

At that moment,
a sacred Goddess following a white dragon
extinguished the flame of Evil Deity.

The smiling sacred told,
"Thou, the brave, the beauty.
Thou have this sword to concur Evil,
to accomplish my will."

Utna was the name of her sacred,
being the daughter of Mother earth Miradona,
and was a small Goddess of giant dragons.

The brave warrior, got the love of her sacred,
defeated the Dark Lord.
The brave became a king,
and led his land to an eternal prosperity.

The body of the brave is buried in piece,
now with his fellow colleagues.

But, his profound love for the freedom,
never perished from his realm."

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TEARRING SAGA FAQ/WALKTHROUGH - VERSION 7.1

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|               |                           |
|---------------|---------------------------|
| Game:         | TearRing Saga             |
| Genre:        | Strategy / Simulation RPG |
| System:       | Sony PlayStation          |
| Developer:    | Tirnanog                  |
| Publisher:    | Enterbrain                |
| Release date: | May 24th, 2001 (JP)       |

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---[Parameters Explanation]---

---[Star Weapons]---

---[Special Spoils]---

1/ Sword

2/ Spear

3/ Axe

4/ Bow

5/ Magic

- Wind

- Light

- Thunder

- Fire

- Dark

- Others

6/ Wand

XII. Item List

1/ Restore Item

2/ Shield

3/ Book

4/ Promotion Item

5/ Plus Potion

< Up, Down, Left, Right > Move the cursor.

< Select > Open the mini map (during battles).

< Start >

- Open the Battle Menu (during battles).
- End the conversation, the event.

< Square > Show the function of other buttons.

< Circle >

- Accept.
- Check the movement of the char (during battles).
- Open the Battle Menu (during battles).

< Cross > Cancel.

< Triangle >

- Check the status of the char, items n' wpns.
- Mark some locations by a small flag (during battles). The limit is 3.

< L1, R1 >

- Jump the cursor to other chars (during battles).
- Move to the next board while checking the status of the chars.

< R2 >

Fast Forward! Hold this button in the conversation, or while seeking a wpn or itm in your storage.

< L1+L2+R1+R2+Select+Start > Soft Reset Function (during battles).

A pop-up menu will appear. You'll have 2 options:

- Replay from the start of this map.
- Replay from the beginning.

This menu also appears when one of your Main Chars dies.

* Remark: this is an useful function. If you're disappointed w/ the result of the battle, just replay this map.

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=====\  
2/ MENU SCREEN  \=====
```

A] Main menu:

```
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/-----\  
| Load Game      |  
| New Game       |  
| Competition Mode |  
\-----/
```

* About Competition Mode:

After you've finish this game, a pop-up menu will appear. You'll have 2 options. Select the first, n' save in 1 block of your memory card. Then use it to VS w/ your friends.

However, I myself use this function only 1 time (for experimental purpose) n' never use it again. Therefore, I won't mention about it anymore.

B] THE OTHERS: INCOMPLETE!

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As I said, "self-examine, self-discover" is my way to play the game. Therefore, this part is not a problem w/ me. However, it doesn't mean that I'm ignoring this part. I'll complete it ASAP!

=====\
3/ PARAMETERS EXPLANATION \=====
=====

Highlight the char n' press Triangle to display Board 1. It's the main board. Then press R1 or L1 to pass to other boards.

- Character: Holmes (promoted)
- < S.Skl > More n' More, Continual Strike, Ikari, Double Strike, Charisma, Rising Dragon, Open, Sea
- Location: Zombie Island
- Terrain: frontier

Press L1 Press R1
B2 <-- B3 <-- B4 <-- B5 <--[B1]--> B2 --> B3 --> B4 --> B5

```

/=====\
| The Granada hero | | Atc. 37 | | | |
| [M] *Holmes | | Rng. 1 | | |
| | | | | Appearance| Hit. 199/118 |
| HP [//// ] 50/60 | | | Crt. 80/30 |
| Hidden Hunter | | | Def. 28(14) |
| Lv39 Exp 85% Mv6 | | | Spd. 19 |
|=====|
| Str. 23 Mag. 15 | | Lunar Sword 25 | Slot 1 \
| Skl. 23 Luk. 30 | | Solar Sword 27 | Slot 2 \ Wpn Inventory
| Agl. 22 Wlv. 20 | | Dragon Bow 30 | Slot 3 /
| Def. 21 W.P. 825 | | | | Slot 4 /
|-----| |-----|
| Job. Swordsman | | Salia Wristlet | Slot 1 \
| Wpn. [Swd][Bow] | | *Panacea 1 | Slot 2 \ Itm Inventory
| S.Skl. [][][][][] | | Iron Shield 2 | Slot 3 /
| | | | | Magic Shield 2 | Slot 4 /
\=====/

```

BOARD 1: Status Board
~~~~~

A] Primary parameters:
=====

< The Granada hero > POPULAR NAME/nickname of the char.
E.g: Princess of Welt is Sasha's Popular Name, Black Sword Master is Vega's Popular Name...

< Appearance > Face/portrait of the char.

* NOTE: The char who has Popular Name n' Appearance CAN BE RECRUITED!

In the game, you'll see more 7 chars who have Appearances n' P.Names. They are: Richard, Neifa n' Temzin (NPCs), Barbaross, Ernest, Kalra n' Guen (bosses). But how can recruit them?

< [M]/[F] > SEX/GENDER of the char (Male/Female).

< *Holmes > NAME of the char.

< Hidden Hunter > CLASS of the char.

< Lv > LEVEL of the char. It rises when EXP reached or exceeded 100.

< Exp > EXPERIENCE point of the char. When it reached or exceeded 100, the Lv will rise (LvUp).

< Mv > MOVEMENT - the distance that the char can move to. It rises when the char is promoted. It decreases when the char dismounted, or move on inconvenient terrains.

< HP > Hit Point of the char. Could also be called "LIFE".

Once this index reduces to zero, the char will die.

- 50: current HP

- 60: Max HP (MHP)

< Str > STRENGTH of the char - the index which is added to the Physical Atk Power w/ the wpn.

< Skl > SKILL point of the char. Influences on CRT rate.

< Agl > AGILITY point of the char. Influences on Evasion rate n' Speed.

< Def > PHYSICAL DEFENCE point of the char.

< Mag > MAGIC point of the char - the index which is added to the Magical Atk Power w/ the magic.

< Luk > LUCK point of the char. Influences on Evasion n' CRT Evasion rates.

< Wlv > WEAPON LEVEL point of the char. If it's high, the char can use superior wpns.

< W.P > Could also be called "combat power, fighting experience..." of the char. The char w/ high W.P is more formidable.

* NOTE: This is an INCOMPLETE explanation!

< Job > JOB/OCCUPATION of the char. See Board 4 for more details.

* NOTE: Job is not Class!

< Wpn > Weapons usable by the character.

< S.Skl > Special Skills that the char learned.

B] Secondary parameters:

=====

You should collate w/ the Weapon Parameter part below for more details.

< Atc > Physical/Magical Atk Power of the char.

[Formula] Atc (37) = Str + Pow of wpn = Mag + Pow of magic

<<< 23 + 14 >>>

< Rng > RANGE - the distance that the atk can reach. Depends on Atk Range of the wpns.

|_| EQUIP: current wpn of the char. Placed in Slot 1.

< Hit > Accuracy n' Evasion rates.

- 199 is Accuracy rate

[Formula] Hit = Wpn Hit + Sklx3 + Bonus Hit (see Board 4)
+ Environmental Skls + support effects

<<< 199 = 80 + (23x3) + 50 + 0 + 0 >>>

- 118 is Evasion rate (Avo - avoid, Evd - evade)

[Formula] Evd = Aglx2 + Luk - (Weight of Wpn x2) + Bonus Evd (see B4)
+ Environmental Skls + support effects

<<< 118 = (22x2) + 30 - (3x2) + 50 + 0 + 0 >>>

< Crt > Critical n' Crt Evasion rates.

- 80 is Crt rate

[Formula] Crt = Skl + Crt of wpn + support effects

<<< 80 = 23 + (7+50) + 0 >>>

GENERAL EFFECT: Increase Dmg by 2 times!

- 30 is Crt Evasion rate

[Formula] Crt Evd = Luk + support effects

<<< 30 = 30 + 0 >>>

< Def > Physical n' Magical Defences.

- 28 is P.Def

[Formula] Def = Pri. Def + Pow of Physical Shield

<<< 28 = 21 + 7 >>>

- 14 is M.Def (MDf)

[Formula] MDf = Pri. MDf + Pow of Magic Shield

<<< 14 = 7 + 7 >>>

Pri. MDf (7) = Mag (15) / 2, get the integer.

< Spd > Current Speed of the char.

[Formula] Spd = Agl - Wgt of Wpn

<<< 19 = 22 - 3 >>>

When Spd is higher than the enemy by 5 pts, the char can atk 2 times!

C) Additional parameter:

=====

Look at this board for example (in the battle):

```

/=====\  

| Enemy                Your char  |  

|-----\  _____ |  

| ---\  \//  \\.      0          |  

| /-----||  '/\      /|\_     |  

|//\----/-\         '^  \      |  

|/  /\  \  \         /  \  \     |  

|=====|  

| Gazel                | | Holmes  |  

| Dark Dragon          | | Hidden Hunter |

```

```

| *Dark Breath      | | *Salia Saintly Swd |
| HIT 95% ATC 30   | | HIT 98% ATC 40     |
| CRT 0% DEF 30    | | CRT 43% DEF 0      |
\=====/

```

< Dmg > DAMAGE - the injury that you can cause for your enemy.

```

[ Formula ] Dmg = Atc - enemy's Sec. Def
              = Mag - enemy's Sec. MDf

```

< CRT > BATTLE CRT rate.

```

[ Formula ] CRT = Crt - enemy's Luk

```

< HIT > BATTLE HIT rate.

```

[ Formula ] HIT = Hit - enemy's Evd

```

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```

/=====\
| The Granada hero | | Atc. 37  _  | | |
| [M] *Holmes     | | Rng. 1  |_| |
|                  | | Appearance| Hit. 199/118 |
| HP [//// ] 50/60 | | Crt. 80/30 |
| Hidden Hunter   | | Def. 28(14) |
| Lv39 Exp 85% Mv6 | | Spd. 19    |
|=====|
|-----|
| Runan   Shigen   Katri   Attrom |
|-----|
\=====/

```

BOARD 2: Relationship Board

~~~~~

Show other chars that this char can support.

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```

/=====\
| The Granada hero | | Atc. 37  _  | | |
| [M] *Holmes     | | Rng. 1  |_| |
|                  | | Appearance| Hit. 199/118 |
| HP [//// ] 50/60 | | Crt. 80/30 |
| Hidden Hunter   | | Def. 28(14) |
| Lv39 Exp 85% Mv6 | | Spd. 19    |
|=====|
| Str. 23  Skl. 23  Agl. 22  Def. 21 |
| Mag. 15  Luk. 30  Wlv. 20  MHP. 60 |
|=====|
| LVUP HISTORY |
|              |
|              |
|              |
|              |
|              |
|              |
| '-----' |
| 1      10      20      30      40 |
\=====/

```

BOARD 3: LvUp History Board

~~~~~

Show your LvUp process.

-----o-o----< >---o-o-----

```
/=====\  
| The Granada hero | | Atc. 37 | | | |
| [M] *Holmes | | Rng. 1 | |  
| | | | Appearance | Hit. 199/118 | |  
| HP [//// ] 50/60 | | | Crt. 80/30 | |  
| Hidden Hunter | | | Def. 28(14) | |  
| Lv39 Exp 85% Mv6 | | | Spd. 19 | |  
|=====|  
|City 21| Units | | |
|Building 0 |Cvl 2 Inf 14 Amr 5 Bur 3 Swm 9|  
|Meadow 1 |Mag 1 Prs 2 Drg 0 Flr 6 Dvl *|  
|Plain 0 |-----|  
|Forest 0 | Weapons | |  
|Mountain 1 |Swd * Spr 0 Axe 0 Bow 125 Wnd 0|  
|Frontier * |Fir 0 Thd 0 Win 0 Lgt 0 Dak 0|  
|Water 1 |-----|  
|Arena 14| | Total 288 | |  
\=====/  
|
```

BOARD 4: Achievement Board

~~~~~

Show your achievement after each battle.

[ Left board ] Terrains that you've fought on.

There are 7 types of terrain: City (castle+building), Meadow (mdw+plain), Forest, Mountain (mountain+cave), Water (sea+river), Frontier n' Arena.

[ Units ] Units (jobs) that you've eliminated.

- Cvl: cavalry - Inf: infantry - Amr: armored - Bur: burglar - Swm: swdsman  
- Mag: mage - Prs: priest - Drg: dragon - Flr: flyer - Dvl: devil

[ Weapons ] Wpns which you've used.

- Swd: sword - Spr: spear - Axe: axe - Bow: bow - Wnd: wand  
- Fir: fire - Thd: thunder - Win: wind - Lgt: light - Dak: dark

[ Total 288 ] It means you've fought on these terrains 288 times.

\* What's the meaning of these numbers?

-----

- They'll increase after you've eliminated 1 enemy on the respective terrain by your current weapon!

E.g: You've used the Sword to erase a Cavalry in the city. Check this board, you'll see Swd+1, Cvl+1, City+1.

- Once you've erased 250 enemies on this terrain by your current wpn, you'll get the Black Stars (e.g: Swd \*, Frontier \*, Devil \*). It's a limit.

\* What's the effect? Increase Hit n' Evasion rates (Bonus Rates).

-----

[ Formula ] 10 = 1%, 20 = 2% ... 100 = 10%, 250(\*) = 25%

E.g: Swd \*, Frontier \*, Devil \*

It means your Hit n' Evd will increase 50% when you use the Sword to fight w/ devils (25%) on the frontier (25%). Also you can kill them easily!

```

/=====\
| The Granada hero |           | Atc. 37  _  | | |
| [M] *Holmes      |           | Rng. 1  |_| |
|                  | Appearance| Hit. 199/118 |
| HP [//// ] 50/60 |           | Crt. 80/30  |
| Hidden Hunter    |           | Def. 28(14) |
| Lv39 Exp 85% Mv6 |           | Spd. 19     |
|=====|
|                Supporting Terrains                |
| [ ] 1 [FF] 2 [,,] 1 |
| [//] 1 [||] - [;;] - |
| [##] 1 [..] 2 [~~] 2 |
| [><] 1 [/\] - [ii] 2 |
| [<>] 2 ['] - [--] - |
\=====/

```

BOARD 5: Supporting Terrains Board

~~~~~

Show the convenience of terrains that you can fight n' move on.

1 > 2 > 3 > 4 > -

(1) is the best, (4) is the worst, n' (-) is nothing - it means you can't fight n' move on this terrain.

```

=====
4/ GENERAL STRATEGY \=====
=====

```

- * Watch all conversations, all events! Maybe you don't understand them, but they're very important. W/ me, they're clues.
- * Complete all conversations! After most conversations, you'll have 2 options. Just select the first!
- * Try to recruit all playable chars, n' also LvUp them! One important thing: you can't use all of them. Therefore, just focus on your favourite chars! Once your chars are WELL-TRAINED, you need no worry about them. Besides, don't let anyone die.
- * Protect all your Main Chars (Runan, Enteh, Holmes, Katri, Shigen, Sennet n' Tia) carefully! If one of them dies, the game will over! However, you'll replay from the start of this map, not from the beginning!
- * Keep flying units away from bows!
- * In Runan's route: the chance to train your army is low. Therefore, don't ignore the arena in Map 7. N' let Runan defeat all bosses!
- * In Holmes's route: you'll have a good chance to train your army, it's a Zombie Island! Don't miss it! After recruited a new char, you should go back there to train him (her).
- * In the battle:
 - DON'T UNDERRATE YOUR ENEMIES!
 - Check enemy's movement carefully. Check n' heal your HP frequently!
 - Use the wpn w/ HIGH ACCURACY n' LIGHT WEIGHT.
 - Use all profitable elements (terrain, support, special effects...) to

1] Legends:

- -][: bridge

2] New characters (6):

- - Runan.
- Arkis.
- Kreiss.
- Garo.
- Sasha: Let Runan talk to her.
- Kate: After Sasha is recruited.
* Conversations / Conditions / Effects
- Runan > Sasha / none / Sasha joins.

3] Items:

- - (1): Iron Swd - (4): Amulet
- (2): WLV Plus - (5): Wooden Shield
- (3): Sea Skl - (6): Herb

Look at the Iron Swd you've just found, you will see Crt+1. What's the matter? See "Weapon List" part. VERY NECESSARY!

* Spoil: Herb

NOTE: Spoil means "valuables taken by violence (especially in war)".

4] Strategy:

- - Collect all items, then go to the bridge.
- Wait until Sasha n' Kate are attacked. The bridge will take down. Just recruit them. And let your team stand beside Sasha within 3 blocks to use the Support effect from her Charisma Skl.
- Eliminate all enemies. Check their movement!
- Weaken the boss, n' let Runan finish him.

-----o-o---< >---o-o-----

/~~~~~\
| Before MAP 2 |
\~~~~~/

You will go to Beruje town, n' can recruit a new ally.

WEAPON SHOP

~~~~~  
Iron Swd - 1000g  
Steel Swd - 1500g  
Iron Spr - 1200g  
Hand Spr - 640g  
Crossbow - 1320g  
Healing Wand - 2200g

ITEM SHOP

~~~~~  
Herb - 1200g

Wooden Sld - 2000g
Amulet - 5000g

New characters:

Lee - Ezekiel - Narron - Luke (or Ruka)

* Tip: Just select Narron. He is one of the most formidable characters in the game!

About others? What's happen if you choose one of them?

- Lee: after Map 2, he'll give a DEF Wand for Plum.
- Ezekiel: to recruit Leteena. However, you can do this in Holmes's route.
- Luke: in Map 4, he'll get a Hand Bow (Crt+30) from Raquel. N' help her to absolve the sacrament "Never Kill Human" later.

Buy some wpns n' itms if you want. Then, let's go to Map 2. Note: Sasha n' Kate won't join in this map.

=====
-----] << MAP 2 >> [-----
=====

```

/~~~~~\
|
|      E
|
|      1
|      WS 2 3
|
\~~~~~\

```

MISSION

~~~~~

Seize the building.

#### BOSS

~~~~~

[Name] Yazam

Class: Bandit

HP 26 - LV 3 - Mv 4

Str 8 - Skl 2 - Agl 4 - Def 5 - Mag 0 - Luk 9 - Wlv 3

<> Weapon: Saber

WEAPON SHOP

~~~~~

Iron Ax - 880g

Armor Slayer - 1200g

Iron Bow - 1200g

#### EQUIPMENT

~~~~~

- Units: 5

1] Legend:

- B: boss - E: Enteh.

2] New characters (6):

- Raffin.
- Estelle.
- Julia.
- Enteh.
- Bart.
- Plum.
- * Conversations / Conditions / Effects
- Arkis <> Estelle / none / support up
- Julia <> Runan / none / (?)
- Enteh <> Runan / none / support up
- Bart > Plum / Plum isn't recruited / Bart gets Horse Slayer.
- Bart <> Plum / Plum is recruited / support up

3] Items:

- (1): MHP Plus
- (2): Let Enteh (or Bart) go in, you'll get a Gold Bag. The next person will get a Fruit. Finally is Plum, she'll get a Hand Mirror.
- (3): Let Bart go in before Enteh! He'll get a Horse Slayer.

* Spoil: Gold Bag.

4] Strategy:

- Move Enteh n' Bart to the village ASAP! Then, move Cavaliers down. N' move Julia up to block those bandits, don't let them attack the village!
- Just defend until eliminated all enemies, except the boss. Let Enteh heal injured units. Complete all conversations. Buy the Armor Slayer for Bart!
- * Tip: this is your chance to promote Narron. Use other characters weaken some enemies, then let Narron finish them. W/ his Golden Star Skl, he'll earn a ton of EXP!)
- About the boss, weaken him first, then let Runan finish him (be careful, his Evasion is high). But wait! Give Narron the Hand Spr of Kreiss, then atk the boss. He'll miss, but he'll earn 20-25 EXP. Try to LvUp him to LV6-LV8.
- Kill the boss, n' seize the castle.

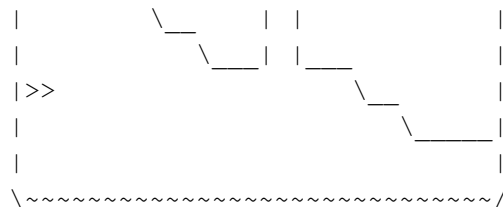
[#] After this map, back to Beruje, you'll receive 10000G. Buy some wpns n' itms. Now, prepare for the next battle.

-----] << MAP 3 >> [-----

```

/~~~~~\
|
|           | WS 1 2 3 |
|           | IS 4 5 6 7 |
|_____ |_____ |
| \_____ ]_ [

```



Back to Map 1

MISSION

~~~~~

Eliminate all enemies.

#### BOSS

~~~~~

[Name] Ellis

Class: Commando Knight

HP 25 - LV 5 - Mv 7

Str 7 - Skl 6 - Agl 5 - Def 6 - Mag 0 - Luk 3 - Wlv 7

<> Weapon: Steel Spear

<> Item: Herb

EQUIPMENT

~~~~~

- Units: 10

- Shields n' healing itms for Raffin, Bart, Julia, Runan.

- Recommended chars: Runan, Enteh, Raffin, Bart, Garo, Julia, Kate, Sasha, Plum, Narron.

- Equip Killer Spr for Raffin. Killer Blade for Julia. Amulet n' Rapier for Runan. Horse Slayer for Bart.

#### 1] New characters (0):

- Sasha, Kate will be back.

- Narsus: He won't join now, but you MUST talk to him! Let Runan visit (7).

\* Conversations/ Conditions / Effects

- Runan > Narsus / none / To recruit some other chars, n' Narsus will join later.

#### 2] Items:

- (1): Hero Proof

- (4): Limit Proof

- (2): Re-movement Book

- (5): LUK Plus

- (3): Sea Skl (if you missed it in Map 1)

- (6): Iron Spr (Crt+1)

\* Spoil: Crossbow, Wooden Shield, Gold Bag.

#### 3] Strategy:

- First, move Raffin to guard the bridge, block these enemies, don't let them attack the village. Check their movement! Then, move some chars w/ high Str, Spd n' Def forward.

- Kill all mounted archers first! But don't move so far. Use all profitable elements (terrain, support...) to make the battle become easier. All the enemies are cavaliers, therefore, Rapier n' Horse Slayer are your best choices! CHECK N' HEAL YOUR HP CAREFULLY!

- Some mounted bandits will appear from (>>). Don't care about it, let weak chars take care of them to get more EXP.

- Get all itms. Anything else? Weaken the boss, n' finish him!

\* My tip: just LvUp Narron to LV10 in this map, then promote him by the Knight Proof. Wow, just look at his stats now, VERY IMPRESSIVE! He'll become a Golden Knight - one of the strongest n' most formidable chars!

[#] After this map, a conversation will occur between Julia n' Garo. You'll have 2 options:

- 1) Support up
- 2) Nothing

=====  
-----] << MAP 4 >> [-----  
=====

```

/~~~~~\
|F|1|_____F_____/\   |
| | []_____ [] ----- |
|F|^/  F      F      \  / Lake |
| |^\\_____ \\ \\      |
|F/_____ []34\\  \\ ----- |
|/  F      \  /  F  | .-----| | |
|\_____ / /      | | F  |
|\ Castle      | F F | | 2  |
|/              |_____ / '-----|
|___V_____ []      |
\~~~~~\

```

#### MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[ Name ] Roger

Class: Paladin

HP 29 - LV 5 - Mv 8

Str 10 - Skl 14 - Agl 11 - Def 8 - Mag 0 - Luk 3 - Wlv 9

<> S.Skl: Counter-Atk, Large Shield, Castle

<> Weapon: Steel Spear, Armor Slasher

[ Name ] Mel

Class: Troubadour

HP 22 - LV 3 - Mv 7

Str 2 - Skl 6 - Agl 8 - Def 3 - Mag 6 - Luk 8 - Wlv 6

<> Weapon: Epee, Healing Wand

They're playable chars, but not this time!

#### EQUIPMENT

~~~~~

- Units: 10

- Bring 4 female chars!

- Recommended chars: Runan, Enteh, Raffin, Julia, Sasha, Kate, Narron, Bart.

- Equip Amulet for Raffin.

1) Legend:

- F: forests - V: Vega

- []: forts * /, \, -, | : forest borders

2] New characters (3):

- Mahter.
- Raquel: Let Sasha visit (1).
- Vega: Turn 2. Let Julia talk to him, or he'll come to talk w/ her.
 - * Conversations / Conditions / Effects
- Sasha <> Mahter / none / support up
- Julia <> Vega / none / Vega joins
- Sasha > Raquel /none / Raquel joins
- Raffin <> Roger / they atk each other / (?)

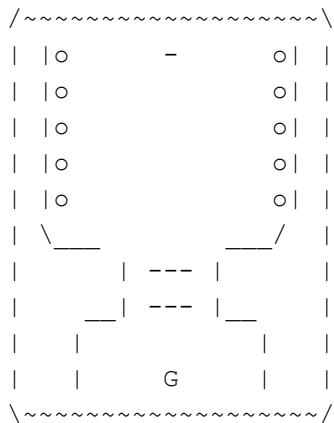
3] Items:

- Fruit: Vega will give it for Julia - (2): Long Healing Wand
- * Spoil: Saber

4] Strategy:

- DON'T kill Roger or Mel!
- Let Narron, Raffin n' Sasha head to the west. Take care of 2 archers in the forests. Guard (1), n' kill the bandits from (^) by using Raffin. Then, recruit Raquel.
- Move Julia to (3), erase all enemies nearby (by her, or using others). Wait until Vega meets her (or you can talk to Vega). Watch they duel (don't worry ^_^) n' Vega will join!
- When Roger n' Mel begin to move, just gather ALL male chars to the start location. Let Raffin go down, then stay at (3) or (4) to entice Roger (hee hee), n' arrange ALL female chars beside him. But don't equip the Killer Spr for him now, 'cos he can kill Roger. Check Roger's movement!
- Roger will atk Raffin after a long conversation. After that, use all female chars to surround Roger, he won't atk them (a gentle guy, huh? ^_^)
- Now, get the Long Healing Wand (give it to Enteh), clear all the map, n' seize the castle!

=====
-----] << MAP 5 >> [-----
=====



MISSION

~~~~~

Eliminate all enemies.

BOSS

~~~~~

[Name] Dagon

Class: Dark Bishop

HP 31 - LV 12 - Mv 4

Str 0 - Skl 8 - Agl 8 - Def 7 - Mag 13 - Luk 11 - Wlv 4

<> S.Skl: Transmission

<> Weapon: Black Hole

<> Item: *Panacea

NPC

~~~~~

[ Name ] Shilphy

Class: Saintly Woman

HP 28 - LV 17 - Mv 5

Str 0 - Skl 9 - Agl 11 - Def 7 - Mag 11 - Luk 6 - Wlv 6

<> Weapon: Long Healing Wand

<> Item: Elixir

EQUIPMENT

~~~~~

In this map, you'll fight inside the building. Therefore, all mounted units n' flying units can't ride their horses. It's mean they'll become infantries, n' some index (Str, Spd, Def, Mv...) will decrease a bit. They can use Swd only, except Raffin can use both Swd n' Spr.

- Units: 8

- Recommended chars: Runan, Enteh, Raffin, Narron, Vega, Julia, Bart, Kate.

1] New characters (2):

- Maruju: Let Enteh talk to him, or he'll come to talk w/ Enteh.

- Zeek: Let Runan talk to him, or he'll come to talk w/ Runan.

* Conversations / Conditions / Effects

- Enteh <> Maruju / none / Maruju joins

- Runan <> Zeek / none / Zeek joins

2] Items: *Miracle Wind

* Spoil: Dragon Spr (random)

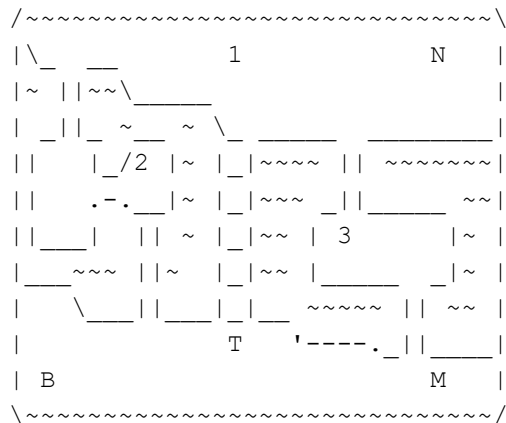
3] Strategy:

- Move your strongest chars up to take care of the enemies ASAP. Be careful w/ the King Cobra Magic of Dark Mages! Check their movement.

- Recruit Zeek n' Maruju. Then clear this map.

* About Zeek: he is one of the strongest n' useful chars. His index goes up very impressive! But, what a pity, he'll betray you later (go away at M24, become your enemy at Map 31 n' Map 39). What should you do? Just use him. If not, you'll encounter w/ more troubles. What will happen, when you meet him later? Nothing, don't worry.

- After this map, Maruju will get a *Miracle Wind - his own wpn!



MISSION

~~~~~

Defeat Domes.

BOSS

~~~~~

[Name] Domes

Class: General

HP 43 - LV 7 - Mv 4

Str 13 - Skl 10 - Agl 7 - Def 15 - Mag 0 - Luk 7 - Wlv 16

<> Weapon: Iron Claymore

EQUIPMENT

~~~~~

- Units: 12

- Recommended chars: Runan, Enteh, Raffin, \*Narron, Vega, Julia, Mahter, Bart, \*Zeek, Maruju, Kate, \*Sasha.

- Arrange your team:

Group 1: Runan, Enteh, Sasha, Zeek, Bart, Mahter. Group 2: Vega, Raffin, Julia. Group 3: Narron, Maruju, Kate.

- Equip Hand Spr for Narron.

-----

1] Legend:

-----

- 1-3: your groups - B: boss - T: tank - |\_|: bridge

- M: Mel - N: Norton - ~: river

-----

2] New characters (2):

-----

- Mel: turn 2. Cleared Map 4 w/o killing her n' Roger. Talked to Narsus in Map 3.

- Norton: turn 3. Let Sasha talk to him.

\* Conversations / Conditions / Effects

- Sasha > Norton / none / Norton joins

- Sasha <> Mel / none / Sasha gets a Pegasus Flute

- Mel <> Maruju / none / support up

-----

3] Items:

-----

- Iron Bow (spoil) - Pegasus Flute: Sasha, Mel talk to each other.

-----

4] Strategy:

-----

- Group 2 n' 3: eliminate these Ballistics first, n' clear all enemies

- nearby! Then go down, kill the Mage n' the Cleric. Next targets are the archers. Close combat is the best choice here! Let Narron erase them all!
- Group 1: move Zeek, Sasha to the east (don't go so far) n' wait. When Norton appears, use Zeek to kill all the troops, then recruit him. But, check Norton's movement carefully, if not, Zeek can kill him.
  - About others? Go down, take care of the tank n' the armored knights. Use Bart w/ the Armor Slayer, Runan w/ the Rapier, or Mahter w/ the Epee. One important thing: HEAL!
  - Now, complete all conversations n' defeat Domes. Weaken him by Narron, Zeek, then finish him by Runan (if Domes is still alive ^\_^ )

```
=====
-----] << MAP 7 >> [-----
=====
```

```

/~~~~~\
| B   |   1   G1   | | |
|     |         |
| !   |----O----||----O----\ |
| !   |         |           T  | |
| !   |----O----[]----O----O |
| !--> < N         | |
|     |         (A) 2   | |
|--||---O---\     3 WS G2 | |
|     |   IS         O   |
| R   O             | |
\~~~~~/
```

MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[ Name ] William

Class: General

HP 32 - LV 5 - Mv 4

Str 8 - Skl 8 - Agl 5 - Def 11 - Mag 0 - Luk 7 - Wlv 13

<> Weapon: Sword Breaker (spoil)

WEAPON SHOP

~~~~~

Iron Swd - 1000g

Steel Swd - 1500g

Steel Spr - 1200g

Javelin - 1500g

Crossbow - 1320g

Steel Ax - 1560g

Thunder - 2400g

Healing Wand - 2200g

ITEM SHOP

~~~~~

Fruit - 1200g

Repair Hammer - 8000g

Iron Sld - 2000g

EQUIPMENT

~~~~~

- Units: 12

- Recommended chars: Runan, Enteh, Raffin, *Narron, Vega, Julia, Norton,

*Bart, *Zeek, Maruju, *Mel, Sasha.

Arrange Raffin, Bart in group 1. Narron, Zeek, Mel, Norton in group 2.

1] Legend:

- - G1,2: your groups - R: Roger
- []: closed gate - T: Tom
- O: forts - B: boss
- (A): arena

2] New characters (2):

- - Tom: Let Bart talk to him.
- Roger: turn 9. Let Mel talk to him.
* Conversations / Conditions / Effects
- Bart > Tom / none / Tom joins
- Mel > Roger / none / Roger joins
- Roger <> Runan / Roger is recruited / (?)

3] Items:

- - (1): Armor Slasher - (2): Bridge Key - (3): Gladiator Skl

* Spoil: Thunder, Healing Wand, Sword Breaker

4] Strategy:

- - Group 1: Let Raffin get the Armor Slasher, go down w/ Bart n' Runan to take care of the armored knights n' the tanks. Look at the brick-red tank, this is Tom, talk to him w/ Bart. About the archers on the forts? Ignore them, kill them later.
- Group 2: Destroy the closed gate w/ Zeek n' Narron. Then, move them to (<) to eliminate all the enemies from (!->)
- When Roger appears, just gather your team, n' let Norton stay at (N) to prevent Roger, but don't block the gate. After he's attacked, let Mel talk to Roger at once, then erase all the mounted troops.
- Who else? The cleric, the archers on the forts. Buy Javelins for Narron, Raffin, Zeek, Roger, n' kill them. Get all itms (give the Gladiator Skl for Runan).
- About the boss: his wpn is Sword Breaker! Therefore, just use Spears or Magic to weaken him, then finish him. Finally, seize the castle!
- After this map, you'll receive 20000G!

5] The arena:

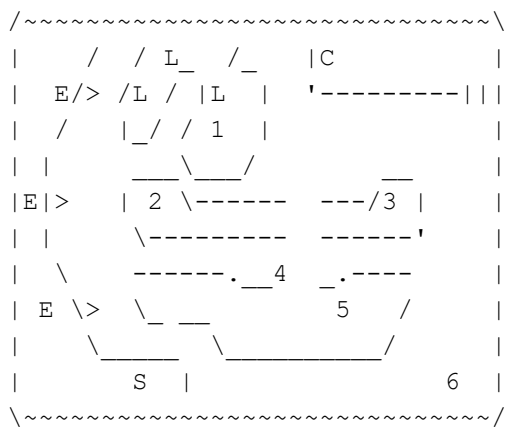
- This is your chance to promote some units. HOWEVER, BE CAREFUL, IT'S NOT EASY! Why so? When you enter there to duel, the opponents you fight will usually be stronger than your characters, especially mages! It means you can die whenever! Don't worry, this is my tips:
- Do you still remember the Iron Swd (found in Map 1) n' the Iron Spr (Map 3)? Upgrade them to the "blue star" wpns by using Narron n' Zeek (also LvUp them).
- After that, give to some chars whom you should LvUp: Raffin, Runan, Norton, Roger.
- About others: Vega, Julia, Mahter, Sasha...? Ignore them, you'll have

another chance in Holmes's route.

- Just use Repair Hammers to repair your wpns. Don't forget the Iron Shield! When your chars are injured, heal them.
- Select your opponents: before each battle, you'll have some information about your opponents, include their pictures. Just avoid Black Sages, Sword Masters, Golden Knights (you can win, but don't be adventure) by press X to quit. Use specific wpns to fight, e.g: the best selection for Runan (equipped w/ Rapier) is Armored Knights or Cavaliers.
- Sometimes, you'll encounter w/ Dark Cavaliers or Infantries. Just duel w/ only ONE unit, you'll get a Dragon Spr (from Infantries) or a Lunar Swd (from Cavaliers)! HOWEVER, THE CHANCE IS RANDOM N' VERY LOW! You can get them quickly, or waste a ton of times (2-3 hours)!

* My tip: you should get AT LEAST 1 Lunar Sword!

```
=====
-----] << MAP 8 >> [-----
=====
```



MISSION

~~~~~

Enter the castle.

EQUIPMENT

~~~~~

- Units: 10
- Recommended chars: Runan, Enteh, Raffin, Narron, Vega, Julia, Roger, Bart, Zeek, Maruju.

1] Legend:

- L: lava zone - C: castle
- S: ship - E: landing positions of enemy

2] New characters (3):

- Yuni.
- Xeno.
- Katri.
- * Conversations/ Conditions / Effects
- Xeno <> Runan / none / (?)
- Xeno <> Katri (human form) / none / support up

3] Items:

- (1): Thunder Shield - (4): Iron Shield
- (2): Thunder Sword - (5): AGI Plus
- (3): Elixir - (6): Knight Proof

* Spoil: Fruit

4] Strategy:

- Move Runan, Raffin to (6) to gain EXP (kill Zombies n' Mummies). Yuni: get all itms in the chests, Xen0: kill some Zombies.
- About Katri: ignore her. She'll self-transform into Fire Dragon! After that, get her out of the lava zone (in the human form).
- Turn 5, the enemies will appear n' land to (E). Take care of them.
- After cleared all, enter the castle.

THE FIRST TEAM DIVISION

- Give all money to Holmes's team, just keep 2 Gold Bag. Why so? I'll explain it later.
- Also give these: Knight Proof, all Plus Potions, "blue star" Iron Swd, Lunar Swd.
- Arrange chars between 2 teams: (* chars must/should be in this team. The others, you can arrange them freely). This is my way:
<> Runan's team: *Runan, *Enteh, *Plum, *Maruju, Narron, Raffin, Zeek, Arkis, Kreiss, Roger, Mel.
<> Holmes's team: all other chars.

NOTES:

- Garo n' Katri will automatically join Holmes's army.
- You can't sever Roger n' Mel.

-----o-o----< >---o-o-----

/~~~~~\
| Before MAP 9 |
\~~~~~/

- Across the sea, n' go to the port. Here, you'll meet a new char: Meriah.

WEAPON SHOP
~~~~~

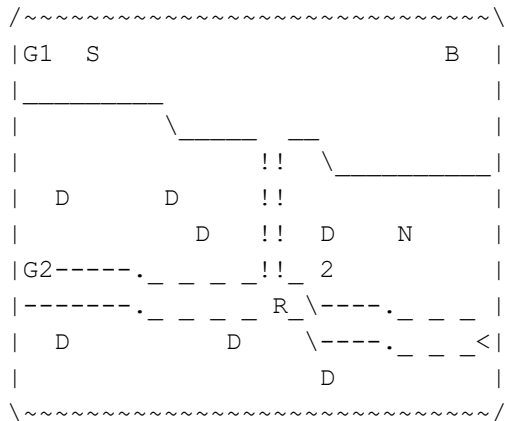
- Iron Claymore - 2000g
- Epee - 1320g
- Killer Blade - 2880g
- Hand Spr - 640g
- Hand Ax - 600g
- Hand Bow - 500g
- Fire - 2400g
- Healing Wand - 2200g

ITEM SHOP  
~~~~~

- Elixir - 3000g
- Repair Hammer - 8000g
- Wooden Sld - 2000g
- Amulet - 5000g

- Now, go to the next castle. You'll meet Richard n' Tia.
- Then, head to M9.

=====
-----] << MAP 9 >> [-----
=====



MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[Name] Chamos (He's not the real boss)

Class: General

HP 32 - LV 18 - Mv 4

Str 12 - Skl 11 - Agl 8 - Def 14 - Mag 0 - Luk 3 - Wlv 10

<> Weapon: Silver Sword

<> Item: Steel Shield

[Name] Dagon (The real boss - turn 8)

Class: Dark Bishop

HP 31 - LV 12 - Mv 4

Str 0 - Skl 8 - Agl 8 - Def 7 - Mag 13 - Luk 4 - Wlv 4

<> S.Skl: Transmission

<> Weapon: Black Hole, Hell Fire (spoil)

<> Item: Fruit

SECRET SHOP

~~~~~

Thunder Swd - 3450g

Sword Breaker - 2400g

Evade Swd - 2520g

Long Healing Wand - 4500g

EQUIPMENT

~~~~~

- Units: 12

- Recommended chars: Runan, Enteh, Plum, Maruju, Narron, Raffin, Zeek, Roger, Mel.

Arrange Narron, Zeek, Raffin (or all Cavaliers) in Group 1.

- Equip Shields for Raffin n' Runan. L.H.Wand for Enteh. Javelins for Zeek, Roger n' Narron. "Blue star" Iron Spr for Raffin.

1] Legend:

- G1,2: your groups - N: Narsus
- D: desert - B: boss
- S: secret shop - !,-,-\: roads

2] New characters (1):

- Meriah.
- Narsus: Let Runan talk to him.
 - * Conversations/ Conditions/ Effects
- Runan > Narsus / none / Narsus joins

3] Items:

- *Guild Key (hidden): 2 blocks to the right from Narsus's location. Let him stand there.
- * Spoil: Hell Fire
- * Secret shop: you must use the Guild Key to enter.

4] Strategy:

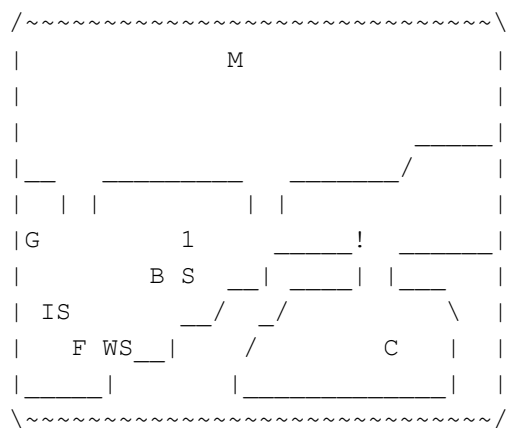
- Group 2: head to the east n' stay at (2), in the desert.
- Group 1: head to the east n' clear all the enemies! Let Raffin go down n' stay at (R), intercept the road. CHECK N' HEAL YOUR HP FREQUENTLY!
- Enemy's reinforcements will appear at (<), turn 4. This is the chance to LvUp Raffin (reach to LV20-30 if you can).
- After cleared all enemies, seize the castle. But wait, one more thing!
- Get the *Guild Key n' the Gold Bag from Narsus, 'cos after this map, he'll go away w/ 1/2 of your money! That's the reason why I told you to give all your money for Holmes's team. About Narsus, he'll join again in Map 25.

[#] After this map, Runan will get a Steel Shield - a gift from Chamos.

=====

-----] << MAP 10 >> [-----

=====



MISSION
~~~~~  
Seize the castle

BOSS  
~~~~~  
[Name] Pavlov
Class: Duke
HP 26 - LV 3 - Mv 4
Str 7 - Skl 4 - Agl 4 - Def 7 - Mag 4 - Luk 9 - Wlv 12
<> Weapon: Steel Claymore (spoil)

WEAPON SHOP

~~~~~

Steel Claymore - 2500g  
Saber - 660g  
Tomahawk - 2560g  
Iron Bow - 1200g  
Steel Bow - 2000g  
Fire - 2400g  
Wind - 2640g  
Healing Wand - 2200g

## ITEM SHOP

~~~~~

Herb - 1200g
Fruit - 2100g
Wooden Sld - 2000g
Iron Sld - 4000g

EQUIPMENT

~~~~~

- Units: 12  
- Recommended chars: Runan, Enteh, Plum, Maruju, Narron, \*Raffin, Zeek, Roger, Mel, Meriah.

-----

### 1] Legend:

-----

- G: your group - S: Sharon  
- C: castle - B: BillFord  
- F: secret shop - M: Mintz

-----

### 2] New characters (3):

-----

- Sharon: Let Raffin talk to her.  
- BillFord: Let Sharon talk to him.  
(or clear the map w/o killing them. However, recruit is the best way)  
- Mintz: Let him go into the castle, then seize it.  
- Rennie: After Mintz entered the castle, just wait a turn. You'll see Rennie run away. Seize the castle. You'll be able to recruit her again at Map 17.  
(or seize the castle after Mintz entered it. However, it's impossible)  
\* Conversations / Conditions / Effects  
- Raffin > Sharon / none / Sharon joins  
- Sharon > BillFord / Sharon is recruited / BillFord joins

-----

### 3] Items:

-----

- Dragon Flute: enter the secret shop to buy it (price: 10000G).

\* Spoil: Steel Claymore

-----

### 4] Strategy:

-----

- Recruit Sharon n' BillFord. Let Plum enter (1). Take care of all enemies nearby (one of them is equipped w/ the Sword Breaker). Then buy a Dragon Flute. N' wait. Don't go up now!  
- When Mintz goes down, move Runan n' BillFord to the east, then stay at(!).

- After Mintz entered the castle, wait a turn, then atk. Other chars: go up n' clear all! Finally, seize the castle.

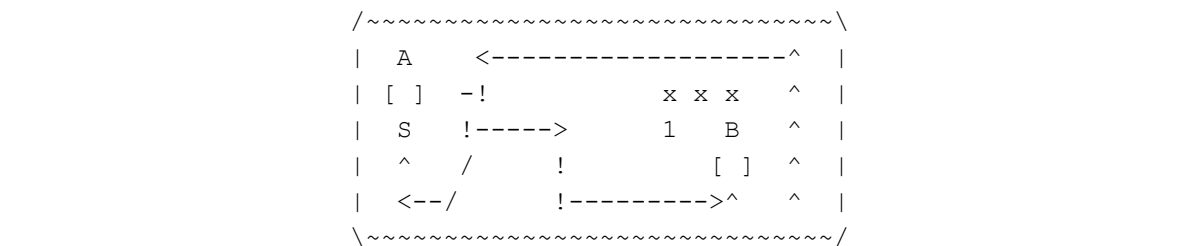
[#] After this map, a conversation will happen between Sharon n' Raffin. You'll have 2 options. Select the first. Raffin will transform into Dragon Knight!

-----o-o---< >---o-o-----

-----  
<<< HOLMES'S ROUTE >>>  
-----

- First, go to Zombie Island to train your team! You'll earn 80 EXP from Mummies, n' 20 EXP from Zombies. Just well-train your chars! If you don't satisfy w/ the result, you can replay by using the Soft Reset Function.
- These chars should be well-trained: Holmes, Xeno, Vega, Julia, Yuni, Mahter, Sasha.
- Back to M5. Maruju will get a \*Sylph n' Mel will get a \*MAG Wand (if they were here).
- Back to M7 to recruit a new char. Just select Lionel. Then back to Zombie Island to well-train him, n' promote him!
- On your way, you'll face some enemies. Erase them all. You'll get some spoils after each battle.
- After that, go to M11.

=====



MISSION

~~~~~

Get a Hero Proof n' eliminate all enemies.

BOSS

~~~~~

[ Name ] Yazam

Class: Bandit

HP 33 - LV 17 - Mv 4

Str 11 - Skl 6 - Agl 8 - Def 8 - Mag 0 - Luk 5 - Wlv 10

<> Weapon: Silver Sword (spoil)

<> Item: Elixir, Wooden Shield

EQUIPMENT

~~~~~

Like Map 5, you'll fight inside the cave. Therefore, all mounted units n' flying units will become infantries, n'...(see "Map 5" again ^_^)

- Units: 8

- Recommended chars: Holmes, Katri, Lionel, Xeno, Vega, Julia, Bart, Mahter.

1] Legend:

- S: Samson - ^,/,-->: the ways that you can move
- A: Alicia - []: closed gates - B: boss

 2] New characters (2):

- Samson.
- Alicia. Being captured.
- * Conversations / Conditions/ Effects
- Samson <> Alicia / none / (?)

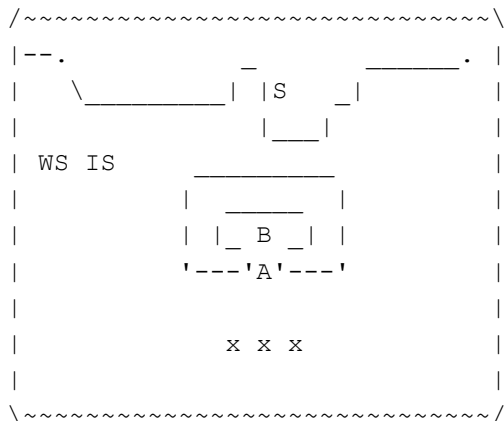
 3] Items:

- (1): Hero Proof
- * Spoil: Silver Swd, Fruit, Wooden Sld

 4] Strategy:

- Head to the west ASAP n' clear all the enemies (Lionel is the best choice w/ his Mv index). Watch these archers.
- Let Samson block the way to the dungeon to protect Alicia.
- Rescue Alicia (use Holmes or Yuni). Then, head to the east, open the gate, kill the boss, get a Hero Proof, n' clear the map!

=====
 -----] << MAP 12 >> [-----
 =====



MISSION

~~~~~  
 Seize the building.

BOSS

~~~~~  
 [Name] Doruk (turn 3)
 Class: Dark Priest
 HP 21 - LV 3 - Mv 3
 Str 0 - Skl 2 - Agl 3 - Def 3 - Mag 6 - Luk 8 - Wlv 5
 <> S.Skl: Summons
 <> Weapon: Skeleton Wand, Long Healing Wand

WEAPON SHOP

~~~~~  
 Iron Ax - 880g  
 Steel Ax - 1560g

Horse Slayer - 2200g  
Steel Bow - 2000g

ITEM SHOP  
~~~~~

Herb - 1200g
Bridge Key - 2000g

EQUIPMENT
~~~~~

- Units: 12  
- Recommended chars: Holmes, Katri, Lionel, Xeno, Vega, Julia, Bart, Mahter, Sasha, Samson, Alicia, Garo.

-----  
1] Legend:  
-----

- S: ship - A: Attrom - B: boss

-----  
2] New characters (1):  
-----

- Attrom.

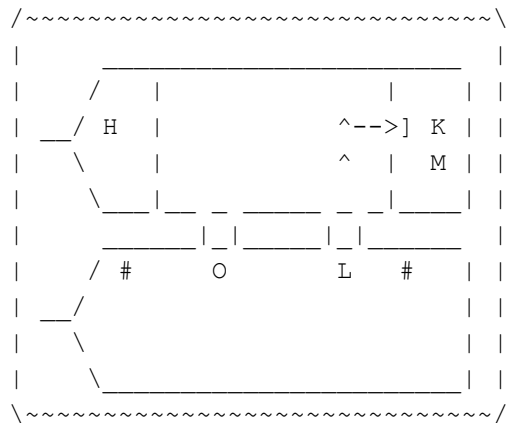
-----  
3] Items:  
-----

\* Spoil: Steel Ax, Shield Swd, Armor Slayer, Wind, Long Healing Wand

-----  
4] Strategy:  
-----

- Kill 3 axe bandits (x) first! Move Attrom down, n' protect him.  
- Clear all, n' seize the building!

=====  
-----] << MAP 13 >> [-----  
=====



MISSION  
~~~~~

Defeat Maerhen.

BOSS
~~~~~

[ Name ] Maerhen  
Class: Bandit  
HP 28 - LV 15 - Mv 4



Str 9 - Skl 2 - Agl 4 - Def 4 - Mag 0 - Luk 1 - Wlv 6

<> S.Skl: Burglar, Steal, Open

<> Weapon: Saber

<> Item: Fruit, Iron Shield

EQUIPMENT

~~~~~

- Units: 12

- Recommended chars: Holmes, Katri, Lionel, Xeno, Vega, Julia, Bart, Mahter, Sasha, Samson, Alicia, Attrom.

Arrange your team. L: Lionel, #: Sasha n' Mahter, O: others. Equip them w/ long-range wpns (Magic, spr,...)

1] Legend:

- K: Krisheena - M: Maerhen

2] New characters (2):

- Krisheena: Joins after you go into the enemy ship.

- Maerhen: Defeat him.

3] Items:

* Spoil: Thunder Swd, Fruit, Harpy Wand

4] Strategy:

- Let Lionel atk first. An event will occur. After that, move him to the right ASAP, kill the archer first. Send 2 chars (Xeno, Holmes) n' the right Pegasus knight follow him. Move the left Pegasus knight up, kill the Dark Priest on the prow (H) AT ONCE! Be careful w/ these Harpies.

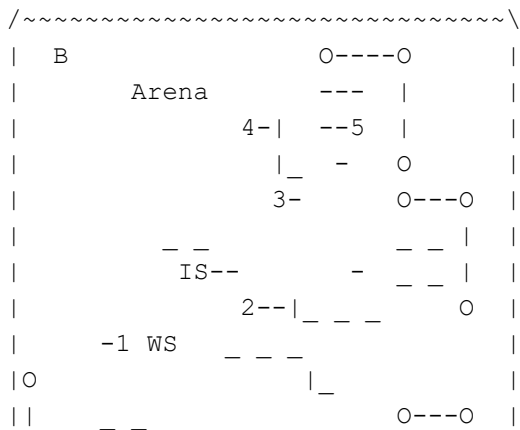
- Clear the deck, n' defeat Maerhen.

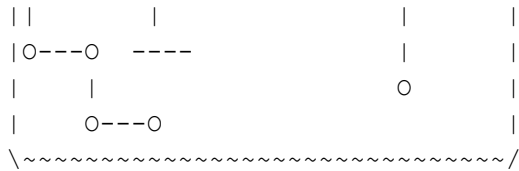
-----o-o---< >---o-o-----

- Go ahead. You'll meet Richard n' Tia again.

- Keep going. A conversation will occur between Shigen n' Krisheena. Select the first!

=====
-----] << MAP 14 >> [-----
=====





MISSION

~~~~~

Seize the building.

WEAPON SHOP

~~~~~

- Epee - 1320g
- Armor Slasher - 2200g
- Javelin - 1500g
- Blizzard - 3000g
- Healing Wand - 2200g

ITEM SHOP

~~~~~

- Magic Sld - 8000g
- Door Key - 500g

EQUIPMENT

~~~~~

- Units: 12
- Put Vega, Shigen n' Krisheena in your team.
- Recommended chars: Holmes, Katri, Lionel, Xeno, Vega, Julia, Krisheena, Mahter, Sasha, Samson, Alicia, Shigen.

1] Legends:

- A: arena - B: building

2] New characters (1):

- Plum: if you sent her in the house at Map 10 in Runan's route. Let Holmes enters (4). She learned a Dance Skl!
- * Conversations / Conditions / Effects
- Vega <> Shigen / put them n' Krisheena in your team / support up

3] Items:

- (1): Repair Hammer - (2): Limit Proof - (3): Hero Proof

* Spoil: Fruit, Killer Blade, Herb, Wooden Shield, Gold Bag x 3

* Secret shop (5): to repair all "red star" wpns. Price: 600G!

4] Strategy:

- Shigen will automatically duel w/ Vega! After that, just heal them.
- Clear the map, then seize the building.
- You should let strongest chars (Lionel, Vega, Julia) enter the arena to gain more money. N' don't forget Yuni. W/ a Steal Skl, she can collect more wpns n' itms after each battle!

5] Treasure boxes:

After clear this map, you'll have a chance to get some treasures! But, you can get 5 objects only, include wpns n' itms. What will you choose now?

```

|-----|
|  1  2  3    15 16 17 |
|  4  5  6    18 19 20 |
|  7  8  9    21 22 23 |
| 10 11 12    24 25 26 |
| 13 14      27 28    |
|-----|

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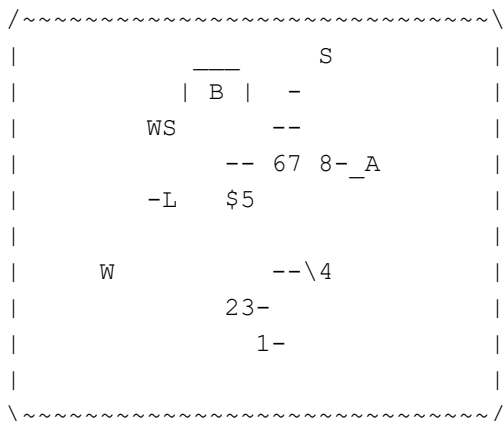
- (1), (5), (9), (11), (12), (14), (15), (19), (20), (24): Gold Bags
- (2): Sage Proof - (10): SKL Plus - (22): Knight Proof
- (3): MAG Plus - (13): Steel Shield - (23): AGI Plus
- (4): DEF Plus - (16): Armor Slasher - (25): Hero Proof
- (6): Long Healing Wand - (17): Repeat Crossbow - (26): *Panacea
- (7): Magic Shield - (18): WLV Plus - (27): Hell Fire
- (8): LUK Plus - (21): POW Plus - (28): MHP Plus

* My tip: just get Knight Proof, Hero Proof, Sage Proof, *Panacea n' WLV Plus.

=====

-----] << MAP 15 >> [-----

=====



MISSION

~~~~~

Enter the building.

SECRET SHOP

~~~~~

- Hero Swd - 7000g
- Hero Spr - 6400g
- Hero Ax - 4500g
- Hero Bow - 4800g

WEAPON SHOP

~~~~~

- Saber           - 660g
- Scimitar       - 2800g
- Killer Blade   - 2880g
- Javelin        - 1500g
- Horse Slayer   - 2200g
- Killer Ax       - 2000g
- Repeat Crb     - 1600g
- Lightning      - 3000g

## EQUIPMENT

~~~~~

- Units: 10
- Put Mahter in your team.
- Recommended chars: optional.

1] Legend:

- B: building - A: armory - W: warp house (later)
- \$: casino - S: secret shop

2] New characters (3):

- Frau: Let Mahter talk to her.
- Sun: Let Frau talk to her.
(or clear the map w/o killing them. However, recruit is the best way)
- Lyria: Let Attrom enter (L).
- * Conversations / Conditions / Effects
- Mahter > Frau / none / Frau joins
- Frau > Sun / none / Sun joins

3] Items:

Nothing. However, the blue roof houses are Skl Shops! Price: 7000G/1 Skl.

- (1): Mountain Skl - (5): Meadow Skl
- (2): Castle Skl - (6): Forest Skl
- (3): Gladiator Skl - (7): Frontier Skl
- (4): Anti-devil Skl - (8): Sea Skl

Anti-devil, Gladiator, n' Frontier Skl are the best choices! Whom you buy for? You can collate w/ my "Character FAQ".

4] Strategy:

- Recruit Frau, Sun n' Lyria. Then do everything you want. Buy some Hero Wpns (you should buy Swds n' Sprs).
- * My tip: do it later, when you got the *Guild Key.
- About the casino? You can play if you want, but, don't waste your time n' money!

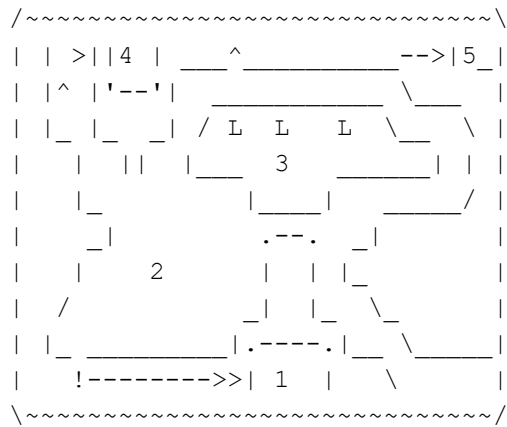
5] Armory:

Here, you can combine some wpns n' itms to create new objects. However, you MUST FOLLOW THE ORDER!

- 1/ Epee + Silver Shield = Shield Sword
- 2/ Slim Sword + Magic Shield = Holy Sword
- 3/ Sword Breaker + Gold Bag = Thief Sword
- 4/ Long Bow + *Panacea = Dragon Bow
- 5/ Repair Hammer + Healing Wand = *Repair Wand

But you can't have enough these itms n' wpns. Don't worry, just wait. You will get them in Riguria.

=====
-----] << MAP 16 >> [-----
=====



MISSION

~~~~~

Get all items.

BOSS

~~~~~

[Name] Mother Eyeball

Class: Devil

HP 55 - LV 10 - Mv 3

Str 13 - Skl 2 - Agl 7 - Def 12 - Mag 10 - Luk 2 - Wlv 12

<> Weapon: Bolting (spoil)

<> Item: *Panacea

EQUIPMENT

~~~~~

- Inside the cave (like Map 11)

- Units: 10

- Recommended chars: Holmes, Katri, Lionel, Xeno, Vega, Julia, Mahter,  
Samson, Alicia, Attrom.

1] Legend:

- L: lava zone - ^,-->: the ways that you can move - |,/,\: cliffs

2] Items:

- (1): Repeat Crossbow - (4): Hero Proof
- (2): Repair Wand - (6): Knight Proof
- (3): Sage Proof

\* Spoil: Bolting, Fruit (from Split Eyeballs - random)

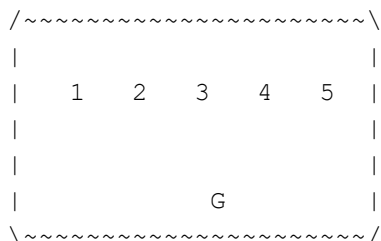
3] Strategy:

- Nothing special. Get all itms to complete the map. Just use the Select button to reveal some hidden ways.
- Your enemies are Split Eyeballs. Kill them to gain EXP. But you should kill the boss at (2) first (use Lionel).
- After cleared this map, back to M15.

```
=====
<<< Sosol cave >>>
=====
```

After cleared this map, you can go back here anytime to get some wpns or itms (in Holmes's route). They're called RANDOM TREASURES. One important thing: you can only get the treasure when the chest is CLOSED!

\* Tips: if you don't satisfy w/ the result, just repeat the process!  
 E.g: You want to get the \*Wind Shield, however the result is a Saber. Just use the Soft Reset Function until you have the \*Wind Shield.  
 Besides, you can use this strategy again in Ilial caves n' Morse Tower!



MISSION

~~~~~

Eliminate all enemies n' get all items.

EQUIPMENT

~~~~~

- Inside the cave.
- Units: 8
- Bring the chars who have an Open Skl (Holmes n' Yuni).

```
-----
```

| Location | VeryEasy | Easy       | Normal    | Hard       | Very Hard     | Ex Hard   |
|----------|----------|------------|-----------|------------|---------------|-----------|
| 1        | Hand Bow | Iron Bow   | Steel Bow | Silver Bow | Hero Bow      | WLV Plus  |
| 2        | Fire     | Gold Bag   | Hell Fire | Volcano    | Meteor Rain   | MOV Plus  |
| 3        | Gold Bag | Thunder    | Lightning | Bolting    | Thunder Storm | POW Plus  |
| 4        | Herb     | Fruit      | Elixir    | Harpy Wand | Hero Proof    | LUK Plus  |
| 5        | Saber    | IrClaymore | Scimitar  | Rapier     | Hero Swd      | *Wind Sld |

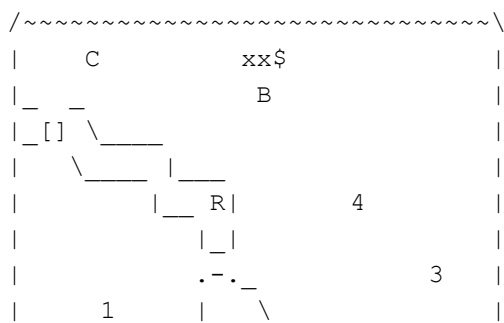
```
-----
```

\* My tip: try to get the MOV Plus, the Hero Swd n' the \*Wind Sld!

```

-----o-o---< >---o-o-----
-----
<<< RUNAN'S ROUTE >>>
-----
```

```
=====
-----] << MAP 17 >> [-----
=====
```



```

|           \_____||_____|
|           2           |
\~~~~~\

```

MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[ Name ] Kernel

Class: Duke

HP 31 - LV 12 - Mv 4

Str 9 - Skl 7 - Agl 6 - Def 9 - Mag 4 - Luk 6 - Wlv 12

<> Weapon: Evade Sword

<> Item: \*Salia Bible (spoil), Steel Shield

\* Difficulty: Easy

[ Name ] Melisal

Class: Bishop

HP 29 - LV 18 - Mv 5

Str 0 - Skl 9 - Agl 11 - Def 7 - Mag 12 - Luk 7 - Wlv 13

<> Weapon: Meteor Rain, Hell Fire, Long Healing Staff

\* Difficulty: Easy

[ Name ] Poem (turn 11)

Class: Bandit

HP 33 - LV 15 - Mv 4

Str 14 - Skl 8 - Agl 10 - Def 10 - Mag 4 - Luk 5 - Wlv 13

<> Weapon: Saber

<> Item: Fruit

\* Difficulty: Easy

[ Name ] Rakis (turn 11)

Class: Wind Dragon

HP 60 - LV 8 - Mv 8

Str 10 - Skl 18 - Agl 8 - Def 12(+40) - Mag 22 - Luk 12 - Wlv 13

<> S.Skl: Frontier

<> Weapon: \*Dragon Breath (L), \*Dragon Breath (S)

<> Item: \*Purple Scale

\* Difficulty: EXTREMELY HARD! YOU CAN'T BEAT HER NOW!

EQUIPMENT

~~~~~

- Units: 10

- Recommended chars: Runan, Enteh, Maruju, Narron, Raffin, Zeek, Mintz, Roger, BillFord, Meriah.

1] Legend:

- C: castle - B: Ballistic - R: river - []: bridge

2] New characters (1):

- Rennie: Let Mintz enter (3)

3] Items:

- (1): Thunder Swd - (2): Meadow Skl - (4): Sage Proof

* Spoil: SKL Plus, *Salia Bible, Hero Proof, Magic Shield, Javelin, Ballistic, Gold Bag.

4] Strategy:

- Move Mintz to the east n' recruit Rennie.
- Others: go up, erase all enemies nearby. Then, send Narron, Raffin, Zeek to the east, kill Kernel first to get the *Salia Bible (by using Raffin). Next target is the Ballistic! Try to get all items. Warning: make sure Raffin stays out of Ballistic's range!
- Some mounted bandits will appear at (x). Kill the third bandit (\$) to get some Gold Bags.
- About the boss in the castle: let Raffin finish him, move Runan to the castle n' wait.
- Turn 11, a pirate (look like Maerhen) will appear w/ a girl (her name is Neifa). She will transform into Wind Dragon! Just seize the castle at once!
After that, a prince (he is Sennet) will appear n' talk to Neifa, then take her away.

[#] Before M18, Maruju will find the *Leeve Bible!

=====

-----]<< MAP 18 >>[-----

=====

```

/~~~~~\
| F   _ F/--_____ F   x |
|   / \ ! /           \ ! !----|
|   !   !! | R           | !F! |--|
| F !   !! O  M  C  O ! ! ! F|
|   !   !! | L   B  | ! _! \ |
|   \   !! [ ] 4      ( ) _ \_|
| F !   !! | S     3 | ! !   |
|   /   !! O           O ! !   |
|   !_ / ! | L 1   2 | !F!   |
| F   !! ! \_____ / ! !--x-|
\~~~~~\

```

MISSION

~~~~~  
Seize the castle or wait for turn 30.

BOSS

~~~~~

[Name] Barbaross
Class: General
HP 45 - LV 36 - Mv 5
Str 20 - Skl 22 - Agl 16 - Def 16 - Mag 8 - Luk 7 - Wlv 17
<> S.Skl: Astral Drain, Large Shield, Clearance, Charisma, Forest
<> Weapon: Solar Sword
<> Item: Magic Shield
* Difficulty: Easy / Very Hard

[Name] Mahoba
Class: Dark Priest
HP 25 - LV 10 - Mv 3
Str 0 - Skl 4 - Agl 5 - Def 4 - Mag 8 - Luk 6 - Wlv 12

<> S.Skl: Summons
<> Weapon: Harpy Wand
* Difficulty: Easy

SECRET SHOP

~~~~~

Thunder Swd - 3450g  
Trio Spr - 3600g  
Long Bow - 4800g  
Long Healing Wand - 4500g

#### EQUIPMENT

~~~~~

- Units: 14
- Recommended chars: Runan, Enteh, Maruju, *Narron, Raffin, *Zeek, Mintz, *Roger, Mel, BillFord, Meriah, Rennie, Sharon.
- Equip Shields for all! Javelins for Narron, Zeek, Raffin, Roger n' Mintz. Amulet for Runan. Hero Bow for Rennie. L.H.Wands for Mel n' Enteh. Dragon Spr for Narron. *Starlight for Meriah. *Miracle Wind for Maruju.

1] Legend:

- F: forests - S: Stone Thrower
- B: boss - !: forest borders
- C: castle - []: closed gate
- L: Ballistics - (): opened gate

2] New characters (1):

- Shirou.

3] Items:

- (1): Forest Skl - (3): secret shop
- (2): Hero Proof - (4): Re-movement Book. Only Mintz can get it!

* Spoil: Amulet, Repair Hammer, Dragon Axe, Herb (random)

4] Strategy:

- THIS MAP IS HARD N' VERY ANNOYING! Therefore, be patient! N' keep in mind: make sure Raffin stays out of all bow ranges!

* My tip: let him raid into the castle (Dragon Knight) n' stay at (R) (Infantry). Try to kill Mahoba first! Next targets are 2 Dark Priests.

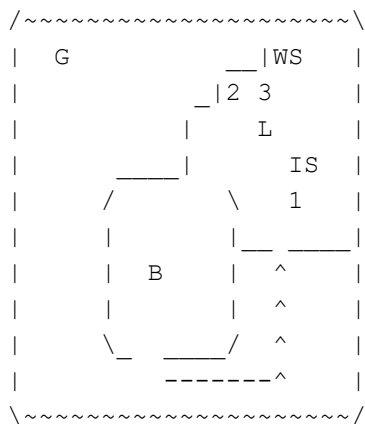
- Let all strongest chars (Narron, Zeek, Roger, equipped w/ Javelins n' Iron Shields) destroy the gate, n' kill Mahoba (M) AT ONCE! Next targets are Ballistics, Stone Throwers, tanks n' archers. You can use Runan if he's strong enough (high Str, Agl, Def). CHECK AND HEAL YOUR HP FREQUENTLY! (about the opened gate, you can pass there, but don't waste your time)
- Use Raffin to kill 2 Dark Priests at (x) or let them alive (recommended, to LvUp Rennie n' Mintz) if you want to get drop items. But as I said, the chance is very low, therefore, you should kill them to save your time! Then, kill the bishop w/ the Healing Wand.
- The last target is Barbaross. He is very dangerous, but not so hard to

- defeat. Remember: CLOSE COMBAT IS THE BIGGEST MISTAKE! Here is 2 ways:
- + Weaken him w/ long-range wpns, then finish him.
 - + Destroy his swd (by the Sword Breaker) n' do everything you want.
- Finally, seize the castle. Don't forget the Secret Shop!

=====

-----] << MAP 19 >> [-----

=====



MISSION

~~~~~

Seize the building.

BOSS

~~~~~

[Name] Knud

Class: Dark Bishop

HP 35 - LV 20 - Mv 4

Str 0 - Skl 10 - Agl 10 - Def 9 - Mag 15 - Luk 3 - Wlv 13

<> Weapon: Dark Force, Long Healing Wand

* Difficulty: Easy

WEAPON SHOP

~~~~~

- Iron Swd - 1000g
- Slim Swd - 500g
- Horse Slayer - 2200g
- Iron Bow - 1200g
- Steel Bow - 2000g
- Fire - 2400g
- Hell Fire - 3000g
- Healing Wand - 2200g

ITEM SHOP

~~~~~

- Fruit - 2100g
- Wooden Sld - 2000g
- Magic Sld - 8000g
- Amulet - 5000g

EQUIPMENT

~~~~~

- Units: 14

- Recommended chars: Runan, Enteh, Maruju, Narron, Raffin, Zeek, Mintz, Roger, Mel, BillFord, Meriah, Rennie, Sharon.

-----

1] Legend:

-----  
- B: building      - L: Loffaru

-----  
2] New characters (1):  
-----

- Loffaru: Let Runan (or Sasha) talk to him.  
  \* Conversations / Conditions / Effects
- Runan > Loffaru / none / Loffaru joins. Runan gets a \*Soul Eater.
- Sasha > Loffaru / none / Loffaru joins. Luk+3 for Sasha.

-----  
3] Items:  
-----

- (1): Silver Axe    - (2): Hell Fire    - (3): Long Healing Wand
- \*Soul Eater: after recruit Loffaru.

\* Spoil: Gold Bag, Repair Hammer, Dragon Spear (random)

-----  
4] Strategy:  
-----

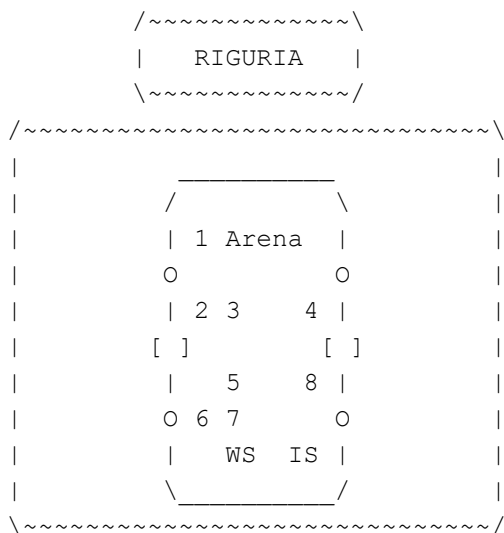
- Go up, n' clear all the Dark Mages first by all your strongest chars! Be careful w/ their Evil Insect Magic (Rng 1-3)! Move Raffin to the top left, kill the Dark Priest (G). Others: follow (---^), erase all enemies.
- Recruit Loffaru, get all itms, n' seize the building.

-----o-o---< >---o-o-----

-----  
<<< HOLMES'S ROUTE >>>  
-----

Head to Riguria.

NOTE: Once devil units appeared here, you can go back whenever.



-----  
Items:  
-----

- (1): Armory                    - (5): Gladiator Skl
- (2): Frontier Skl            - (8): Mountain Skl
- (3) n' (4): nothing
- (6) n' (7): houses of WS owner n' IS owner.

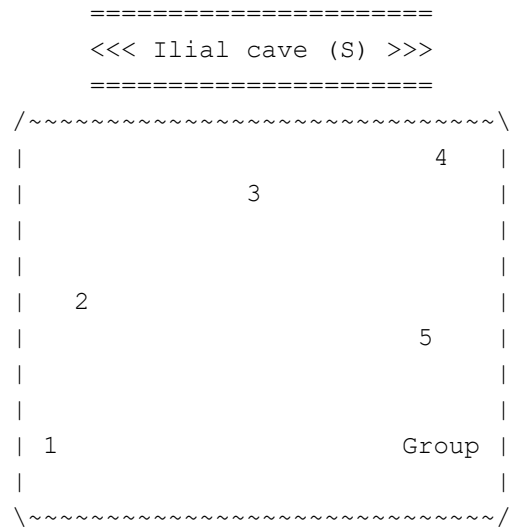
They want to borrow your chars (1 male, 1 female) to watch these shops. It means your chars will replace them. After each conversation, you'll have 2 options:



- Bring the chars who have an Open Skl (Holmes n' Yuni).

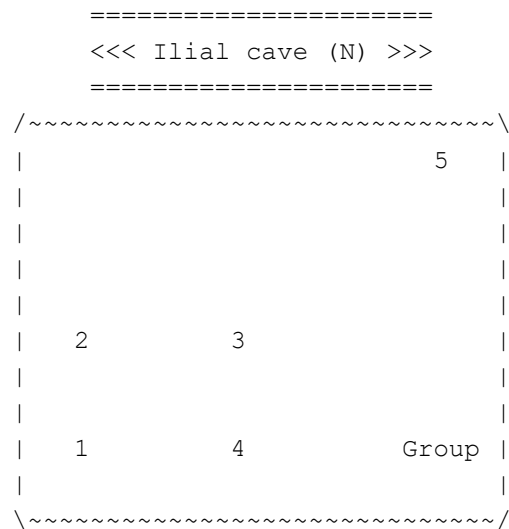
-----  
Strategy:  
-----

- Use the RANDOM TREASURES Strategy as you've used in Sosol cave.
- Just complete the mission.



| Location | VeryEasy | Easy       | Normal    | Hard       | Very Hard    | Ex Hard      |
|----------|----------|------------|-----------|------------|--------------|--------------|
| 1        | Iron Ax  | Steel Ax   | HorSlayer | Silver Ax  | Hero Ax      | *Thunder Sld |
| 2        | Hand Bow | Iron Bow   | Steel Bow | Silver Bow | Hero Bow     | WLV Plus     |
| 3        | Herb     | Gold Bag   | L.H.Wand  | Skele Wand | Limit Proof  | SKL Plus     |
| 4        | ASlasher | Epee       | Evd Swd   | Shield Swd | Thief Swd    | Sage Proof   |
| 5        | Herb     | Wooden Sld | Ogre Wand | Magic Sld  | Knight Proof | WLV Plus     |

\* My tip: try to get all Proofs!



| Location | VeryEasy   | Easy     | Normal    | Hard       | Very Hard     | Ex Hard  |
|----------|------------|----------|-----------|------------|---------------|----------|
| 1        | Gold Bag   | Thunder  | Lightning | Bolting    | Thunder Storm | POW Plus |
| 2        | Hand Spr   | Iron Spr | Javelin   | Trio Spr   | Heavy Crb     | SKL Plus |
| 3        | Wooden Sld | HealWand | Lightning | Amulet     | *Panacea      | POW Plus |
| 4        | Herb       | Fruit    | Elixir    | Amulet     | *Panacea      | MHP Plus |
| 5        | Herb       | Fruit    | Elixir    | Harpy Wand | Hero Proof    | LUK Plus |

\* My tip: try to get the Hero Proof n' Plus Potions!

=====  
-----] << MAP 20 >> [-----  
=====

```

/~~~~~\
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|           O   _ /  |
|   _____ O   _____ | | | M | | |
| | R |           |   _ | _ | |
| | _[]_ |         _ | M | | M |
|           |           _ | L | _ |
|           | M | L | _ |
|           | L 1 | |
|           | _____ | |
|           | _____ |
|           | F | / M M |
\~~~~~/

```

MISSION

~~~~~

Enter the ruins.

BOSS

~~~~~

[ Name ] Mother Eyeball

Class: Devil

HP 60 - LV 25 - Mv 3

Str 16 - Skl 6 - Agl 11 - Def 16 - Mag 10 - Luk 3 - Wlv 12

<> Weapon: Bolting

EQUIPMENT

~~~~~

- Units: 14

- Recommended chars: Holmes, Katri, Lionel, Sasha, Mahter, Frau, Raquel, Alicia, Sun, Xeno, Samson, Attrom, Plum, Bart.

- Equip long-range atk wpns for your team, Dragon Bow for Holmes.

1] Legend:

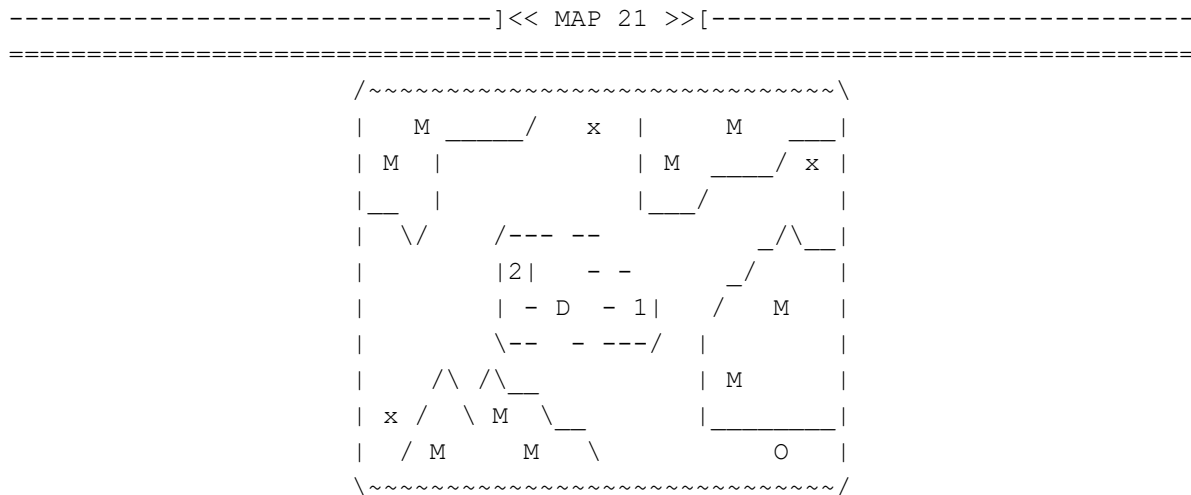
- O: caves - R: the ruins - L: lava zone - M: mountains - []: gate

2] Items: (1): *Save Wand

3] Strategy:

- This map is slightly annoying. All enemies are devils.
- Let Lionel n' flying units (or Holmes w/ a Dragon Bow) head to (1), kill all the Eyeballs (Mother, Splits). Then, get the *Save Wand. After they're killed, go back quickly (or you can pass the small forest F below ^ _ ^).
- Arrange some chars w/ long-range atk (bow is recommended) near (O) to prevent Gargoyles (they'll come out every turn). Raquel is the best choice.
- Move Holmes n' some chars (Xeno, Lionel, Samson) to the southwest ASAP, clear all, then let Holmes go inside the purple zone (enter the gate!).

=====



MISSION

~~~~~

- Survive in 4 turns.
- Eliminate all enemies n' get all items.

BOSS

~~~~~

[Name] Kuranion

Class: Demon Dragon

HP 60 - LV 30 - Mv 5

Str 18 - Skl 17 - Agl 17 - Def 17(+40) - Mag 10 - Luk 3 - Wlv 1

<> S.Skl: Frontier

<> Weapon: *Dragon Breath (L), *Dragon Breath (S)

<> Item: *Purple Scale

* Difficulty: EXTREMELY HARD! YOU CAN'T BEAT HIM NOW!

NPCs

~~~~~

[ Name ] Richard

Class: King Knight

HP 49 - LV 32 - Mv 7

Str 22 - Skl 20 - Agl 19 - Def 18 - Mag 4 - Luk 7 - Wlv 20

<> S.Skl: Large Shield, Castle

<> Weapon: Dragon Spear

<> Item: Magic Shield

[ Name ] Tia

Class: Leda Princess

HP 34 - LV 22 - Mv 5

Str 17 - Skl 22 - Agl 25 - Def 13 - Mag 25 - Luk 21 - Wlv 20

<> S.Skl: Astral Drain, Rising Dragon

<> Weapon: \*Prelude

<> Item: Amulet

[ Name ] Sennet

Class: Prince

HP 47 - LV 22 - Mv 5

Str 23 - Skl 21 - Agl 20 - Def 20 - Mag 14 - Luk 15 - Wlv 20

<> S.Skl: More n' More, Ikari, Charisma

<> Weapon: Lunar Sword

<> Item: Amulet

[ Name ] Neifa

Class: Sister

HP 17 - LV 8 - Mv 4

Str 0 - Skl 12 - Agl 13 - Def 3 - Mag 17 - Luk 12 - Wlv 16

<> Weapon: Long Healing Wand  
<> Item: Canan Wristlet, Elixir

[ Name ] Verna

Class: Pegasus Knight

HP 30 - LV 17 - Mv 7

Str 12 - Skl 13 - Agl 17 - Def 8 - Mag 15 - Luk 13 - Wlv 13

<> S.Skl: Re-movement, Anti-devil

<> Weapon: \*Salia Spear

<> Item: Iron Shield

[ Name ] Leslie

Class: Dragon Knight

HP 43 - LV 27 - Mv 7

Str 15 - Skl 16 - Agl 18 - Def 14 - Mag 4 - Luk 14 - Wlv 16

<> S.Skl: Double Strike

<> Weapon: \*Leda Spear

<> Item: Magic Shield

[ Name ] Silva

Class: Black Knight

HP 44 - LV 32 - Mv 8

Str 19 - Skl 20 - Agl 21 - Def 16 - Mag 7 - Luk 17 - Wlv 17

<> S.Skl: Counter-Atk, Ikari, Double Strike, Charge

<> Weapon: Dragon Spear, Shield Sword

<> Item: Amulet, Iron Shield

[ Name ] Katrina

Class: Sword Master

HP 37 - LV 30 - Mv 6

Str 14 - Skl 24 - Agl 20 - Def 8 - Mag 7 - Luk 12 - Wlv 19

<> Weapon: \*Lethal Sword

<> Item: Amulet

[ Name ] Alfred

Class: Sage

HP 38 - LV 35 - Mv 5

Str 0 - Skl 22 - Agl 18 - Def 9 - Mag 19 - Luk 8 - Wlv 20

<> S.Skl: Transmission

<> Weapon: Wind, Tornado

<> Item: Elixir

[ Name ] Temzin

Class: Sword Master

HP 44 - LV 38 - Mv 6

Str 21 - Skl 25 - Agl 25 - Def 11 - Mag 6 - Luk 10 - Wlv 20

<> S.Skl: Astral Drain, Continual Strike

<> Weapon: Solar Sword

<> Item: Magic Shield

#### EQUIPMENT

~~~~~

- Units: 8

- Recommended chars: Holmes, Katri, Alicia, Sun, Frau, Mahter, Samson,
Lionel (or Raffin, if he was here).

1] Legend:

- M: mountains - D: the Demon Dragon

2] Items:

- (1): *Heavy Axe - (2): *Dakryuon Stone
- Hero Axe: Let Samson talk to Katrina.
- *Sylph: Let Alicia talk to Alfred.

* Spoil: Lunar Swd, Dragon Spr (random)

3] Strategy:

- Let Katri go up, then transform into dragon AT ONCE, to block the Demon Dragon! Also, gather your team at (O). Remember, just DEFEND! Move Lionel to the northeast.
- Turn 4, an event will occur, n' the dragon goes away. But, the enemy's reinforcements appear at (x)! Let Lionel kill the Witch - who has a Transmission Skl - at once, n' wait.
- Turn 5, your allies will appear (do you recognize Sennet n' Neifa?) ^_^
Now, co-operate w/ them to eliminate all enemies!
- After cleared all enemies, just complete some conversations!

* Conversations / Effects

- + Holmes > Richard / (?)
- + Sun > Silva / (?)
- + Mahter n' Frau > Verna / (?)
- + Raffin > Leslie / (?)
- + Alicia > Alfred / Alicia gets a *Sylph
- + Samson > Katrina / Samson gets a Hero Axe
- + Samson > Temzin / (?)
- Finally, get all items to finish this map!

=====
-----] << MAP 22 >> [-----
=====

```

/~~~~~\
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|              |
|              |
|              |
|              |
|      Z      |
\~~~~~/
```

Back to map 15

MISSION

~~~~~

Defeat Zachariah.

BOSS

~~~~~

[Name] Zachariah

Class: General

HP 50 - LV 1 - Mv 4

Str 17 - Skl 14 - Agl 11 - Def 18 - Mag 0 - Luk 6 - Wlv 19

<> S.Skl: Large Shield, Castle

<> Weapon: Silver Sword

<> Item: Elixir

* Difficulty: Easy

EQUIPMENT

~~~~~

- Units: 12
- Recommended chars: optional.  
You should let Shigen die at this Map to recruit Sherra. Don't worry, he'll self-revive later ^\_^

1] New characters (2):

- Lionheart.
- Zachariah: Defeat him.

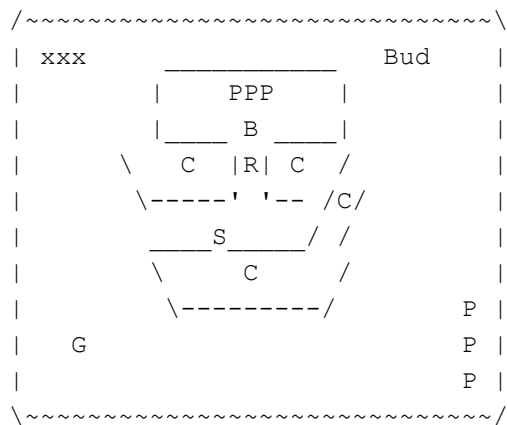
2] Strategy:

Nothing special. Just defeat Zachariah by the Armor Slayer, 1 hit!

=====

-----] << MAP 23 >> [-----

=====



MISSION

~~~~~

Defeat Ahab.

BOSS

~~~~~

[ Name ] Ahab  
Class: Duke  
HP 34 - LV 18 - Mv 4  
Str 11 - Skl 8 - Agl 8 - Def 10 - Mag 4 - Luk 5 - Wlv 12  
<> Weapon: Hero Sword (spoil)  
\* Difficulty: Easy

[ Name ] Rishel  
Class: Mage  
HP 24 - LV 8 - Mv 5  
Str 0 - Skl 10 - Agl 9 - Def 6 - Mag 11 - Luk 9 - Wlv 13  
<> S.Skl: More n' More, Counter-Atk  
<> Weapon: Meteor Rain, \*Solar Flame  
\* Difficulty: Easy

EQUIPMENT

~~~~~

- Units: 12
- Recommended chars: Holmes, Katri, Lionel, Xenon, Vega, Julia, Mahter, Samson, Alicia, Attrom, Sun, Frau.

*BillFord, *Mintz, *Rennie, *Sun, *Xeno, *Roger, Arkis, Kreiss, Plum,
Mel.

<> Holmes's team: *Holmes, *Katri, *Lionel, *Attrom, *Samson, *Julia,
Alicia, Maruju, Sasha, Loffaru.

-----o-o---< >---o-o-----

<<< RUNAN'S ROUTE >>>

- Back to M18, a conversation will occur between Rishel n' Meriah. Meriah
will get a *Rainbow! Now, go to M24.

- In Holmes's team, Sherra n' Shigen will be back.

NOTE: You can control Holmes's team head to M27 -> M30 now, instead of
Runan's team. However, don't do this. Just follow the order of the game ^_^

=====
-----] << MAP 24 >> [-----
=====

```

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```

MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[Name] Dolmu (turn 5)

Class: Duke

HP 33 - LV 17 - Mv 4

Str 10 - Skl 8 - Agl 8 - Def 10 - Mag 4 - Luk 7 - Wlv 5

<> Weapon: Epee

<> Item: Magic Shield

* Difficulty: Easy

WEAPON SHOP

~~~~~

Steel Swd - 1500g

Silver Swd - 3000g

Steel Spr - 1800g

Silver Spr - 3200g

Iron Ax - 880g

Silver Ax - 4000g

Iron Bow - 1200g

Silver Bow - 2800g

ITEM SHOP

```
~~~~~
Fruit - 2100g
Repair Hammer - 8000g
Iron Shield - 4000g
Door Key - 500g
```

EQUIPMENT

- ```
~~~~~
- Units: 14
- Cavaliers is the best choice, equip Trio Spr for them.
- Recommended chars: Runan, Enteh, Vega, Meriah, Raffin, Narron, BillFord,
  Mintz, Rennie, Sun, Xenon, Roger, Rishel, Loffaru.
- Equip Shields n' healing itms for all! L.H.Wand for Enteh.
```

1] Legend:

- ```

- T: your group - x: Stone Throwers - O: forts
- []: bridges - G: gates - B: building, boss
```

-----
2] Items:

- ```
-----
- (1): Knight Proof - (2): Talisman - (3): Magic Shield
```

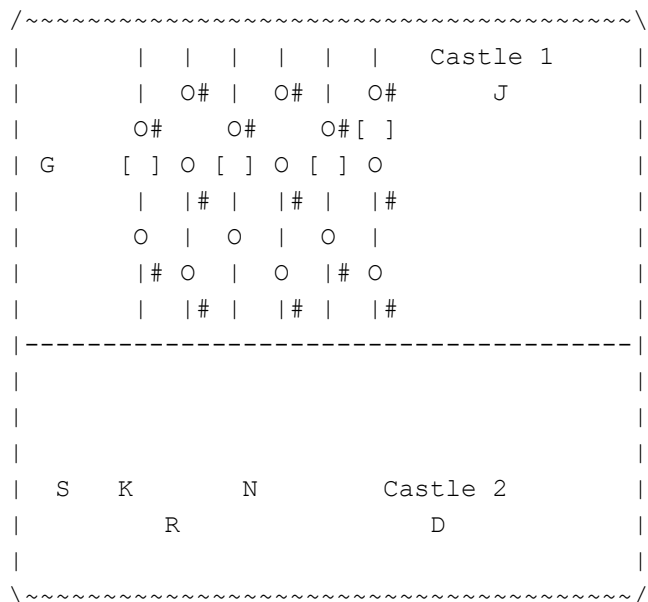
* Spoil: Gold Bag, L.H.Wand, Magic Shield, Bridge Key, Killer Blade

3] Strategy:

- ```

- Make sure Raffin stays out of all bow ranges!
- Use all Cavaliers, cross the first bridge below, n' clear all enemies
 nearby. Then, cross the next bridge, kill all Stone Throwers on the river
 side ASAP! Let Raffin take care off 2 Stone Throwers on the forts. Check
 n' heal your HP frequently!
 (or you can pass 2 bridges above by using Bridge Keys)
- After that, destroy the gate, get all itms, eliminate the boss, n' seize
 the building.
```

=====
-----] << MAP 25 >> [-----
=====



MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[ Name ] Jeff

Class: General

HP 41 - LV 23 - Mv 4

Str 13 - Skl 12 - Agl 9 - Def 16 - Mag 0 - Luk 2 - Wlv 10

<> Weapon: Silver Sword

\* Difficulty: Easy

Dragon Knight Squad

-----

\* Difficulty: Normal

[ Name ] Simon

Class: Dragon Knight

HP 33 - LV 21 - Mv 7

Str 13 - Skl 10 - Agl 11 - Def 12 - Mag 0 - Luk 1 - Wlv 14

<> Weapon: Trio Spear

<> Item: Fruit, Steel Shield

[ Name ] Thomas

Class: Dragon Knight

HP 33 - LV 16 - Mv 7

Str 12 - Skl 9 - Agl 9 - Def 11 - Mag 0 - Luk 5 - Wlv 14

<> Weapon: Trio Spear

<> Item: Fruit, Iron Shield

[ Name ] Mark

Class: Dragon Knight

HP 32 - LV 15 - Mv 7

Str 12 - Skl 8 - Agl 9 - Def 11 - Mag 0 - Luk 6 - Wlv 14

<> Weapon: Trio Spear

<> Item: Fruit, Iron Shield

[ Name ] Andrew

Class: Dragon Knight

HP 34 - LV 18 - Mv 7

Str 13 - Skl 9 - Agl 10 - Def 11 - Mag 0 - Luk 8 - Wlv 14

<> Weapon: Trio Spear

<> Item: Fruit, Iron Shield

[ Name ] Philip

Class: Dragon Knight

HP 33 - LV 17 - Mv 7

Str 12 - Skl 9 - Agl 10 - Def 11 - Mag 0 - Luk 8 - Wlv 14

<> Weapon: Trio Spear

<> Item: Fruit, Iron Shield

SECRET SHOP

~~~~~

Long Healing Wand - 4500g

Zombie Wand - 3600g

Ogre Wand - 4200g

Harpy Wand - 4800g

EQUIPMENT

~~~~~

- Units: 14
- BRING ALL YOUR STRONGEST CHARS!
- Recommended chars: Runan, Enteh, Vega, Meriah, Rishel, Raffin, Narron, BillFord, Mintz, Rennie, Sun, Xeno, Roger, Loffaru.
- Trio Sprs, Hero Sprs for all Cavaliers, "blue star" Javelin n' Iron Shields for Raffin.
- "Blue star" Dragon Bow for Rennie, "blue star" Lunar Swd for Runan, "blue star" \*Kusanagi for Vega.
- \*Solar Flame for Rishel, \*Starlight n' \*Sylph for Meriah.
- Shields for all!

-----

### 1] Legend:

-----

- G: your group      - D: Dragon Knight Squad    - #: stairs
- S: secret shop    - R: Rebecca or Leteena    - [ ]: closed gates
- K: Frontier Skl    - N: Narsus
- O: forts            - J: Jeff

-----

### 2] New characters (2): Narsus n' Rebecca (or Leteena)

-----

- Narsus: Let Runan talk to him.
- Rebecca: Enter (R)
- Leteena: follow these steps
  - + After Map 8, put both Kreiss n' Arkis in Holmes's army.
  - + After Map 10, in Holmes's route, go back Map 7 n' select Ezekiel (or you can select him before Map 2). But Sasha (recommended) or Roger, Raffin, Kate or Norton MUST BE in your team.
  - + Go to Beruje (the town between Map 1 n' Map 2). An event will occur.
  - + After Map 13 n' BEFORE Map 14, visit Beruje again. But make sure Kreiss has an Elixir.
  - + After Map 15 n' BEFORE Map 16, back to Beruje. But make sure Kreiss has an Amulet.
  - + After Map 19, back to Beruje.
  - + After Map 23, put both Kreiss n' Arkis in Runan's army.
  - + In Map 25, an event will occur in the lower right house between Leteena n' Mark - the Dragon Knight. Let Kreiss defeat Mark, then visits this house. Leteena will join your team instead of Rebecca.
  - + After 3rd team division, an event will occur between Kreiss n' Leteena. You'll have 2 options:
    - 1) Leteena will leave.
    - 2) Both Leteena n' Kreiss will leave unless you have Ezekiel in your team.
  - + Just select 2), but Ezekiel MUST BE in your team.

-----

### 3] Strategy:

-----

This map is hard, but not hard ^\_^ . This is my way:

- Head to the east, destroy closed gates, n' erase all enemies nearby. Cavaliers can't pass some gates, just un-mount to pass, n' mount again to atk. Make sure Raffin stays out of all bow ranges! One important thing: DON'T ENTER THE DESERT!
- After cleared this area, just gather your team to the start location. Prepare for the next targets. Move all weak chars up, remember protect them.
- Move Raffin to the desert (don't go so far) to entice the Dragon Squad. Remember: STAY IN THEIR RANGE ATK, DON'T COME TOO CLOSE, N' DON'T ATK - JUST LET THEM ATK FIRST! Why so? 'cos their Support effect is very high!





MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[ Name ] Rentzen

Class: Liege

HP 29 - LV 18 - Mv 4

Str 9 - Skl 8 - Agl 9 - Def 8 - Mag 0 - Luk 9 - Wlv 15

<> Weapon: \*Lethal Sword (spoil)

\* Difficulty: Easy

SECRET SHOP (7)

~~~~~

Shield Swd - 6600g

Heavy Crb - 4400g

Repeat Crb - 3600g

Bolting - 6000g

WEAPON SHOP

~~~~~

Steel Swd - 1500g

Rapier - 2500g

Killer Blade - 2880g

Evade Swd - 2520g

Javelin - 1500g

Killer Spr - 3200g

Killer Crb - 2300g

Healing Wand - 2200g

ITEM SHOP

~~~~~

Fruit - 2100g

Repair Hammer - 8000g

Wooden Shield - 2000g

Iron Shield - 4000g

EQUIPMENT

~~~~~

- Units: 14

- Trio Sprs, Silver Sprs for all cavaliers.

- \*Soul Eater n' Iron Shield for Runan. Silver Swd for Vega.

- Recommended chars: like M25.

-----

1] Legend:

-----

- G: your group - C: castle - F: forest

- L: Liena - R: Rentzen

-----

2] New characters (1):

-----

- Liena: Let Arkis or Kreiss enter (L)

\* Conversations / Conditions / Effects

- Arkis or Kreiss <> Liena / Liena is recruited / support up

- Vega or Julia > Rentzen / Atk Rentzen / Get the \*Lethal Swd

-----

3] Items:

-----

Row 1

- (1): Long Bow - (3): Repair Hammer - (5): Gold Bag
- (2): Wooden Shield - (4): Herb - (6): Hero Proof

Row 2

- (1): Wooden Shield - (3): Steel Bow
- (2): Gold Bag - (4): Amulet

Row 3

- (1): Gold Bag - (2): Hero Spr

-----

4] Strategy:

-----

- Move Roger, Runan n' Vega to the castle ASAP! Get all items by using Sun, Xeno, Narron, Mintz. Be careful w/ hidden enemies in the forest. Check n' heal your HP carefully. Enemy reinforcements will appear from (<). Take care of them, then block these positions.
- Let Vega or Julia defeat Rentzen, 'cos only them can get the \*Lethal Swd!
- Finally, get all items n' seize the castle.

```

/*****\
| M26b: after seized the castle 2 |
*****/

/~~~~~\
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```

MISSION

~~~~~

Seize the throne.

BOSS

~~~~~

[ Name ] Rentzen

Class: Liege

HP 29 - LV 18 - Mv 4

Str 9 - Skl 8 - Agl 9 - Def 8 - Mag 0 - Luk 9 - Wlv 15

<> Weapon: \*Lethal Sword (spoil)

\* Difficulty: Easy

[ Name ] Golgoda

Class: Sword Master

HP 37 - LV 30 - Mv 6

Str 14 - Skl 17 - Agl 17 - Def 10 - Mag 0 - Luk 3 - Wlv 12

<> S.Skl: Continual Strike, Astral Drain

<> Weapon: Hero Sword

\* Difficulty: Easy / Normal

#### EQUIPMENT

~~~~~

- Inside the building.
- Units: 14
- "Blue star" Trio Spr for Raffin, Silver Swds for all cavaliers.
- \*Soul Eater n' Iron Shield for Runan, "blue star" \*Kusanagi n' Silver Swd for Vega, Dragon Bow n' Shields for Rennie, Thief Swd for Roger, "blue star" Javelin for Raffin.
- Recommended chars: like M25.

-----

#### 1] Legend:

-----

- S: your group - D: closed doors
- L: Liena - B: bandits
- R: Rentzen - A: Arkis
- G: Golgoda - ^,>: opened doors

-----

#### 2] New characters (1):

-----

- Liena (L): Being captured. Rescue her.
- Arkis (A): He was forced to disguise like a Dark Infantry!  
\* Conversations / Conditions / Effects
- Liena > Arkis / Liena is recruited / Arkis will be back.
- Vega or Julia > Rentzen / Atk Rentzen / Get the \*Lethal Swd

-----

#### 3] Items:

-----

- (1): Knight Proof - (2): Limit Proof - (3): MOV Plus

\* Spoil: Thief Swd, \*Lethal Swd, Dragon Spr (random)

-----

#### 4] Strategy:

-----

- Be careful w/ enemy's Sword Fighters! Their wpns are Thief Swds (the last of them will drop one), therefore, can steal your wpns n' items! N' watch out some hidden enemies in the opposite room.
- Let Vega stay at (x) to kill all enemies nearby. If you want, let Raffin do this to get all items, especially Thief Swds (if he learned Burglar Skl). Check Arkis's movement carefully. When he goes down, atk him by the Thief Swd to get his spear.
- After that, move Rennie up ASAP, n' kill the bandit to protect the MOV Plus. Send all your strongest chars follow her. CHECK N' HEAL YOUR HP CAREFULLY. Clear all, include hidden enemies in the locked room!
- Next, rescue Liena n' let her recruit Arkis back. Get all itms. About some bandits in the prison, they're disguised like civilians. You can open the door n' kill them to get 7 Gold Bags.
- Last targets are Golgoda n' Rentzen. Vega (Julia) can defeat them easily (if you want, just steal the Hero Swd from Golgoda). Watch the conversation between Vega (Julia) n' Rentzen (if you can understand). After that, you will receive a \*Lethal Swd (Crt+80)! Finally, seize the throne.

\* My tip: just select M26b to get the MOV Plus. This is the most useful itm in this game, in my opinion.

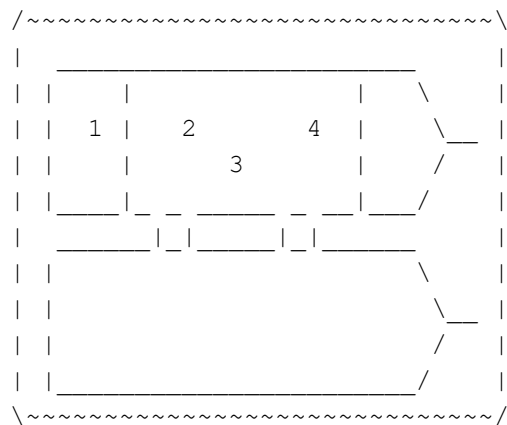
AFTER THIS MAP, RUNAN WILL SELF-PROMOTE TO HIS NEW CLASS: LORD!

-----o-o---< >---o-o-----

-----  
<<< HOLMES'S ROUTE >>>  
-----

- Back to Bridge of Seal, then M23. Here, Katri will go away, n' give her Salia Wristlet for Holmes. Shigen will become a vice-commander.
- Go to M15, an event will occur between Attrom n' Lyria. You'll have 2 options. Select the SECOND.  
An event will occur between Xenon n' Yuni. You'll have 2 options. Select the SECOND.  
I don't remember exactly which event will occur first.
- \* Condition: put them in Holmes's team at 2nd team division.
- Now, keep going. If you want, back to Zombie Island to LvUp some units.
- Finally, go to M27.

=====  
-----] << MAP 27 >> [-----  
=====



MISSION

~~~~~

Eliminate all enemies n' get all items.

BOSS

~~~~~

[ Name ] Bismark

Class: Sergeant Knight

HP 32 - LV 17 - Mv 5

Str 11 - Skl 10 - Agl 10 - Def 10 - Mag 0 - Luk 9 - Wlv 14

<> S.Skl: Castle

<> Weapon: Trio Spear, Killer Blade

\* Difficulty: Easy

EQUIPMENT

~~~~~

- Units: 10

- Optional.

-----

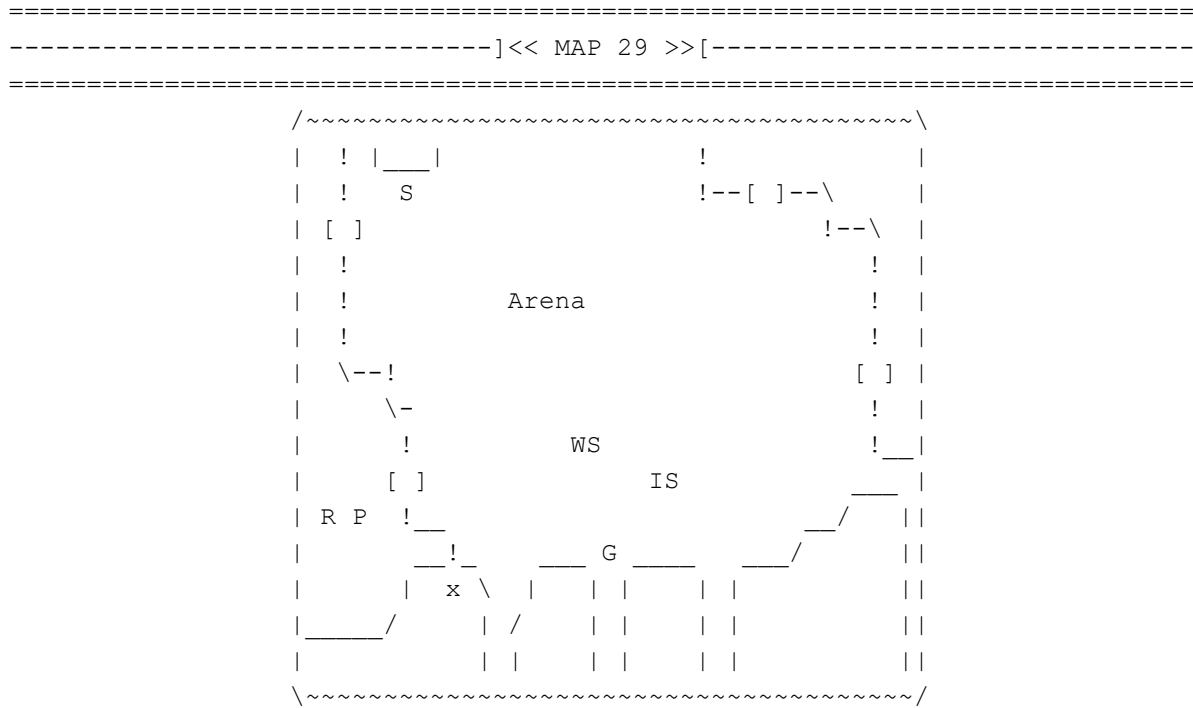
1] Items:

-----

- (1): Limit Proof
- (2): Long Healing Wand
- (3): Steel Shield
- (4): Heavy Crossbow



want, wait n' eliminate them, then defeat Praeva.



MISSION

~~~~~

Seize the castle.

BOSS

~~~~~

[ Name ] Shion

Class: Dragon Knight

HP 45 - LV 25 - Mv 7

Str 15 - Skl 13 - Agl 20 - Def 17 - Mag 4 - Luk 17 - Wlv 19

<> S.Skl: Large Shield, Clearance, Ikari, Charisma

<> Weapon: Dragon Spear

<> Item: Magic Shield, \*Goddess Shield

\* Difficulty: Easy / Normal

[ Name ] Parker

Class: Sergeant Knight

HP 35 - LV 22 - Mv 6

Str 13 - Skl 11 - Agl 11 - Def 11 - Mag 0 - Luk 8 - Wlv 14

<> S.Skl: Castle

<> Weapon: Horse Slayer, Trio Spear, Thunder Sword

<> Item: Iron Shield

\* Difficulty: Easy

WEAPON SHOP

~~~~~

Scimitar - 2800g

Epee - 1320g

Silver Spr - 3200g

Javelin - 1500g

Tomahawk - 2560g

Killer Axe - 2300g

Repeat Crb - 2200g

Thunder - 2400g

ITEM SHOP

~~~~~  
Fruit - 2100g  
Repair Hammer - 8000g  
Wooden Shield - 2000g  
Amulet - 5000g

EQUIPMENT

~~~~~  
- Units: 12  
- Recommended chars: Holmes, Shigen, Lionel, Julia, Sasha, Yuni, Alicia, Mahter, Frau, \*Attrom, Samson, Sherra.  
- Equip anti-armor wpns for Shigen, Julia, Lionel, Samson, Sasha.  
- Equip Trio Spr, Hero Swd for Lionel. Iron Sld for Yuni. Silver wpns for all units. Trio Spr, Iron Sld for Sasha. Long Bow, Amulet for Holmes.  
- Equip Evade Swds, Iron Slds, Fruit for Mahter n' Frau.

-----  
1] Legend:

-----  
- G: your group - P: Parker - []: closed gate  
- S: Shion - R: Renee

-----  
2] New characters (1):

-----  
- Renee: Let Attrom talk to her  
\* Conversations / Conditions / Effects  
- Attrom > Renee / none / Renee joins  
- Renee > Parker / Renee is recruited / (?)  
- Renee > Shion / Renee is recruited / (?)  
- Holmes <> Shion / they atk each other / (?)

-----  
3] Strategy: 2 ways

-----  
a) Let Shion n' Parker alive:  
- Move Holmes, Lionel, Attrom, Sasha, Sherra n' Mahter to the west. Let Mahter stay at (x), in Parker's atk range to entice him. Others: go up, n' clear all enemies nearby (kill all archers first!). But, just stay out of Shion' atk range!  
- Parker will atk Mahter, don't worry, but remember check her HP carefully. Destroy the gate at once, recruit Renee n' clear all enemies, especially archers! Let Renee block the gate. NOTE: all enemies won't atk her ^\_^  
- Next, go up, n' move Frau or Holmes in Shion's atk range. When Shion left his position, just steal his Dragon Spear. He'll become harmless. Then seize the castle. After that, his elder sister - Theodora - will appear, n' take him away.  
  
b) Defeat all:  
- Same above. Lionel can defeat Shion n' Parker easily w/ a Hero Swd!

AFTER THIS MAP, HOLMES WILL SELF-PROMOTE TO HIS NEW CLASS: HIDDEN HUNTER! N' he'll receive a Lunar Swd.

A conversation will occur between Shigen n' Julia. You'll have 2 options. Select them as you want.  
\* Condition: Sorry, I've forgotten.

=====



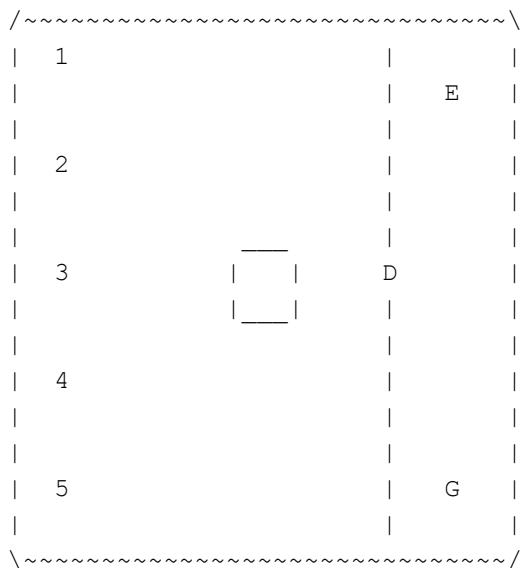






\* My tip: try to get the Plus Potions!

=====  
 <<< 3F >>>  
 =====



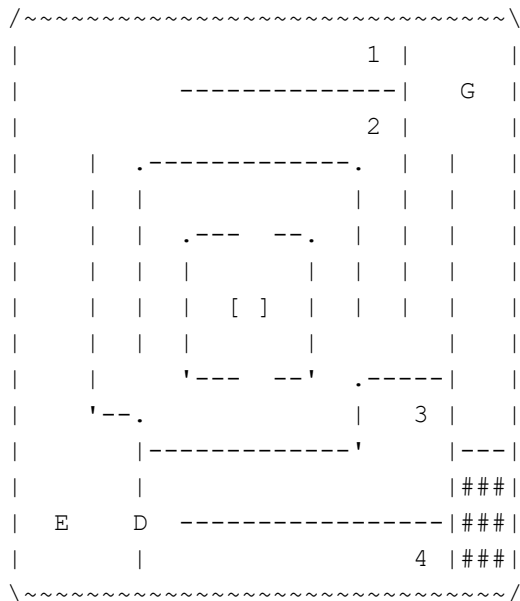

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| Location | VeryEasy | Easy     | Normal    | Hard       | Very Hard   | Ex Hard    |
|----------|----------|----------|-----------|------------|-------------|------------|
| 1        | Hand Spr | Iron Spr | Javelin   | Trio Spr   | Heavy Crb   | SKL Plus   |
| 2        | Herb     | Gold Bag | L.H.Wand  | Skele Wand | Limit Proof | SKL Plus   |
| 3        | Gold Bag | Amulet   | Wind      | Blizzard   | Tornado     | DEF Plus   |
| 4        | Slim Spr | SteelSpr | SilverSpr | Killer Spr | Hero Spr    | AGI Plus   |
| 5        | ASlasher | Epee     | Evade Swd | Shield Swd | Thief Swd   | Sage Proof |

---

\* My tip: try to get the Proofs n' the Plus Potions!

=====  
 <<< 4F >>>  
 =====




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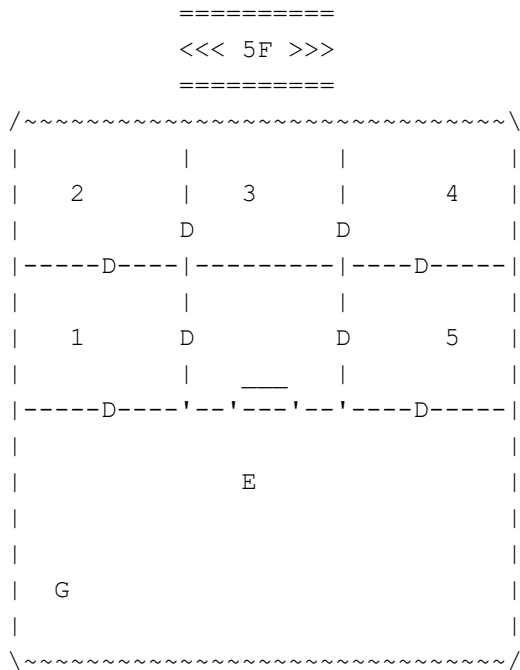
| Location | VeryEasy | Easy       | Normal    | Hard      | Very Hard    | Ex Hard  |
|----------|----------|------------|-----------|-----------|--------------|----------|
| 1        | Herb     | Wooden Sld | Ogre Wand | Magic Sld | Knight Proof | WLW Plus |

---

2 |Gold Bag| Thunder | Lightning | Bolting |ThunderStorm| POW Plus  
3 |Hand Bow| Iron Bow | Steel Bow |Silver Bow| Hero Bow | WLW Plus  
4 |Iron Swd|StClaymore|KillerBlade|SwdBreaker| Holy Swd |\*Flame Sld

---

\* My tip: try to get the Knight Proof, \*Flame Sld n' Plus Potions!

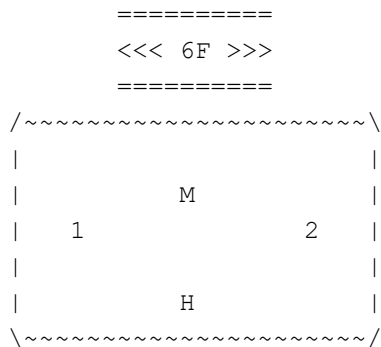


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| Location | VeryEasy | Easy       | Normal    | Hard       | Very Hard    | Ex Hard  |
|----------|----------|------------|-----------|------------|--------------|----------|
| 1        | Herb     | Gold Bag   | L.H.Wand  | Skele Wand | Limit Proof  | SKL Plus |
| 2        | Herb     | Wooden Sld | Ogre Wand | Magic Sld  | Knight Proof | WLW Plus |
| 3        | Herb     | Wooden Sld | Iron Sld  | Steel Sld  | Silver Sld   | SKL Plus |
| 4        | Fire     | Gold Bag   | Hell Fire | Volcano    | Meteor Rain  | MOV Plus |
| 5        | Herb     | Fruit      | Elixir    | Harpy Wand | Hero Proof   | LUK Plus |

---

\* My tip: try to get all Proofs n' the MOV Plus!



NPC

~~~~

[ Name ] Mime

Class: Sister

HP 15 - LV 30 - Mv 4

Str 0 - Skl 14 - Agl 5 - Def 1 - Mag 5 - Luk 20 - Wlv 4

1] Legend:

-----

- H: Holmes - M: Mime - 1: \*Goddess Shield - 2: \*Prelude

-----  
2] Strategy:  
-----

Nothing special. This is the time to revive your dead allies. Just talk to Mime, you'll have 3 options:

- 1/ Revive your dead allies
- 2/ Nothing
- 3/ - Stay here
  - Abort the tower

After that, talk to her again:

- 1/ Nothing (if all allies are revived)
- 2/ Prepare to abort
  - Stay here
  - Abort the tower

-----o-o---< >---o-o-----

- Back to M30. If you want, go to Zombie Island again to promote some units.
- Back to M29. Then, move to the desert. Here, Yuni will find a Limit Proof, n' Bud will find a Dragon Flute. HENCEFORTH, YOU CAN'T GO BACK ANYMORE!
- Now, head to M26. You'll meet Runan's team.

THE THIRD TEAM DIVISION

=====

- Put all Cavaliers in Runan's team. Just keep Infantries.
- Move Vega to Holmes's team. Then use the Extreme Skl of Krisheena to multiply them! That's the reason why I told you to give these itms to Vega.
- After that, just arrange chars between 2 teams (\* chars must/should be in this team. The others, you can arrange them freely)

MY TIP:

<> Runan's team: \*Runan, \*Enteh, \*Vega, \*Meriah, \*Rishel, \*Raffin, \*Narron, \*BillFord, \*Mintz, \*Rennie, \*Sun, \*Roger, \*Samson, \*Plum, Mel, \*Renee, \*Krisheena, \*Lyria, \*Mahter, \*Frau, Narsus, \*Norton.

<> Holmes's team: \*Holmes, \*Shigen, \*Lionel, \*Attrom, \*Julia, \*Sherra, \*Yoda, \*Xeno, \*Alicia, Maruju, \*Sasha, Kate, Loffaru, Yuni.

-----o-o---< >---o-o-----

-----  
<<< HOLMES'S ROUTE >>>  
-----

- Henceforth, just bring all your strongest chars!
- Keep going. Buy some wpns n' itms if you want.

/~~~~~\  
| Bridge of Seal |  
\~~~~~/

MISSION

~~~~~

Defeat all Gargoyles.

EQUIPMENT

~~~~~

- Units: 8
- Recommended chars: optional.

-----

Strategy:

-----  
Nothing special. Just complete your mission.

=====  
-----] << MAP 31 >> [-----  
=====

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```

MISSION

~~~~~

Defeat Zeek.

BOSS

~~~~~

[ Name ] Zeek

Class: Dark Knight

His stats are all parameters that you've trained him before.

<> Weapon: Devil Spear, Horse Slayer

<> Item: Silver Shield, Magic Shield, Elixir

\* Difficulty: Easy / Normal

SECRET SHOP (S)

~~~~~

Evil Insect - 2600g

King Cobra - 3000g

Death - 2700g

Dark Wave - 2800g

EQUIPMENT

~~~~~

- Units: 12

- Recommended chars: Holmes, Shigen, Lionel, Julia, Sasha, Yoda, Alicia, Xeno, Maruju, Sherra, Attrom, Loffaru.

- Equip Lunar Swd, \*Panacea, Silver Shield n' \*Guild Key for Holmes.

-----

1] Items: Dragon Spr, Lunar Swd (random)

-----

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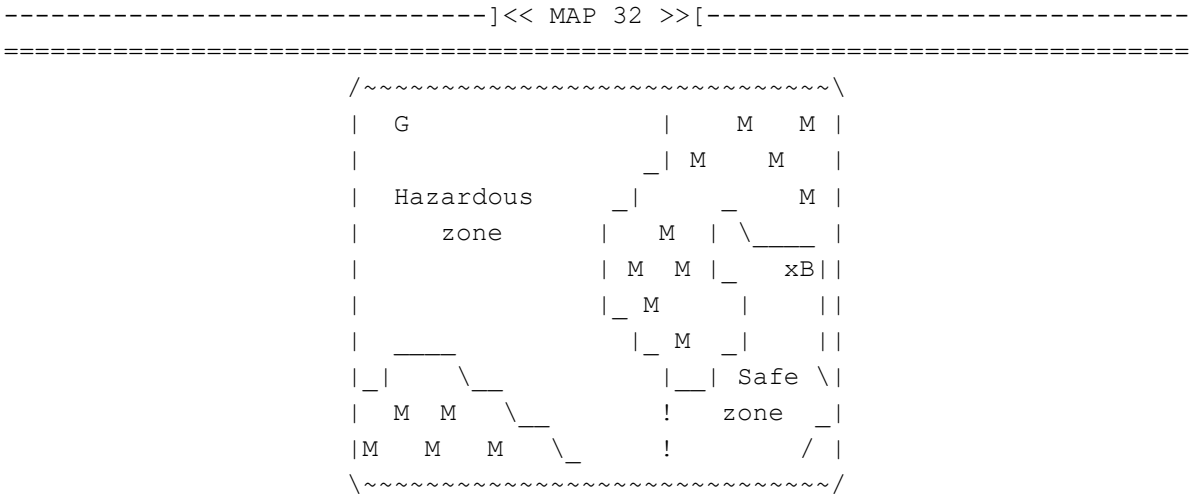
2] Strategy:

-----

- You can buy some Dark Magic for Sherra. Dark Wave is recommended.

- Let Holmes or Yoda defeat Zeek (by the Lunar Swd).

=====



MISSION

~~~~~

Seize the gate.

BOSS

~~~~~

[ Name ] Gelishi

Class: Dark Bishop

HP 35 - LV 21 - Mv 4

Str 0 - Skl 10 - Agl 11 - Def 9 - Mag 15 - Luk 6 - Wlv 15

<> Weapon: Death, Earthquake

\* Difficulty: Easy

EQUIPMENT

~~~~~

- Units: 12
- Don't bring Cavaliers! Flying units n' all chars who have Frontier Skls are the best choice!
- Recommended chars: Holmes, Shigen, Lionel, Julia, \*Sasha, Yoda, Alicia, Xeno, Maruju, Sherra, Attrom.
- Equip Lunar Swd n' \*Panacea for Holmes. Trio Spr, \*Goddess Sld for Sasha. \*Lethal Swd n' Healing Itms for other chars.

-----

1] Legend:

-----

- B: boss - M: mountains

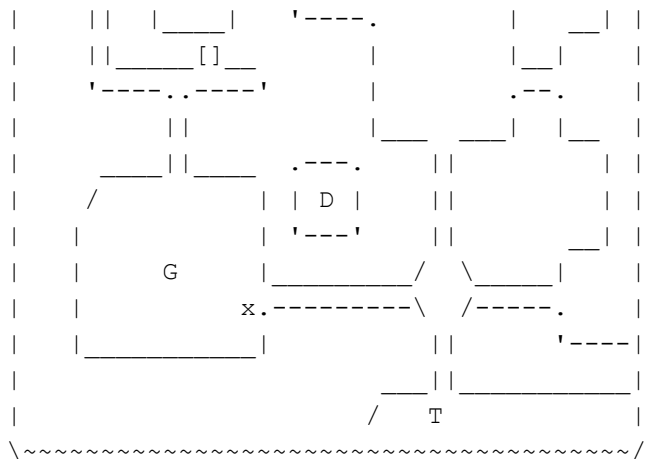
-----

2] Strategy:

-----

- Head to the safe zone ASAP. Kill all enemies nearby to clear your way.
- Move Sasha to the east, eliminate the Witch (x) who has a Transmission Skl, then block this position.
- Finally, defeat the boss n' seize the gate.





MISSION

~~~~~

Get the saintly sword.

BOSS

~~~~~

[ Name ] Bal

Class: Dark Bishop

HP 40 - LV 30 - Mv 4

Str 0 - Skl 12 - Agl 13 - Def 11 - Mag 18 - Luk 6 - Wlv 15

<> Weapon: Dark Wave, Earthquake

<> Item: \*Panacea

\* Difficulty: Normal

EQUIPMENT

~~~~~

- Inside the building.
- Units: 12
- Recommended chars: Holmes, Shigen, Lionel, Julia, Sasha, Yoda, Alicia, Xeno, Maruju, Sherra, Attrom, Loffaru.
- Equip \*Lethal Swds for all chars. \*Panacea for Holmes.

1] Legend:

- B: boss - T: your team - D: Dragon Corpse
- []: bridge - G: the Golem Squad

2] Items: Stellar Swd, Dragon Bow (random)

3] Strategy:

- Head to the west, eliminate the Golem Squad! Let Lionel stay at (x). Move Holmes up.
- Anything else? Kill the boss, n' get the \*Salia Saintly Sword.

-----o-o---< >---o-o-----

-----  
 <<< RUNAN'S ROUTE >>>  
 -----

Henceforth, just bring all your strongest chars!

=====





2] New characters (1):

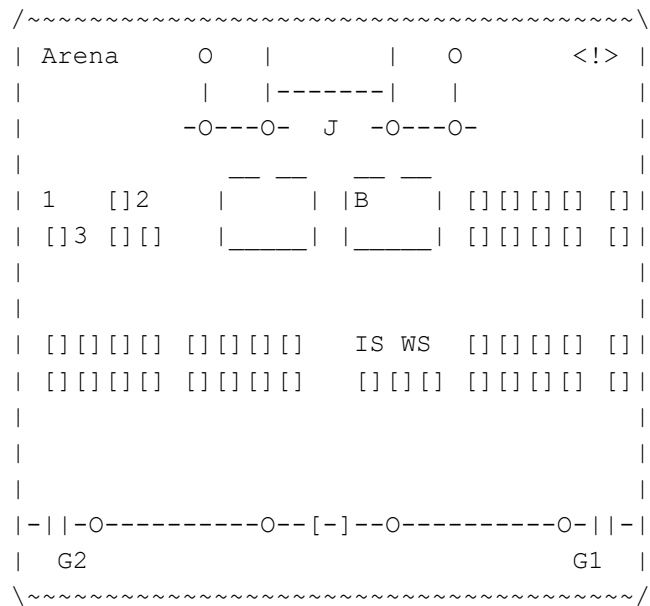
-----

- Hagaru: turn 9. Let Mintz talk to him.
- \* Conversations / Conditions / Effects
- Runan > Estefane / none / She'll give the Holy Swd for Runan later.
- Mintz > Hagaru / none / Hagaru joins
- Mintz <> Ernest / they atk each other / (?)

-----  
 3] Strategy:  
 -----

- This is one of the hardest maps! Just be careful!
- First, move Frau up, kill the Dragon Knight, then let BillFord block this fort (by using the \*Warp Wand of Renee). N' let Raffin n' Mahter clear all Ballistics nearby. CHECK N' HEAL YOUR HP FREQUENTLY!
- Eliminate all tanks ASAP by using Cavaliers!
- Next, block all the forts. Move Runan, Narron, Mintz, Vega n' Roger to the stairs. Check Estefane's movement carefully, then let Runan talk to her.
- Move to (x), take care of the Bishop n' wait. Cavaliers can't go up the stairs, just dismount, then mount again. Remember erase all tanks when they appear. Turn 9, recruit Hagaru - the purple tank.
- The last target is Ernest. Just use Lunar Swds to defeat him! Weaken him, then let Runan finish him.
- Finally, seize the castle.

=====  
 -----] << MAP 35 >> [-----  
 =====



MISSION

~~~~~

Defeat Julius.

BOSS

~~~~~

[ Name ] Julius

Class: Dragon Lord

HP 58 - LV 40 - Mv 7

Str 20 - Skl 25 - Agl 25 - Def 20 - Mag 14 - Luk 24 - Wlv 20

<> S.Skl: Astral Drain, Clearance, Double Strike, Charisma

<> Weapon: \*Canan Spear (spoil), Slim Sword

<> Item: \*Goddess Shield, Magic Shield, Elixir

\* Difficulty: Normal / Very Hard

WEAPON SHOP

~~~~~

Steel Swd - 1500g  
Silver Swd - 3000g  
Silver Spr - 3200g  
Javelin - 1500g  
Silver Ax - 4000g  
Horse Slayer - 2200g  
Silver Bow - 2800g  
Healing Wand - 2200g

ITEM SHOP

~~~~~

Elixir - 3000g  
Iron Sld - 4000g  
Steel Sld - 6000g  
Amulet - 5000g

EQUIPMENT

~~~~~

- Units: 14
- BRING ALL YOUR STRONGEST CHARS!
- Equip Lunar Swd n' \*Goddess Sld for Runan, \*Sylph for Meriah, \*Warp Wand for Renee.
- Recommended chars: Runan, Enteh, Vega, \*Meriah, Raffin, Narron, BillFord, Mintz, Sun, Roger, Samson, \*Renee, Mahter, \*Plum.
- Put Runan, Enteh, Meriah, Plum, Renee n' Roger in group 1.

-----

1] Legend:

-----

- G1,2: your groups - J: Julius - B: Ballistic

-----

2] Items:

-----

- 1: Gladiator Skl - 3: Silver Sld (price: 10000G)

\* Secret shop (2): to repair all "red star" wpns. Price: 3000G!

\* Spoil: \*Canan Spr

-----

3] New characters (0):

-----

\* Conversations / Conditions / Effects

- Runan <> Julius / they atk each other / none

-----

3] Strategy:

-----

This map is normal. But, the hardest thing is to get the \*Canan Spear of Julius. To get is easily, just follow these steps:

- First, move Meriah to the castle (by using the \*Warp Wand of Renee) n' atk Julius by the \*Sylph!
- Next, use the Dance Skl of Plum for Renee. Then let Renee move Runan to the castle again.
- Finally, defeat Julius by the Lunar Swd!  
(You can complete this map in 1 turn!)

FORMULA TO DEFEAT JULIUS

-----  
Condition: your chars MUST BE well-trained!

- \* Julius: HP 58, Def 20, Mdf 14
- \* Meriah: Mag 22 + Pow 18 = Atc 40 (prevent counter-atk)  
--> dmg for Julius is 26
- \* Runan: Str 20 (23) + Pow 14 = Atc 34 (37) (reduce enemy's Def by 0)  
--> dmg for Julius is 34 (37)

Not so hard, right?

- \* Another strategy:  
Wait until all Julius's wpns are broken, then finish him! However, you won't get a \*Canan Spr!

=====  
-----] << MAP 36 >> [-----  
=====

```

/~~~~~\
| [] [] [] [] [] [] [] [] [] [] |
| x |
| [] [] [] [] [] [] [] [] [] [] |
| |
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| ||B|| |
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| [] [] [] [] [] [] [] x |
| |
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| |
| [] x [] [] [] [] [] [] [] x [] [] |
| - - - - - - - - - - - - - - - |
\~~~~~\

```

MISSION

- ~~~~~
- Enter the building.
  - Survive in 5 turns.

BOSS

~~~~~

[ Name ] Rakis  
Class: Wind Dragon  
HP 60 - LV 8 - Mv 8  
Str 10 - Skl 18 - Agl 18 - Def 12(+40) - Mag 22 - Luk 12 - Wlv 13  
<> S.Skl: Frontier  
<> Weapon: Dragon Breath (L), Dragon Breath (S)  
<> Item: \*Purple Scale  
\* Difficulty: Easy / Normal

EQUIPMENT

- ~~~~~
- Units: 14
  - Equip \*Rainbow for Meriah (optional).
  - Recommended chars: Runan, Enteh, Vega, \*Meriah, Raffin, Narron, BillFord, Mintz, Sun, Roger, Samson, Rennie, Mahter, Frau.

-----  
1] Legend:  
-----

- G1: your group - B: building

-----  
2] New characters (1):  
-----

- Verna.

-----  
3] Strategy:  
-----

- Clear all enemies, then move to (x) places. Let Runan enter the building. You'll meet Sennet, Leslie, Katrina, Temzin, Estefane, Theodora n' Silva again.
- After that, an event will occur. Enteh will self-transform into Water Dragon. Move her up to prevent the Wind Dragon. Also, erase all enemies nearby, n' block their positions.
- Just wait. After 5 turns, your mission will complete.

\* My remark: this map is very boring!

[#] After this map, Runan will get a Lieve Wristlet. N' Estefane will give the Holy Sword for him.

- Before M37, you can buy some wpns n' itms.

WEAPON SHOP  
~~~~~

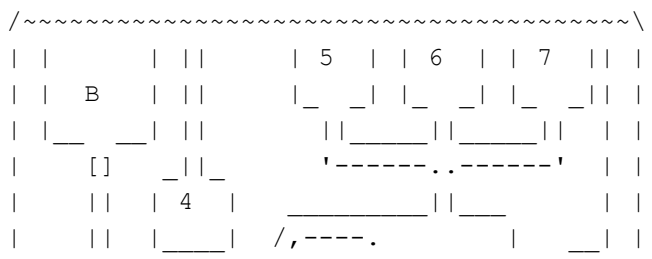
- Epee - 1320g
- Killer Spr - 3200g
- Tomahawk - 2560g
- Crossbow - 1320g
- Hell Fire - 3000g
- Lightning - 3000g
- Blizzard - 3000g
- Long Healing Wand - 1320g

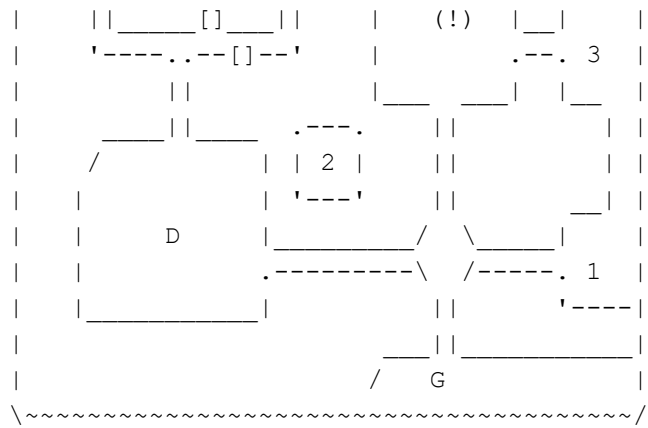
ITEM SHOP  
~~~~~

- Elixir - 3000g
- Repair Hammer - 8000g
- Magic Shield - 8000g
- Door Key - 500g

\*My tip: buy 6 Door Keys

=====  
-----] << MAP 37 >> [-----  
=====





MISSION

~~~~~

- Get the saintly sword.
- Eliminate all enemies.

BOSS

~~~~~

[ Name ] Nefka

Class: Dark Sage

HP 40 - LV 30 - Mv 3

Str 0 - Skl 15 - Agl 17 - Def 11 - Mag 18 - Luk 8 - Wlv 15

<> Weapon: Dark Wave, Dark Force

<> Item: \*Panacea

\* Difficulty: Normal

[ Name ] Gadian

Class: Dragon corpse

HP 50 - LV 20 - Mv 5

Str 12 - Skl 9 - Agl 8 - Def 20(+40) - Mag 7 - Luk 6 - Wlv 8

<> Weapon: \*Dragon Breath (L)

<> Item: \*Purple Scale

\* Difficulty: Easy

EQUIPMENT

~~~~~

- Inside the building.
- Units: 12
- Equip \*Panacea for Runan, \*Rainbow for Meriah, \*Warp Wand n' \*Devil Killer Wand for Renee, \*Salia Spr n' \*Canan Spr for Raffin, Bridge Key for Vega.
- Equip \*Lethal Swds n' Elixir for all chars!
- Recommended chars: Runan, Vega, \*Meriah, \*Raffin, Narron, BillFord, Mintz, Sun, Roger, Samson, \*Renee, Mahter, \*Plum.

1] Legend:

- G: your group - B: boss
- []: bridges - D: the Dragon Corpse Squad

2] Items:

- (1): MHP Plus - (4): Hero Bow - (7): MAG Plus
- (2): \*Save Wand - (5): Hero Ax
- (3): Bridge Key - (6): Hero Swd

\* Spoil: Bridge Key x 2, Dragon Bow (random)







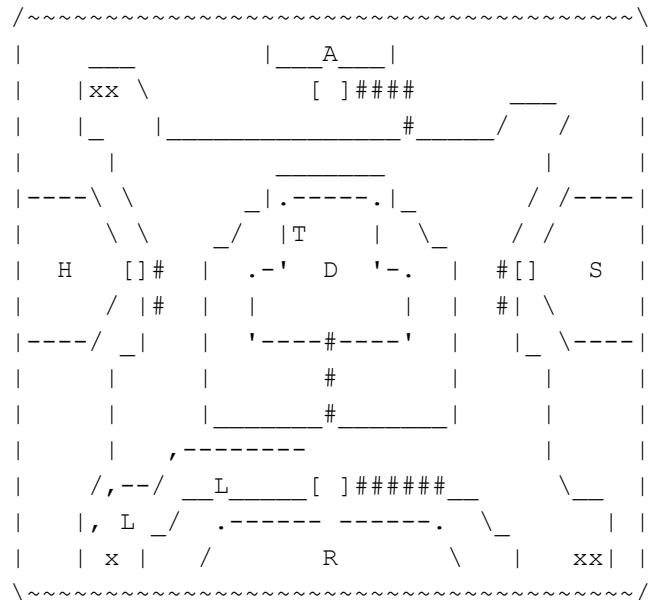


useless now. You can ignore them.

- Nothing special. Move Runan to the north by using the \*Warp Wand, then let him defeat Zeek by the Lunar Swd!

[#] Now, prepare for the final map!

```
=====
-----] << MAP 40 >> [-----
=====
```



MISSION  
~~~~~

- Wait for turn 4.
- Defeat Dark Dragon BEFORE turn 20!

BOSS  
~~~~~

[ Name ] Guenchaos (Guen)  
Class: Mage King  
HP 60 - LV 30 - Mv 4  
Str 0 - Skl 20 - Agl 25 - Def 18 - Mag 23 - Luk 13 - Wlv 20  
<> S.Skl: Ikari, Transmission  
<> Weapon: \*Black Monster, King Cobra  
\* Difficulty: N/A. You can't fight him now!

[ Name ] Kalra  
Class: Witch  
HP 45 - LV 30 - Mv 3  
Str 0 - Skl 13 - Agl 32 - Def 12 - Mag 13 - Luk 30 - Wlv 20  
<> S.Skl: Clearance, Transmission  
<> Weapon: Meteor Rain, Earthquake  
<> Item: \*Jade Scale, Elixir  
\* Difficulty: Easy  
NOTE: She's the elder sister of Zeek, also Shigen's mother!

[ Name ] Gazel (turn 4)  
Class: Dark Dragon  
HP 60 - LV 30 - Mv 0  
Str 10 - Skl 30 - Agl 25 - Def 30(+40) - Mag 30 - Luk 0 - Wlv 30  
<> S.Skl: Frontier  
<> Weapon: \*Dark Breath, \*Black Rain  
<> Item: \*Purple Scale, \*Jade Scale  
\* Difficulty: Easy

## EQUIPMENT

~~~~~

- Units: 16 (Runan's team: 8, Holmes's team: 8)

- Recommended chars:

<> Runan's team: Runan, \*Renee, \*Plum, Vega, Meriah, Narron, Mahter, Sun.

<> Holmes's team: Holmes, Shigen, \*Sherra, Lionel, Julia, Sasha, Yoda, Xeno.

- Equip for Runan's team:

L.H Wands for Renee n' Plum. \*Warp Wand n' \*Devil Killer Wand for Renee.  
\*Rainbow for Meriah. Door Keys for Runan n' Narron. \*Salia Spr for Narron,  
\*Canan Spr for Mahter. \*Panacea for all chars!

- Equip for Holmes's team:

King Cobra, Door Key, Magic Sld n' \*Panacea for Sherra! Trio Spr for  
Lionel. \*Lethal Swds n' \*Panacea for all chars!

-----

1] Legend:

-----

- R: Runan's group    - A: Alfred                - L: lava zone  
- H: Holmes's group   - []: locked gates  
- S: Sennet            - D: Dark Dragon  
- T: Tia                - #: stairs

\* Note: open all the locked gates FROM THE OUTSIDE!

-----

2] New characters (3):

-----

- Sennet.  
- Alfred: turn 4.  
- Tia: turn 4.  
\* Conversations / Conditions / Effects  
- Runan <> Holmes / none / (?)  
- Runan <> Sennet / none / (?)  
- Shigen > Kalra / Atk Kalra / (?)

-----

3] Items:

-----

\* Spoil: Door Key x 2, Death x 2 (random), Dragon Spr (random)

-----

4] Strategy:

-----

- In Holmes's team: let Sherra open the gate by her Transmission Skl! Then  
go out, clear ALL enemies nearby! Move Holmes to Runan's group.  
- In Runan's team: let Narron open the gate by the \*Warp Wand. Next, use the  
Dance Skl of Plum for Renee. Let Renee move Runan to Sennet's location.  
Open the door, n' talk to Sennet. Others: go out, n' erase ALL enemies  
nearby. Just protect Renee n' Plum.  
- Move some chars to (x), block these positions. CHECK N' HEAL YOUR HP  
CAREFULLY!  
- Kalra is slightly annoying, but quite harmless. You can ignore her.  
- Turn 4, an event will occur (just watch it). The final boss will appear.  
- After that, eliminate all devil units by the \*Devil Killer Wand! N' move  
Sherra to the central mountain, give the Magic Sld n' the \*Panacea for Tia  
at once! Also, move Runan, Sennet n' Holmes to there by the \*Warp Wand.





|       |           |               |                                                                                                                                                                                                                                                                                                       |
|-------|-----------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 5     | Zeek      | Dark Knight   | Let Runan talk to him, or he'll come to talk<br> w/ Runan                                                                                                                                                                                                                                             |
|       | Maruju    | Mage          | Let Enteh talk to him, or he'll come to talk<br> w/ Enteh, or after clear this map                                                                                                                                                                                                                    |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 6     | Mel       | Troubadour    | Turn 2. Talked to Narsus at M3. Cleared M4<br> w/o killing her n' Roger                                                                                                                                                                                                                               |
|       | Norton    | Armor Knt     | Turn 3. Let Sasha talk to him                                                                                                                                                                                                                                                                         |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 7     | Tom       | WoodShooter   | Let Bart talk to him                                                                                                                                                                                                                                                                                  |
|       | Roger     | Paladin       | Turn 9. Let Mel talk to him                                                                                                                                                                                                                                                                           |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 8     | Xeno      | Soldier       | From the start                                                                                                                                                                                                                                                                                        |
|       | Yuni      | Thief         | From the start                                                                                                                                                                                                                                                                                        |
|       | Katri     | Sister        | From the start                                                                                                                                                                                                                                                                                        |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 9     | Meriah    | Mage          | From the start                                                                                                                                                                                                                                                                                        |
|       | Marsus    | Thief         | He'll go away after this map, but you MUST<br> let Runan talk to him                                                                                                                                                                                                                                  |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 10    | Sharon    | Lady Knight   | Let Raffin talk to her, or clear the map w/o<br> killing her                                                                                                                                                                                                                                          |
|       | BillFord  | Armor Knt     | Let Sharon talk to him, or clear the map w/o<br> killing him                                                                                                                                                                                                                                          |
|       | Mintz     | Black Knt     | Let him enter the castle, and then seize it                                                                                                                                                                                                                                                           |
|       | Rennie    | Bow Fighter   | - After Mintz entered the castle, just wait a<br> turn (or you can seize it, but it's<br> impossible). You'll see Rennie run away. Seize<br> the castle. You'll be able to recruit her<br> again at Map 17 (recommended)!<br>  - Seize the castle before Mintz enter there.<br> But Mintz won't join! |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
|       | Holmes    | Bow Hero      | After Map 10, from the start                                                                                                                                                                                                                                                                          |
|       | Shigen    | Sword Fgt     | After Map 10, from the start                                                                                                                                                                                                                                                                          |
|       | Lionel    |               | After Map 10, in Holmes's route.<br> Back to Map 7, select him. But Sasha (*) or<br> Roger, Raffin, Kate, Norton MUST BE in your<br> party                                                                                                                                                            |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 11    | Samson    | Axe Fighter   | From the start                                                                                                                                                                                                                                                                                        |
|       | Alicia    | Mage          | From the start. Being captured. Rescue her                                                                                                                                                                                                                                                            |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 12    | Attrom    | Soldier       | From the start                                                                                                                                                                                                                                                                                        |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 13    | Krisheena | Sword Fgt     | After you go into the enemy ship                                                                                                                                                                                                                                                                      |
|       | Maerhen   | Bandit        | Defeat him                                                                                                                                                                                                                                                                                            |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 14    | Plum      | Priest/Dancer | Visits the white house near the arena                                                                                                                                                                                                                                                                 |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
|       | Frau      | Pegasus Knt   | Let Mahter talk to her, or clear the map w/o<br> killing her                                                                                                                                                                                                                                          |
| 15    | Sun       | Rook Knight   | Let Frau talk to her, or clear the map w/o<br> killing her                                                                                                                                                                                                                                            |
|       | Lyria     | Priest        | Let Attrom visit the church below the WS                                                                                                                                                                                                                                                              |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 17    | Rennie    | Bow Fighter   | Let Mintz visit the lower right house                                                                                                                                                                                                                                                                 |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |
| 18    | Shirou    | Bow Cavalry   | From the start                                                                                                                                                                                                                                                                                        |
| ----- |           |               |                                                                                                                                                                                                                                                                                                       |



They're specific classes in the game. Most of them are promoted.

\* OFFICER CLASSES:

~~~~~

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Knight Lord | 20 | 20 | 20 | 19 | 15 | 18 | 5 | Swd |
| Lord (P) | 23 | 23 | 23 | 22 | 19 | 19 | 6 | Swd |
|-----|
| Additions | +3 | +3 | +3 | +3 | +4 | +2 | +1 | HP+3 |
\-----/

```

Only Runan has this class.  
A perfect class w/ great stats! No more word!

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Hero Bow | 22 | 22 | 22 | 19 | 15 | 20 | 5 | Bow |
| Hidden Hunter (P) | 23 | 23 | 22 | 21 | 15 | 20 | 6 | Swd/Bow |
|-----|
| Additions | +1 | +1 | | +2 | | | +1 | HP+2 |
\-----/

```

Only Holmes has this class.  
Can use both Swd n' Bow. Besides, he has an impressive offensive - look like Lloyd in Legend of Dragoons. A great class as well.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Prince | 23 | 23 | 23 | 22 | 19 | 20 | 5 | Swd |
\-----/

```

Only Sennet has this class.  
Less than Lord in Mag n' Mv. However this is a perfect class as well.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Leda Princess | 21 | 23 | 25 | 21 | 25 | 20 | 5 | Swd/Fi/Thd/Wi/Lt |
\-----/

```

Only Tia has this class.  
The only class can use both Swd n' Magic! A combination of Sword Master n' Sage. One of the most formidable chars!

-----o-o---< >---o-o-----

/-----\



|        | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|--------|-----|-----|-----|-----|-----|-----|----|------|
| Sister | 15  | 19  | 20  | 16  | 20  | 19  | 4  | Wand |

Enteh n' Katri have this class.

An useless class! Low stats, very hard to LvUp! However, you must protect them. If not, the game will over >\_<

\* NOTE: Tia has this class as well, before her joins your team.

-----o-o---< >---o-o-----

\* OTHER CLASSES:

~~~~~

|                    | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns    |
|--------------------|-----|-----|-----|-----|-----|-----|----|---------|
| Princess           | 17  | 17  | 18  | 17  | 15  | 17  | 4  | Swd     |
| Pegasus Knight (P) | 20  | 19  | 22  | 18  | 21  | 17  | 7  | Swd/Spr |
| Additions          | +3  | +2  | +4  | +1  | +6  |     | +3 | HP+2    |

Sasha has this class.

Princess is an averange class. However, once you've upgraded her to Pegasus Knight, then to Dragon Knight, she'll become very formidable!

(see Cavaliers part for more details)

-----o-o---< >---o-o-----

|              | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns           |
|--------------|-----|-----|-----|-----|-----|-----|----|----------------|
| King Knight  | 25  | 25  | 25  | 23  | 15  | 20  | 7  | Swd/Spr/Ax/Bow |
| <dismounted> | 21  | 21  | 21  | 21  | 15  | 20  | 4  | Swd            |

Loffaru has this class.

One of the strongest classes! Less than Golden Knight in Mv n' when dismounted.

-----o-o---< >---o-o-----

|              | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns   |
|--------------|-----|-----|-----|-----|-----|-----|----|--------|
| Dark Knight  | 22  | 20  | 20  | 21  | 15  | 19  | 7  | Spr/Ax |
| <dismounted> | 20  | 19  | 19  | 19  | 15  | 19  | 4  | Spr    |

Only Zeek has this class.

The stats go INSANE n' can use cussed wpns! This is a formidable class.

-----o-o---< >---o-o-----

|               | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|---------------|-----|-----|-----|-----|-----|-----|----|------|
| Saintly Woman | 15  | 20  | 22  | 18  | 22  | 20  | 5  | Wand |

\-----/  
Renee has this class.

Can't atk. However, this is the best healing class w/ great stats!

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Priest | 15 | 17 | 18 | 16 | 19 | 18 | 4 | Wand |
\-----/
```

Plum, Lyria, Rebecca, Leteena have this class.

Less than Saintly Woman. However, each of them (except Rebecca) has a special wand. You can expect from them.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Bishop | 15 | 20 | 22 | 18 | 22 | 20 | 5 | Fi/Thd/Win/Wand |
\-----/
```

Lee has this class.

Good stats, can use both Magic n' Wand. However, Lee is one of the worst chars in the game.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Witch | 15 | 18 | 21 | 17 | 20 | 20 | 3 | Fi/Thd/Win/Dark |
\-----/
```

Sherra has this class.

Expert in black magic. Besides, w/ a Transmission Skl, this is one of the most useful classes.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Troubadour | 17 | 18 | 18 | 17 | 18 | 18 | 7 | Swd/Wand |
|<dismounted>| 16 | 18 | 18 | 16 | 18 | 18 | 4 | Swd/Wand |
\-----/
```

Only Mel has this class.

A good healer w/ high Mv. Good stats, sometimes the Mv index can rise. However, it's not a fighting class!

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Pirate | 19 | 16 | 18 | 18 | 15 | 16 | 4 | Ax |
\-----/
```

\-----/

Garo has this class.

A crappy class!

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Thief | 16 | 20 | 25 | 15 | 15 | 18 | 5 | Swd |
\-----/
```

Yuni, Bud n' Narsus have this class.

Not-so-great Str n' Def but expert in pilferages. However, this is an useful class.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Bandit | 22 | 17 | 19 | 19 | 15 | 18 | 4 | Swd |
\-----/
```

Maerhen has this class.

This is the WORST, WORST class! Look at Maerhen n' you'll see.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Wood Shooter | 20 | 20 | 20 | 30 | 15 | 18 | 3 | Bow |
| Ballistic | 15 | 15 | 15 | 20 | 15 | 20 | 0 | Bow |
| StoneThrower | 15 | 15 | 15 | 20 | 15 | 20 | 0 | Bow |
\-----/
```

Tom n' Hagaru have this class.

Could also be called "tank". Great Def, but others are low, especially Mv!  
A crappy class as well.

```
=====
2/ CAVALIERS \=====
=====
```

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Rook Knight | 19 | 18 | 18 | 18 | 15 | 16 | 7 | Swd/Spr |
|<dismounted> | 18 | 17 | 17 | 17 | 15 | 16 | 4 | Swd |
\-----/
```

\* GENERAL NOTES: The basic class in the game

- Great Mv n' stats. Well ballanced for Str, Skl, Agl n' Def.

- Hard to move on complicated terrains. Some parameters will decrease a bit when dismounted. Weak against anti-horse wpns.

From this class, you can promote to advanced classes hence: Commando Knight, Golden Knight, Black Knight n' Paladin.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Commando Knight | 21 | 20 | 19 | 20 | 15 | 19 | 7 | Swd/Spr |
| <dismounted> | 21 | 20 | 19 | 20 | 15 | 19 | 5 | Swd/Spr |
|-----|
| Additions | +2 | +2 | +1 | +2 | | +3 | | HP+2 |
\-----/
```

Raffin, Arkis n' Kreiss have this class.

Good stats. All parameters won't decrease when dismounted (except Mv). Can use both Swd n' Spr on foot.

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Golden Knight | 25 | 25 | 25 | 23 | 15 | 20 | 8 | Swd/Spr |
| <dismounted> | 22 | 22 | 21 | 21 | 15 | 20 | 5 | Swd |
|-----|
| Additions | +6 | +7 | +7 | +5 | | +4 | +1 | HP+8 |
\-----/
```

Narron has this class.

One of the strongest n' the most formidable classes in the game! Look at these stats. No more word!

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Black Knight | 22 | 22 | 22 | 22 | 15 | 19 | 8 | Swd/Spr |
| <dismounted> | 20 | 20 | 20 | 20 | 15 | 19 | 5 | Swd |
|-----|
| Additions | +3 | +4 | +4 | +4 | | +3 | +1 | HP+4 |
\-----/
```

Mintz n' Sun have this class.

A great class w/ the Charge Skl!

-----o-o---< >---o-o-----

```
/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Paladin | 22 | 22 | 22 | 21 | 15 | 19 | 8 | Swd/Spr |
| <dismounted> | 20 | 19 | 19 | 19 | 15 | 19 | 5 | Swd |
|-----|
| Additions | +3 | +4 | +4 | +3 | | +3 | +1 | HP+3 |
\-----/
```

Roger, Estelle n' Liena have this class.

Less than Black Knight in Def n' when dismounted. However, this is a great class as well.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Lady Knight | 19 | 20 | 20 | 18 | 15 | 18 | 4 | Swd/Bow |
| Arrow Knight (P) | 20 | 21 | 20 | 19 | 15 | 19 | 7 | Swd/Bow |
| <dismounted> | 19 | 20 | 20 | 18 | 15 | 19 | 4 | Swd/Bow |
|-----|
| Additions | +1 | +1 | | +1 | | +1 | +3 | HP+2 |
\-----/

```

Kate n' Sharon have this class.  
 An averange class. Don't expect much from it.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Pegasus Knight | 20 | 19 | 22 | 18 | 21 | 17 | 7 | Swd/Spr |
| <dismounted> | 18 | 17 | 19 | 17 | 15 | 17 | 4 | Swd |
| Dragon Knight (P) | 23 | 20 | 21 | 22 | 15 | 19 | 7 | Swd/Spr |
| <dismounted> | 20 | 18 | 19 | 19 | 15 | 19 | 4 | Swd |
|-----|
| Additions | +3 | +1 | -1 | +4 | -6 | +2 | | HP+5 |
\-----/

```

They're flying units.

\* Pegasus Knights: Sasha, Mahter, Frau, Verna  
 Excellent Mv n' Mag! Can fight well on most terrains. Strong against magic but weak against bows.

\* Dragon Knights: Raffin, Sasha, Mahter, Frau, Verna  
 One of the strongest classes! Only weakness is vulnerable to bows.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Bow Cavalry | 21 | 20 | 21 | 18 | 15 | 17 | 7 | Bow |
|<dismounted> | 20 | 19 | 19 | 17 | 15 | 17 | 4 | Bow |
| Mameluke (P) | 22 | 21 | 22 | 20 | 15 | 19 | 7 | Swd/Bow |
|<dismounted> | 20 | 19 | 21 | 18 | 15 | 19 | 4 | Bow |
|-----|
| Additions | +1 | +1 | +1 | +2 | | +2 | | HP+3 |
\-----/

```

Shirou n' Lionheart have this class.  
 An averange class as well. Don't expect much from it.

=====  
 3/ OTHER CLASSES \=====  
 =====

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |

```

```

|-----|
| Sword Fighter | 18 | 22 | 23 | 17 | 15 | 19 | 5 | Swd |
| Sword Master (P) | 21 | 25 | 25 | 18 | 15 | 20 | 6 | Swd |
|-----|
| Additions | +3 | +3 | +2 | +1 | | +1 | +1 | HP+2 |
|-----|

```

Max Skl n' Agl, great S.Skls, expert in all fields of combat! This is the most formidable class in the game, in my opinion!

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Axe Fighter | 20 | 20 | 21 | 18 | 15 | 18 | 6 | Ax |
| Warrior (P) | 22 | 22 | 23 | 20 | 15 | 20 | 7 | Ax |
|-----|
| Additions | +2 | +2 | +2 | +2 | | +2 | +1 | HP+3 |
|-----|

```

Great stats, can fight on complicated terrains. One of the best classes.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Bow Fighter | 19 | 20 | 20 | 17 | 15 | 18 | 4 | Bow |
| Bow Master (P) | 22 | 21 | 21 | 20 | 15 | 19 | 5 | Bow |
|-----|
| Additions | +3 | +1 | +1 | +3 | | +1 | +1 | HP+4 |
|-----|

```

Can attack from distance, can't do direct attack. Good stats, effective against flying units. However, this is an average class (except Rennie).

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Mage | 15 | 20 | 19 | 17 | 19 | 18 | 4 | 2 types |
| Sage (P) | 15 | 23 | 23 | 19 | 22 | 20 | 5 | Fi/Thd/Win/Lgt |
|-----|
| Additions | | +3 | +4 | +2 | +3 | +2 | +1 | HP+2 |
|-----|

```

Maruju, Meriah, Alicia n' Rishel have this class.

One of the best classes! Expert in all fields of combat. Can prevent counter-atk! Can defeat even the highest physical defences! Weak against physical wpns.

\* NOTE: before promoted, each char can use 2 different types of wpn

- Thunder, Wind: Maruju, Alicia
- Fire, Light: Meriah
- Fire, Thunder: Rishel

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Armor Knight | 20 | 19 | 17 | 24 | 15 | 18 | 3 | Swd |
| Iron Knight (P) | 22 | 19 | 17 | 25 | 15 | 19 | 6 | Swd |
| <dismounted> | 20 | 18 | 16 | 25 | 15 | 19 | 3 | Swd |
|-----|
| Additions | +2 | | | +1 | | +1 | +3 | |
\-----/

```

Norton has this class.

This is an armored cavalry. Hard to fight on complicated terrains. Weak against anti-armor n' anti-horse wpns. The best fighting environment is city or flat terrains.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Soldier | 19 | 20 | 20 | 18 | 15 | 18 | 5 | Swd |
| Hero (P) | 22 | 23 | 22 | 20 | 15 | 20 | 6 | Swd |
|-----|
| Additions | +3 | +3 | +2 | +2 | | +2 | +1 | HP+3 |
\-----/

```

Xeno n' Attrom have this class.

Like Swd Master, this is one of the most formidable classes. No more word!

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Armor Knight | 20 | 19 | 17 | 24 | 15 | 18 | 3 | Swd |
| General (P) | 22 | 22 | 19 | 25 | 15 | 20 | 4 | Swd |
|-----|
| Additions | +2 | +3 | +2 | +1 | | +2 | +1 | HP+2 |
\-----/

```

BillFord n' Zachariah have this class.

Great Def n' Atk, but poor Mv n' Speed. Hard to fight on complicated terrains. Weak against anti-armor wpns.

-----o-o---< >---o-o-----

```

/-----\
| | Str | Skl | Agl | Def | Mag | Wlv | Mv | Wpns |
|-----|
| Axe Knight | 20 | 19 | 19 | 20 | 15 | 18 | 4 | Ax |
| Spear Knight | 20 | 19 | 19 | 20 | 15 | 18 | 5 | Spr |
| Sergeant K. (P) | 22 | 21 | 21 | 21 | 15 | 20 | 5/6 | Swd/Spr/Ax |
|-----|
| Additions | +2 | +2 | +2 | +1 | | +1 | +1 | HP+2 |
\-----/

```

Ezekiel n' Lionel have this class.

One of the best classes! Great stats, can use 3 types of wpn. Look at Lionel n' you'll see.





<> Translated name: Wind Water  
<> Symbol: A broken shield  
<> Effects: Reduce enemy's Def by 0  
<> Signal: An orange flash

---

[ Name ] Counter Attack

<> Translated name: Strong Wind  
<> Symbol: A green arrow  
<> Effects: Atk first when you're being attacked by the enemy  
(in enemy's turn)  
<> Signal: A white flash  
<> Condition: Spd is higher than the enemy

---

[ Name ] Dead Slash

<> Translated name: Heavy Wind  
<> Symbol: The sword w/ the shield  
<> Effects: Increase Atc power by 2 times. This is a finish Skl!  
<> Signal: A green flash

---

[ Name ] Double Strike

<> Translated name: Continual  
<> Symbol: A sword w/ 2 line  
<> Effects: Attack 2 times  
<> Signal: A white flash  
<> Formula: Spd %

---

[ Name ] Rising Dragon

<> Translated name: Flying Dragon  
<> Symbol: A feather  
<> Effects: Increase Atc power by 3 times (Max Damage is 99)  
<> Signal: A purple flash

---

[ Name ] Large Shield

<> Translated name: Large Shield  
<> Symbol: A shield  
<> Effects: Increase Def by 20  
<> Signal: A red shield in front of your character  
<> Formula: Level %

---

[ Name ] Burglar

<> Translated name: Burglar  
<> Symbol: Only Maerhen has this Skl  
<> Effects: After the enemy is killed, you'll get all non-star wpns n' itms  
However, it will reduce Hit, Evd n' CRT rates of partners n' NPC allies  
within 3 blocks by 50%!

---

[ Name ] Steal

<> Translated name: Steal  
<> Symbol: A bag  
<> Effects: Can pilfer 1 wpn or itm from enemy  
\* NOTE: Can't pilfer star wpns (itms)  
<> Signal: You'll receive this wpn (itm)  
<> Formula: (Spd + Skl) %

-----  
[ Name ] Clearance  
<> Translated name: Clearance  
<> Symbol: A blue orb  
<> Effects: Prevent all enemy's Skls!  
<> Condition: The char who has this Skl MUST BE WELL-TRAINED!  
-----

[ Name ] Golden Star  
<> Translated name: Character  
<> Symbol: 2 yellow stars  
<> Effects: Doubles EXP  
-----

[ Name ] Summon  
<> Translated name: Summons  
<> Symbol: A blazing stick  
<> Effects: Can use Summon Wands (Harpy Wand, Zombie Wand...)  
-----

\* NOTE: Most of them - especially More n' More, Astral Drain, Continual Strike, Guard Break, Dead Slash n' Rising Dragon Skls - are performed incidentally n' automatically.  
<> General formula of 6 Skls above: (Skl - enemy's Skl) %

=====\

|                   |        |
|-------------------|--------|
| 2/ COMMAND SKILLS | \===== |
|-------------------|--------|

=====

They're Fighting Skls as well. Besides, you can control them as you want!

[ Name ] Re-movement  
<> Translated name: Re-movement  
<> Symbol: Only Cavaliers n' flying units have this Skl  
<> Effects: Can move after the attacking  
-----

[ Name ] Charge  
<> Translated name: Charge  
<> Symbol: The sword w/ the red dot  
<> Effects: Can continue fight to 2-5 turns  
<> Condition: Spd is higher than the enemy  
-----

[ Name ] Transmission  
<> Translated name: Loom  
<> Symbol: A golden S (Sherra n' Alfred have this Skl)  
<> Effects: Can move to anywhere (except some places)  
-----

[ Name ] Open  
<> Translated name: Key to open  
<> Symbol: A lock (Holmes, Yuni n' Narsus have this Skl)  
<> Effects: Can open chests, doors n' gates  
-----

[ Name ] Transform

<> Translated name: Unique  
<> Symbol: Only Narsus has this Skl  
<> Effects (incomplete): Can disguise as any chars (not all), n' receive some abilities of this class

---

[ Name ] Dance

<> Translated name: Dance  
<> Symbol: Only Plum has this Skl  
<> Effects (incomplete): Allow allies to move again. Besides, sometimes it has effects like the \*STR Wand, \*DEF Wand n' \*MAG Wand  
<> Condition: Just focus on 1 ally for a long time!

---

[ Name ] Sing

<> Translated name: Sing  
<> Symbol: Only Lyria has this Skl  
<> Effects (incomplete): Restore some HP for allies nearby. Sometimes it can allow allies to move again  
<> Condition: Testing...

---

=====\n  
3/ ENVIRONMENTAL SKILLS \=====  
=====

GENERAL EFFECTS: Hit+10%, Evd+10%, Mv+1 while fighting on the respective terrains. It means the battle will become more profitable as well.

[ Name ] Forest

<> Translated name: Soldier of forest  
<> Symbol: The tree w/ the upper red arrow

---

[ Name ] Meadow

<> Translated name: Soldier of grassland  
<> Symbol: The small meadow w/ the upper red arrow

---

[ Name ] Mountain

<> Translated name: Soldier of mountain  
<> Symbol: The mountain w/ the upper red arrow

---

[ Name ] Sea

<> Translated name: Soldier of sea  
<> Symbol: The wave w/ the upper red arrow

---

[ Name ] Frontier

<> Translated name: Soldier of remote region  
<> Symbol: 3 stones w/ the upper red arrow

---

[ Name ] Castle

<> Translated name: Soldier of castle  
<> Symbol: The white brick w/ the upper red arrow

---



```
				Rng. 1
	Picture			Wt. 2
				Wlv. -
'-----'		WHP. 40/60		
\-----/ \-----/
```

<> Board 1: the effects n' the picture of this wpn.

<> Board 2: the parameters of the wpn.

```
/-----\
| Lunar Sword: name of the wpn. |
| | |
| - Att (attribute): Type of the wpn (Ken is Sword, Yari is Spear...)|
| - Pow (power): Power of the wpn. |
| - Hit (percentage): Accuracy of the wpn. |
| - Crt (critical): Dangerous level of the wpn. |
| - Rng (range): Atk range of the wpn. |
| - Wt (weight): Weight of the wpn. |
| - Wlv (weapon level): Rank of the wpn. |
| - WHP (weapon HP): Durableness of the wpn. Once this index reached zero, |
| the wpn will be vanished (w/ ordinary wpons) or broken (w/ special |
| wpons). Can be recovered by the Repair Hammer (w/ ordinary wpons) or |
| the *Repair Wand (w/ special wpons). |
\-----/
```

-----[ STAR WEAPONS ]-----

There are 4 types of star: white, black, blue n' red.

A] White star wpons:

~~~~~

- They're special wpons. SOME OF THEM ONLY BE USED BY THE SPECIFIC CHARS!

E.g: \*Kusanagi for Vega, \*Masamune for Shigen, \*Warp Wand for Renee...

- Can't be stolen.

- They will be broken when the WHP reached zero. Can be recovered by the \*Repair Wand.

B] Black star wpons:

~~~~~

- They're ordinary wpons or special wpons. Can be used by all chars or specific chars. Effective against / kill some respective units. It means they cause SPECIAL EFFECTS.

E.g: Bows against all flying units, \*Kusanagi against all devil units, Horse Slayer kills all mounted units...

- Can be stolen. SOME of them can't be.

- They will be vanished (w/ ordinary wpons) or broken (w/ special wpons) when the WHP reached zero.

- Can be recovered by the Repair Hammer BEFORE the WHP reaches zero (w/ ordinary wpons) or by the \*Repair Wand (w/ special wpons).

C] Blue star wpons: read this part carefully

~~~~~

- They're ordinary or special wpons. They're called upgraded wpons, in my way. Can be used by all chars or specific chars. If they're equipped for the char, the CRT effect will increase.

- Can be stolen (except the special wpons).

- They will be vanished (w/ ordinary wpons) or broken (w/ special wpons) when the WHP reached zero.

- Can be recovered by the Repair Hammer BEFORE the WHP reaches zero (w/

ordinary wpns) or by the \*Repair Wand (w/ special wpns).

HOW TO UPGRADE? Look at these boards for examples

```
~~~~~
/-----\      /-----\      /-----\
| Lunar Sword |      | Lunar Sword |      | Lunar Sword | | | |
|             |      |             |      |             |
| Att. Ken  |_ |      | Att. Ken  |_ |      | Att. Ken  |_ |
| Pow. 14    |      | Pow. 14    |      | Pow. 14    |
| Hit. 80    |      | Hit. 80    |      | Hit. 80    |
| Crt. 7     | --> | Crt. 7+1    | --> | Crt. 7+50   |
| Rng. 1     |      | Rng. 1     |      | Rng. 1     |
| Wt. 3      |      | Wt. 3      |      | Wt. 3      |
| Wlv. 7     |      | Wlv. 7     |      | Wlv. 7     |
| WHP. 25/30 |      | WHP. 10/30 |      | WHP. 3/30   |
\-----/      \-----/      \-----/
```

- After you've eliminated 50 enemies, the Crt index will increase. It will increase by 1 when you've killed 1 more enemy. Once you've erased 100 enemies, the Crt index will reach 50. It's the max limit. Don't forget to recover this wpn!
- Just look at the Iron Swd n' the Iron Spr you've found in Map 1 n' 3. The Crt+1, it means they'll become "blue star" wpns once you've eliminated 50 enemies.

THE BEST PLACE TO UPGRADE YOUR WPNS IS THE ZOMBIE ISLAND!

However, BE CAREFUL, read this part below!

D] Red star wpns:

~~~~~

They have the same explanation as "blue star wpns". However, sometimes can injure their wielders! They're called cussed wpns. Very dangerous!

How to prevent?

~~~~~

- 1] Keep upgrading this wpn. When the Crt reaches 49, just STOP! Save the game, then back to the battle n' kill 1 enemy. Check the star! If it's a red star, just replay this battle by the Soft Reset Function.
- 2] Only Zeek - the Dark Knight - can use all cussed sprs n' axes!
- 3] Use the "Blue star" wpns Code below. It's a cheat.

How to repair?

~~~~~

Your entire "red star" wpns can be repaired! Just enter the secret shops in Map 14 (price is 600G) n' Map 35 (price is 3000G).

NOTE:

- You need no upgrade all your wpns. Just upgrade some of them, especially the Lunar Swd. Then use the Extreme Skl of Krisheena to multiply them.
- The wpn w/ HIGH ACCURACY n' LIGHT WEIGHT is your best choice!

-----[SPECIAL SPOILS]-----

They will drop from some respective units after you've killed them.

HOWEVER, THE CHANCE IS RANDOM N' VERY LOW!

- Lunar Swd: from Dark Cavaliers.
- Dragon Spr: from Dark Infantries.
- Solar Swd: from Armored Skeletons.

- Iron Sld: from Skeletons.
- Stellar Swd: from Black Golems.
- Moonlight: from Yellow Golems.
- Dragon Ax: from Yellow Ogres.
- Repair Hammer: from Green Ogres.
- Dragon Bow: from Dragon Corpses.
- Death: from Witches.
- Herb: from Zombies n' Mummies.
- Fruit: from Eye Splitballs.
- Amulet: from Harpies.
- Gold Bag: from Gargoyles.

Now, here is my weapon list!

```

=====
1/ SWORD \=====
=====
-----

```

NAME	POW	HIT	CRT	RNG	WGT	WLV	WHP	PRICE	EFFECTS
Slim Swd	3	53	0	1	1	1	46/46	460g	
Iron Swd	6	70	0	1	4	3	50/50	1000g	
Steel Swd	9	60	0	1	6	4	50/50	1500g	
Silver Swd	12	80	0	1	4	10	30/30	3000g	
Ir Claymore	12	60	0	1	8	7	50/50	2000g	
St Claymore	15	55	0	1	10	8	50/50	2500g	
Saber	7	60	3	1	5	2	33/33	660g	
Scimitar	11	75	7	1	7	7	40/40	2800g	
Epee	4	90	7	1	2	5	22/22	1320g	Effective against armor
Rapier	5	100	3	1	3	-	25/25	2500g	Effective against armor n' cavalry. For Runan only
Killer Blade	7	90	20	1	3	7	24/24	2880g	Increase CRT effect
ArmorSlasher	7	55	0	1	7	8	22/22	2200g	Effective against armor
Thunder Swd	8	65	0	1-2	7	8	23/23	3450g	Atks w/ thunder magic
Hero Swd	10	70	0	1	5	12	70/70	7000g	Atks 2 times
SwordBreaker	3	50	0	1	1	13	8/8	2400g	Destroys non-star Swds
Evade Swd	2	45	12	1	1	5	14/14	2520g	Increases Evasion
Thief Swd	5	65	0	1	3	1	8/8	N/A	Pilfers non-star wpns n' items
Shield Swd	7	70	0	1	6	6	22/22	6600g	Increases 1-20 Def (random)
Holy Swd	1	50	4	1	1	14	16/16	N/A	Increases 7 MDF
Solar Swd	16	100	7	1	3	7	30/30	N/A	Effective against devil
Lunar Swd	14	80	7	1	3	7	30/30	N/A	Restores HP, reduces enemy's Def by 0!
Stellar Swd	12	85	7	1	3	7	30/30	N/A	Doubles EXP
*Kusanagi	10	80	20	1	2	-	60/60	N/A	Reduces all dmg by half, effective against devil. For Vega only
*Soul Eater	12	80	0	1	3	5	55/55	N/A	Absorbs HP, effective against devil
*Lethal Swd	15	65	80	1	7	15	40/40	N/A	Effective against devil, reduces 7 magical damage, extremely high increase CRT effect!
*Masamune	12	50	0	1	10	-	40/40	N/A	Revives after death, restore all HP. For Shigen only
*Leeve	20	78	15	1	7	-	-	N/A	Effective against dragon
Saintly Swd									n' devil. For Runan only

```

*Canan      | 22| 73| 0 | 1 | 8 | - | - | N/A | Effective against dragon
Sainly Swd |                               |n' devil. For Sennet only

*Salia      | 17| 88| 20| 1 | 5 | - | - | N/A | Effective against dragon
Sainly Swd |                               |n' devil. For Holmes only

*Leda       | 17|100| 25| 1 | 3 | - | - | N/A | Effective against dragon
Sainly Swd |                               |n' devil. For Tia only

```

<< How to get? >>

- Slim Swd, Iron Swd, Steel Swd, Claymores, Saber: Most shops.
- Silver Swd: M12 boss. Wpn of Zachariah n' Yoda. M24, M35 shops.
- Scimitar: M15, M29, M30 shops. Sosol cave, Morse Tower 2F chests.
- Epee: Wpn of Kate, Mahter n' Mel. Before M9, M14, M29, before M37 shops. Ilial cave (S), Morse Tower 3F chests.
- Rapier: Runan's wpn. Sosol cave, Morse Tower 2F chests. M26a shop. (Note: it's a "black star" wpn. However, only Runan can use it)
- Killer Blade: Julia's wpn. Before M9, M15, M26a, M30 shops. M14, M24 enemies.
- Armor Slasher: Roger's wpn. M7 house. M14 shop. M14, Ilial cave (S), Morse Tower 3F chests.
- Thunder Swd: M8 chest. M9, M18 secret shops. M13 enemy. M17 house.
- Hero Swd: M15 secret shop. Sosol cave, Morse Tower 2F, M37 chests. M23, M27 bosses.
- Sword Breaker: M7 boss. M9 secret shop. Morse Tower 4F chest.
- Evade Swd: M9 secret shop. M26a shop. Ilial cave (S), Morse Tower 3F chests. Krisheena's wpn.
- Thief Swd: M15 armory. Ilial cave (S), Morse Tower 3F chests. M26b enemy. Steal from enemies in Morse Tower.
- Shield Swd: M12 enemy. M15 armory. Ilial cave (S), Morse Tower 3F chests. M26a secret shop.
- Holy Swd: M15 armory. Morse Tower 4F. After M36, Estefane will give it for Runan.
- Solar Swd: From Armored Skeletons. Morse Tower 1F chest.
- Lunar Swd: From Dark Cavaliers. After M29, Holmes will receive it. (Remark: this is the most useful sword in the game, in my opinion)
- Stellar Swd: From Black Golems.
- *Kusanagi: Vega's wpn.
- *Soul Eater: M19, let Runan talk to Loffaru.
- *Lethal Swd: M26, let Vega or Julia defeat Rentzen.
- *Masamune: Shigen's wpn.
- *Leeve Sainly Swd: M37, let Runan get it.
- *Salia Sainly Swd: M33, let Holmes get it.
- *Canan Sainly Swd: Sennet's wpn.
- *Leda Sainly Swd: Tia's wpn.

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2/ SPEAR  \=====
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NAME      | POW|HIT|CRT| RNG|WGT|WLV| WHP |PRICE|           EFFECTS
-----
Slim Spr  |  6 | 80| 0 |  1 |  4 |  2 |50/50| 500g|
Iron Spr  |  8 | 85| 0 |  1 |  7 |  4 |60/60|1200g|
Steel Spr | 11 | 75| 0 |  1 | 10 |  7 |60/60|1800g|
Silver Spr |14|100| 0 |  1 |  7 | 11|32/32|3200g|
Heavy Spr | 15 | 65| 0 |  1 | 14 |  6 |48/48| N/A |
Hand Spr  |  7 | 60| 0 |1-2| 10 |  5 |32/32| 640g|

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Javelin      | 10| 68| 0 |1-2| 7 | 9 |30/30|1500g|
Trio Spr     | 13| 75| 7 |1-2| 9 | 14|30/30|3600g|
Devil Spr    | 13| 62| 0 | 1 | 12| 1 |73/73| N/A | Cursed effect
Killer Spr   | 10|100| 20| 1 | 7 | 8 |32/32|3200g| Increases CRT effect
Hero Spr     | 12| 80| 0 | 1 | 8 | 13|80/80|6400g| Atks 2 times
Dragon Spr   | 20| 80| 0 | 1 | 13| 15|30/30| N/A | Restores HP, effective
                                     |against devil
*Canan Spr   | 15|100| 0 |1-2| 6 | 10|20/20| N/A | Absorbs HP
*Salia Spr   | 18|100| 15|1-2| 4 | 11|74/74| N/A | Atks 2 times
*Leda Spr    | 17|100| 0 | 2 | 7 | 8 |80/80| N/A | Reduces all dmg by half,
                                     |effective against devil

```

<< How to get? >>

- Slim Spr, Iron Spr, Steel Spr, Hand Spr: Most shops.
- Silver Spr: M24, M29, M35 shops.
- Heavy Spr: Steal in the arenas.
- Javelin: M7, M14, M15, M26a, M29, M35 shops. M17 enemy. Ilial cave (N), Morse Tower 3F chests.
- Trio Spr: M18 secret shop. Ilial cave (N), Morse Tower 3F chests.
- Devil Spr: Zeek's wpn. Steal from Dark Troops.
- Killer Spr: Raffin's wpn. Mintz's wpn. M26a, before M37 shop. Morse Tower 3F chest.
- Hero Spr: M15 secret shop. M26a house. Morse Tower 3F chest.
- Dragon Spr: From Dark Infantryes.
- *Canan Spr: M35 Julius.
- *Salia Spr: Verna's wpn.
- *Leda Spr: Leslie's wpn. Can't be obtained.

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3/ AXE \=====

NAME	POW	HIT	CRT	RNG	WGT	WLV	WHP	PRICE	EFFECTS
Iron Ax	9	60	0	1	9	3	88/88	880g	
Steel Ax	14	50	0	1	13	4	52/52	1560g	
Silver Ax	18	77	0	1	8	11	40/40	4000g	
Hand Ax	6	38	0	1-2	6	1	60/60	600g	
Tomahawk	10	54	7	1-2	7	10	32/32	2560g	
Horse Slayer	10	55	0	1	15	8	44/44	2200g	Effective kill cavalry
Killer Ax	12	87	20	1	10	9	40/40	2000g	Increases CRT effect
Armor Slayer	12	37	0	1	14	5	60/60	1200g	Effective kill armor
Hero Ax	14	70	0	1	11	12	90/90	4500g	Atks 2 times
Shield Ax	17	37	0	1	17	12	28/28	N/A	Increases 10 Def
Dragon Ax	20	78	0	1	15	15	40/40	N/A	Restores HP, effective against devil
*Heavy Ax	20	64	0	1	20	13	94/94	N/A	Reduces all dmg by half

<< How to get? >>

- Iron Ax, Steel Ax, Hand Ax: Most shops.
- Silver Ax: M19 house. Ilial cave (S), Morse Tower 1F chest. M24, M35 shop.
- Tomahawk: Garo's wpn. M10, M29, before M37 shops. Morse Tower 2F chest.
- Horse Slayer: M2 Plum's house. Zeek's wpn. M12, M15, M19, M35 shops. Ilial cave (S), Morse Tower 1F chests.
- Killer Ax: Samson's wpn. M15, M29 shops. Morse Tower 1F chest.
- Armor Slayer: M2 shop. M12 enemy. Morse Tower 2F chest.
- Hero Ax: M15 secret shop. Ilial cave (S), Morse Tower 1F, M37 chests. M21 Samson talks to Katrina.

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4/ BOW \=====

- Effective against flying units.
- Long-range atk.

NAME	POW	HIT	CRT	RNG	WGT	WLV	WHP	PRICE	EFFECTS
Hand Bow	3	70	0	2	1	2	50/50	500g	
Iron Bow	6	70	0	2	5	6	40/40	1200g	
Steel Bow	10	65	0	2	8	8	40/40	2000g	
Silver Bow	13	80	0	2	6	11	28/28	2800g	
Hero Bow	10	70	0	2	8	12	60/60	4800g	Atks 2 times
Long Bow	6	65	0	2-3	10	10	40/40	4800g	Long-range atk
Dragon Bow	17	80	7	2-3	10	4	30/30	N/A	Restores HP, effective against devil
Crossbow	8	90	0	2	10	3	44/44	1320g	
Repeat Crb	6	80	0	2	15	7	40/40	1600g	Atks 2 times
Heavy Crb	7	60	0	2-4	20	15	22/22	4400g	Long-range atk
Killer Crb	7	100	20	2	14	9	23/23	2300g	Increases CRT effect
Gatling Crb	5	65	0	2	20	10	60/60	3600g	Atks 4 times
Ballistic Stone	15	70	0	3-7	20	4	22/22	N/A	Owner can't move
Thrower	20	55	0	3-7	20	5	15/15	N/A	Owner can't move

<< How to get? >>

- Hand Bow, Iron Bow, Steel Bow, Crossbow: most shops.
- Silver Bow: M24, M35 shops. Ilial cave (N), Morse Tower 4F cheats.
- Hero Bow: Raquel's wpn. Sosol cave, Ilial cave (N), Morse Tower 4F chests. M37 chest.
- Long Bow: Holmes's wpn. M15 armory. M18 secret shop. M26a house. Morse Tower 1F chest.
- Dragon Bow: from Dragon Corpses.
- Repeat Crb: M14, M16 chests. M26a secret shop.
- Heavy Crb: M26a secret shop. M27 chest. Ilial cave (N), Morse Tower 3F chests.
- Killer Crb: M26 shop. Morse Tower 1F chest.
- Gatling Crb: Morse Tower 1F chest.
- Ballistic: M17 enemy.
- Stone Thrower: Hagaru's wpn.

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5/ MAGIC \=====

[WIND]
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| NAME             | POW | HIT | CRT | RNG | WGT | WLV | WHP   | PRICE | EFFECTS                                   |
|------------------|-----|-----|-----|-----|-----|-----|-------|-------|-------------------------------------------|
| Wind             | 5   | 73  | 0   | 1-2 | 3   | 5   | 44/44 | 2640g |                                           |
| *Miracle<br>Wind | 10  | 100 | 20  | 1-2 | 5   | -   | 58/58 | N/A   | Increases CRT effect.<br> For Maruju only |
| *Sylph           | 18  | 92  | 0   | 1-2 | 6   | 7   | 47/47 | N/A   | Prevents counter-atk                      |
| Blizzard         | 7   | 64  | 0   | 1-2 | 8   | 7   | 30/30 | 3000g | Prevents counter-atk                      |
| Tornado          | 10  | 70  | 0   | 2   | 15  | 14  | 12/12 | N/A   | Wide-range atk                            |

<< How to get? >>

- Wind: Maruju's wpn. M10 shop. M12 enemy. Morse Tower 3F.
- \*Miracle Wind: After M5.
- \*Sylph:
  - + For Maruju: At 1st team division, put him in Holmes's army. Back to M5, he'll get it from Shilphy - her mother.
  - + For Alicia: Let her join M21. Talk w/ Alfred n' she'll get it.
- Blizzard: M14, before M37 shops. Morse Tower 3F chest.
- Tornado: Morse Tower 3F chest. Alfred's wpn.

[ LIGHT ]

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Effective against devil n' Dark attribute!

NAME	POW	HIT	CRT	RNG	WGT	WLVL	WHP	PRICE	EFFECTS
*Starlight	20	97	0	1-2	12	-	50/50	N/A	For Meriah only
*Rainbow	7	74	0	All	15	-	7/7	N/A	All-range atk, use after 5 turns. For Meriah only
Moonlight	12	93	0	1-2	7	7	18/18	N/A	Absorbs HP
*Prelude	10	100	0	1-2	8	10	40/40	N/A	Prevents counter-atk

<< How to get? >>

- *Starlight: Meriah's wpn.
- *Rainbow: At 2nd team division, put her n' Rishel in Runan's army.
- Moonlight: From Yellow Golems.
- *Prelude: Morse Tower 6F chest.

[THUNDER]

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| NAME               | POW | HIT | CRT | RNG | WGT | WLVL | WHP   | PRICE | EFFECTS                           |
|--------------------|-----|-----|-----|-----|-----|------|-------|-------|-----------------------------------|
| Thunder            | 6   | 84  | 0   | 1-2 | 5   | 4    | 30/30 | 2400g |                                   |
| Lightning          | 9   | 90  | 0   | 1-2 | 7   | 8    | 25/25 | 3000g |                                   |
| *Twin<br>Thunder   | 12  | 95  | 7   | 1-2 | 4   | -    | 62/62 | N/A   | Atks 2 times.<br> For Alicia only |
| Bolting<br>Thunder | 16  | 88  | 7   | 1-2 | 12  | 12   | 20/20 | 6000g |                                   |
| Storm              | 7   | 70  | 0   | 2-3 | 18  | 15   | 14/14 | N/A   | Wide-range atk                    |

<< How to get? >>

- Thunder: M7 shop, enemy. M29 shop. Sosol cave, Ilial cave (N), Morse Tower 4F chests.
- Lightning: M15, M36 shops. Sosol cave, Ilial cave (N), Morse Tower 1F,4F chests.
- \*Twin Thunder: Alicia's wpn.
- Bolting: M16 enemy. M26a secret shop. Sosol cave, Ilial cave (N), Morse 1F,4F chests.
- Thunder Storm: Sosol cave, Ilial cave (N), Morse Tower 4F chests.

\* GENERAL NOTE: All wide-range magic only be used after 2 turn!

[ FIRE ]

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NAME	POW	HIT	CRT	RNG	WGT	WLVL	WHP	PRICE	EFFECTS
Fire	8	60	0	1-2	6	3	30/30	2400g	
Hell Fire	11	54	0	1-2	10	6	25/25	3000g	

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Volcano      | 15| 70| 0 |1-2| 14| 12|18/18|3240g|
Meteor Rain | 9 | 48| 0 |2-5| 15| 13|15/15| N/A |
Fire Storm   | 8 | 55| 0 |2-3| 15| 15|12/12| N/A | Wide-range atk
*Solar Flame| 15|100| 0 |1-3| 10| - |70/70| N/A | Effective against devil,
                                     |increase 10 Def.
                                     |For Rishel only

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<< How to get? >>

- Fire: Lee's wpn. Meriah's wpn. Before M9 shop. M10, M19 shops. Sosol cave, Morse Tower 5F chests.
- Hell Fire: M9 boss. M14, Sosol cave, Morse Tower 5F chests. M19 house. M19, before M37 shops.
- Volcano: Sosol cave, Morse Tower 5F chests.
- Meteor Rain: Sosol cave, Morse Tower 5F chests. Rishel's wpn.
- Fire Storm: Sorry, I don't remember exactly how to get it.
- *Solar Flame: Rishel's wpn.

[DARK]

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| NAME        | POW | HIT | CRT | RNG | WGT | WLVL | WHP   | PRICE | EFFECTS                                                                 |
|-------------|-----|-----|-----|-----|-----|------|-------|-------|-------------------------------------------------------------------------|
| Evil Insect | 8   | 60  | 0   | 1-3 | 12  | 4    | 26/26 | 2600g |                                                                         |
| King Cobra  | 10  | 84  | 0   | 1-2 | 8   | 7    | 30/30 | 3000g | Absorbs HP                                                              |
| Death       | 7   | 70  | 20  | 1-3 | 13  | 10   | 18/18 | 2700g | Increases CRT effect                                                    |
| Dark Wave   | 18  | 100 | 0   | 1-3 | 10  | 15   | 40/40 | 2800g | Prevents counter-atk                                                    |
| Dark Force  | 5   | 74  | 0   | 2-3 | 15  | 13   | 12/12 | N/A   | Wide-range atk                                                          |
| Black Hole  | 4   | 90  | 0   | 2-3 | 15  | 14   | 12/12 | N/A   | Wide-range atk                                                          |
| Rock Trap   | 6   | 82  | 0   | 2-3 | 18  | 14   | 12/12 | N/A   | Wide-range atk                                                          |
| Earthquake  | 1   | 50  | 0   | All | 20  | 15   | 10/10 | N/A   | All-range atk, use after<br> 5 turns, not effective<br> w/ flying units |

<< How to get? >>

- Evil Insect, King Cobra, Death, Dark Wave: buy in M31 (secret shop).
- King Cobra: Sherra's wpn. M39 chest.
- Death: From Witches (random).
- Rock Trap, Black Hole, Dark Force, Earthquake: steal from enemy.

[ OTHERS ]

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NAME	POW	HIT	CRT	RNG	WGT	WLVL	WHP	PRICE	EFFECTS
*Dragon									
Breath (S)	1	80	0	1-2	10	1	-	N/A	Reduces enemy's Def by 0!
*Dragon	20	50	0	1-2	20	1	-	N/A	Reduces enemy's Def by 0!
Breath (L)									Wide-range atk
*Dark	20	50	0	1-3	15	30	-	N/A	Reduces enemy's Def by 0!
Breath									Wide-range atk
*Black Rain	20	120	100	All	20	0	-	N/A	All-range atk, use after 20 turns. LETHAL ATK FOR ALL (except for Tia)!
*Black									
Monster	12	68	0	1-2	20	1	68/68	N/A	Prevents counter-atk

<< How to get? >>

No, you can't obtain them.

- *Dragon Breath (S n' L): for Dragons only.
- *Dark Breath n' *Black Rain: for Dark Dragon only.

NAME	WHP PRICE	EFFECTS
Herb	3 1200g	Restores 10 HP
Fruit	3 2100g	Restores 20 HP
Elixir	3 3000g	Restores all HP
Amulet	1 5000g	Revives after death, not restore HP
*Panacea	1 N/A	Revives after death, restore all HP
*Dakryuon		
Stone	3 N/A	Revives all dead allies. Use in Morse Tower

<< How to get? >>

- Herb: Most shops, everywhere. From Zombies n' Mummies.
- Fruit: Most shops, everywhere. From Split Eyeballs.
- Elixir: M8, Sosol cave, Ilial cave (N)x2, Morse Tower 1F,5F chests. Before M9, M35, before M37 shop.
- Amulet: From Harpies. M1, M26a house. Beruje, before M9, M19, M29, M35 shops. Ilial cave (N)x2, Morse Tower 1F x2, 3F chests.
- *Panacea: Sherra's item. Riguria armory. M14, Ilial cave (N), Morse Tower 2F chests.
- *Dakryuon Stone: M21 chest.

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2/ SHIELD \=====

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NAME	WHP PRICE	EFFECTS
Wooden Sld	4 2000g	Increases 4 Def
Iron Sld	4 4000g	Increases 7 Def
Steel Sld	3 6000g	Increases 12 Def
Magic Sld	4 8000g	Increases 7 Mdf
Silver Sld	2 N/A	Increases 20 Def
*Thunder Sld	- N/A	Increases 12 Mdf when injured by thunder magic
*Flame Sld	- N/A	Increases 12 Mdf when injured by fire magic
*Wind Sld	- N/A	Increases 12 Mdf when injured by wind magic
*Goddess Sld	- N/A	Prevents all enemy's Skl, CRT n' special effects
*Jade Scale	- N/A	Reduces all dmg by half
*Purple		
Scale	- N/A	Increases 40 Def n' Mdf, prevent all enemy's skl, CRT n' special effects

<< How to get? >>

- Wooden Shield: Most shops, everywhere.
- Iron Shield: From Skeletons. M7,M10,M24,M26a,M35 shops. M8, Morse Tower 2F,5F chests.
- Steel Shield: After M9. M14, Morse Tower 2F,5F chests.
- Magic Shield: Zeek's item. M14, Ilial cave (S), Morse Tower 4F chests. M17 enemy. M24 house, enemy. Before M37 shop.
- Silver Shield: Riguria armory. Morse Tower 2F,5F chests. M35 house (price: 10000G).
- *Thunder Shield: M8, Ilial cave (S), Morse Tower 1F chests.
- *Flame Shield: Morse Tower 4F chest.
- *Wind Shield: Sosol cave, Morse Tower 2F chests.
- *Goddess Shield: Morse Tower 6F chest.
- *Jade Scale: Kalra's item. Dark Dragon's item. Can't be obtained. It will be equipped for Dragons in Competition Mode.
- *Purple Scale: For Saintly Dragons only. Can't be obtained.

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3/ BOOK \=====

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NAME	WHP PRICE	EFFECTS
Limit Proof	1 N/A	Lv+10 (40 is Max)
Re-movement		
Book	1 N/A	Learn Re-movement Skl
Burglar Book	1 N/A	Learn Burglar Skl
*Salia Bible	1 N/A	After equipped, Str, Skl, Spd, n' Def can increase together when LvUp
*Leeve Bible	1 N/A	After equipped, Mag, Luk, Wlv, n' HP can increase together when LvUp

<< How to get? >>

- Limit Proof: M3, M14 houses. M25 hidden item. Ilial cave (S), M26b, M27, Morse Tower 3F,5F chests.
- Re-movement Book: M3, M18 houses. M25 hidden item. At 3rd team division, put Yuni in Holmes's army, she'll get it.
- Burglar Book: M25 hidden item.
- *Salia Bible (the blue book): M17 Kernel.
- *Leeve Bible (the red book): At 1st team division, put Maruju in Runan's army. After M17 n' before M18 he'll get it.

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4/ PROMOTION ITEM \=====

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NAME	WHP PRICE	EFFECTS
Knight Proof	1 N/A	Upgrades for cavaliers, knights
Hero Proof	1 N/A	Upgrades for fighters, soldiers
Sage Proof	1 N/A	Upgrades for mages
*Pegasus		
Flute	1 N/A	Upgrades for Princess (to Pegasus Knight)
Dragon		
Flute	1 N/A	Upgrades for Pegasus Knights (to Dragon Knights)

<< How to get? >>

- Knight Proof: M3, M24 house. M8, M14, M16, M26b, Ilial cave (S), Morse Tower 4F, 5F chests. Loffaru's item.
- Hero Proof: M14, M18, M26a house. M15 armory. M17 enemy. M11, M14, M16, Sosol cave, Ilial cave (N), Morse Tower 5F chests.
- Sage Proof: M14, M16, Ilial cave (S), Morse Tower 3F, M39 chest. M17 house.
- *Pegasus Flute: M6 after the conversation between Sasha n' Mel.
- Dragon Flute: M10 secret shop. Morse Tower 1F chest. At 3rd team division, put Bud in Holmes's army, she'll get it.

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5/ PLUS POTION \=====

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NAME	WHP PRICE	EFFECTS
POW Plus	1 N/A	Str+3
SKL Plus	1 N/A	Skl+3

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AGI Plus      | 1 | N/A | Agl+3
DEF Plus      | 1 | N/A | Def+3
MAG Plus      | 1 | N/A | Mag+3
LUK Plus      | 1 | N/A | Luk+3
WLV Plus      | 1 | N/A | Wlv+3
MHP Plus      | 1 | N/A | MHP+5
MOV Plus      | 1 | N/A | Mv+3

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<< How to get? >>

- POW Plus: M14, Sosol cave, Ilial cave (N), Morse Tower 1F,4F chests. M25 hidden itm.
- SKL Plus: M17 enemy. M14, Ilial cave (N,S), Morse Tower 2F,3F(x2),5F(x2) chests. M25 hidden itm.
- AGI Plus: M8, M14, Morse Tower 3F chests. M25 hidden itm.
- DEF Plus: M15 armory. M25 hidden itm. M14, Morse Tower 3F chests.
- MAG Plus: M25 hidden itm. M14, Morse Tower 2F, M37 chests.
- LUK Plus: M3 house. M14, Sosol cave, Ilial cave (N), Morse Tower 1F,5F chests. M25 hidden itm.
- WLV Plus: M1 house. M14, Sosol cave, Ilial cave (S) x2, Morse Tower 4F x2, 5F chests.
- MHP Plus: M14, M37, Ilial cave (N), Morse Tower 1F,2F chests. M2 house. M25 hidden itm.
- MOV Plus: Sosol cave, M26b, Morse Tower 5F chests.

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6/ OTHERS \=====

NAME	WHP PRICE	EFFECTS
Door Key	1 500g	Opens doors
Bridge Key	1 2000g	Opens bridges
*Guild Key	5 N/A	Enters secret shops
Gold Bag	1 N/A	Sells for 3000g
Repair		
Hammer	1 8000g	Repairs non-star wpns
Hand Mirror	- N/A	Increases Hit n' Evd to partners within 3 blocks by 5%. For Plum only!
Salia		
Wristlet	- N/A	Transforms into Fire Dragon. For Katri only
Leeve		
Wristlet	- N/A	Transforms into Water Dragon. For Enteh only
Canan		
Wristlet	- N/A	Transforms into Wind Dragon. For Neifa only
Leda		
Wristlet	- N/A	Transforms into Demon Dragon. For Tia only

<< How to get? >>

- Door Key: M14, M24, before M37 shops. M39 chests. M40 enemies.
- Bridge Key: M7 house. M12 shop. M24 enemy. M37 chest, enemies.
- *Guild Key: M9 hidden itm. Riguria armory.
- Gold Bag: Everywhere. From Gargoyles.
- Repair Hammer: From Green Ogres. M7, before M9, M24, M26a, M29, before M37 shops. M14, M26a houses.
- Hand Mirror: M2 house. Only Plum can get it.
- Salia Wristlet: Katri's item.
- Leeve Wristlet: Enteh's item (later).
- Canan Wristlet: Neifa's item. Can't be obtained.
- Leda Wristlet: Tia's item. Only use in Competition Mode.

* And you - for reading my FAQ.

January 23rd, 2005

[THE END]

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