

Tenshi no Uta (Import) FAQ/Walkthrough

by ritchie

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AN ANGEL'S POEM -Prayer of the White Wings-

Tenshi no Uta -Shiroki Tsubasa no Inori-

(c) Telenet Japan 1994

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GUIDE

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VERSION HISTORY

v1.0 (08/24/03) - Initial release.

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

Please use these cheat codes.

Infinite Gimil 7E06C03F
 7E06C142
 7E06C20F
No Encounter 7E07A801
EXP After Battle 7E0D36FC
 7E0D37FF

----- About the game

The story progresses by centering on happiness and pain when it becomes to liking the characters' human touch, friendship, and person. There is a kind system that teaches you a hint when the player does not understand.

----- Fareru Town

Go downstairs, speak to Leonard's father, and choose yes. Outside Leonard's house, speak to Alf & Miria, and choose yes. Leave the town, and go west to the bridge area called Riverside.

----- Riverside

Now, cross over the bridge, and go north into the mountain area where the Hut is at.

----- Hut

Go inside the hut, and give the woodcutter's master the ax. Leave, and go southeast to the bridge area where there is a Riverside.

----- Riverside

Now, cross over the bridge, and there will be an event. After Kuraana joins Leonard, go east back to Fareru Town.

----- Fareru Town

After Kuraana leaves Leonard, Alf & Miria will come by to speak to Leonard. After Alf & Miria join Leonard, go to the upper left corner to the tent of the traveling entertainer troupe. Speak to the man who is nearby the entrance of the tent, and reply with yes. Speak to everybody inside the tent. After

that, the songstress Kuraana will perform on stage. After the performance ends, leave the tent. Then, Alf & Miria will leave Leonard. The next day, leave the town, and go west to the Riverside.

Riverside

When you speak to one of the birds, Kuraana will come by. During the conversation, Alf and Miria will come by. After that, leave, and go back to Fareru Town.

Fareru Town

Kuraana, Alf and Miria will leave Leonard. The next day, leave the town, and go west to the Riverside.

Riverside

Speak to Kuraana.

Fareru Town

In Leonard's dream, he will lose the fight against Beliar. The next day, go down the stairs, and speak to Miria. The traveling entertainer troupe leaves the town. In Leonard's dream, he will lose the fight against Beliar for a second time. Go downstairs, speak to Leonard's father, and reply with yes. Leave the town, and go west to the Riverside.

Riverside

Now, cross over the bridge, and go north into the mountain area where the Hut is at.

Hut

Go inside the hut, and give the woodcutter's master the ax. Leave, and go southeast to the Riverside.

Riverside

Now, cross over the bridge, and Miria will join Leonard. Now, go back to Fareru Town.

Fareru Town

After Miria leaves Leonard, go to Leonard's house, and search the blacksmith's table that is on the left side of the room to get the sword breaker. After Leonard's father comes by to give him some equipment, equip that same equipment on Leonard, and leave the house. Outside the house, Alf and Miria will join Leonard. After that, leave the town, and go north to Madick Town.

Madick Town

Go to Myuun's house which is behind the church, and speak to Myuun twice to get Myuun's letter. Leave the town, and go northwest to Bern Town.

Bern Town

Go to Mike's house which is the third house in the upper left, and speak to Mike. After Mike reads Myuun's letter, he will give you a letter of

introduction. Go to Tony's house which is the fourth house in the upper right, and speak to the informer Tony. Hear all of the information (1-7) from Tony. On the sixth information, choose yes. After that, go to the inn, and rest. The next day, leave the inn, and go back to Tony's house. During the event with the soldier, reply with "yes" once and "no" twice. After that, go back to the inn, and rest. Recommend LV5 for the group. The next day, leave the inn, and walk thru the path to the left side of Tony's house to watch Rannel's parade. When the smoke screen appears, the group will automatically rush into the parade, and Leon will join the group in battle against the two of Rannel's soldiers. After defeating the two of Rannel's soldiers, fight Rannel. After defeating Rannel, the group will escape thru the well into the underground to Wifutiia Town.

Wifutiia Town

After the event, the group will wake up at the inn. Leon and Kuraana will take Alf & Miria place. Leave the town, and go northeast to Meia Town.

Meia Town

Go to the village mayor's house which is in the upper right, and speak to the mayor to hear about the gang's of bandit. After that, go to the inn, and rest. The next day, leave the inn. Outside the inn, the group will catch the pickpocket boy, Tuck. Go back to the village mayor's house. Speak to the mayor, and reply with yes. Leave the town, and go north to the cave which is the Thieves' Hideout.

Thieves' Hideout

Recommend LV10-LV13 for the group. Go to the upper right, and go down the ladder into B1. On B1, go to the upper left to the thieves' boss room. After the event in the thieves' boss room, leave the hideout, and go back to Meia Town.

Meia Town

Go to the village mayor's house, and speak to the mayor. Go to the inn, and speak to Tuck who will join the group. Leave the town, and go south to Taase Town.

Taase Town

Tuck will take the group to his house. After the event at Tuck's house, leave the town, and go east to Miian Town.

Miian Town

Fight the werewolf monsters three times that have attacked the town. After defeating the werewolf monsters, Giruga will take the group to his house. As you are about to leave the town, Giruga will come by. Reply with yes to Giruga's question, and Giruga will join the group. Leave the town, and go northwest to the cave which is the Monster's Residence.

Monster's Residence

Recommend LV11-LV16 for the group. Go to the upper right, and go down the stairs into B1. On B1, go to the upper left, and go down the stairs into B2. On B2, go to the lower right, and go thru the door into the boss room. Fight a series of different monsters, including Tafu Tarutaranto. After defeating the monsters, leave, and return back to Miian Town.

Miian Town

Giruga will leave the group. Leave the town, and go northeast to the Underground Passage.

Underground Passage

Go all the way to the right to exit the underground. After that, go east to Fiin Town.

Fiin Town

Go to the bar (Pub), and speak to Sophia. Leon will leave the group. Now, leave the bar. After the event, exit the town, and go southeast to the Road Over the Mountain Pass.

Road Over the Mountain Pass

Go all the way to the right for an event. After the event, go further to the right to exit the pass. Now, go to Rikusa Town which is nearby.

Rikusa Town

Go to the inn, and speak to Levy to hear about the angel statue that resembles Kuraana. After that, leave the town, and go northeast to Redia Town.

Redia Town

Go to the Mayor's house which is in the upper left, and speak to the Mayor. Leave the town, and go east to the Forest.

Forest

Take the path on the far left to Chris' Mansion. Inside the mansion, go to 3F, and speak to Chris to get the Chris' letter. Leave the forest, and go back to Redia Town.

Redia Town

Go to the Mayor's house, and give the Mayor Chris' letter. As you are about to leave the town, Giruga will come by. Reply with yes to Giruga's question, and Giruga will rejoin the group. Exit the town, and go southeast to the Mountain of Medical Herb.

Mountain of Medical Herb

Go to the mountaintop, and get the medical herb. Giruga will tell the story of Eurika's flower. After that, leave the mountain. At the exit of the mountain, Giruga will leave the group. Go southwest to Keidack Town.

Keidack Town

Go to the front of the church, and speak to Raphael. As you leave the town, Kuraana wants to visit her hometown, Youth. Go southeast to Youth Town.

Youth Town

Go to the church which is in the upper left, and speak to her mother who is

in the lower right side of the room. After that, leave the church, and fight the monsters three times that have attacked the town. After defeating the monsters, Giruga rejoins the group again. Leave the town, and go south to Roofu Town.

Roofu Town

Go to the curio dealer, and buy some rimon no suzu (Rimon's bell) and rurimon no suzu (Rurimon's bell). Go to Keith's mansion which is in the upper right, and speak to archaeologist Keith who is on the second floor. Keith will give you the "mirror of illusory mist," and join the group. Leave the town, and go southwest to Babel Forest.

Babel Forest

Recommend LV18-LV20 for the group. Exit the forest, and go to the Tower of Babel.

Tower of Babel

On 3F, defeat the keeper of earth, Glen Daemon. On 5F, defeat the keeper of sea, Raima Saga. On 7F, defeat the keeper of sky, Gasto Radom. Go to the roof of the tower, and speak to Raphael who knows that Kuraana is a fallen angel. Leave the tower, and use the item of rimon no suzu (Rimon's bell) to warp to Fareru Town.

Fareru Town

After the event, go to Leonard's house. The next day, go down the stairs, and speak to anyone among the members to gather the group. Then, leave the house, and go to Alf's house which is in front Leonard's house. In Leonard's house, speak to Alf and Miria. Hear all of the information (1-5) from Alf. Go back to Leonard's house, and speak to Leonard's father. Leave the town, and use the item of rimon no suzu (Rimon's bell) to warp to Bern Town.

Bern Town

Recommend LV24-LV26 for the group. Go to the back of the ruined curio dealer house, and speak to the blond hair woman. Go to Tony's house which is the fourth house in the upper right, and check the front door of his ruined house. Then, the informer Tony will come by to speak to the group. After that, Tony will take the group to the underground to the resistance hideout. Go to the room where Tony is at. Speak to Gray who is the leader of the resistance, and reply with yes. The next day, leave the underground, and go into the castle to 3F. On 3F, fight Rannel. After defeating Rannel, try to leave the room, and Sarugatanas who appears will turn into Rukazu. Fight Sarugatanas. The group will lose the battle against Sarugatanas, and Kuraana will be turn into stone by Sarugatanas's magic. In the resistance hideout, speak to Keith who is with the injured Giruga. Both of them have separated from the group. After that, go into the next room, and speak twice to Leon, Sofia, and Levy to make them join Leonard. Leave thru the right side of the underground, and use the item of rimon no suzu (Rimon's bell) to warp to Redia Town.

Redia Town

Go east to the Forest.

Forest

Take the path on the far left to Chris' Mansion. Inside the mansion, go to 3F, and speak to Chris. Leave the forest, and use the item of rimon no suzu (Rimon's bell) to warp to Roofu Town.

Roofu Town

Go to Keith's mansion which is in the upper right, and speak to archaeologist Keith. Keith will give you the "mirror of illusory mist," and join the group. Leave the town, and use the item of rimon no suzu (Rimon's bell) to warp to Fareru Town.

Fareru Town

Speak to the woodcutter who is the red haired man beside the second house on the left. Leave the town, and go west to the Hut.

Hut

Go inside the hut, and speak the woodcutter's master. Leave the hut. Outside the hut, go west thru the trees that's nearby the hut to enter the forest. Recommend LV26-LV28 for the group. In the forest, go northwest, and a fairy will come by to let you go into another area of the forest. Follow the fairy, and fight the monster. After defeating the monster, go upward thru the trees to the Earth Shrine.

Earth Shrine

Go to 5F, and fight with the guardian deity, Li Fill. After defeating Li Fill, choose 2: to make Leon get the "breath of earth" and the summons magic of Li Fill "blast-of-wind sword." Use the item of rurimon no suzu (Rurimon's bell) to leave that area. Use the item of rimon no suzu (Rimon's bell) to warp to Roofu Town.

Roofu Town

Go to Keith's mansion which is in the upper right, and speak to archaeologist Keith. Leave the town, and go southwest to Port Town Palman.

Port Town Palman

Go to the far upper right area, and speak to the blonde haired man with the green jacket on. Go to Ben's grandfather's house which is on the left side of the weapon shop, and speak to Ben's grandfather. Leave the town, and speak to Ben's grandfather who will take the group on his ship. Along the way, the sea serpent, Shariito, will appear, and give Leonard the blue moon tower key. When the boat reaches the island, go into the Blue Moon Tower.

Blue Moon Tower

Recommend LV28-LV29 for the group. Go to 3F, and defeat the dead group. Go to 5F, and fight doppelganger. After defeating doppelganger, Leonard gets the sea dragon scale. Recommend LV29 for the group. Use the item of rurimon no suzu (Rurimon's bell) to leave the tower, and go back to the ship. Speak to the sea serpent, Shariito. Fight Shariito. After defeating Shariito, choose 3: Sophia to get the "blue moon fragment," and the summons magic, Shariito's "Bi Wenz." After that, speak to Ben's grandfather, and sail east to Sarinu Town which is on a large island.

Sarinu Town

Go to the inn, and rest. During the day, go to the flame shrine which is the center building of the town. Speak to the shrine maiden, Saki, and reply with yes. Leave the town, and go northeast of the desert to an X-like spot in the sand which is the remains of Asmodeus Territory.

Asmodeus's Territory

Recommend LV30 for the group. When the group enters the oasis, walk three steps down, and then walk across the sand to the left. Walk all the way down until you cannot be seen. Now, walk all the way to right, and then walk all the way up until you reach the area where Asmodeus is at. Fight Asmodeus. After defeating Asmodeus, leave, and return back to Sarinu Town.

Sarinu Town

During the day, go to the flame shrine which is the center building of the town. Speak to Saki, and choose 2: to make Levi get the "sun fragment," "flame ring," and the summons magic, "prominence wall." After that, leave the town, and sail southwest to the large island with a Forest.

Island

This island is also south of Fareru Town. When you land on this island, go northeast to the Forest.

Forest

Recommend LV30-LV31 for the group. Go to the upper left area to exit the forest. Go all the way up the mountain until you reach the Milky Way Shrine.

Milky Way Shrine

Go to the front of the door, and insert the secret gems in the order of 3: sun fragment, 1 : breath of earth, and 2: blue moon fragment to open the door. Go thru the door. There are no monsters inside the shrine. Go to 3F, and speak to the guardian king, Ceasar, who will tell the group the location of Erica's flower. Leave the shrine, and use the item of rimon no suzu (Rimon's bell) to warp to Miian Town.

Miian Town

Go to the house (on the right) that's in the upper left area, and speak to Giruga. Leave the town, and use the item of rimon no suzu (Rimon's bell) to warp to Port Town Palman.

Port Town Palman

Go northeast to the Mountain where Leon's house is at.

Mountain

Recommend LV31 for the group. On the way, use Levy's summons magic of karuna and Sophia's summons magic of shariita to get rid of those annoying monsters. Go to the back of Leon's house, and fight Erigoru. After defeating Erigoru, Leon get the secret sacred sword Excalibur, Erigoru's summons magic, and the warrior's crest. Leave, and use the item of rimon no suzu (Rimon's bell) to warp to Miian Town.

Miian Town

Go all the way north to the Mountain.

Mountain

Go up the mountain to the top. On the way, use Levy's summons magic of karuna and Sophia's summons magic of Shariita to get rid of those annoying monsters. At the top, pick Erica's flower. Use the item of rurimon no suzu (Rurimon's bell) to leave the mountain. Use the item of rimon no suzu (Rimon's bell) to warp to Sarinu Town.

Sarinu Town

Sail southwest to the large island with a Forest.

Island

This island is also south of Fareru Town. When you land on this island, go northeast to the Forest.

Forest

Go to the upper left area to exit the forest. Go all the way up the mountain until you reach the Milky Way Shrine.

Milky Way Shrine

Go to 3F, and give Erica's flower to the guardian king, Caesar. After that, Leonard gets Milky Way drop, Caesar's summons magic of stardust breath, dragon king scale, orihalcon, and the ark. Leave the shrine. Get on the ark, and fly north to Fareru Town.

Fareru Town

Go to Leonard's house, and speak to Leonard's father to give him the orihalcon to forge. Leave the town, and use the item of rimon no suzu (Rimon's bell) to warp to Bern Town.

Bern Town

Go to the upper right area where the water well is at. At the water well, reply with yes to go down into the underground to the dark color area on the wall. At the dark color area on the wall, reply with yes to go into the resistance hideout, and speak to Keith. After that, speak to Kuraana who turned into a statue to borrow the angel's tear. Leave thru the right side of the underground, and use the item of rimon no suzu (Rimon's bell) to warp to Fareru Town.

Fareru Town

Go to Leonard's house, and speak to Leonard's father to get the light sword, kurau solas, and 5 levels up for the group. Leave the town, and use the item of rimon no suzu (Rimon's bell) to warp to Bern Town.

Bern Town

Get on the ark, and fly all the way north to an island with a cave that is surrounded by mountains.

Island

Land on the island, and go into the cave.

Cave

Recommend LV38 for the group. In the cave, the sacred god sword kurau solas and the 5 secret gems will break the barrier. After that, go further to the back of the cave. On the way, fight Fenriru wolf who is guarding the Hungry Wolf Gate. After defeating Fenriru wolf, Leonard gets Tenro's armor. Go to the front of the Hungry Wolf Gate, and the breath of the earth will open the gate. Go thru that gate. On the way, fight Miss Garuzu who is guarding the Wicked Snake Gate. After defeating Miss Garuzu, Leonard gets Ryuo's helmet. Go to the front of the Wicked Snake Gate, and the blue moon fragment will open the gate. Go thru that gate. Use the blue moon fragment on the brown statue which is nearby to open the warp so that you can warp back to the entrance of the cave if necessary to stock up on items. On the way, fight Sarugatanas who is guarding the Demon's Gate. After defeating Sarugatanas, Kuraana appears as a fallen angel, and Leonard gets Kuraana's summons magic of angel's kiss. After Levy inserts the sun fragment into the Demon's Gate to open the gate, go thru that gate. Use the sun fragment on the brown statue which is nearby to open the warp so that you can warp back to the entrance of the cave if necessary to stock up on items. On the way, meet Fereru Fen Uriel who is in the Depths-of-the-Earth Shrine. The five secret gems become the subjugator's proof. After getting the subjugator's proof, choose "yes" or "no" about saving the game. The brown statue which is nearby is already opened so that you can warp back to the entrance of the cave if necessary to stock up on items. Go thru the door to exit the shrine, and walk northeast to Lucifer's Castle.

Lucifer's Castle

Recommend LV40 for the group. On 1F, go to the upper left, and go up the stairs to 2F. On 2F, go to the right, and go up the stairs which is nearby to 3F. On 3F, go down the stairs to 2F. On 2F, go to the lower left, and go up the stairs to 3F. On 3F, go to the upper right, and fight Dragoon. After defeating Dragoon, he will transform into Luucifuge. After defeating Luucifuge, the floor will collapsed, and the group will fall to B1. On B1, fight Lucifer twice. In battle, use Levy's summons magic of karuna and Sophia's summons magic of shariita. After defeating Lucifer, Leonard gets Lucifer's summons magic of super nova, daihaniya nagamitsu, and 6 levels up for the group. Use the subjugator's proof on the statue that is nearby to open the warp so that you can warp back to the entrance of the cave if necessary to stock up on items such as el mahousui to recover 20MP. Recommend LV46 for the group. Go down the stairs, and choose yes. After the group teleports to another area of the underground, choose yes. Go north, and fight Beliar. In battle, use Levy's summons magic of karuna and Sophia's summons magic of shariita. After defeating Belair, go east, and fight Asmodeus. In battle, use Levy's summons magic of karuna and Sophia's summons magic of shariita. After defeating Asmodeus, go west, and fight Sarugatanas. In battle, use Levy's summons magic of karuna and Sophia's summons magic of shariita. After defeating Sarugatanas, go south to Satan's Castle.

Satan's Castle

Recommend LV47 for the group. Go to 4F, and fight the final boss Satan in a somewhat long battle while using Levy's summons magic of karuna and Sophia's summons magic of shariita on Satan.

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THE END
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Version 1.5

By Ritchie (hidall@hotmail.com)

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