

# Farland Story 2 (Import) FAQ/Walkthrough

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FARLAND STORY 2

(c) TGL 1995

(c) BANPRESTO 1995

++++  
FAQ

++++  
Please use the codes that are listed below to easily beat this game.

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Gold                   7E0314FF  
                          7E0315FF  
EXP After Battle   7E04AEFF  
                          7E04EFFF  
                          7E04AFFF  
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## About the game

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The second part ported from the popular game of the Personal Computer. It is made from the original scenario for the Super Famicom. The stage is in a world 20 years later from '1.' You clear a lot of stages, and build up a circle of friends. The character levels up according to the experience point.  
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## THE CONTROLS

-----  
Y button - movement, weapon, item, exchange  
B button - end turn, situation, save, load, environment setup  
A button - one's status  
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## BATTLE COMMAND

-----  
1. Attack/Recovery   2. Shopping  
  Killer Shot            Weapon  
  Stand By               Exchange  
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Note

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\*\* - semi boss  
\* - main boss  
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## STAGE 01 <Empire Escape>

-----  
Companions

-----  
Riad   Hero   (LV1)  
Sarena   Dancer   (LV1)  
-----

Enemies

-----  
Armor Knight 1   Knight           (LV3)   x3  
Fighter           Fighter          (LV1)   x3  
Killer Bee        Insect           (LV1)   x6  
Man Eater         Magic Creature   (LV1)   x2  
\* Knight          Knight           (LV1)   x1  
-----

Shopping

-----  
Empire Capital  
-----

The shop is a small group of houses which is surrounded by a fence that is nearby the castle's gate. First, choose "move (top one)," then move a companion onto the small group of houses which is surrounded by a fence, then press the Y button twice, and then choose "shopping (top one)."

-----

Short Sword (100GOLD) Riad  
Long Sword (200GOLD)  
Medical Herb (100GOLD)  
Whisky (500GOLD)

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Note

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After defeating Knight, Klaus - Werewolf (LV1) joins the duo, and STAGE 02 <Departure of a Ship> begins.

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STAGE 02 <Departure of a Ship>

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Companions

-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf (LV1)  
Varacana Demon (LV2)

-----

Enemies

-----

Fighter Fighter (LV1) x10  
Armor Knight 1 Knight (LV1) x1  
Knight Knight (LV1) x3  
\* General A General (LV1) x1

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Shopping

-----

None.

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Note

-----

After defeating General A, Altaba - Sarar (LV2) joins the group, and STAGE 03 <Felsaria> begins.

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STAGE 03 <Felsaria>

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Companions

-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor (LV2)  
Kai Knight (LV3)

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Enemies

-----

Knight Knight (LV3) x5  
Fighter Fighter (LV2) x8  
Armor Knight 1 Knight (LV1) x3  
\* Green Cat Wizard (LV1) x1

-----  
Shopping  
-----

Village  
-----

The village that is guarded by Fighter x2. First, choose "move (top one)," then move a companion onto the town which is guarded by Fighter x2, then press the Y button twice, and then choose "shopping (top one)."

-----  
Broad Sword (500GOLD) Riad, Varacana  
Pearl Ring (800GOLD) Sarena  
Medical Herb (100GOLD)  
Whisky (500GOLD)  
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Note  
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After defeating Green Cat, STAGE 04 <Docati> begins.

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STAGE 04 <Docati>  
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Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor  
Kai Knight  
Area Cleric (LV3)  
-----

Enemies  
-----

Fighter Fighter (LV2) x6  
Armor Knight 1 Knight (LV3) x4  
Amazones Fighter (LV1) x4  
Mage Wizard (LV1) x2  
\*\* Barnasas Demon (LV12) x1  
\* Docati Berserker (LV3) x1  
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Shopping  
-----

Village  
-----

First, choose "move (top one)," then move a companion onto the town, then press the Y button twice, and then choose "shopping (top one)."

-----  
Heavy Lance (500GOLD) Kai  
Thunder Lance (1000GOLD) Kai  
Medical Herb (100GOLD)  
Whisky (500GOLD)  
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Note  
-----

After defeating Docati, Docati - Berserker (LV3) joins the group, and STAGE 05 <King Ark> begins.

-----  
STAGE 05 <King Ark>  
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Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor  
Kai Knight  
Area Cleric  
Docati Berserker (LV3)  
Shifil Lord (LV3)  
Neiful Wizard (LV3)

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#### Enemies

---

Zombie Undead (LV1) ×18  
\*\* Skull Undead (LV3) ×1  
Goblin Fighter (LV1) ×4  
Gargoyle 1 Gargoyle (LV1) ×3  
\* Fake Riad Undead (LV6) ×1

---

#### Shopping

---

#### Village

---

First, choose "move (top one)," then move a companion onto the town, then press the Y button twice, and then choose "shopping (top one)."

---

Broad Axe (500GOLD) Altaba, Docati  
Bastard Sword (700GOLD) Riad, Varacana, Shifil  
Silver Claw (500GOLD) Klaus  
Medical Herb (100GOLD)

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#### Note

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After defeating Fake Riad, STAGE 06 <Departure> begins.

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#### STAGE 06 <Departure>

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#### Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor  
Kai Knight  
Area Cleric  
Shifil Lord  
Neiful Wizard  
Carinas Knight (LV3)

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#### Enemies

---

Fighter Fighter (LV1) ×4  
Fighter Fighter (LV2) ×6  
Armor Knight 1 Knight (LV3) ×3  
Amazones Fighter (LV1) ×3  
Killer Bee Insect (LV1) ×3  
Gargoyle 1 Gargoyle (LV1) ×3  
Knight Knight (LV3) ×3  
\* Green Cat Wizard (LV2) ×1

-----  
Shopping  
-----

North Village  
-----

Bastard Sword (700GOLD) Riad, Varacana, Shifil  
Heavy Lance (500GOLD) Kai, Carinas  
Burnin' Rod (2000GOLD) Area, Neiful  
Whisky (500GOLD)  
-----

Southwest Village  
-----

Great Axe (1000GOLD) Altaba, Docati  
Silver Lance (1000GOLD) Kai, Carinas  
Power Fruit (1000GOLD)  
Protection Stone (1200GOLD)  
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South Island  
-----

Lucky Sword (2000GOLD) Riad, Varacana, Shifil  
Lucky Lance (1600GOLD) Kai, Carinas  
Lucky Axe (2000GOLD) Altaba, Docati  
Lucky claw (2000GOLD) Klaus  
-----

Note  
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After defeating Green Cat, STAGE 07 <Dragon> begins.  
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STAGE 07 <Dragon>  
-----

Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor  
Kai Knight  
Area Cleric  
Shifil Lord  
Neiful Wizard  
Carinas Knight  
-----

Enemies  
-----

Zombie	Undead	(LV3)	×6
Killer Bee	Insect	(LV3)	×3
Man Eater	Magic Creature	(LV3)	×2
Armor Knight 1	Knight	(LV3)	×3
Amazones	Fighter	(LV3)	×3
Mage	Wizard	(LV3)	×1
Gargoyle 1	Gargoyle	(LV3)	×4
* Barnasas	Demon	(LV12)	×1

  
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Shopping  
-----

None.  
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Note  
-----

After Barnasas runs away, Rigit - Dragon (LV4) joins the group, and STAGE 08 <Seizure> begins.

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STAGE 08 <Seizure>

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Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor  
Kai Knight  
Area Cleric  
Shifil Lord  
Neiful Wizard  
Carinas Knight  
Rigit Dragon (LV4)  
Doris Summoner (LV4)

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Enemies

---

Goblin Fighter (LV3) ×6  
Knight Knight (LV3) ×6  
Armor Knight 1 Knight (LV5) ×6  
\* Hellhound Animal (LV5) ×1

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Shopping

---

None.

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Note

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After defeating Hellhound, STAGE 09 <Naval Battle> begins.

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STAGE 09 <Naval Battle>

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Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Altaba Sailor  
Kai Knight  
Area Cleric  
Shifil Lord  
Neiful Wizard  
Carinas Knight  
Rigit Dragon  
Doris Summoner

---

Enemies

---

Zaniganingar Animal (LV3) ×8  
Turtle Knight Animal (LV3) ×4  
Caesar Penguin Animal (LV3) ×4  
\* Weiss Wereshark (LV10) ×1

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Shopping

-----  
None.  
-----

Note  
-----

After the scene, STAGE 10 <Zoldin> begins.  
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STAGE 10 <Zoldin>  
-----

Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Rigit Dragon  
Doris Summoner  
-----

Enemies  
-----

Turtle Knight Animal (LV3) ×4  
Armor Knight 1 Knight (LV5) ×2  
Knight Knight (LV5) ×8  
\* Zoldin General (LV24) ×1  
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Shopping  
-----

Village  
-----

Silver Sword (1000GOLD) Riad, Varacana  
Knight Killer (1000GOLD) Riad, Varacana  
Golem (1300GOLD) Doris  
Burnin' Rod (2000GOLD) Neiful  
-----

Note  
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After Zoldin runs away, STAGE 11 <Kin Door> begins.  
-----

STAGE 11 <Kindoor>  
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Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Rigit Dragon  
Doris Summoner  
Shifil Lord  
-----

Enemies  
-----

Goblin Fighter (LV3) ×12  
Ninja Ninja (LV5) ×3

Hellhound      Animal (LV5)   ×2  
Turtle Knight   Animal (LV3)   ×3  
\* General B      General (LV10) ×1

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Shopping  
-----

None.  
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Note  
-----

After defeating General B, STAGE 12 <King Toroiya> begins.  
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STAGE 12 <King Toroiya>  
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Companions  
-----

Riad      Hero  
Sarena    Dancer  
Klaus     Werewolf  
Varacana Demon  
Area      Cleric  
Neiful    Wizard  
Carinas   Knight  
Rigit     Dragon  
Doris     Summoner  
Shifil    Lord  
Altaba    Sailor

-----  
Enemies  
-----

Fighter            Fighter (LV5)   ×4  
Knight             Knight (LV6)   ×8  
Armor Knight 1    Knight (LV5)   ×4  
Amazones          Fighter (LV5)   ×4  
Mage               Wizard (LV3)   ×4  
\* General A        General (LV20) ×1

-----  
Shopping  
-----

Southeast Village  
-----

Broad Axe            (500GOLD)    Altaba  
Flame Rod            (3000GOLD)   Neiful  
Silver Claw          (500GOLD)    Klaus  
Protection Stone    (1200GOLD)

-----  
West Village  
-----

Bastard Sword (700GOLD)    Riad, Varacana, Shifil  
Silver Lance    (1000GOLD)    Carinas  
Broad Axe        (500GOLD)    Altaba  
Whisky            (500GOLD)

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Note  
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After reaching the castle gate, there is a scene, and then STAGE 13 <Snow Country Ginebia>.  
-----

STAGE 13 <Snow Country Ginebia>  
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## Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Rigit Dragon  
Doris Summoner  
Shifil Lord  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit (LV4)

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## Enemies

---

Caesar Penguin Animal (LV5) ×9  
Blue Cat Wizard (LV5) ×4  
Hellhound Animal (LV5) ×1  
Ironman Mecha (LV5) ×5  
\* General B General (LV10) ×1

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## Shopping

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### Center Village

---

Ice Sword (1100GOLD) Riad, Varacana, Shifil  
Ice Lance (1000GOLD) Carinas, Kai  
Silver Claw (500GOLD) Klaus  
Fairy's Tears (300GOLD)

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### North Village

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Make sure to buy a ruby ring for Sarena because she will need it to defeat Surami - Chimera (LV20) in STAGE 16 <Dance of the Defeated Dead>.

---

Silver Sword (1000GOLD) Riad, Varacana, Shifil  
Ruby Ring (1600GOLD) Sarena  
Medical Herb (100GOLD)  
Elixir (800GOLD)

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## Note

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After defeating General B, Circles - Seiren (LV4) joins the party, and STAGE 14 <Parakel Castle> begins.

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### STAGE 14 <Parakel Castle>

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## Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Rigit Dragon

Doris Summoner  
Shifil Lord  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren (LV4)

---

#### Enemies

---

Turtle Knight Animal (LV7) ×3  
Ironman Mecha (LV7) ×2  
Hellhound Animal (LV5) ×2  
Amazones Fighter (LV5) ×3  
Armor Knight 2 Knight (LV7) ×3  
Green Cat Wizard (LV5) ×1  
Blue Cat Wizard (LV5) ×1  
Ironman Mecha (LV5) ×2  
\* General A General (LV12) ×1

---

#### Shopping

---

#### Village

---

Golem (1300GOLD) Doris  
Recovery Rod (1500GOLD) Area  
Medical Herb (100GOLD)  
Power Fruit (1000GOLD)

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#### Note

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After defeating General A, Aldenarra - Summoner (LV4) joins the party, Shifil unites with Rigit to become Shifil - Dragon Rider (LV8), and then STAGE 15 <Kentune> begins.

---

### STAGE 15 <Kentune>

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#### Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Aldenarra Summoner (LV4)  
Shifil Dragon Rider (LV8)  
Shunare Seiren (LV6)

---

#### Enemies

---

Green Cat Wizard (LV6) ×6  
Blue Cat Wizard (LV6) ×4  
Mage Wizard (LV8) ×6  
Red Cat Wizard (LV7) ×1

\* General A General (LV5) ×1

-----  
Shopping  
-----

None.  
-----

Note  
-----

After defeating General A, STAGE 16 <Dance of the Defeated Dead> begins.  
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STAGE 16 <Dance of the Defeated Dead>  
-----

Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren  
-----

Enemies  
-----

Killer Bee Insect (LV10) ×12  
\* Surami Chimera (LV20) ×1  
-----

Shopping  
-----

None.  
-----

Note  
-----

Use the companions to fight Surami, and when Surami's HP hits 20. Equip Sarena with the ruby ring, and then move her to the front of Surami to defeat it. After that, STAGE 17 <Poor Elephant> begins.  
-----

STAGE 17 <Poor Elephant>  
-----

Companions  
-----

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit

Circles Seiren  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren

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#### Enemies

---

Elephant Animal (LV10) ×14  
\* Barnasas Demon (LV12) ×1

---

#### Shopping

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#### Village

---

Thunder Sword (1100GOLD) Riad, Varacana, Shifil, Circles  
Silver Bow (1200GOLD) Shunare  
Power Fruit (1000GOLD)  
Griffon's Wing (1000GOLD)

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#### Note

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After defeating Barnasas, STAGE 18 <Lodess Island> begins.

---

#### STAGE 18 <Lodess Island>

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#### Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren

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#### Enemies

---

Turtle Knight Animal (LV10) ×6  
Zaniganingar Animal (LV8) ×8  
Caesar Penguin Animal (LV8) ×6  
Ironman Mecha (LV7) ×4  
\* Weiss Wereshark (LV10) ×1

---

#### Shopping

---

#### South Village

---

Great Axe (1000GOLD) Altaba  
Elixir (800GOLD)  
Ruby Ring (1600GOLD) Sarena  
Pill (400GOLD)

---

Center Village

-----  
Silver Sword (1000GOLD) Riad, Varacana, Shifil, Circles  
Silver Lance (1000GOLD) Carinas, Kai  
Ruby Ring (1600GOLD) Sarena  
Sapphire Ring (2400GOLD) Sarena  
-----

Note

-----  
After defeating Weiss, STAGE 19 <Tunnel> begins.  
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STAGE 19 <Tunnel>

-----  
Companions

-----  
Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren  
-----

Enemies

-----  
Ironman Mecha (LV10) ×4  
Skull Undead (LV12) ×6  
Gargoyle 1 Gargoyle (LV10) ×6  
Ironman G Mecha (LV20) ×1  
\* Ark Lord (LV10) ×1  
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Shopping

-----  
None.  
-----

Note

-----  
After defeating Ark, STAGE 20 <Master-Apprentice> begins.  
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STAGE 20 <Master-Apprentice>

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Companions

-----  
Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
-----

Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren

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#### Enemies

---

Armor Knight 2 Knight (LV12) ×7  
Knight Knight (LV16) ×12  
Ninja Ninja (LV12) ×4  
\* Zoldin General (LV24) ×1

---

#### Shopping

---

#### West Village

---

Recovery Rod (1500GOLD) Area  
Fire Lance (1000GOLD) Carinas, Kai  
Holy Bow (2000GOLD) Shunare  
Holy Lance (1300GOLD) Carinas, Kai

---

#### East Village

---

Power Fruit (1000GOLD)  
Knowledge Book (1000GOLD)  
Protection Stone (1200GOLD)  
Griffon's Wing (1000GOLD)

---

#### North Village

---

Dragon Lance (1000GOLD) Carinas, Kai  
Porepore Great (3200GOLD) Doris  
Sapphire Ring (2400GOLD) Sarena  
Power Fruit (1000GOLD)

---

#### Note

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After defeating Zoldin, STAGE 21 <Van Palace> begins.

---

#### STAGE 21 <Van Palace>

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#### Companions

---

Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren

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## Enemies

---

Knight	Knight	(LV16) ×4
Fighter	Fighter	(LV14) ×8
Ironman	Mecha	(LV15) ×4
Man Eater	Magic Creature	(LV10) ×4
Red Cat	Wizard	(LV16) ×6
General A	General	(LV18) ×1
General B	General	(LV18) ×1
Armor Knight 2	Knight	(LV16) ×4
* Saitos	Dragon	(LV16) ×1

---

## Shopping

---

### Southwest Village

---

Great Sword (1200GOLD)	Riad, Varacana, Shifil, Circles
Holy Lance (1300GOLD)	Carinas, Kai
Great Axe (1000GOLD)	Altaba
Flame Rod (3000GOLD)	Neiful

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### Emperor's Capital

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The shop is a small group of houses which is surrounded by a fence that is nearby the castle's gate.

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Griffon's Wing	(1000GOLD)
Elixir	(800GOLD)
Power Fruit	(1000GOLD)
Protection Stone	(1200GOLD)

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## Note

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The Red Cats can be troublesome at times with their long range magic attack. After defeating Saitos, STAGE 22 <Taricarra> begins.

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## STAGE 22 <Taricarra>

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## Companions

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Riad	Hero
Sarena	Dancer
Klaus	Werewolf
Varacana	Demon
Area	Cleric
Neiful	Wizard
Carinas	Knight
Doris	Summoner
Altaba	Sailor
Kai	Knight
Snow	Snow Spirit
Circles	Seiren
Aldenarra	Summoner
Shifil	Dragon Rider
Shunare	Seiren

---

## Enemies

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Ninja	Ninja	(LV18) ×16
-------	-------	------------

General A    General (LV18) ×1  
General B    General (LV18) ×1  
\* General A    General (LV20) ×1

-----  
Shopping  
-----

None.  
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Note  
-----

After defeating General A, STAGE 23 <Emperor> begins.  
-----

STAGE 23 <Emperor>

-----  
Companions  
-----

Riad        Hero  
Sarena     Dancer  
Klaus      Werewolf  
Varacana   Demon  
Area       Cleric  
Neiful     Wizard  
Carinas    Knight  
Doris      Summoner  
Altaba     Sailor  
Kai        Knight  
Snow       Snow Spirit  
Aldenarra Summoner  
Shifil     Dragon Rider  
Shunare    Seiren

-----  
Enemies  
-----

Skull        Undead    (LV18) ×4  
Ironman MK2 Mecha     (LV14) ×8  
Ironman G    Mecha     (LV20) ×4  
\* Nerad      Emperor   (LV28) ×1

-----  
Shopping  
-----

None.  
-----

Note  
-----

After defeating Nerad, STAGE 24 <Pursuit> begins.  
-----

STAGE 24 <Pursuit>

-----  
Companions  
-----

Riad        Hero  
Sarena     Dancer  
Klaus      Werewolf  
Varacana   Demon  
Area       Cleric  
Neiful     Wizard  
Carinas    Knight  
Doris      Summoner  
Altaba     Sailor  
Kai        Knight



Snow Snow Spirit  
Aldenarra Summoner  
Shifil Dragon Rider  
Shunare Seiren

-----  
Enemies

-----  
Skull Undead (LV18) ×8  
Gargoyle 2 Gargoyle (LV20) ×8  
\* General A General (LV20) ×1  
-----

Shopping

-----  
None.  
-----

Note

-----  
After defeating General A, 25 <Gibogera> begins.  
-----

STAGE 25 <Gibogera>

-----  
Companions

-----  
Riad Hero  
Sarena Dancer  
Klaus Werewolf  
Varacana Demon  
Area Cleric  
Neiful Wizard  
Carinas Knight  
Doris Summoner  
Altaba Sailor  
Kai Knight  
Snow Snow Spirit  
Circles Seiren  
Shifil Dragon Rider  
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Enemies

-----  
Mini Gibogera 1 Super-life (LV24) ×15  
Two Mini Gibogeras Super-life (LV24) ×12  
Three Mini Gibogeras Super-life (LV24) ×3  
\* Gibogera Mystery (LV30) ×1  
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Shopping

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None.  
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Note

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Use the companions to fight the final boss, Gibogera, and when Gibogera's HP hits 20. Equip Sarena with the ruby ring, and then move her to the front of Gibogera to defeat it.  
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THE END

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Version 1.0

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