

# Suikoden FAQ

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GENSO SUIKODEN ENGLISH VERSION INFO SHEET  
1.3a

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After playing Genso Suikoden through for five times and reading the available walkthroughs afterwards, I decided to write this info sheet. The purpose is to enhance the replay value of the game, revealing the little mysteries that may have been left unsolved on the first or second play time. I have included some information from Iwata Shoji's Genso Suikoden Tips & Tricks v.1.0 (the basics of combination attacks and defending characters), but the rest is my own. One significant reason for making this was also that all the material I had seen had been made for the Japanese version, with all names in romanized katakana, which makes reading names difficult to those who are not familiar with katakana and how to interpret it. Also this eliminates needless translations from Japanese. I hope this will be of some use to at least someone, and at least I got a good excuse to play it for the sixth time...

## INDEX

- 1.0 - The 108 Stars
- 2.0 - Combat Guide
- 3.0 - Duel Guide
- 4.0 - Strategic Guide
- 5.0 - Shop Lists
- 6.0 - Walkthrough
- 7.0 - Remaining Mysteries
- 8.0 - Notes

## 1.0 --- THE 108 STARS

This section includes a complete list of all the Stars of Destiny, their function in the game, as well as statistics of all the fighter characters and their weapons.

### 1.1 -- COMPLETE LIST OF THE 108 STARS

CHARACTER		FUNCTION
1. Player		Your link into the world of Genso Suikoden
2. Lepant		Fighter
3. Mathiu		Chief Strategist, Strategist
4. Luc		Keeper of the Stone Tablet of Promise, Fighter
5. Humphrey		Fighter
6. Kasim		Fighter
7. Kwanda		Fighter
8. Pesmerga		Fighter
9. Gremio		Fighter
10. Warren		Fighter
11. Kun To		Ally, Merchant

12. Cleo	Fighter
13. Viktor	Fighter
14. Valeria	Fighter
15. Griffith	Fighter
16. Clive	Fighter
17. Flik	Fighter
18. Camille	Fighter
19. Kreuz	Fighter
20. Stallion	Fighter
21. Kage	Ninja, Fighter
22. Fu Su Lu	Fighter
23. Kirkis	Fighter
24. Milich	Fighter
25. Pahn	Fighter
26. Sonya	Fighter
27. Anji	Fighter
28. Tai Ho	Fighter
29. Kanak	Fighter
30. Yam Koo	Fighter
31. Leonardo	Fighter
32. Hix	Fighter
33. Tengaar	Fighter
34. Varkas	Fighter
35. Sydonia	Fighter
36. Eileen	Fighter
37. Leon	Strategist
38. Georges	Cardplayer
39. Ivanov	Painter
40. Jeane	Runemaster
41. Eikei	Fighter
42. Maximillian	Leader of Maximillian's Knights
43. Sancho	Squire
44. Grenseal	Fighter
45. Alen	Fighter
46. Tesla	Forger
47. Jabba	Appraiser
48. Lorelai	Fighter
49. Blackman	Fighter
50. Joshua	Ally, Lord of Dragon Knights
51. Morgan	Fighter
52. Mose	Smith, Fighter
53. Esmeralda	Hostage
54. Melodye	Keeper of Sounds
55. Chapman	Armorer, Merchant
56. Liukan	Fighter
57. Fukien	Fighter
58. Futch	Fighter
59. Kasumi	Ninja, Fighter
60. Maas	Smith, Fighter
61. Crowley	Fighter
62. Fuma	Ninja, Fighter
63. Moose	Smith, Fighter
64. Meese	Smith, Fighter
65. Sergei	Inventor of the elevator, Fighter
66. Kimberly	Fighter
67. Sheena	Fighter
68. Kessler	Fighter
69. Marco	Gambler
70. Gen	Shipwright, Fighter
71. Hugo	Librarian

72. Hellion	Fighter
73. Mina	Fighter
74. Milia	Fighter
75. Kamandol	Fighter
76. Juppo	Fighter
77. Kasios	Musician
78. Viki	Teleport controller
79. Rubi	Fighter
80. Vincent	Nobleman
81. Meg	Fighter
82. Taggart	Messenger
83. Giovanni	Scout
84. Quincy	Fighter
85. Apple	Strategist
86. Kai	Fighter
87. Lotte	Fighter
88. Mace	Smith, Fighter
89. Onil	Gossiper
90. Kuromimi	Fighter
91. Gon	Fighter
92. Antonio	Fighter
93. Lester	Fighter
94. Kirke	Fighter
95. Rock	Storage Guard
96. Ledon	Scout
97. Sylvinia	Fighter
98. Ronnie Bell	Fighter
99. Gaspar	Gambler
100. Window	Window maker
101. Marie	Innkeeper
102. Zen	Florist
103. Sarah	Fighter
104. Sansuke	Bath maker, Fighter
105. Qlon	Envoy
106. Templeton	Mapmaker
107. Krin	Scout, Fighter
108. Chandler	Hardware store keeper, Merchant

KEY:

Fighter - someone you can take into your adventuring party

Ally - someone who does not actually take residence in your castle

Strategist - someone who can be used to boost your charge strength in major battles

Scout - someone you can use to scout for the enemy's plan in major battles (50% chance of success)

Ninja - someone who can be used reliably to scout for enemy's plans in major battles (100% chance of success)

Merchant - someone who can try to bribe the enemy to join you in major battles

Other - this usually describes the service they offer at your castle after being recruited

1.2 -- LIST OF FIGHTER STATISTICS (76 characters)

All of the characters are on level 58, with the exception of Rubi, who is on level 61. There may be differences of a few points in some of the stats due to the use of rune pieces. All stats recorded with all armor off (except those pieces that cannot be removed).

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1. Player			49. Blackman	
PWR 154	SPD 174		PWR 146	SPD 99
SKL 184	MGC 156		SKL 99	MGC 65
DEF 145	LUK 167		DEF 160	LUK 97
2. Lepant			51. Morgan	
PWR 148	SPD 123		PWR 163	SPD 81
SKL 146	MGC 113		SKL 97	MGC 39
DEF 128	LUK 121		DEF 140	LUK 70
4. Luc			52. Mose	
PWR 49	SPD 162		PWR 145	SPD 151
SKL 134	MGC 222		SKL 144	MGC 70
DEF 61	LUK 68		DEF 139	LUK 111
5. Humphrey			56. Liukan	
PWR 166	SPD 104		PWR 100	SPD 123
SKL 110	MGC 57		SKL 180	MGC 102
DEF 174	LUK 102		DEF 92	LUK 144
6. Kasim			57. Fukien	
PWR 186	SPD 95		PWR 76	SPD 122
SKL 128	MGC 62		SKL 106	MGC 158
DEF 161	LUK 82		DEF 120	LUK 148
7. Kwanda			58. Futch	
PWR 162	SPD 77		PWR 143	SPD 164
SKL 96	MGC 55		SKL 129	MGC 85
DEF 204	LUK 94		DEF 139	LUK 164
8. Pesmerga			59. Kasumi	
PWR 196	SPD 99		PWR 141	SPD 212
SKL 86	MGC 63		SKL 169	MGC 120
DEF 163	LUK 40		DEF 120	LUK 106
9. Gremio			60. Maas	
PWR 82	SPD 103		PWR 125	SPD 128
SKL 141	MGC 80		SKL 144	MGC 83
DEF 158	LUK 137		DEF 128	LUK 126
10. Warren			61. Crowley	
PWR 147	SPD 104		PWR 84	SPD 136
SKL 131	MGC 80		SKL 95	MGC 213
DEF 148	LUK 103		DEF 66	LUK 109
12. Cleo			62. Fuma	
PWR 142	SPD 157		PWR 144	SPD 160
SKL 167	MGC 163		SKL 143	MGC 67
DEF 144	LUK 93		DEF 136	LUK 102
13. Viktor			63. Moose	
PWR 172	SPD 135		PWR 126	SPD 124
SKL 80	MGC 102		SKL 155	MGC 85
DEF 176	LUK 126		DEF 126	LUK 131
14. Valeria			64. Meese	
PWR 167	SPD 115		PWR 122	SPD 119
SKL 126	MGC 109		SKL 143	MGC 87
DEF 155	LUK 122		DEF 124	LUK 133

15. Griffith		65. Sergei	
PWR 142	SPD 110	PWR 77	SPD 104
SKL 101	MGC 87	SKL 158	MGC 84
DEF 125	LUK 103	DEF 161	LUK 83
16. Clive		66. Kimberly	
PWR 160	SPD 159	PWR 122	SPD 150
SKL 206	MGC 78	SKL 157	MGC 86
DEF 99	LUK 65	DEF 123	LUK 140
17. Flik		67. Sheena	
PWR 159	SPD 162	PWR 146	SPD 157
SKL 156	MGC 142	SKL 123	MGC 164
DEF 128	LUK 126	DEF 144	LUK 158
18. Camille		68. Kessler	
PWR 145	SPD 147	PWR 144	SPD 105
SKL 199	MGC 139	SKL 143	MGC 86
DEF 125	LUK 103	DEF 120	LUK 102
19. Kreutz		70. Gen	
PWR 165	SPD 60	PWR 161	SPD 129
SKL 112	MGC 62	SKL 143	MGC 73
DEF 161	LUK 71	DEF 120	LUK 125
20. Stallion		72. Hellion	
PWR 106	SPD 212	PWR 62	SPD 89
SKL 149	MGC 123	SKL 56	MGC 179
DEF 138	LUK 125	DEF 99	LUK 127
21. Kage		73. Mina	
PWR 129	SPD 181	PWR 82	SPD 124
SKL 163	MGC 106	SKL 124	MGC 167
DEF 137	LUK 101	DEF 121	LUK 168
22. Fu Su Lu		74. Milia	
PWR 207	SPD 64	PWR 159	SPD 98
SKL 64	MGC 42	SKL 102	MGC 63
DEF 170	LUK 58	DEF 155	LUK 120
23. Kirkis		75. Kamandol	
PWR 141	SPD 163	PWR 120	SPD 98
SKL 201	MGC 138	SKL 183	MGC 102
DEF 140	LUK 108	DEF 83	LUK 83
24. Milich		76. Juppo	
PWR 143	SPD 128	PWR 101	SPD 123
SKL 131	MGC 168	SKL 178	MGC 127
DEF 146	LUK 64	DEF 126	LUK 149
25. Pahn		79. Rubi (Level 61)	
PWR 187	SPD 82	PWR 146	SPD 164
SKL 145	MGC 43	SKL 161	MGC 166
DEF 164	LUK 121	DEF 128	LUK 48
26. Sonya		81. Meg	
PWR 181	SPD 187	PWR 124	SPD 123
SKL 144	MGC 147	SKL 143	MGC 122
DEF 124	LUK 106	DEF 122	LUK 203

27. Anji		84. Quincy	
PWR 159	SPD 142	PWR 128	SPD 143
SKL 143	MGC 81	SKL 212	MGC 63
DEF 107	LUK 80	DEF 145	LUK 143
28. Tai Ho		86. Kai	
PWR 169	SPD 135	PWR 162	SPD 88
SKL 180	MGC 66	SKL 108	MGC 60
DEF 103	LUK 126	DEF 128	LUK 102
29. Kanak		87. Lotte	
PWR 139	SPD 160	PWR 107	SPD 140
SKL 143	MGC 44	SKL 121	MGC 167
DEF 118	LUK 76	DEF 107	LUK 121
30. Yam Koo		88. Mace	
PWR 143	SPD 163	PWR 166	SPD 143
SKL 161	MGC 83	SKL 164	MGC 103
DEF 107	LUK 125	DEF 160	LUK 143
31. Leonardo		90. Kuromimi	
PWR 165	SPD 128	PWR 142	SPD 138
SKL 92	MGC 63	SKL 122	MGC 77
DEF 122	LUK 62	DEF 141	LUK 140
32. Hix		91. Gon	
PWR 144	SPD 144	PWR 129	SPD 104
SKL 144	MGC 100	SKL 116	MGC 85
DEF 119	LUK 187	DEF 142	LUK 200
33. Tengaar		92. Antonio	
PWR 103	SPD 137	PWR 109	SPD 120
SKL 158	MGC 177	SKL 114	MGC 64
DEF 128	LUK 83	DEF 102	LUK 140
34. Varkas		94. Kirke	
PWR 164	SPD 107	PWR 146	SPD 106
SKL 107	MGC 63	SKL 126	MGC 85
DEF 142	LUK 90	DEF 122	LUK 49
35. Sydonia		97. Sylvania	
PWR 130	SPD 167	PWR 101	SPD 162
SKL 167	MGC 96	SKL 139	MGC 145
DEF 99	LUK 76	DEF 127	LUK 166
36. Eileen		98. Ronnie Bell	
PWR 82	SPD 163	PWR 159	SPD 124
SKL 123	MGC 179	SKL 119	MGC 43
DEF 85	LUK 141	DEF 164	LUK 102
41. Eikei		103. Sarah	
PWR 144	SPD 91	PWR 145	SPD 109
SKL 139	MGC 45	SKL 104	MGC 127
DEF 146	LUK 103	DEF 146	LUK 87
44. Grenseal		104. Sansuke	
PWR 141	SPD 142	PWR 103	SPD 116
SKL 120	MGC 159	SKL 141	MGC 61
DEF 145	LUK 100	DEF 144	LUK 117

45. Alen			107. Krin	
PWR 163	SPD 129		PWR 94	SPD 208
SKL 113	MGC 140		SKL 156	MGC 60
DEF 145	LUK 121		DEF 81	LUK 61
48. Lorelai				
PWR 145	SPD 99			
SKL 187	MGC 86			
DEF 126	LUK 92			

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1.3 -- LIST OF WEAPON STATISTICS

All weapons have been raised from their original level to level 16, except Viktor's swords, which cause no little amount of trouble... They are rather poorly represented yet, but space has been left for the stats of his original sword up to level 10.

1. Player	M	49. Blackman	M
-----		-----	
1/5	Wolf Fang Staff	3/18	Seeding How
2/7		4/23	
3/9		5/28	
4/12		6/32	
5/20	Dragon Fang Staff	7/37	
6/25		8/42	
7/32		9/67	Mowing How
8/39		10/77	
9/47		11/86	
10/57		12/95	
11/68		13/106	
12/91	Heaven Fang Staff	14/130	Harvest How
13/103		15/150	
14/117		16/170	
15/136			
16/158		51. Morgan	S
		-----	
2. Lepant	S	6/22	Talons
-----		7/28	
5/16	Kirinji	8/46	Hooked Talons
6/20		9/55	
7/33	Kirinji 2	10/64	
8/40		11/75	
9/48		12/86	
10/59		13/95	
11/70		14/110	
12/80		15/130	
13/102	Kirinji 3	16/170	Hawk Talons
14/115			
15/134		52. Mose	M
16/150		-----	
		8/47	Titanium Hammer
4. Luc	S	9/56	
-----		10/66	
3/7	Wind Rod	11/88	Iron Hammer
4/10		12/97	
5/13		13/107	
6/17		14/119	
7/28	Gale Rod	15/136	

8/33		16/150	
9/38			
10/44		56. Liukan	S
11/60	Gust Rod	-----	
12/70		2/5	Stick
13/85		3/7	
14/100		4/10	
15/114		5/13	
16/130		6/17	
		7/28	Oak Stick
5. Humphrey	S	8/33	
-----		9/38	
7/34	Murasame	10/44	
8/41		11/60	Ebony Stick
9/49		12/70	
10/59		13/85	
11/70		14/100	
12/93	Masamune	15/114	
13/105		16/130	
14/119			
15/138		57. Fukien	S
16/160		-----	
		9/38	Super Punishment
6. Kasim	S	10/44	
-----		11/60	Ultra Punishment
13/105	Emerald Moonlight	12/70	
14/119		13/85	
15/138		14/100	
16/160		15/114	
		16/130	
7. Kwanda	M		
-----		58. Futch	M
6/32	Alkaid Hatchet	-----	
7/37		9/56	Sigmund
8/42		10/66	
9/67	Mizar Hatchet	11/88	Sigurd
10/77		12/97	
11/86		13/107	
12/95		14/119	
13/106		15/136	
14/130	Alioth Hatchet	16/150	
15/150			
16/170		59. Kasumi	L
		-----	
8. Pesmerga	S	6/31	Big Sakura
-----		7/35	
7/34	Death Crimson	8/39	
8/41		9/45	
9/49		10/69	Max Sakura
10/59		11/78	
11/70		12/89	
12/93	King Crimson	13/99	
13/105		14/113	
14/119		15/128	
15/138		16/150	
16/160			
		60. Maas	M
9. Gremio	M	-----	
-----		3/15	Wooden Hammer
1/9	Axe	4/19	



2/14		5/27	Stone Hammer
3/18		6/33	
4/23		7/40	
5/28		8/47	
6/32		9/56	
7/37		10/66	
8/42		11/88	Rock Hammer
9/67	Copper Axe	12/97	
10/77		13/107	
11/86		14/119	
12/95		15/136	
13/106		16/150	
14/130	Axe of the Oath		
15/150		61. Crowley	S
16/170		-----	
		2/5	Comet Rod
10. Warren	M	3/7	
-----		4/10	
12/97	Odin	5/13	
13/107		6/17	
14/119		7/28	
15/136		8/33	
16/150		9/38	
		10/44	
12. Cleo	L	11/60	Cosmo Rod
-----		12/70	
1/6	Air Sword	13/85	
2/8		14/100	
3/11		15/114	
4/20	Air Moon Sword	16/130	
5/26			
6/31		62. Fuma	L
7/35		-----	
8/39		11/78	Ultra Shuriken
9/45		12/89	
10/69	Air Moonstar Sword	13/99	
11/78		14/113	
12/89		15/128	
13/99		16/150	
14/113			
15/128		63. Moose	M
16/150		-----	
		12/97	Copper Hammer
13. Viktor	S	13/107	
-----		14/119	
3/11	Taia Sword	15/136	
4/14		16/150	
5/22	Shiko Sword		
6/27		64. Meese	M
7/34		-----	
8/41		9/56	Chrome Hammer
9/49		10/66	
10/59		11/88	Tin Hammer
		12/97	
8/55	Black Dragon Sword	13/107	
9/62		14/119	
10/75		15/136	
11/83		16/150	
12/109	King Dragon Sword		
13/112		65. Sergei	S

14/143

15/163

16/185

14. Valeria S

7/33 Seven Star Sword

8/40

9/48

10/59

11/70

12/80

13/102 Conqueror Star Sword

14/115

15/134

16/150

15. Griffith S

8/40 Black Blade

9/48

10/59

11/70

12/80

13/102 Black Sword

14/115

15/134

16/150

16. Clive L

13/99 Tornado

14/113

15/128

16/150

17. Flik S

9/47 Odessa+

10/59

11/70

12/80

13/102 Odessa++

14/115

15/134

16/150

18. Camille M

4/19 Galm

5/27 Fenril

6/33

7/40

8/47

9/56

10/66

11/88 Loki

12/97

13/107

14/119

4/10 Wrench

5/13

6/17

7/28 Iron Wrench

8/33

9/38

10/44

11/60 Killer Wrench

12/70

13/85

14/100

15/114

16/130

66. Kimberly S

8/40 Silver Kitchen Knife

9/48

10/59

11/70

12/80

13/102 Gold Kitchen Knife

14/115

15/134

16/150

67. Sheena S

6/20 Rapier

7/33 Silver Rapier

8/40

9/48

10/59

11/70

12/80

13/102 Platinum Rapier

14/115

15/134

16/150

68. Kessler M

9/67 Battle Axe

10/77

11/86

12/95

13/106

14/130 Ogre Axe

15/150

16/170

70. Gen S

9/49 Regular Steel

10/59

11/70

12/93 Heavy Steel

13/105

14/119

15/136  
16/150

15/138  
16/160

19. Kreutz S

-----  
9/49 Big Denta  
10/59  
11/70  
12/93 Kamui  
13/105  
14/119  
15/138  
16/160

20. Stallion L

-----  
6/35 Bow of Shiva  
7/42  
8/48  
9/54  
10/63  
11/70  
12/81  
13/105 Bow of Vishnu  
14/117  
15/132  
16/155

21. Kage L

-----  
9/45 Second Sword  
10/69 Third Sword  
11/78  
12/89  
13/99  
14/113  
15/128  
16/150

22. Fu Su Lu S

-----  
6/32 Double Axe  
7/37  
8/42  
9/67 Double Big Axe  
10/77  
11/86  
12/95  
13/106  
14/130 Double Battle Axe  
15/150  
16/170

23. Kirkis L

-----  
5/18 Light Bow  
6/35 Shine Bow  
7/42  
8/48  
9/54

72. Hellion S

-----  
3/7 Land Rod  
4/10  
5/13  
6/17  
7/28 Earth Rod  
8/33  
9/38  
10/44  
11/60 Gaia Rod  
12/70  
13/85  
14/100  
15/114  
16/130

73. Mina S

-----  
6/25 Lovely Shawl  
7/32  
8/39  
9/47  
10/57  
11/68  
12/91 Sexy Shawl  
13/103  
14/117  
15/136  
16/158

74. Milia M

-----  
9/56 Valhalla  
10/66  
11/88 Brunhildt  
12/97  
13/107  
14/119  
15/136  
16/150

75. Kamandol S

-----  
3/7 Steel Rod  
4/10  
5/13  
6/17  
7/28 Master Rod  
8/33  
9/38  
10/44  
11/60 Rod of Hermes  
12/70  
13/85  
14/100  
15/114

10/63  
11/70  
12/81  
13/105 Elfin Bow  
14/117  
15/132  
16/155

24. Milich S

-----  
6/20 Rose  
7/33 Marguerite  
8/40  
9/48  
10/59  
11/70  
12/80  
13/102 Orchid  
14/115  
15/134  
16/150

25. Pahn S

-----  
1/6 Claws  
2/8  
3/10  
4/13  
5/17  
6/22  
7/28  
8/46 Super Claws  
9/55  
10/64  
11/75  
12/86  
13/95  
14/110  
15/130  
16/170 Ultra Claws

26. Sonya S

-----  
11/70 Turquoise Blue  
12/80  
13/102 Royal Blue  
14/115  
15/134  
16/150

27. Anji M

-----  
7/40 Demon God Spear  
8/47  
9/56  
10/66  
11/88 Demon Army Spear  
12/97  
13/107  
14/119

16/130  
76. Juppo L

-----  
4/20 Iron Gear  
5/25  
6/31  
7/35  
8/39  
9/45  
10/69 Metal Gear  
11/78  
12/89  
13/99  
14/113  
15/128  
16/150

79. Rubi L

-----  
6/35 Bow of Garuda  
7/42  
8/48  
9/54  
10/63  
11/70  
12/81  
13/105 Bow of Ashra  
14/117  
15/132  
16/155

81. Meg L

-----  
6/31 Assassin's Dagger  
7/35  
8/39  
9/45  
10/69 Silver Dagger  
11/78  
12/89  
13/99  
14/113  
15/128  
16/150

84. Quincy L

-----  
6/31 Lightning  
7/35  
8/39  
9/45  
10/69 Holy Thunderbolt  
11/78  
12/89  
13/99  
14/113  
15/129  
16/150

15/136		86. Kai	M
16/150		-----	
		8/39	Conjurer's Staff
28. Tai Ho	M	9/47	
-----		10/57	
3/15	Satsuki	11/68	
4/19		12/91	Exorcist's Staff
5/27	Akemi	13/103	
6/33		14/117	
7/40		15/136	
8/47		16/158	
9/56			
10/66		87. Lotte	S
11/88	Mizuki	-----	
12/97		4/10	Silver Rod
13/107		5/13	
14/119		6/17	
15/136		7/28	Moon Rod
16/150		8/33	
		9/38	
29. Kanak	M	10/44	
-----		11/60	Star Rod
4/19	Sickle & chain	12/70	
5/27	Steel sickle & chain	13/85	
6/33		14/100	
7/40		15/114	
8/47		16/130	
9/56			
10/66		88. Mace	M
11/88	Copper sickle & chain	-----	
12/97		15/136	Platinum Hammer
13/107			
14/119		90. Kuromimi	S
15/136		-----	
16/150		6/20	Sword
		7/33	Good Sword
30. Yam Koo	M	8/40	
-----		9/48	
3/15	Uranami Spear	10/59	
4/19		11/70	
5/27	Seigetsu Spear	12/80	
6/33		13/102	Excellent Sword
7/40		14/115	
8/47		15/134	
9/56		16/150	
10/66			
11/88	Matsukaze Spear	91. Gon	S
12/97		-----	
13/107		7/33	Cool Sword
14/119		8/40	
15/136		9/48	
16/150		10/59	
		11/70	
31. Leonardo	M	12/80	
-----		13/102	Very Neat Sword
5/28	Horse-killer Hatchet	14/115	
6/32		15/134	
7/37		16/150	
8/42			
9/67	Killer Steel Hatchet	92. Antonio	M

10/77		-----		
11/86			2/14	Milk Pan
12/95			3/18	
13/106			4/23	
14/130	Killer Big Hatchet		5/28	
15/150			6/32	
16/170			7/37	
			8/42	
32. Hix	S		9/67	Frying Pan
-----			10/77	
10/59	Tengaar+		11/86	
11/70			12/95	
12/80			13/106	
13/102	Tengaar++		14/130	Ceramic Pan
14/115			15/150	
15/134			16/170	
16/150				
			93. Lester	M
			-----	
33. Tengaar	L		3/18	Pan
-----			4/23	
7/28	Ray Knife		5/28	
8/33			6/32	
9/38			7/37	
10/44			8/42	
11/60	Shining Knife		9/67	Pot
12/70			10/77	
13/85			11/86	
14/100			12/95	
15/114			13/106	
16/130			14/130	Wok
			15/150	
34. Varkas	S		16/170	
-----				
5/28	Lightning Hatchet			
6/32			94. Kirke	S
7/37			-----	
8/42			5/22	Death
9/67	Rockbreaker Hatchet		6/27	
10/77			7/34	
11/86			8/41	
12/95			9/49	
13/106			10/59	
14/130	Leppa Hatchet		11/70	
15/150			12/93	Judgement
16/170			13/105	
			14/119	
35. Sydonia	L		15/138	
-----			16/160	
6/31	Ryuuseisui			
7/35			97. Sylvinia	L
8/39			-----	
9/45			5/18	Night Bow
10/69	Mikagetsusui		6/35	Moon Bow
11/78			7/42	
12/89			8/48	
13/99			9/54	
14/113			10/63	
15/128			11/70	
16/150			12/81	
			13/105	Elfin Bow

36. Eileen L  
-----  
4/20 Ruby Darts  
5/25  
6/31  
7/35  
8/39  
9/45  
10/69 Crystal Darts  
11/78  
12/89  
13/99  
14/113  
15/128  
16/150

41. Eikei S  
-----  
6/22 Wolf  
7/28  
8/46 Tiger  
9/55  
10/64  
11/75  
12/86  
13/95  
14/110  
15/130  
16/170 Dragon

44. Greenseal S  
-----  
7/33 Lightning Sword  
8/40  
9/48  
10/59  
11/70  
12/80  
13/102 True Lightning Sword  
14/115  
15/134  
16/150

45. Alen S  
-----  
7/33 Flame Sword  
8/40  
9/48  
10/59  
11/70  
12/80  
13/102 True Flame Sword  
14/115  
15/134  
16/150

48. Lorelai L  
-----  
5/18 Short Bow  
6/35

14/117  
15/132  
16/155  
  
98. Ronnie Bell S  
-----  
7/28 Claw  
8/46 Tiger Claw  
9/55  
10/64  
11/75  
12/86  
13/95  
14/110  
15/130  
16/170 Dragon Claw

103. Sarah L  
-----  
2/8 Throwing Knife  
3/11  
4/20 Laser Knife  
5/25  
6/31  
7/35  
8/39  
9/45  
10/69 Slash Knife  
11/78  
12/89  
13/99  
14/113  
15/128  
16/150

104. Sansuke S  
-----  
5/22 Long Saw  
6/27  
7/34  
8/41  
9/49  
10/59  
11/70  
12/93 Giant Saw  
13/105  
14/119  
15/138  
16/160

107. Krin L  
-----  
2/8 Needle  
3/11  
4/20 Gold Needle  
5/25  
6/31  
7/35  
8/39  
9/45

7/42	Silver Bow	10/69	Super Needle
8/48		11/78	
9/54		12/89	
10/63		13/99	
11/70		14/113	
12/81		15/128	
13/105	Magic Bow	16/150	
14/117			
15/132			
16/155			

## 2.0 --- COMBAT GUIDE

This is divided into several sections dealing with party-level combat. The sections are:

- United attacks, which describes the characters which can unite to perform special attacks.
- Defending characters, which tells which characters defend other characters when they are near death
- Rune combinations, which describes which runes work together to create new spells
- Special runes, which describes the unique runes possessed by some characters
- Spell runes, which describes the effects of spell runes.

On a more general note, it is usually always worth it to fight, unless you are saving your strength for some big battle ahead. Every battle gives a little bit of experience, and more importantly, money. Sometimes you can obtain some very good random items from monsters as well (although this is very rare).

### 2.1 -- UNITED ATTACKS

Characters	Attack's Name	Damage
Gremio & Pahn	Talisman attack	x2
Pahn & Ronnie Bell	Beat'em up attack	x2
Tai Ho & Yam Koo	Fisherman attack	x3 U
Lepant & Eileen	Couple attack	x2
Player & Kai	Master pupil attack	x2 A
Kuromimi & Gon	Kobold attack	x2
Juppo & Meg	Trick attack	x1.5 A
Kirkis & Any elf	Wild arrow attack	x1 A U
Varkas & Sydonia	Bandit attack	x2.5
Humphrey & Krin	Bumpy attack	x2
Gen & Kamandol	Fatal attack	x2
Gen & Sansuke	Carpenter attack	x2
Hix & Tengaar	Warriors attack	x2
Futch & Milia	Dragon Knight attack	x2
Kirkis & Sylvinia & Stallion	Elf attack	x2
Kuromimi & Gon & Fu Su Lu	Kobold + 1 attack	x3
Lepant & Eileen & Sheena	Lepant family attack	x2.5
Cleo & Eileen & Valeria	Beauty attack	x1 A S
Cleo & Eileen & Sonya	Beauty attack	x1 A S
Flik & Alen & Grenseal	Pretty boy attack	x2
Anji & Kanak & Leonardo	Pirate attack	x2.5
Pahn & Morgan & Eikei	Martial arts attack	x3 A
Liukan & Fukien & Kai	Flash attack	x3 U
Kasumi & Kage & Fuma	Ninja attack	x2.5
Camille & Tengaar & Kasumi	Pretty girl attack	x2.5 (59. U)



U = leaves the characters unbalanced for one turn

A = attacks all enemies

S = stuns enemies

## 2.2 -- DEFENDING CHARACTERS

CHARACTER	PROTECTED CHARACTER	CHARACTER	PROTECTOR CHARACTER
Gremio	Player	Kimberly	Tai Ho
Pahn	Player	Lepant	Eileen
Pahn	Cleo	Eileen	Lepant
Cleo	Player	Eileen	Sheeva
Camille	Gremio	Kirkis	Sylvinia
Kasumi	Player	Gon	Kuromimi
Yam Koo	Tai Ho	Hix	Tengaar
Tai Ho	Yam Koo		

## 2.3 -- RUNE COMBINATIONS

RUNES	EFFECT
Fire & Earth	Volcano (damage to all opponents)
Wind & Earth	Boulder Crash (damage to all opponents)
Wind & Water	Extreme Conditions (damage to all opponents, heal allies)
Lightn. & Water	Energy Drain (damage to one opponent, heal allies)
Lightn. & Fire	Shocking Fireblast (damage to all opponents)

Of the more powerful combinations hinted by Crowley I've found none.

## 2.4 -- SPECIAL RUNES

RUNE	HOLDER	POWERS
Boar Rune	Pahn (Morgan)	Martial Arts rune
Clone Rune	-	Enhanced striking power, unstable
Trick Rune	Juppo	Trick doll
Falcon Rune	Valeria	Lightning strikes
True Holy Rune	Stallion	Speeds up overland travel
Shrike Rune	Kasumi	Air Power Bomb throw
Hate Rune	Ronnie Bell	Fireball (hateball?)
Rage Rune	Alen	Enhanced fire rune
Resurrection	Fukien	Various attacks and heals
Double-beat	Eikei	Martial Arts rune

The Boar Rune is special, because there are two of them. The only persons able to use them are Pahn and Morgan (from Temple of Qlon).

## 2.5 -- SPELL RUNES

Small descriptions of all the spells of all the spell runes follow.

### 2.51 - FIRE RUNE

The more powerful version of the fire rune is the rage rune, in possession of Alan, and also obtainable from monsters in the Moravia castle.

NAME	DESCRIPTION
------	-------------

Flaming Arrows	A low-power attack spell
Firestorm	A low-power attack spell affecting all enemies
Dancing Flames	A middle-power attack spell affecting all enemies
Explosion	A high-power attack spell affecting all enemies
Final Flame	An extreme attack spell affecting all enemies

#### 2.52 - WIND RUNE

The more powerful version of the wind rune is the cyclone rune.

NAME	DESCRIPTION
Wind of Sleep	Attempts to stun all enemies
The Shredding	A medium-power attack spell
Healing Wind	A medium-power healing spell
Storm	A high-power attack spell affecting all enemies
Shining Wind	A combined medium-power attack and healing spell

#### 2.53 - WATER RUNE

The more powerful version of the water rune is the flowing rune.

NAME	DESCRIPTION
Drops of Kindness	A medium-power healing spell
Fog of Deception	Attempts to stun all enemies (?)
Water of Kindness	A medium-power healing spell affecting everyone
Tears of Kindness	A high-power healing spell affecting everyone
Mother Ocean	An extreme healing spell affecting everyone,   also resurrects any fallen characters

#### 2.54 - EARTH RUNE

The more powerful version of the earth rune is the mother earth rune.

NAME	DESCRIPTION
Clay Guardian	A low-level protection spell
Voice of Earth	A medium-level attack spell affecting all enemies
Copper Skin	Grants invulnerability from all blows to one character
Earthquake	A high-level attack spell affecting all enemies
Guardian of Earth	A medium-level protection spell affecting everyone

#### 2.55 - THE SOUL EATER

The spells which just make the enemies disappear are useless against the unique monsters (the zombie dragon, Neclord, etc).

NAME	DESCRIPTION
Deadly Fingertips	Make one enemy disappear
Black Shadow	A medium-power attack spell affecting all enemies
Hell	Make all enemies disappear
Judgement	An extreme attack spell

#### 2.56 - THE RESURRECTION RUNE

NAME	DESCRIPTION
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Scolding	A low-power attack spell
Yell	A low-power healing spell
Scream	A high-power healing spell affecting all allies
Charm Arrow	An attack spell affecting all enemies, medium damage

### 3.0 --- DUEL GUIDE

This section is divided between the duels that are fought in the game: Kwanda Rosman vs Player, Teo McDohl vs Pahn and Teo McDohl vs Player. The chart describes the responses your opponent will make when doing a certain kind of maneuver.

#### 3.1 -- Kwanda Rosman vs Player

ATTACK	-	-	"Taste the sharpness of my blade!"	
	-	-	"Well done. But can you take this?"	
	-	-	"Heh, now it's my turn."	
	-	-	"Ha ha! You'll have to do better than that!"	
	-	-	"At a loss, are you? But I'll show no mercy!"	
	-	-	"What's the matter? If you don't attack, I will!"	
	-	-	"Damn! I underestimated you."	
	-	-	"Whoa! Pretty good, Teo's little boy. Now it's my turn!"	
	-	-	"That's nothing!"	
	-	-	"You're better than I thought. But how about this?"	
	DEFEND	-	-	"Can you break my invulnerable defenses?"
		-	-	"Pretty good. How about another one?"
-		-	"Damn! My turn!"	
-		-	"Now it's your turn. Come on!"	
-		-	"Don't bore me. Show me what you can do."	
-		-	"Cautious, aren't you. Just like a leader."	
-		-	"Carefully..."	
-		-	"Arghhh! I underestimated you."	
-		-	"Forget it. You're methods are obvious."	
-		-	"What now?"	
DESPERATE	-	-	"Victory is near! I strike with all my might!"	
	-	-	"The next one won't be so easy!"	
	-	-	"I'll get you!"	
	-	-	"Here we go again!"	
	-	-	"Take that!"	
	-	-	"We're getting nowhere. Here I come!"	
	-	-	"Impossible! You can't avoid my blows!"	
	-	-	"Well done. You're a worthy opponent. Now it's my turn!"	
	-	-	"I'll show you how it's done."	
	-	-	"Interesting. How about another round?"	

#### 3.2 -- Teo McDohl vs Pahn

ATTACK	-	-	"My sword's not rusty yet."
	-	-	"Pretty good, Pahn."
	-	-	"Is that all you've got? Now it's my turn!"
	-	-	"Do you see how we're mismatched?"
	-	-	"All you can do is defend, Pahn? No mercy!"
	-	-	"We're getting nowhere. Here I come!"
	-	-	"Did you see me coming?"
	-	-	"That was a good one, Pahn. Now it's my turn."
	-	-	"Get serious, Pahn. This is how it's done."
	-	-	"The numbness in my hands, it's real."

DEFEND - - "Strike me, Pahn!"  
 - - "All right, do it again!"  
 - - "I'll see that coming next time!"  
 - - "Do you give up?"  
 - - "Come on, Pahn. See if you can kill me."  
 - - "You're a smart one, Pahn."  
 - - "Good work, Pahn. I'll have to be more careful."  
 - - "I'm losing my cool. Better be careful."  
 - - "What's the matter, Pahn? How about another round?"  
 - - "You're better than I thought."  
 DESPERATE - - "Finish me with a single blow!"  
 - - "Can you dodge my blade, Pahn?"  
 - - "My killer blade..."  
 - - "Hmmm. Here I come again!"  
 - - "The next one will be more painful."  
 - - "If you don't attack, I will!"  
 - - "Impossible! Take that!"  
 - - "Now that I've seen what you've got, I'll show you  
       what I can do."  
 - - "That's...no good."  
 - - "Excellent, Pahn. You're a real fighter. Here's  
       another!"

### 3.3 -- Teo McDohl vs Player

ATTACK - - "Here I come, my son."  
 - - "Well done!"  
 - - "That was nothing. Now it's my turn."  
 - - "Do you see how much better I am?"  
 - - "Is defending yourself all you can do? You'll never  
       win that way."  
 - - "We're getting nowhere. Here I come!"  
 - - "Did you see that coming?"  
 - - "That was pretty good. Now it's my turn."  
 - - "You're soft...soft! This is how you attack!"  
 - - "The numbness in my hands, it's real!"  
 DEFEND - - "Show me what you've learned."  
 - - "Good, try it again!"  
 - - "I'll see you coming next time!"  
 - - "Is that all you've got?"  
 - - "Come on! Show me what a man you've become."  
 - - "Leader of the Liberation Army! No wonder you're  
       careful."  
 - - "Well done! I must be more careful too."  
 - - "I'm losing my cool. I must be more cautious!"  
 - - "I underestimated you! What's wrong? Another round?"  
 - - "I mustn't underestimate you."  
 DESPERATE - - "My sword is the Emperor's sword. I'll show no  
       mercy!"  
 - - "Can you avoid my sword?"  
 - - "My deadly sword..."  
 - - "Hmmm. Here I come again!"  
 - - "The next one will be more painful."  
 - - "If you don't attack, I will!"  
 - - "Are you trying to surpass me?"  
 - - "Now that I've seen what you've got, I'll show you  
       what I can do."  
 - - "That's...no good."  
 - - "I'm delighted, my son. You're quite a warrior. But  
       here's another!"

#### 4.0 --- STRATEGIC GUIDE

The manual describes the best ways to counter against enemy attacks, so I won't go into that. In strategic combat, there are simple guidelines to follow. The combat goes like this:

1. Use ninja to scout (if not available, use thieves)
2. Counter in the most effective way (don't forget to use strategists to enhance your charge attacks)
3. Return to 1 until you win or lose

The Dragon Knights are useful in the beginning of a battle, as using them will give you no losses. If you are unable to gather any information about your enemy's plans and you haven't figured out the enemy's pattern, use the bow attack, it will always inflict casualties on the enemy. If you are losing or have clearly inferior forces, use the merchants to get some of your enemies to join you. It is to your advantage to gather complete three-character command teams, as they are more powerful than incomplete teams. A complete list of command teams and their powers (unaugmented) follow:

COMMAND TEAM	MEMBERS	POWER
CHARGE		
Knights Party	Maximillian - Sancho - Qlon	30
Lepant Family	Lepant - Eileen - Sheena	26
Commander's Team	Player - Pahn - Gremio	26
Old Soldiers	Kai - Liukan - Fukien	24
Wild Geese	Kreuz - Morgan - Kirke	24
Humphrey's Team	Humphrey - Alen - Grenseal	24
Viktor's Team	Viktor - Warren - Taggart	23
Pirates	Anji - Leonardo - Kanak	23
Former Imperial Team	Kasim - Griffith - Valeria	22
Invulnerable Defense	Kwanda - Eikei - Gaspar	21
Fellows	Blackman - Zen - Ivanov	21
Bandits	Varkas - Sydonia - Kessler	21
Fishermen	Tai Ho - Yam Koo - Kimberly	19
Warrior's Village Kids	Flik - Tengaar - Hix	17
Good Buddies	Marie - Onil - Sansuke	16
Black Golds	Maas - Meese - Mose	15
Carpenters	Gen - Kamandol - Tesla	14
Secret Factory Team	Moose - Ronnie Bell - Sarah	14
Kobolds	Fu Su Lu - Kuromimi - Gon	13
Tricksters	Juppo - Jabba - Meg	6
BOW		
Forest Protectors	Kirkis - Sylvinia - Stallion	21
Experts	Clive - Pesmerga - Mace	19
Adventurers	Lorelai - Quincy - Mina	17
Cooks	Antonio - Lester - Rock	14
Engineers	Sergei - Hugo - Templeton	12
Archers	Rubi - Georges - Marco	8
MAGIC		
Children of the Runes	Crowley - Luc - Lotte	25

Magicians	Jeane - Hellion - Viki	20
Soldier Beauties	Sonya - Cleo - Camille	20
Narcists	Milich - Vincent - Esmeralda	18
Musicians	Kasios - Melodye - Window	14

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SPECIAL

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Dragon Knights	Joshua - Milia - Futch	
Merchants	Kun To - Chapman - Chandler	
Ninjas	Kage - Kasumi - Fuma	
Thieves	Krin - Ledon - Giovanni	
Strategists	Mathiu - Leon - Apple	

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## 5.0 --- SHOP LISTS

These lists contain information on which shops are in which towns and all the items available from hardware shops and armories, showing their effects and where and at what price they can be bought.

### 5.1 -- TOWNS

1. Gregminster, appraiser, armory, hardware, inn
2. Rockland, armory, hardware, inn
3. Lenankamp, armory, hardware, inn, runemaster, smith
4. Sarady, hardware, inn
5. Seika, hardware, inn, runemaster
6. Kaku, armory, hardware, inn, smith
7. Kouan, appraiser, armory, inn
8. Village near Great Forest, hardware, inn, smith
9. Kobold Village, hardware, inn
10. Village of the Elves - armory, hardware, inn, runemaster
11. Village of the Dwarves, appraiser, armory, hardware, inn, smith
12. Teien, hardware, inn, smith
13. Rikon, appraiser, hardware, inn
14. Antei, armory, hardware, inn, runemaster
15. Warriors' Village, armory, hardware, inn, smith
16. Kirov, armory, hardware, inn

### 5.2 -- ARMORY

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ITEM	EFFECTS	PRICE	TOWNS
Bandanna	+1	50	1
Headband	+2	300	1-2-3-10
Pointed hat	+5 Balloon defense	1200	3-6-10
Half helmet	+9	3300	11-14-16
Head gear	+14	6500	14-15-16
Full helmet	+20	13200	15
Robe	+1	100	1
Tunic	+2	200	1-2-3
Leather coat	+4	700	1-2-3-6
Brass armor	+5	1000	3-6-11
Guard robe	+7 Magic bonus	1700	6-10
Karate uniform	+10	3000	7
Leather armor	+14	5900	7-11
Half armor	+18	8700	11

Magic robe	+22	15000	14-10
Ninja suit	+28 Speed bonus	22000	14-16
Dragon Armor	+34	37000	15-16
Full armor	+45	57000	15
Wooden shoes	+1	100	1
Boots	+3	800	7
Toe shoes	+9	2800	14
Wing boots	+14 Speed bonus	10200	1
Gloves	+2	300	2-6
Gauntlet	+4	1700	7
Silverlet	+11	7000	16
Cape	+2	400	3-6
Fur cape	+8	2800	11
Cape of Darkness	+13	8500	15
Circlet	+3	600	3
Blue ribbon	+6	1150	7
Feather	+9	4000	10
Silver ring	+11	5500	16
Leggings	+2	200	2
Shoulder pads	+4	2000	6
Emblem	+8 Magic bonus	2700	7
Rose brooch	+13	7000	14
Guard ring	+15	8500	14
Necklace	+7	1200	10
Silver necklace	+17	6000	16
Wooden shield	+2	300	2-6
Steel shield	+13	7300	7
Chaos shield	+27	32000	16

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### 5.3 -- HARDWARE STORE

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ITEM	EFFECT	PRICE	TOWNS
Medicine	Recover 100 HP	100	All
Antitoxin	Dilute poison	200	1-3-5-6-10-13-15
Fire crystal	Magic	7000	16
Water crystal	Magic	7000	4-5
Wind crystal	Magic	8000	9
Lightning crystal	Magic	8000	15
Earth crystal	Magic	6000	13
Needle	Remove balloon	200	8-9-14
Mega medicine	Recover 500 HP	500	8-11-12-14-15
Escape talisman	Escape dungeon	500	2-6
Sacrificial Buddha	Prevent death	5000	16
Blue paint	Mural	500	13
Yellow paint	Mural	500	12
Killer crystal	+ critical %	8000	12
Counter crystal	+ counter %	7500	8
Hazy crystal	- enemy bow %	9000	9
Holy crystal	Helps escape	5000	6
Fortune crystal	Double experience	50000	16
Champion's crystal	No feeble enemies	200000	15
Turtle crystal	No status anomalies	15000	11
Sugar	Sweet	100	16
Red flower seeds	Flowers	200	15
Blue flower seeds	Flowers	200	13
Yellow flower seeds	Flowers	200	12

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## 6.0 --- WALKTHROUGH

Well, this was supposed to be a very brief walkthrough since the game is not very hard to finish, but although I wrote quite briefly, and concentrating more on the characters you will encounter and can recruit, it still became quite long. The characters are described in a similiar format to the one used by Iwata Shoji. Mine goes like this:

[CHAR]	Star #	Name-of-character	Level	Weapon	Weapon stats	Rune
--------	--------	-------------------	-------	--------	-----------------	------

For example, Pahn is described thus:

[CHAR]	25.	Pahn	1	Claws	1/6	Boar
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The walkthrough is divided into sections, usually according to missions either Mathiu or someone else gives to you. The index is here:

- 6.1 Beginning
- 6.2 Liberation Army
- 6.3 First Allies
- 6.4 Elven Forest
- 6.5 Worthy Leaders
- 6.6 Teo
- 6.7 Neclord and Viktor
- 6.8 Dragon Knights
- 6.9 Devious Plans
- 6.10 The Final Fight

I will attempt to mention all the unique/special items and their locations, but I might miss some. Please email me if you notice some objects missing.

### 6.1 -- BEGINNING

In the beginning, go through the initial choices, until after your father has left for north. If you wander around the city and enter the various buildings, you will meet people who look awfully familiar if you've played the game before...

[CHAR]	-	Ted	1	Steel Bow	3/10	
[CHAR]	9.	Gremio	1	Axe	1/9	
[CHAR]	25.	Pahn	1	Claws	1/6	Boar
[CHAR]	12.	Cleo	1	Air Sword	1/6	

Go to meet Kraze, get your mission, go east to Futch and his dragon, and ride to Magician's Isle. Fight the monsters, search the chests and encounter Luc and his golem. Climb to the tower, get the Astral Conclusions and leave the island. Return to Kraze for your next mission. Kanaan will accompany you. Go to attach the fire rune to Cleo. Go east to Rockland, talk with Grady, go east to Mt. Seifu. Search the caves (there is a defense rune piece in a chest) until you reach the large room with the insect queen in the middle. Don't waste spells on it, just kill the little ants and defend for a few rounds. It doesn't matter if someone gets knocked unconscious. After the queen is vanquished, climb up to the exit. There is a thunder rune piece in one of the chests. Proceed to confront Varkas and Sydonia. Kill their henchmen, then defeat them. Return to Rockland, talk to Grady and return to Gregminster. Go home and watch the sequence until you exit your house. Go to Marie's inn and stay there. Go downstairs and attempt to exit the inn. After you are outside, go north and talk to Viktor. Accept his help and leave the city.

[CHAR]	13.	Viktor	7	Taia Sword	3/11	
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Head south to Lenankamp. Sharpen your weapons and attach any rune pieces. I found Cleo's sword very powerful after attaching the thunder rune piece to it. Go to the inn and stay there. As the trouble starts, go with Odessa down the stairs.

## 6.2 -- LIBERATION ARMY

After the events that follow, you'll be again accompanied by Viktor and heading towards Rockland. Go into Grady's mansion and search all the rooms until you find Varkas and Sydonia. Rescue them and return to Lenankamp's hideout. There you will be briefed on the Liberation's Army plans for making fire spears. You get eventually underway, accompanied by Odessa and Viktor.

[CHAR] - Odessa 6 Steel Bow 5/18 Wind

Go northwest across the bridge to Mt. Tigerwolf. Continue until you reach the inn and stay there. A chest contains a wind rune piece. After waking up again, continue your journey towards Sarady. In one chest a bit aside is the Clone crystal. In Sarady, stay at the inn. During the night, go talk to Odessa. In the morning you set back towards Lenankamp. Attach the Clone Rune to Viktor. Go into the inn and down the stairs. After either you or Viktor comply with Odessa's wishes, leave Lenankamp and head south towards the fortress of Kwaba. Lord Ain Gide lets you pass. Head south towards Seika. You will find Mathiu outside his house/school, but you have to go inside and ask the children about him before he confesses to being Mathiu. He will not listen to you. Go after him to the house. He sends you away. Exit the house. When the troops arrive, go back and defeat the troops. Go inside and talk to Mathiu. After a short talk, he will join you.

[CHAR] 3. Mathiu - - -

## 6.3 -- FIRST ALLIES

Go southwest to the fishing village of Kaku. There go to the tavern, where you will meet Camille.

[CHAR] 18. Camille 9 Galm 4/19

Go downstairs and beat Tai Ho in a game of dice (it might be useful to save before attempting if you have bad luck). Then go to the ship and sail west to the castle. Tai Ho will accompany you.

[CHAR] 28. Tai Ho 10 Satsuki 3/15

Pass through the caverns (notice the secret passage in the east wall just before the castle proper begins, there is a wind crystal in the chest) and go down the stairs until you reach the zombie dragon. Kill the dragon and the castle is yours. Time passes and the castle is reorganized to act as your headquarters. Leknaat will deliver Luc and the Stone Tablet of Promise to you.

[CHAR] 30. Yam Koo 9 Uranami Spear 3/15

[CHAR] 4. Luc 12 Wind Rod 3/7 Wind

Now, it is time to continue your mission. Head south towards Kouan. Go to the inn, talk with Krin, go to talk to Giovanni, return to Krin. According to his plan, sneak into the Lepant mansion via the roof. Get Rock from the storage room to join you.

[CHAR] 95. Rock - - -

Avoid going between any of the robots in the machine room, and head downstairs. There is a fire rune piece in the northeastern corner of the house and white paint is in one of the other chests. Talk with Juppo and go through the roulette room (might take some time, have patience). Get Kirinji and exit the same way you came. After Lepant finds you, return his sword. Follow him north towards Kraze's new place. Assist him when he needs you. Go upstairs, dispatch Kraze, recruit Lepant, his wife and Pahn.

[CHAR] 2. Lepant 18 Kirinji 5/16

[CHAR] 36. Eileen 13 Ruby Darts 4/20 Earth

Search all the rooms in the house (there is a water rune piece in one chest downstairs) and return to your castle. You have new allies.

[CHAR]	107.	Krin	7	Needle	2/8	
[CHAR]	76.	Juppo	10	Iron Gear	4/20	Trick
[CHAR]	83.	Giovanni	-	-	-	
[CHAR]	34.	Varkas	16	Lightn. Hatchet	5/28	
[CHAR]	35.	Sydonia	14	Ryuuseisui	6/31	

#### 6.4 -- ELVEN FOREST

Next morning you will find Kirkis on your doorstep. After he tells you his story, you assemble a scouting party.

[CHAR]	23.	Kirkis	15	Light Bow	5/18	
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However, before you go into the woods, this would be a good time to search for allies. Below is a list of characters who will accompany you at this time:

Kwaba:

[CHAR]	108.	Chandler	-	-	-	*
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Seika:

[CHAR]	101.	Marie	-	-	-	
[CHAR]	92.	Antonio	8	Milk Pan	2/14	**
[CHAR]	89.	Onil	-	-	-	

Kaku:

[CHAR]	81.	Meg	16	Assass. Dagger	6/31	***
[CHAR]	65.	Sergei	4	Wrench	4/10	
[CHAR]	99.	Gaspar	-	-	-	****

\* = Remember that Chandler can only sell items of the shops you've visited, so make sure you visit them in every village.

\*\* = Antonio will join only after Marie has said she needs a cook

\*\*\* = Meg will join only if you have Juppo in your party

\*\*\*\* = Gaspar will join only if you have Tai Ho in your party

After you have collected the characters you wish, head southeast to the village on the edge of the Great Forest. In the village you will find two more people willing to join you.

[CHAR]	60.	Maas	18	Wooden Hammer	3/15	
[CHAR]	104.	Sansuke	1	Long Saw	5/22	

Go east into the forest (this path can only be used if there are elven characters in your party). After travelling some distance, Viki will appear nearby. She will join you.

[CHAR]	78.	Viki	-	-	-	
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The chests in the forest have at least a water rune piece and a fortune rune piece. After leaving the Kobold Village, head southeast towards the Village of the Elves and go to talk to the chief. Talk to the other prisoners and try to open the eastern door. After being freed, go outside the village. You will gain a new member into your party.

[CHAR]	14.	Valeria	23	7 Star Sword	7/33	Falcon
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Head east towards the Dwarf Trail. The chests on the trail contain at least a killer crystal and a fortune rune piece. Enter the Dwarven Village and recruit Meese from the smithy.

[CHAR]	64.	Meese	20	Chrome Hammer	9/56	
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Then go talk to the dwarven chief (in northeastern part of village). After finishing, head north towards the vault. The puzzles are all very simple. The first one is solved by flipping the switches left-middle-right. There is a sunbeam crystal in the chest. The chest in the "floating bridges" room has a thunder rune piece. The next room has a skill rune piece. The bee-pop puzzle goes as follow: LRRLLLRR. The Gigantes monster you face is immune to fire, but wind magic is quite effective against it. The left room behind it has a defense rune piece. After retrieving the Running Water Root, head back to the Dwarven Village. Talk to the chief, then go back across the mountains to the Village of the Elves. After the sequence leave, then come straight back again. Recruit Templeton.

[CHAR]	106.	Templeton	-	-	-	
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Now would be a good time to save your game using the blue sphere. Head

back towards the Kobold Village. Kuromimi will join you in your fight.

[CHAR] 90. Kuromimi 26 Sword 6/20

After the fighting, give the orders to march forward, and face your first major battle.

MAJOR BATTLE: Kwanda Rosman vs Liberation Army

You will be at a serious disadvantage, so fight carefully.

After winning the battle, head into Pannu Yakuta. The rooms have many good items, so make sure you search them all. When you are finished, go up to the roof, through the dragon, and face Kwanda Rosman in a duel. After his defeat talk to him, and recruit him.

[CHAR] 7. Kwanda 30 Alkaid Hatchet 6/32

Outside, you will gain some more new allies. Return to your castle.

[CHAR] 97. Sylvia 12 Night Bow 5/18

[CHAR] 20. Stallion 16 Bow of Shiva 6/35

## 6.5 -- WORTHY LEADERS

After three months have passed, the remnants of the new liberation army arrive. Flik will not join at first, but others will.

[CHAR] - Sanchez - - -

[CHAR] 5. Humphrey 23 Murasame 7/34

Before going to fetch Flik, this would be an another good chance to gather some more allies.

Seika:

[CHAR] 67. Sheena 28 Rapier 6/20 Lt. \*

Kouan:

[CHAR] 48. Lorelai 18 Short Bow 5/18

Kobold Village:

[CHAR] 91. Gon 25 Cool Sword 7/33 \*\*

[CHAR] 22. Fu Su Lu 33 Double Axe 6/32 \*\*\*

\* = Sheena will only join if you have Lepant in your party

\*\* = Gon will only join if you have Kuromimi in your party

\*\*\* = He will cost 10.000 bits to you

Then go to Kaku and talk to Flik. He will join forces with you. Return to your castle.

[CHAR] 17. Flik 32 Odessa+ 9/47 Lt.

There you will be informed of the threat to the west. Battle at the fortress of Garan ensues.

MAJOR BATTLE: Imperial garrison vs Liberation Army

After winning the battle, you will charge west towards Scarletica. You will have no chance of winning. A reconnaissance party, led by you, will be assembled. Leave the fortress and come back immediately. Pick up Kai.

[CHAR] 86. Kai 21 Conjur. Staff 8/39 Hazy

Go northwest to Teien and enter the inn. There you will find Hellion, who will join you.

[CHAR] 72. Hellion 30 Land Rod 3/7 M.Earth

In the chest on the right contains the Blinking Mirror. Exit and head south to Rikon. Take the boat up the river until you reach the rapids. Return and head back north to Teien. Go talk to Gen and enlist his help.

[CHAR] 70. Gen 23 Regular Steel 9/49

Go to the house next door and get Kamandol and his engine.

[CHAR] 75. Kamandol 22 Steel Rod 3/7

With the engine on your backs, travel back to Rikon. In the morning, start your journey upstream to Liukan's place. Get the black paint from the house before talking to him. Return to your castle and consult Mathiu. After he gives you his letter, travel to Antei. Recruit Mina from the inn, Kimberly and

Tesla from their houses, Jeane from the runeshop and Chapman from the armory.

[CHAR]	73.	Mina	14	Lovely Shawl	6/25	*
[CHAR]	66.	Kimberly	17	Sil. Kitch. Kn.	8/40	
[CHAR]	46.	Tesla	-	-	-	
[CHAR]	40.	Jeane	-	-	-	
[CHAR]	55.	Chapman	-	-	-	**

\* = Sometimes Mina will not join you, saying that you can't dance in the shoes you have. Equip Toe Shoes and she should be more agreeable.

\*\* = Remember that Chapman can only sell you items of the armories you've visited, so make sure you visit the armory in each town.

Then return to your castle and talk to Mathiu. If you want to have all the 108 Stars it might be useful to take Pahn with you now. With your fake orders, go to Soniere prison and free Liukan from the furthest cell. The various chests around the castle contain an old book and a sound setting. Remove all the things you want to keep from Gremio before returning to the ground floor. Back at your castle, Liukan joins and gives you the antidote to Milich's poison.

[CHAR]	56.	Liukan	19	Stick	2/5	
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Now you face another major battle.

MAJOR BATTLE: Milich Oppenheimer vs Liberation Army

You'll be at a disadvantage again, so be careful.

After defeating your enemy, enter Scarletica. Within the castle you can find red paint, a window setting, a magic rune piece and a spark crystal. Spare Milich's life and he will join you.

[CHAR]	24.	Milich	32	Rose	6/20	
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## 6.6 -- TEO

If you wish to have all the 108 Stars (and to see the special ending), you must at this point embark on a training journey for Pahn. It can be more easily accomplished by gathering up allies as you go.

Scarletica:

[CHAR]	39.	Ivanov	-	-	-	*
[CHAR]	77.	Kasios	-	-	-	**

Antei:

[CHAR]	105.	Qlon	-	-	-	
[CHAR]	53.	Esmeralda	-	-	-	***

Rikon:

[CHAR]	47.	Jabba	-	-	-	****
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\* = If you give him all the paints found in the game, he will give you binoculars, which you can use to change the point-of-view in battles (team level) by using the player 2 controller.

\*\* = Will only join if you have Milich in your party.

\*\*\* = Will only join if you have an Opal (can be obtained from monsters in Soniere)

\*\*\*\* = Will only join if you have a nameless urn (can be obtained from Holly Fairies in the area defined by Dragon's Den, Garan, Northern Checkpoint and Lorimar)

Pahn should be at least level 31 and his weapon level 9, but if you have patience I recommend at least one level higher on both, it will not be easy even then. See the duel guide for help if you can't do it otherwise. After you have trained Pahn as high as you think he can go, return to castle and SAVE. Then go upstairs and talk to Kasumi. She'll join you.

[CHAR]	59.	Kasumi	38	Big Sakura	6/31	Shrike
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Then you will face a battle you cannot win, so don't bother yourself with it. Losses can be minimized by using the worst command teams. After the battle Pahn will face Teo in a duel. Whether you lose or win, you should go to rest after the battle. In the morning, talk to Flik. Exit 4th floor and reenter it again to form a party which must include Tai Ho. Go to the docks and talk to

Gen. Ride north to Kirov with your new boat. Talk to Sarah, do the parody object-collecting and recruit her. Play cards with Georges and recruit him as well.

[CHAR]	103.	Sarah	30	Throwing Knife	2/8	
[CHAR]	38.	Georges	-	-	-	

Then head north to the ruins of Kalekka. You can find an earth rune piece, an old book and the sound crystal. Also be careful not to trample Blackman's sprouts so you can recruit him.

[CHAR]	49.	Blackman	38	Seeding How	3/18	
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Head north to the Secret Factory. There you can recruit Ledon, Kessler and Kage.

[CHAR]	96.	Ledon	-	-	-	
[CHAR]	68.	Kessler	16	Battle Axe	9/67	
[CHAR]	21.	Kage	40	Second Sword	9/45	*

\* = Kage will cost you 20000 bits.

Talk to Mose. You can find a window setting in the chest. Return to Kirov and talk to Kun To. He will join you and so will Mose and Ronnie Bell.

[CHAR]	11.	Kun To	-	-	-	
[CHAR]	52.	Mose	23	Titanium Hammer	8/47	
[CHAR]	98.	Ronnie Bell	27	Claw	7/28	Hate

Taste a few stews and recruit Lester. Deliver the sound crystal to recruit Melodye.

[CHAR]	93.	Lester	13	Pan	3/18	
[CHAR]	54.	Melodye	-	-	-	

Before the major battle, there is one more ally that you can recruit now. Go to Seika and recruit Mathiu's student.

[CHAR]	85.	Apple	-	-	-	
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Return to your castle and talk to Mathiu. The rematch is about to begin.

#### MAJOR BATTLE: Teo McDohl vs Liberation Army

You can inflict damage only with the fire spears, and that means by charging. Boost charge attack power and take them on.

Then comes the duel against Teo. Fight carefully, Teo strikes hard but can't take much more damage himself. His final request will give you Alen and Grenseal.

[CHAR]	45.	Alen	29	Flame Sword	7/33	Rage
[CHAR]	44.	Grenseal	29	Lightning Sword	7/33	Thunder

#### 6.7 -- NECLORD AND VIKTOR

Talk to Lepant and agree to attack Lorimar. Watch the sequence and leave the fortress. Come back and recruit Kirke.

[CHAR]	94.	Kirke	35	Death	5/22	
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Travel to the Warriors' Village. Go talk to the village chief and Viktor. In the morning you face Neclord. You cannot win. Talk to the chief again and then head west towards Qlon. Talk to Fukien and he will join you.

[CHAR]	57.	Fukien	19	Sup. Punishment	9/38	Resurr.
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Enter the Cave of the Past and find the two secret corridors. The first one contains the window crystal, the second one is the hermitage of Crowley, who will not yet join you. Within other parts of the cave you can find the war scroll, a flowing crystal, an old book, a skill rune piece, and, finally, the Star Dragon Sword. In the Village of the Hidden Rune, you can find a champion's crystal and a boar crystal. Exit the cave and recruit Hugo and Morgan.

[CHAR]	71.	Hugo	-	-	-	*
[CHAR]	51.	Morgan	35	Talons	6/22	Counter

\* = Will join only if you have the war scroll.

Take the old book from the shelf and return to the Warriors' Village. Talk to the chief and recruit Window from the hardware store.

[CHAR]	100.	Window	-	-	-	*
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\* = Will join only if you have the window crystal.

Depart for Neclord's Castle. Hix will join you at the door.

[CHAR] 32. Hix 38 Tengaar+ 10/59

The sequence in the painting room (if the painting on the left is 1 and the one on the right is 4) is 3241. Inside the castle you can find a sound setting, earth boots, green paint, an earth rune piece and a magic rune piece. After you have listened to the scariest verion of the wedding march I've heard, you'll fight Neclord. Only strike with Viktor on the first round to avoid wasting spells and taking excess damage. Then it's time to leave. Remove any stuff you want to use in the near future from Viktor before exiting the castle. Outside, Viktor will leave and Tengaar will join you.

[CHAR] 33. Tengaar 42 Ray Knife 7/28

Return to your castle, where you will be briefed on your next mission.

## 6.8 -- DRAGON KNIGHTS

Before you leave to meet the Dragon Knights, it would be a good idea to recruit some allies. The following ones will now join you:

Warriors' Village:

[CHAR] 69. Marco - - -

[CHAR] 63. Moose 27 Copper Hammer 12/97 \*

Qlon:

[CHAR] 102. Zen - - - \*\*

Teien:

[CHAR] 41. Eikei 47 Wolf 6/22 D-B \*\*\*

Pirates' Fortress:

[CHAR] 27. Anji 40 Demon God Spear 7/40 \*\*\*\*

[CHAR] 29. Kanak 37 Sickle & chain 4/19 \*\*\*\*

[CHAR] 31. Leonardo 36 Horse-killer H. 5/28 \*\*\*\*

Rikon:

[CHAR] 87. Lotte 22 Silver Rod 4/10 \*\*\*\*\*

\* = Will only join if you have Maas, Meese and Mose in your party.

\*\* = Will only join if you have red, yellow and blue flower seeds.

\*\*\* = Will only join if you are level 40 or above.

\*\*\*\* = Will only join if you have Tai Ho and Yam Koo in your party.

\*\*\*\*\* = Her cat is the one in Kaku.

Then it is time to head west towards the Dragon's Den. Talk to the gatekeeper. Then head towards Antei and pay Vincent de Boule's bill before returning to the Dragon's Den. There observe his attempts at entering the domain of the Dragon Knights, and then follow his advice. Inside the caves you can find an old book and power gloves. Follow Milia and Futch to the Dragon Knights' Fortres. Within you can find Fuma and Kreutz.

[CHAR] 62. Fuma 37 Ultra Shuriken 11/78

[CHAR] 19. Kreutz 40 Big Denta 9/49

Go upstairs. You can find a window setting in the chest and an old book in the bookshelf on the right. Return to your castle and take Liukan to your party. Return to the fortress and talk to Joshua. Milia will join you.

[CHAR] 74. Milia 51 Valhalla 9/56

Ride to Seek valley on Thrash. In the valley you can find a sound setting and Mace, who will not yet join you. The crystal core gets worse the further you damage it, so save some of the more deadlier spells for the final stage of combat. Behind it is a cyclone crystal. Go fetch the weed and return to the fortress. Talk to Joshua, then guide Futch to the black dragon orchid (first one on the right). After watching the sequence, go talk to Joshua again. Joshua and Futch will join you.

[CHAR] 50. Joshua - - - Dragon

[CHAR] 58. Futch 19 Sigmund 9/56

Return to your castle. After watching the scene in the lobby, go talk to Mathiu. Taggart will join you.

[CHAR] 82. Taggart - - -

Agree to Mathiu's suggestion.

## 6.9 -- DEVIIOUS PLANS

Now again you can gather a few allies for the upcoming battles.

Garan:

[CHAR] 84. Quincy 22 Lightning 6/31

Rikon:

[CHAR] 16. Clive 47 Tornado 13/99 \*

Kalekka:

[CHAR] 37. Leon - - - \*\*

\* = Will show up at the inn occasionally. If he's not there, check back once in a while.

\*\* = Talk to Mathiu after you have talked to him for the first time.

You might want to train and equip Kasumi and Krin before going to sleep. Agree to Mathiu's proposition and sleep. In the morning, go talk to him and prepare for maneuvers, which escalate into a major battle.

MAJOR BATTLE: Griffith vs Liberation Army

This one is easy. You now have ninjas for the first time, use them to achieve a perfect victory. Also check out the power of the Dragon Knights.

Recruit Griffith, then use Mathiu's ploy to sneak into Moravia. Within the castle you can find pink paint and taikioku wear. Also note that you can gain a Rage crystal from some monsters if you're lucky. Freed from the cell, Viktor and Warren join you. Soon afterwards, so does Kasim Hazil.

[CHAR] 15. Griffith 28 Black Blade 8/40

[CHAR] 10. Warren 40 Odin 12/97

[CHAR] 6. Kasim 45 Emer. Moonlight 13/105

Return to the castle immediately and get the mother earth crystal and Vincent de Boule from the prison.

[CHAR] 80. Vincent - - -

Return to the Northern Checkpoint, recruit Maximillian and Sancho and get the old book from the chest.

[CHAR] 42. Maximillian - - -

[CHAR] 43. Sancho - - -

Now it's time to gather the few remaining (but not last!) allies.

Neclord's Castle:

[CHAR] 8. Pesmerga 48 Death Crimson 7/34

Cave of the Past (Qlon):

[CHAR] 61. Crowley 50 Comet Rod 2/5 Cycl.

Return to your castle. In the morning you face a major battle.

MAJOR BATTLE: Sonya Shulen vs Liberation Army

Although your forces are evenly matched, you have the ninjas. Use them and the Imperial forces should fall easily.

After the battle, go talk to Mathiu and select a party. I recommend including Kirkis in it since he will need to be of high level soon. Inside the fortress you can find a chaos shield and master garb. The Shell Venus seems somewhat resistant to fire and wind magic but vulnerable to earth magic. Also remember that you have to fight an another greater enemy before leaving the fortress, so save your spells. The chest holds a thunder crystal. Go to the exit and fight Sonya Shulen. Exit the fortress and watch the sequence.

## 6.10 - THE FINAL FIGHT

Now it is time to gather the last allies.

Liberation Army HQ (prison cell):

[CHAR] 26. Sonya 48 Turquoise Blue 11/70 Water

Kobold Village:

[CHAR] 79. Rubi 61 Bow of Garuda 6/35 \*

Seek Valley:

[CHAR] 88. Mace 45 Platin. Hammer 15/136 \*\*

\* = Rubi will join only if you have Kirkis in your party and he is of high level (somewhere above 50).

\*\* = Mace will join only if you have Maas, Meese, Mose and Moose in your party.

Now you have all the 107 Stars still alive gathered under your command. Go talk to Mathiu and prepare to engage the core of the Imperial forces with all 108 Stars of Destiny assembled.

MAJOR BATTLE: Yuber vs Liberation Army

Despite the evening of odds by Leknaat and Joshua, the Imperial army is still superior, but your ninjas will bring you the advantage.

Now it is time to choose your elite to face the best of the Empire, the worst of Windy and, finally, the Emperor himself. I personally used Viktor, Flik, Milich, Cleo and Rubi (runes Clone, Thunder, Cyclone, Flowing and Mother Earth). The worst thing about this is that none of them can use the windspun armor found within the palace. Sharpen your weapons and buy the best gear, then enter the palace. An old acquaintance, Ain Gide, is waiting for you on the drawbridge. After you defeat him, find and defeat the Emperor and watch the special 108 Stars ending. Fitting, don't you think?

#### 7.0 --- REMAINING MYSTERIES

All right, the two unsolved mysteries from 1.0 have been revealed to me, one was the binoculars, now explained in the walkthrough, and the for the inability to enter the room in the village near the Great Forest we can thank the americans, the room had a character but getting to it was considered to be too difficult for americans, so it was removed. (The question is why wasn't it left as it was in the European version?) The only remaining unknowns are the possible further combinations of spell runes. If you know anything about these, or anything else you notice I've missed, please notify me (addresses below) and I shall include it, credited to your name, in this info sheet.

#### 8.0 --- NOTES

So now it's nine times I've played Genso Suikoden through. Well, all I can say is that it's the Surprise of the Year. Almost didn't buy it, but the few words I saw about it were good and I still remembered the good games Konami made for the MSX, so I decided to risk it. Cost me nearly three days of my life, playing it through for the first time. Suikoden is very well made, and refreshingly different from all the western RPGs, with its Japanese freestyle fantasy enviroment and a storyline that beats most of what I've seen. It also has a tremendous potential for sequels, and, much to my delight, one has been made! It's on sale at least in Japan, and perhaps in the US (the soundtrack is), and I'm impatiently awaiting its release in Europe. Well, I hope you have enjoyed playing it as much as I have, and continue to do so in the future, as I will.

The history and future of this info sheet: v.1.0 had most of the basic stuff, not including most of the duel section or the spell rune descriptions, v.1.1x had all the spell rune descriptions, and most of the duel responses, plus some little additions and corrections. V.1.2 included all the duel responses, what items can be bought at which shops, the fighter and weapons statistics. The additional versions from 1.2a to 1.2c added little details,



corrections, and observations by other people. This version, 1.3, is probably the final version of this info sheet, containing patches for the few holes that had been left in 1.2x. Everything of even minor relevance should now be contained within. If there is ever 1.4, it will probably only add some trivia information (whatever anyone has suggested to me).

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This info sheet was compiled by

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and the newest versions of the sheet can be obtained from my homepage at <http://iki.fi/talgor/psx.htm> which has a link to it. The pages may be down during summers for various reasons, and so I will also mail the newest version to GameFAQs, at <http://www.gamefaqs.com>.

Anyone wishing to send me something physically tangible (I accept all kinds of gifts and donations, including combs) may send it to this address:

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A few of the things I might have missed otherwise were taken from the Genso Suikoden Tips & Tricks Post by

Iwata Shoji <siwata@sfsu.edu>

No, I didn't ask his permission, but I hope that he will not mind, as his posts were meant for the Japanese version, and included a lot of translations, etc. If he is unhappy with me borrowing information from him, he can mail me and complain about it.

Ah, and finally: Genso Suikoden means "Simulation of Suikoden". Suikoden itself is a Chinese book (original title either Shui Hu Zhuan or Liang Shan-po) and literally means "water margin". It has been translated into English under several titles, some of which are "The Water Margin", "All Men Are Brothers" and "The Men of The Marshes". I am told the book does feature 108 main characters, but the game can be said to be based on the book only very loosely.

Thanks for the above information to David McGrath, who was also the first to inform me of the mysteries of the unreachable room and the use of binoculars. Thanks also to Jeff Wilson for the Pahn & Ronnie Bell combination attack, and Julie Sargent for revealing the shoes that were required for Mina to join.

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