak to the guard (orange) that's in the middle. Now, fight Zion

Bodyguards. After defeating Zion Bodyguards, go upward, and go up the stairs to 8F. On 8F, go around to the lower right, and speak to Zenon Mantha who is blocking the door. Now, fight Zenon Mantha. After defeating Zenon Mantha, go thru that door into another room. In this room, go to the right, and go up the stairs to 9F. On 9F, there is a pond in the center of the room. Recommend LV 51-59 for the party. Now, go to bottom area nearby the wall, and face the pond. There is a scene. Now, fight Neo Black Dragon who is annoying. After defeating Neo Black Dragon, there is a scene, and Versal Knight Gundam becomes Superior Dragon. Make sure to use each of the mega-box to recovers the party's MP. After that, go down the stairs, and there is a scene. Now, fight the final boss Sieg Zeon who uses the magic of swoon and confusion. In battle, use the magic of rifure or rifureku or the item of soul ball to revive a fallen member.

THE END

Optional

In Chapter 3 "Albus Knights," after speaking to the forest spirit Cattle Wood, you can go to the small golden looking Tower that's nearby. Inside that tower, there are several treasure chests with items. When you go into that Tower, you will fall down into a room on B1. On B1, go to the upper left side of that room, and search the right hand corner for a hidden stairs. Now, go up that stairs to 1F. On 1F, go upward, and go around the top area until you reach a stairs that goes up.

Version 1.5

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