



a guide made by: SLEEPY RACOON

learning japanese with...

# DRAGON QUEST XI

## GAME GUIDE with vocabulary

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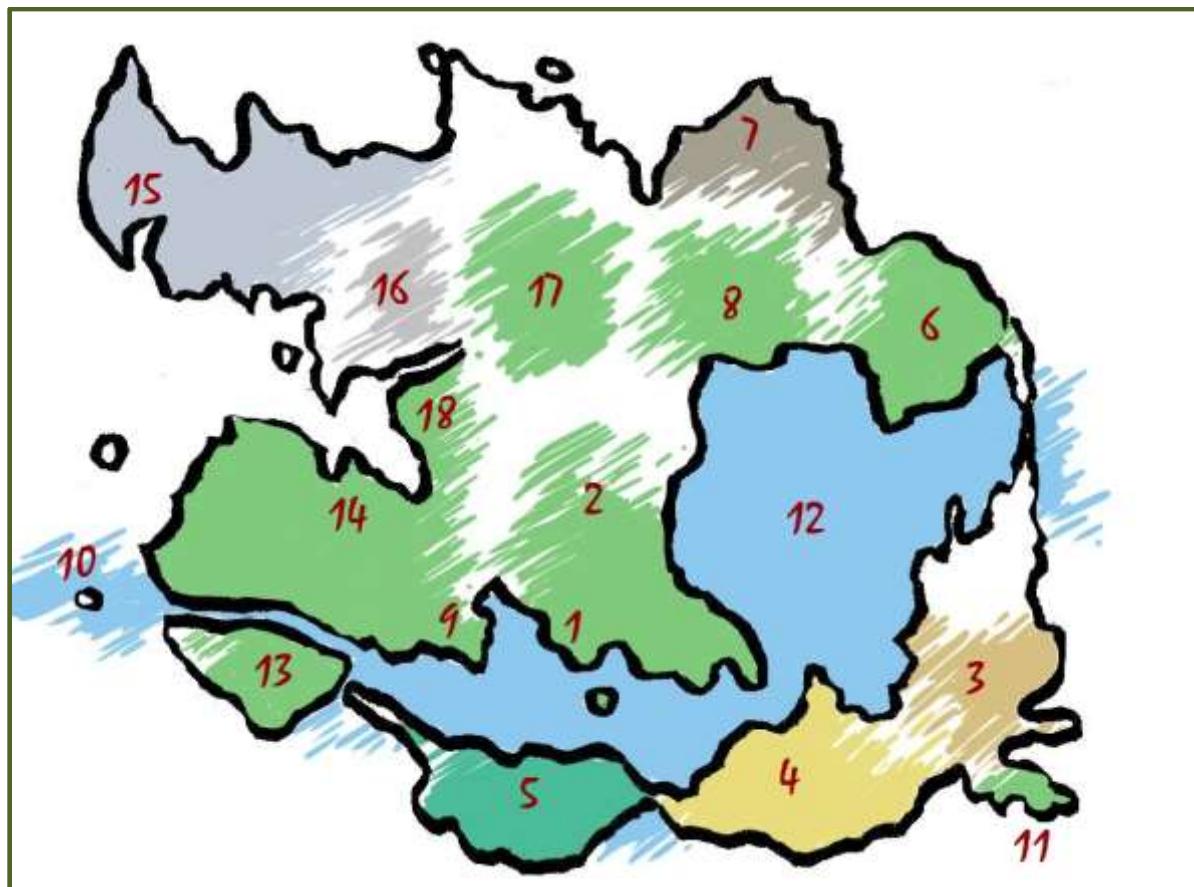
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# WORLD MAP



1	ISHI VILLAGE	10	WHITE BAY
2	DELCADAR	11	NAGIMURA VILLAGE
3	HOMURA VILLAGE	12	MURIA
4	SAMADHI	13	PUCHALAO
5	DAHARUNE	14	MEDAL GIRL SCHOOL
6	BANDERFON	15	KREYMORAN
7	GROTTA	16	HOLY GROUND RAMUDA
8	YUGUNOA	17	TREE OF LIFE
9	SOLTICO	18	DULDA HAMLET



## CHARACTERS



### TORTE

when old man TEO found him and decided to bring him up, the hero TORTE was just a baby. a lot has happened since then. now, on his 16<sup>th</sup> birthday, the trials of ISHI have to be completed. little does he know that those trials are nothing compared to the hardships that lie ahead of him.



### KAMYU

this hot blooded young man has quite the shady career. though he isn't one for sweet talk, KAMYU soon becomes one of TORTE's closest friends.



### VERONICA

VERONICA is a good example for why looks don't matter: behind her childish appearance lies a lot more than you would think. she is the sister of SENYA.



### SENYA

VERONICA's sister is a gentle and kind woman. the mission of their clan is of great importance to her. therefore, taking care of the group, and most of all TORTE, is her highest priority. but that doesn't mean she can't keep her eyes open in case someone else is in need of healing.



## SILVIA

as a circus artist, SILVIA roams the world. he is always looking for smiling faces or – if there are none available – for a way to make people smile. but there's a difference between smiling and laughing... and although it might sometimes appear that way, SILVIA is anything but a joke.



## MARTINA

MARTINA's origins are kept secret for quite some time. her training with ROU taught her many things, but most of all, it helped her to survive.

this time, she won't let go.



## ROU

when old man ROU shares his past with the party, all the pieces of the puzzle will start to fall together. his strong determination and kind heart will be a blessing in the battles ahead.

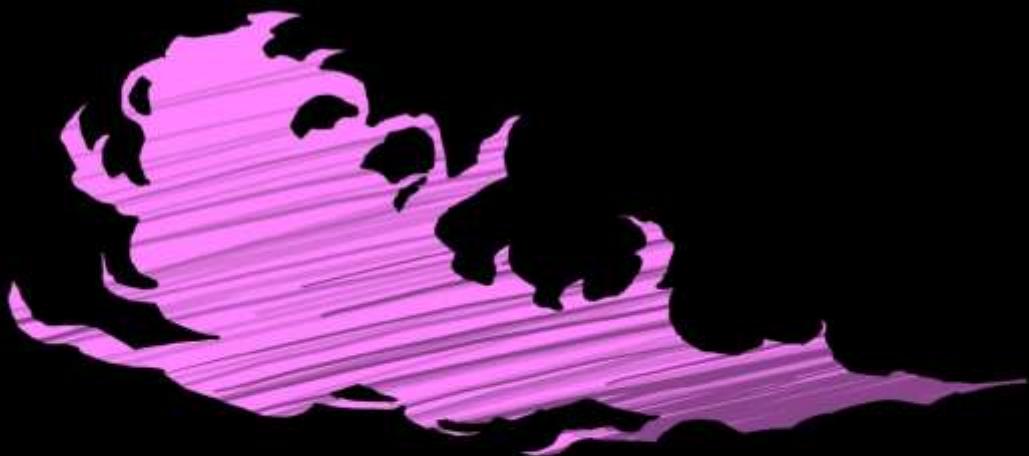
## VOCABULARY - HEROES

勇者	ゆうしや	hero
主人公	しゅじんこう	protagonist
仲間	なかま	companion
友達	ともだち	friend

VOCABULARY - SYSTEM		
システム	システム	system
冒険	ぼうけん	adventure
書	しょ	writings, book
作る	つくる	to create, make
終わる	おわる	to end
戻る	もどる	to return
続ける	つづける	to continue
はい	はい	yes
いいえ	いいえ	no
消す	けす	to erase
一度消した	いちどけした	once erased...
使う	つかう	to use
できる	できる	to be possible, able to
袋	ふくろ	pouch, bag
道具	どうぐ	tool
強さ	つよさ	strength
魔法	まほう	magic
呪文	じゅもん	spell
逃げる	にげる	to escape
戦う	たたかう	to fight
特技	とくぎ	special skill
攻撃	こうげき	attack
防御	ぼうぎょ	defense
作戦	さくせん	strategy
命令	めいれい	command
装備	そうび	equipment
調べる	しらべる	to check, investigate
見つける	みつける	to discover
銀行	銀行	bank
所持金	しょじきん	money in possession
回復	かいふく	restoration
宝箱	たからばこ	treasure chest
休む	やすむ	to rest

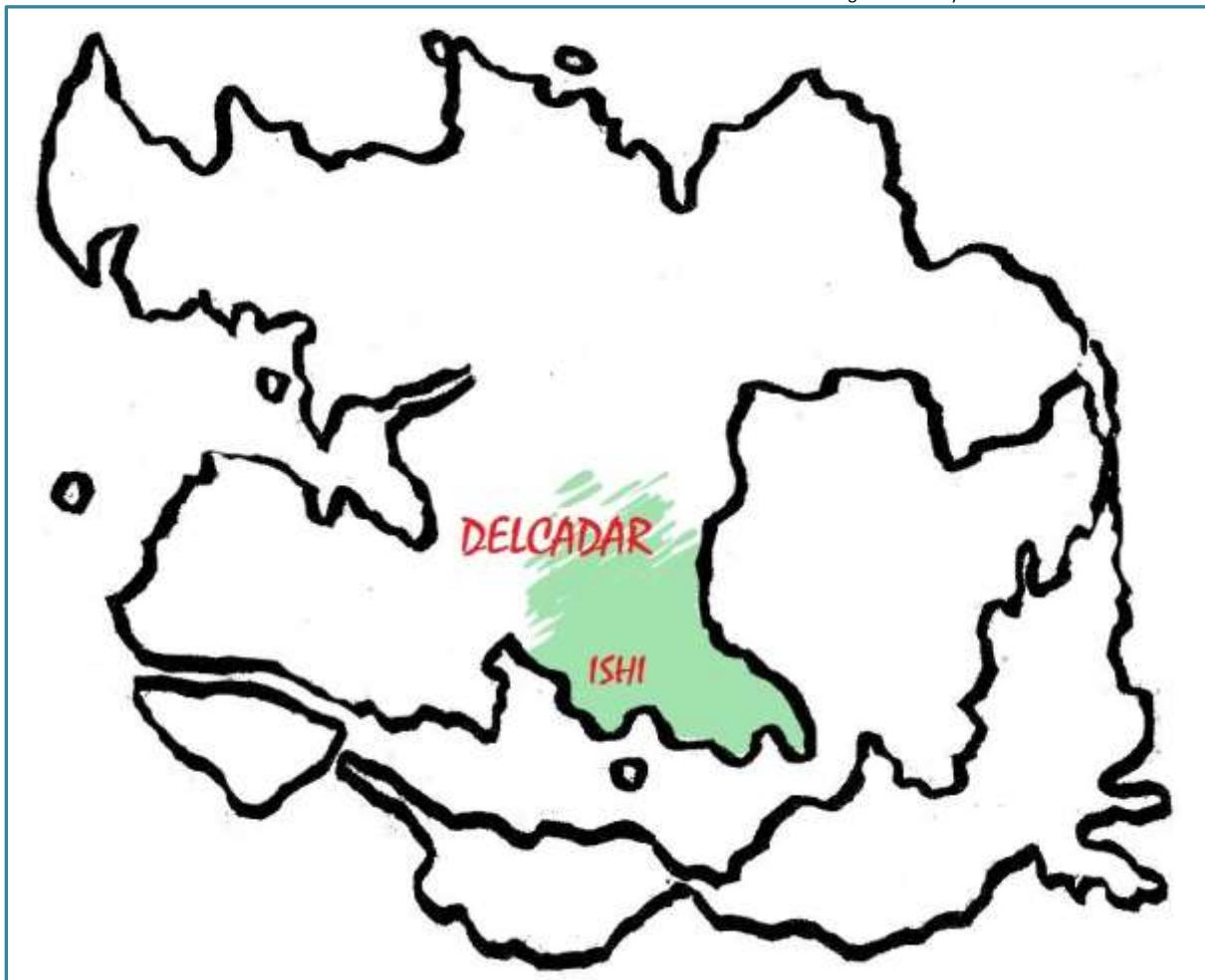


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## PART 1

BEFORE



## CHAPTER 1: THE HERO REBORN

1. after the introduction, follow the way towards the cave. the villagers will talk to TORTE and EMMA and the trial will begin
2. reach the halfway-point of the GOD'S ROCK and save the kid
3. reach the top of the cliffs to witness the awakening of TORTE's secret power
4. return to the villagers
5. back at ISHI VILLAGE, visit TORTE's mother PELRA. they live in the house in the north-east of ISHI
6. during the night, find EMMA at the tree. she is very sad to see her friend leave
7. the next day, leave ISHI VILLAGE
8. cross the DELCADAR REGION. keep going north until a traveler stops you to teach you everything about goddess-statues and fireplaces.
9. continue north until you reach DELCADAR



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## CHAPTER 2: CHILD OF THE DEVIL

1. head to the castle, where TORTE is able to arrange a meeting with the king
2. inside the castle, head upstairs and go to the throne room
3. after the surprising events, talk to the stranger inside the dungeon
4. leave the jail cell via the hole in ground
5. sneak past the guards to reach a suspicious bridge in the western parts of the aqueducts
6. after waking up in the cave, follow the only possible road until encountering another surprise
7. run, just run

## CHAPTER 3: BY THE TIME YOU ARE READING THIS LETTER...

1. at the church, talk to the sister to hear about news from the DELCADAR KINGDOM
2. return to DELCADAR via the northern road. you will end up in the LOWER CASTLE TOWN of the city.
3. search the pile of garbage for the RED ORB
4. head to the hostel in the eastern parts of the LOWER CASTLE TOWN
5. climb up the outlook to witness the scene with the guard who patrols the gate
6. back at the hostel, talk to the landlady about DECK
7. speak to the guard at the gate
8. talk to the man in the upper area of the LOWER CASTLE TOWN, western corner of the city
9. talk to the girl in the center of the LOWER CASTLE TOWN and give her some of the berries that grow at the church on DELCADAR HILLS
10. take the dog to the guard and, finally, reach the UPPER CASTLE TOWN again
11. use the ropes on the houses to reach the northern parts of DELCADAR
12. enter the newly opened shop and talk to DECK
13. return to DELCADAR HILLS via the LOWER CASTLE TOWN and from there, enter the HIDDEN NAPGANA WOODS
14. investigate the root in the east of the woods
15. follow the vision to a treasure chest in the west of the woods – there's an IMP to fight here
16. take some rest with the bridge builder and learn about the TREE OF LIFE
17. leave the HIDDEN NAPGANA WOODS through the southern exit and go to ISHI
18. visit PELRA in her house
19. talk to EMMA at the tree
20. follow EMMA to the fishing spot and speak with TEO
21. return to the northern parts of ISHI VILLAGE
22. go to the GREAT ISHI FALLS – it's near the DELCADAR REGION (WEST)
23. examine the tri-shaped stone at the GREAT ISHI FALLS
24. enter DELCADAR TEMPLE, located in the DELCACOSTA REGION
25. travel through the temple in order to get the RED ORB
26. head east, towards the TRAVELER'S SHRINE and witness the events unfolding on the way there



## CHAPTER 1: THE HERO REBORN



one day, in a peaceful kingdom, monsters invaded the king's castle. with two children at her side, the queen tried to flee from the attackers through the nearby woods.

but her plan didn't work out. when the monsters came closer, she hid the children beneath the trees and drew the pursuer's attention. this too, however, did not go as planned: the children were discovered and attacked - their destiny remained unclear..

but then, some time after, in a far away place..

one of the two, a young boy, was washed ashore in his basket. luckily, an old man named TEO found and took the baby in...



# 勇者

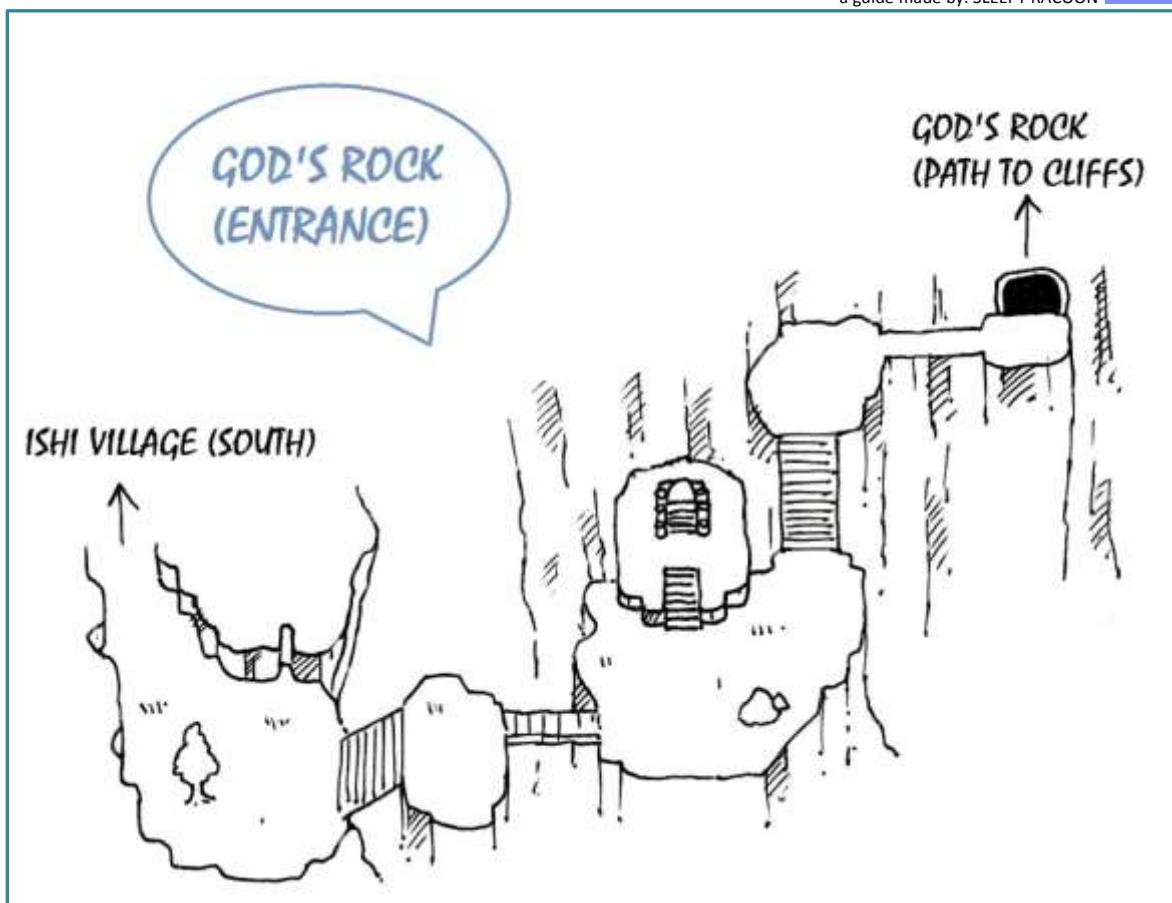
HERO



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**16 YEARS LATER...**



TORTE catches EMMA's scarf from a tree, after the wind blew it away. now that she got it back, the two can concentrate on why they are here:

with both of them finally being 16 years old, TORTE and EMMA are ready for the village's trial. their goal is to reach the upper cliffs of the GOD'S ROCK and pray to the holy spirits that are the guardians of ISHI VILLAGE. they receive some hints from their friends and start the mission.

at the entrance of the cave that leads to the peak, TORTE and EMMA run into the first opponents: three slimes, eager to stop them before the journey has truly began.

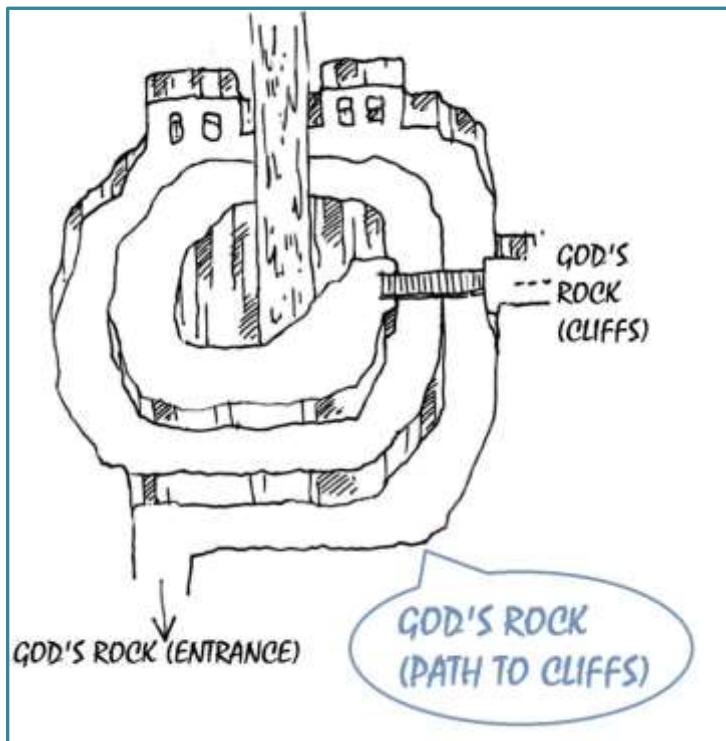


together with their dog ROCKY, the two friends enter the cave.

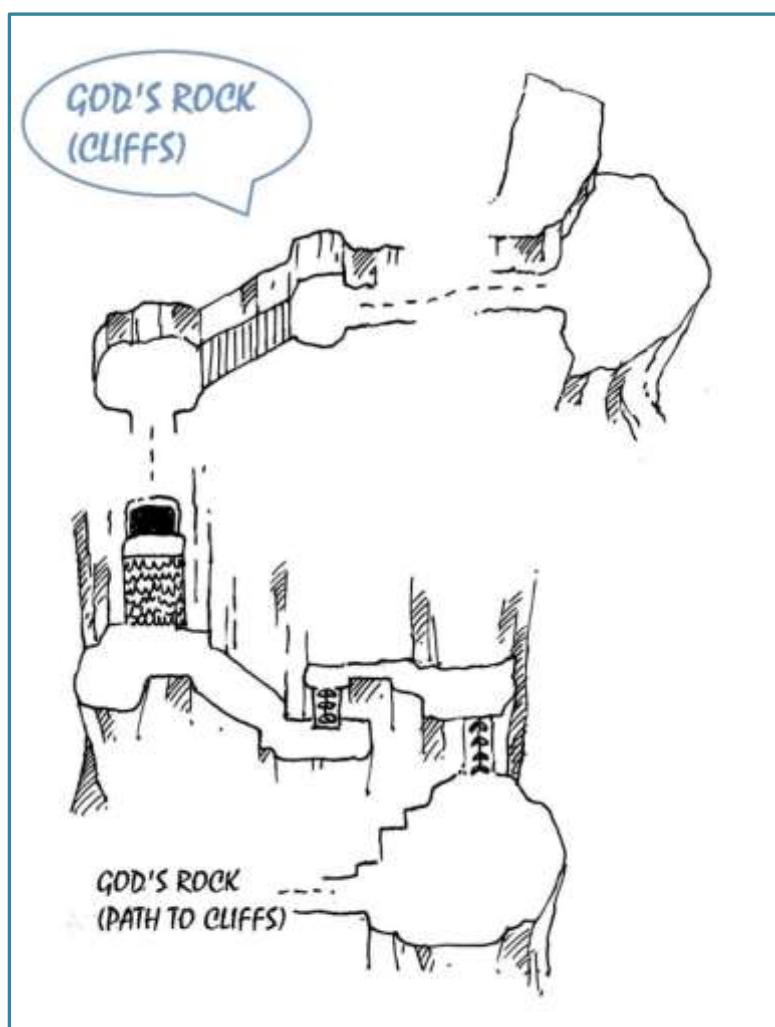




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around the halfway point of their trial, TORTE and EMMA run into a young boy who is in desperate need of help. out of the fog, monsters emerge and draw the young duo into a fight. it's a relief that TORTE has already learnt MERA. with this spell he manages to defeat the enemies easily.



ROCKY takes the boy back to the other villagers, while TORTE and EMMA continue their trial.

at the cliffs near the peak, TORTE and EMMA are ready to start their prayers, when suddenly, a huge bird appears. it knocks EMMA off the cliff and immediately prepares for a follow-up-attack. just in time, TORTE is able to grab EMMA.

when the bird chases towards them, the symbol on the back of the young man's hand starts to glow. a thunderbolt appears, as if being called by TORTE and scares off the monster.



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the two friends are finally able to complete their mission. sending their prayers to the spirits, they stand at the edge of the cliff... "what a vast world this is..."

TORTE and EMMA are amazed by the view...

the trial is completed! now it's back to the other villagers...

everyone is relieved to see the two youngsters return save. they all head back to ISHI VILLAGE, eager to know the details of the adventure. but first, TORTE needs to tell his mother that he is all right... and, from now on, one of the village's grown-ups!

the strange monster, the attack on the peak, the glowing birthmark... when TORTE and EMMA report everything that happened during the trial, TORTE's mother PELRA decides to share a secret that she had hidden from him for 16 years...

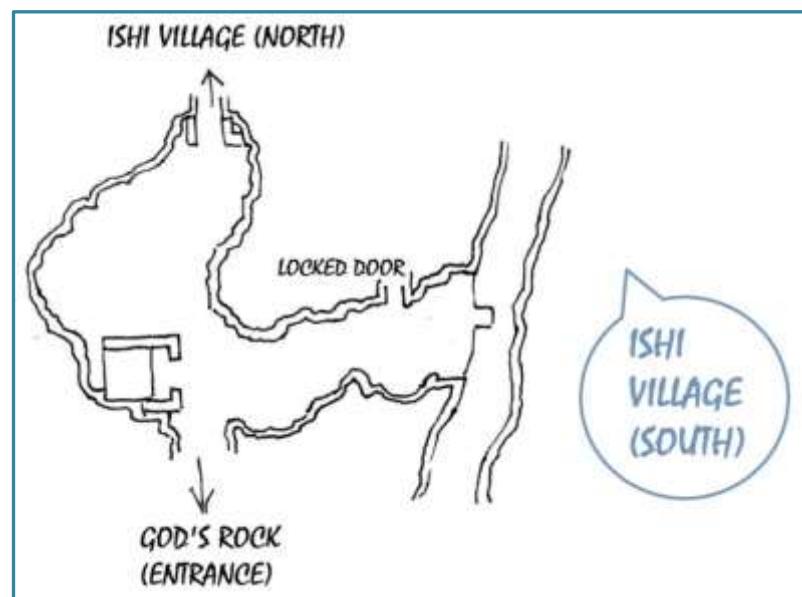
she shows him a necklace that TEO had asked her to keep save until the right time comes. then PELRA spills the beans:

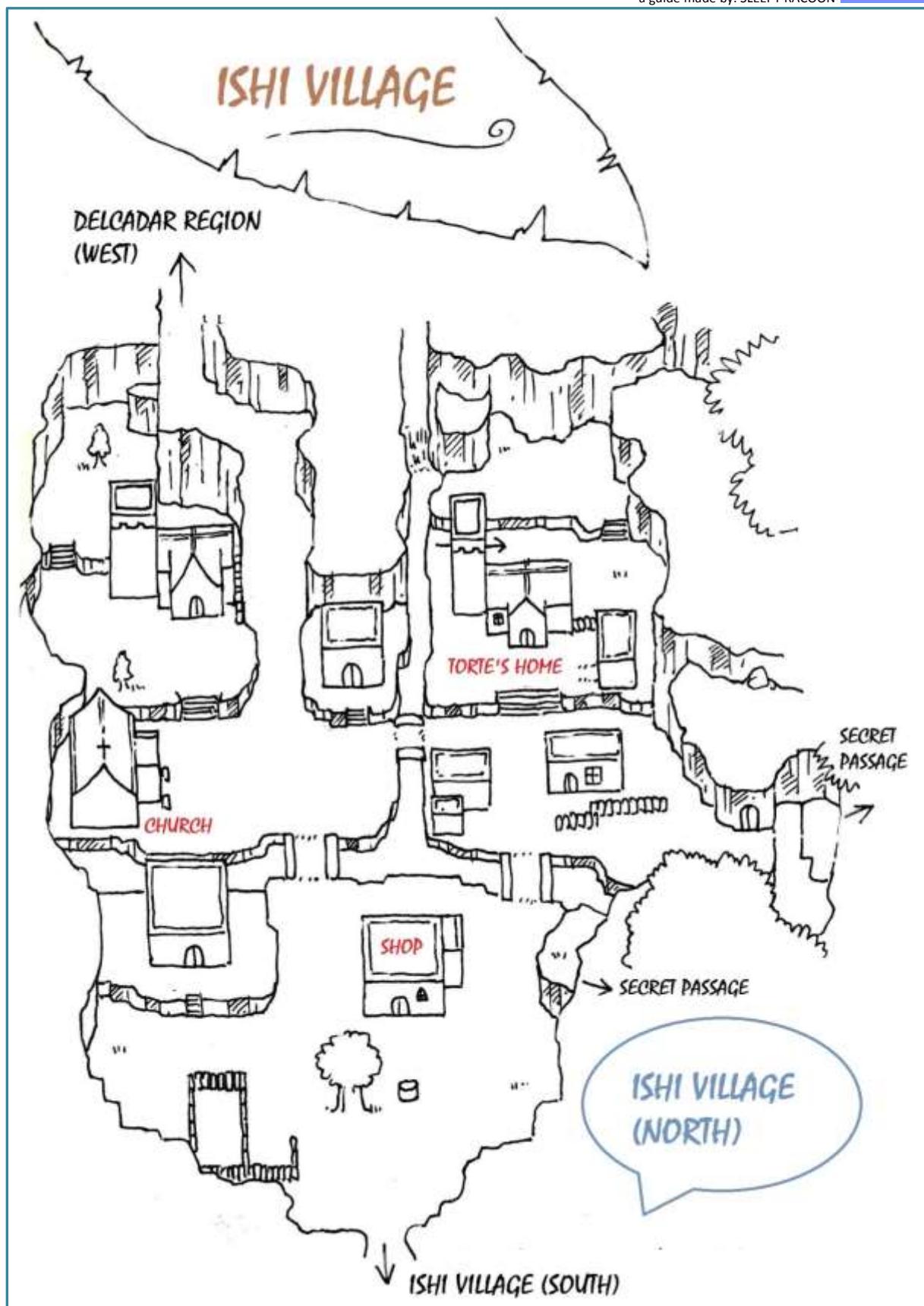
***HE IS THE REINCARNATION OF THE ANCIENT HERO WHO ONCE SAVED THE WORLD FROM DARKNESS.***

VOCABULARY - PLAINS		
草原	そうげん	grasslands, plains
花	はな	flower
道	みち	way
道路	どうろ	road
方	かた	direction
焚き火	たきび	open fire, fireplace

剣  
SWORD

盾  
SHIELD







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this means he has a mission to fulfill, although no one knows exactly what this mission looks like. with a heavy heart, PELRA asks TORTE to leave the village and head towards the northern kingdom DELCADAR. there he should meet the king and show him the necklace. the king should be able to tell TORTE a lot more about all of this and might be able to help him uncover his true destiny.

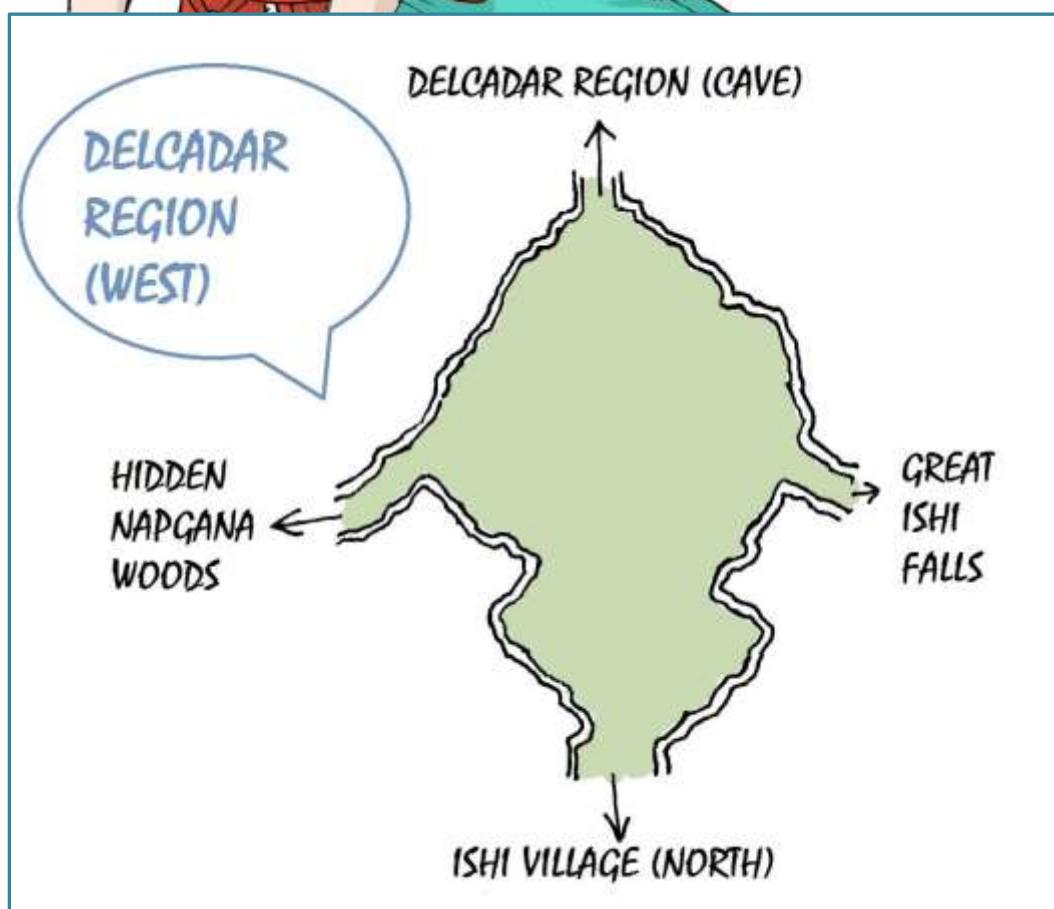


after a restless night and a sad goodbye with EMMA, TORTE starts his adventure. the villagers still can't believe that one of them is actually the reborn hero...

ISHI's mayor hands TORTE a map of their world LOTOZETACIA.

from EMMA he receives a good luck charm.

take care on your journey, TORTE!  
and come back home save!





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on the back of his horse, TORTE travels across the plains of DELCADAR. on his way, a stranger hints towards a goddess statue that has a fireplace next to it. there, TORTE can rest without looking out for monsters and make records of his journey.



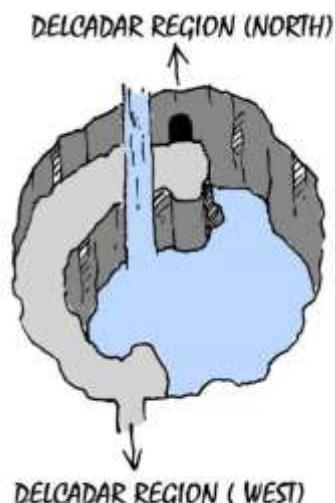
TORTE reaches DELCADAR after riding north. when he passes through the town's gate, he is quite impressed by the size of this place.

this is it:

DELCADAR.

the pride of all of LOTOZETACIA. the place where the king resides.

here it all begins...

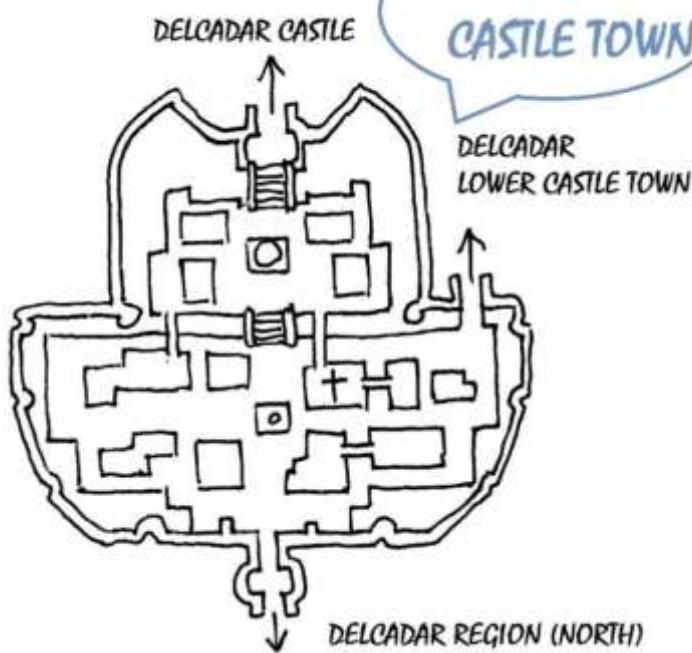


### VOCABULARY – CHAPTER 1

神	かみ	god
岩	いわ	rock
元	もと	former, original, ex-
本当に	ほんとうに	truly, really, indeed
無事	ぶじ	peace, safety, calmness
笑う	わらう	to laugh
心配	しんぱい	worry
。。。年後	。。。ねんご	...years ago
大切	たいせつ	precious, most important
登る	のぼる	to climb
場所	ばしょ	place, location
帰る	かえる	to return (home)
崖	がけ	cliff
。。。側	。。。がわ	...side
頑張る	がんばる	to do your best, hang on
大地	だいち	plateau
見守る	みまもる	to look out for
祈る	いのる	to pray
祈り	いのり	prayer
一緒	いっしょ	together
二人	ふたり	two people
恐い	こわい	scary
。。。歳	。。。さい	...years old
大人	おとな	adult
分かる	わかる	to understand
時	とき	moment, time
時間	じかん	time
選択	せんたく	choice, selection
話す	はなす	to talk to
言う	いう	to say
聞く	きく	to listen to, hear
育てる	そだてる	to raise
夕飯	ゆうはん	evening meal

この先	このさき	from here on onward
山道	さんどう	mountain path
小さい	ちいさい	small
影	かげ	shape, figure, shadow
生まれる	うまれる	to be born
救う	すくう	to save
支える	ささえる	to support, hold up, sustain, hold at bay, stem
若い	わかい	young
自分	じぶん	myself
魔物	まもの	monster
怪獣	かいじゅう	monster
化け物	ばけもの	monster
薬草	やくそう	healing herb
同じ	おなじ	same
降る	ふる	to fall (rain)
思う	おもう	to think
今	いま	now
辺	へん	region
急ぐ	いそぐ	to rush, hurry
不思議	ふしぎ	wonder, miracle
痣	あざ	birthmark
朝	あさ	morning
生きる	いきる	to live
すごい	すごい	amazing
すばらしい	すばらしい	wonderful
広い	ひろい	wide, spacious, vast
酷い	ひどい	cruel, heartless, violent
もとい	もとい	or rather (used in speech to correct yourself)
教える	おしえる	to teach
お蔭	おかげ	grace (of gods)
キラキラ	キラキラ	glitter, sparkle
以下	いか	no exceeding, below, under
羽ばたく	はばたく	to flap (wings)

## CHAPTER 2: CHILD OF THE DEVIL



at the castle gate, TORTE is met with laughter when he tells the soldiers why he wants to see the king. but once he shows them the necklace from PELRA, they allow him to have his meeting. the young man enters the castle.

inside, there aren't many rooms accessible to him, so TORTE follows the soldier's advice and heads upstairs into the throne room.

the king calls his necklace

the "NECKLACE OF YUGUNOA" and asks TORTE to show him the back of his hand in order to proof that he is in fact the true hero. TORTE reveals his birthmark and the king acknowledges it as the sign of the hero.

what a historical day! the hero has appeared!

TORTE tells the king about the village of ISHI after being asked where he's been raised all those years. then things get strange... the king repeats the name of TORTE's hometown to one of his soldiers, a man named HOMEROS.

HOMEROS immediately takes a bunch of his men and leaves...





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then the second person on the king's side, the scary looking general GREIG, faces TORTE. by his majesty's command he throws the young man into the dungeon. the so-called "hero", the king says, has failed this world. his soul was wicked, tainted. he goes even further, claiming that the DEMON KING and the HERO where just two sides of one coin, practically the same.

therefore...

when the door to the cell closes, TORTE isn't called hero anymore, but instead

"CHILD OF THE DEVIL"...



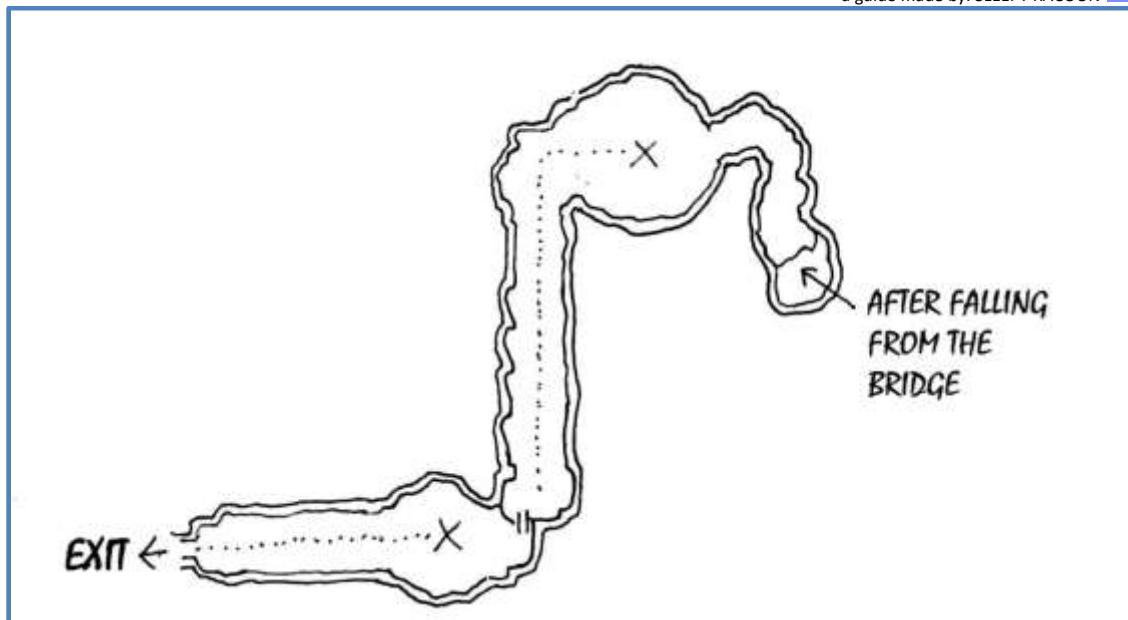
when TORTE tries to find a way out of his predicament, another prisoner starts talking to him. he's quite the cheeky one, saying that TORTE doesn't look like a hero at all. but then again... some prophet did tell him that he would meet the legendary hero... so maybe...it could be true?...

anyway, the stranger seems somehow intrigued by the idea of partnering up with TORTE.

when the guard that usually brings the food appears, the stranger is able to trick him. with the soldier being knocked out, the two young men have a chance to escape from the prison. their way out: a hole in the ground that the stranger had just finished digging. what a coincidence...or maybe not? maybe TORTE is the hero of the prophecy after all...

穴  
HOLE

牢獄  
PRISON



under the jail are the DELCADAR SEWERS. there, TORTE and his mysterious companion sneak past some guards until they reach a fragile bridge. when said bridge crumbles, they fall down and are washed away. they wake up in a dark cavern. after only a couple of steps, the next surprise awaits: a giant dragon that is having a nap inside the cave. unfortunately, he doesn't sleep for too long.. when the beast notices the duo, they have to run for their lives.

hell, what is such a huge monster doing right under the city, anyway?

#### VOCABULARY - VILLAGES AND TOWNS (1)

村	むら	village
里	さと	village
家	いえ	house
教会	きょうかい	church
宿屋	やどや	yadoya
酒場	さかば	sakaba
国	くに	country
王国	おうこく	kingdom

**VOCABULARY - VILLAGES AND TOWNS (2)**

店	みせ	shop
庭	にわ	garden
公園	こうえん	(public) park
民	たみ	people
人間	にんげん	people
人々	ひとびと	people
住民	じゅうみん	people, inhabitants
人類	じんるい	mankind
町	まち	town
都	みやこ	city, kapital
港	みなと	harbor
城下町	じょうかまち	castle town

they manage to escape, only to be chased once again by DELCADAR's soldiers. in the end, TORTE and the stranger find themselves surrounded. with the cliff behind and the soldiers in front of them, there is just one option...

"I want to believe it. that you're the hero", the stranger says and lifts his cape.

"my name is KAMYU. you better remember it".

they turn around and jump off the cliff.



VOCABULARY – CHAPTER 2		
真面目	まじめ	serious
誇る	ほこる	to be proud of, boast
らしい	らしい	seemingly (adjective)
案内	あんあい	information, guidance
悪魔	あくま	devil
一体	いittai	in general, one object/body, “what the heck?”
印	しるし	sign, mark, symbol
観光	かんこう	sightseeing
危ない	あぶない	dangerous
久しぶり	ひさしぶり	it's been a while since...
軍師	ぐんし	strategist, tactician
渓谷	けいこうく	valley, ravine
谷間	たにま	valley
結構	けっこう	splendid, fine/no, thanks
古体	こたい	ancient times
魂	たましい	soul
災い	わざわい	catastrophe, calamity
邪惡	じやあく	wicked, evil
素性	すじょう	lineage, origin, history
出身	しゅっしん	person's origin
しょぐん	しょぐん	general, shogun
床	ゆか	floor
食事	しょくじ	meal
まさか	まさか	sth. unexpected, “by no means...”, “never..!”
水路	すいろ	canal, waterway, aqueducts
声	こえ	voice
聰明	そうめい	wisdom
知恵	ちえ	wisdom
牢獄	ろうごく	prison
脱獄	だつごく	prison break
探す	さがす	to search for

探索	たんさく	search, hunt for, exploration
地下牢	ちかろう	dungeon
地帶	ちたい	area, belt of land
倒す	たおす	to throw down, kill, cheat
盜み	ぬすみ	stealing
導き	みちびき	guidance
表裏一体	ひょうりいittai	two sides of a coin, being inseperable, two views referring to the same thing
不運	ふうん	misfortune, bad luck, fate
復活	ふっかつ	restoration, come-back
平和	へいわ	peace
兵士	へいし	soldier
忙しい	いそがしい	busy
本	ほん	book
本物	ほんもの	the real deal
名乗る	ののる	to call oneself
命	いのち	life
迷惑	めいわく	trouble, bother
野郎	やろう	asshole, bastard
貴様	きさま	premonition, prophecy
牢屋	ろうや	jail, jailhouse
痣	あざ	birthmark
囲む	かこむ	to surround, besiege
何倍も	なんばいも	manifold
改める	あらためる	to change, reform, mend, improve
記念	きねん	commemoration, memory
諦める	あきらめる	to give up
穴	あな	hole
甲	こう	shell, back of hand
考え	かんがえ	idea, thinking
地方	じかた	area, district, region

## CHAPTER 3: BY THE TIME YOU ARE READING THIS LETTER...

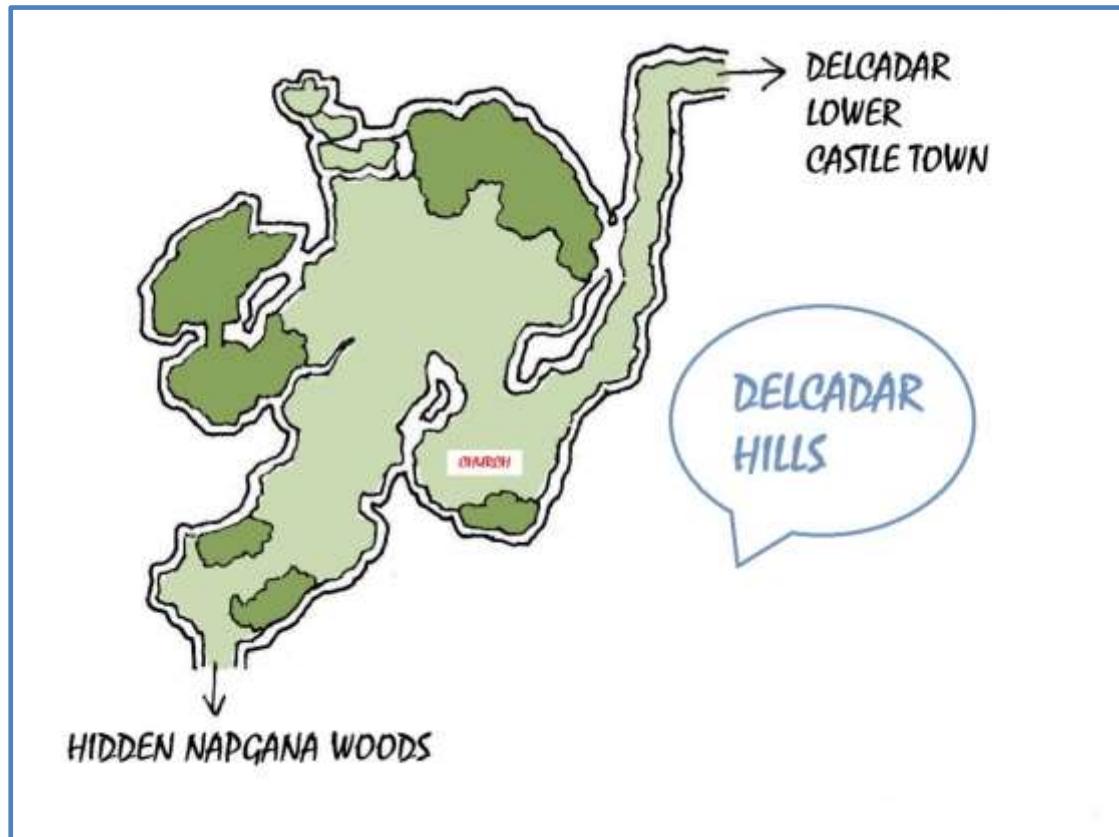
TORTE wakes up with KAMYU sitting next to him. the two of them ended up in a church near DELCADAR. surviving such a fall without a single wound. only the "HERO" can have such good luck...

### KAMYU JOINS THE PARTY!!!

before they head out, KAMYU wants to thank the sister who helped them. while talking to her, they learn that general GREIG sealed off the southern exit of DELCADAR and prepares his army to march out.



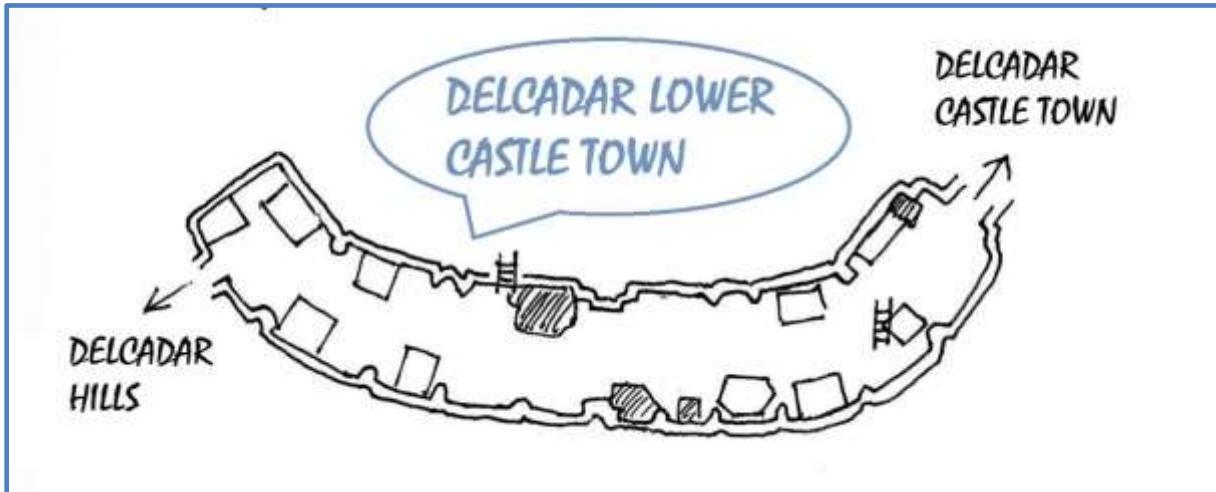
also, two dangerous prisoners have escaped from jail. this information, however, TORTE and KAMYU have already had...





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once outside, the two plan their next move. KAMYU is aware of the fact that ISHI is the hero's birthplace. he understands how important saving the village is. since the direct way to ISHI is closed off, they have to take another one. luckily, KAMYU knows of such a road. but first there is one small thing KAMYU himself needs. to get it, they have to return to DELCADAR. in disguise they head back to the DELCADAR CASTLE TOWN – it's lower parts, to be exact.



the item in question is the so-called RED ORB. KAMYU had stolen it together with his partner DECK. when KAMYU was captured and sent to prison, DECK was supposed to hide the RED ORB under the garbage pile in the LOWER CASTLE TOWN. unfortunately, KAMYU is not able to find it here.

they seek help from the lady who runs the lodgings in the eastern parts of the town. from her they learn that DECK has bought a house in the finer parts of DELCADAR and opened up a shop there. that bastard! could he have sold the RED ORB?!

**盜賊** THIEF

**宿屋** HOSTEL

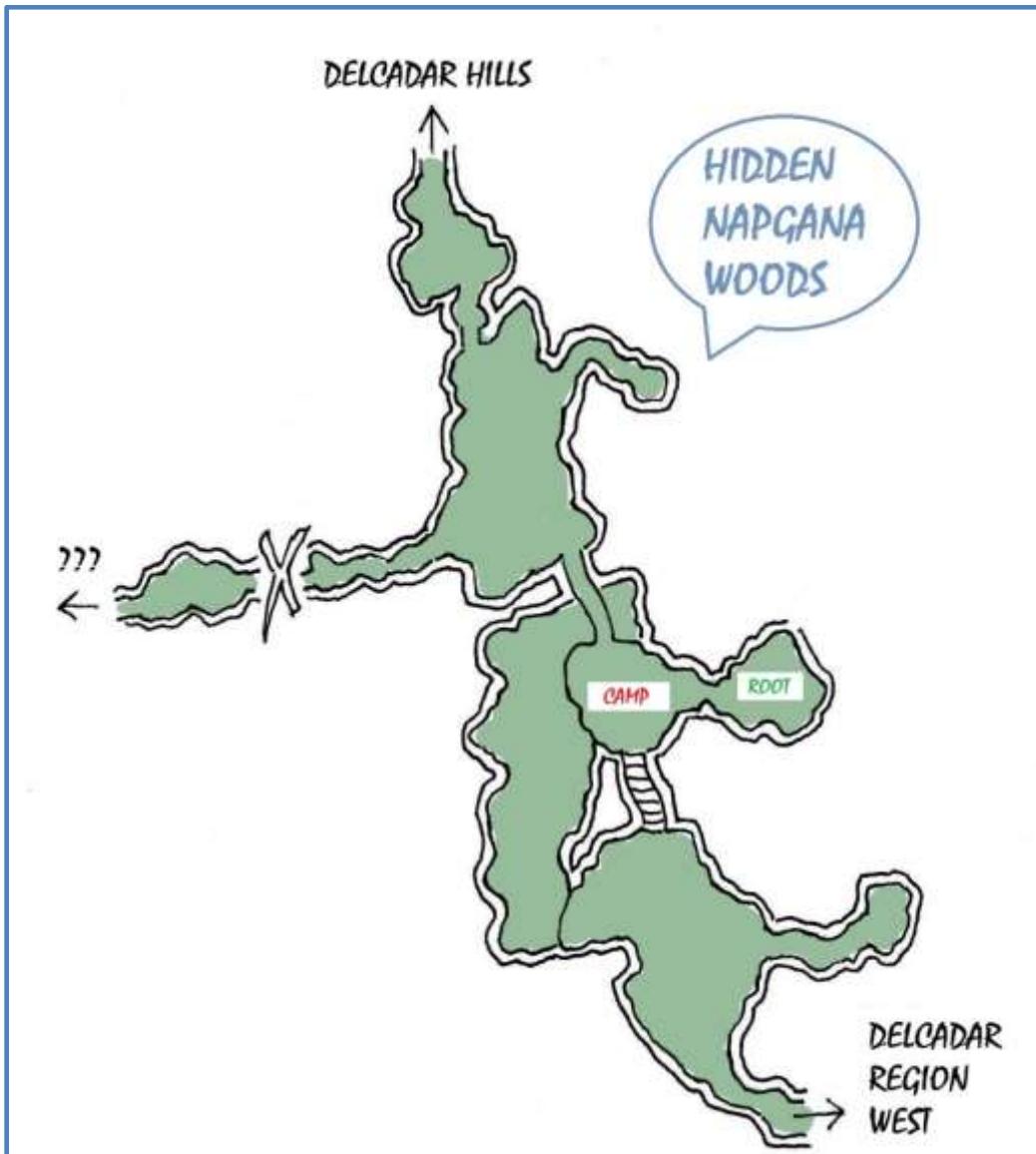
after a little help from a girl and her dog (in exchange for some berries) the small party is able to sneak into the upper area of DELCADAR and confront DECK. it turns out that he had only sold the ORB and started business here, to get KAMYU out of prison. but since he knew how important that treasure was to his friend, DECK had managed to find out where the ORB ended up:

general GREIG had it transported to the DELCADAR TEMPLE that lies south-east across the plains.



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KAMYU is grateful for DECK's help and the party of two can finally continue their journey. to get around the blockade at DELCADAR's gate, they need to return to DELCADAR HILLS via the LOWER CASTLE TOWN. from there they have to go through the HIDDEN NAPGANA WOODS.



inside the woods, KAMYU teaches TORTE how to use the smithy stand and shares a little bit about his life as a thief. afterwards they stumble upon a strange root that shows them some kind of vision. there is a dog next to TORTE and KAMYU; and according to the vision, it has once been the bridge builder of NAPGANA WOODS. he was transformed by a mean BABY IMP...





VOCABULARY - FOREST		
森	もり	forest
木	き	tree
木材	もくざい	timber
植物	植物	plant
橋	はし	bridge
咲く	さく	to bloom

根 ROOT 葉 LEAF 材 LUMBER

following the vision, the heroes manage to defeat said devil. soon after, the bridge builder, who is now no longer a dog, appears. he has already repaired the bridge that TORTE and KAMYU need to cross. while resting at his hut, the bridge builder mentions something about the root from before.

it seems to be part of the great TREE OF LIFE that is said to be located in the center of LOTOZETACIA. apparently, the root doesn't just show visions to everyone, but instead, just to those chosen by the tree. this might be one more conformation that TORTE is in fact the reincarnated hero.

now that the bridge is repaired, he and KAMYU are able to leave the woods towards the western parts of the DELCADAR REGION. before heading to the temple and retrieving the RED ORB for KAMYU, they should stop by ISHI VILLAGE which is right around the corner.

TORTE enters his hometown, but none of the people there – not even his mother PELRA – seem to recognize him. he couldn't be her son TORTE, she says. TORTE was only 6 years old.

when he encounters a young EMMA, a young version of himself, as well as his gramps TEO, TORTE is confused. TEO asks the hero to visit the GREAT ISHI FALLS and examine the tri-shaped rock standing there.

suddenly, they all start to disappear. KAMYU appears instead, telling TORTE that he fell asleep next to the glowing tree. so that's what this whole thing was: just another vision of the past.

then... TORTE faces the present: his home, ISHI VILLAGE, lies in ruins.

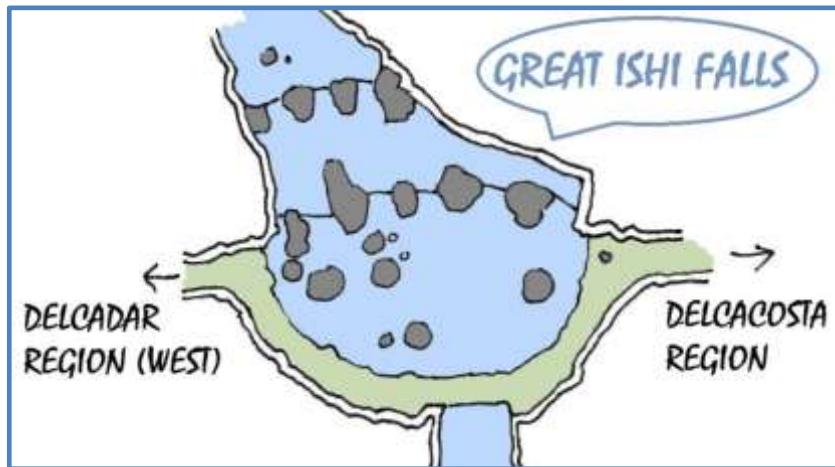


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KAMYU is shocked. doing something like this to a whole village, just because the so-called hero was raised here...

they go to the waterfall, just as TEO told TORTE to do. under the rock they are able to dig up a box containing two letters and a mysterious blue stone.

*the letters TEO had hidden inside the box, were written by him as well as TORTE's birth mother. the hero learns of the friendship between YUGUNOA and DELCADAR, but in case his mother as well as TEO relied too much on this friendship (which they did), they wanted TORTE to know the truth:*



*YUGUNOA is the name of a far away kingdom that was overrun by monsters...16 years ago.*

*TORTE is the prince of this country and him being the hero of legends seems to have something to do with the attack. TORTE's mission to drive off the darkness from this world was not clear to either his mother nor TEO. with their letters, they guide him towards the TRAVELER'S SHRINE, on the east-coast of DELCADAR. the stone TORTE found in the box should be able to grant him access.*

*in order to uncover everything about his mission and origins, his birthmother and TEO both want him to learn more about the world.*

*the last thing TEO wrote was how much happiness TORTE brought had brought him...*



that's a lot to take in for the young hero.

he and KAMYU head east. but instead of going to the shrine directly, they decide to visit DELCADAR TEMPLE. KAMYU is still trying to get his hands on the RED ORB and the TEMPLE is located on their way to the east-coast, anyway.



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真  
TRUTH

母  
MOTHER

inside the temple, TORTE and KAMYU find a bunch of soldiers lying on the ground. the two head deeper inside and discover a strange robot monster. defeating it gives them an opportunity to ride it and find more treasures. shortly after that, they reach the temple's center.

壊  
DESTROY

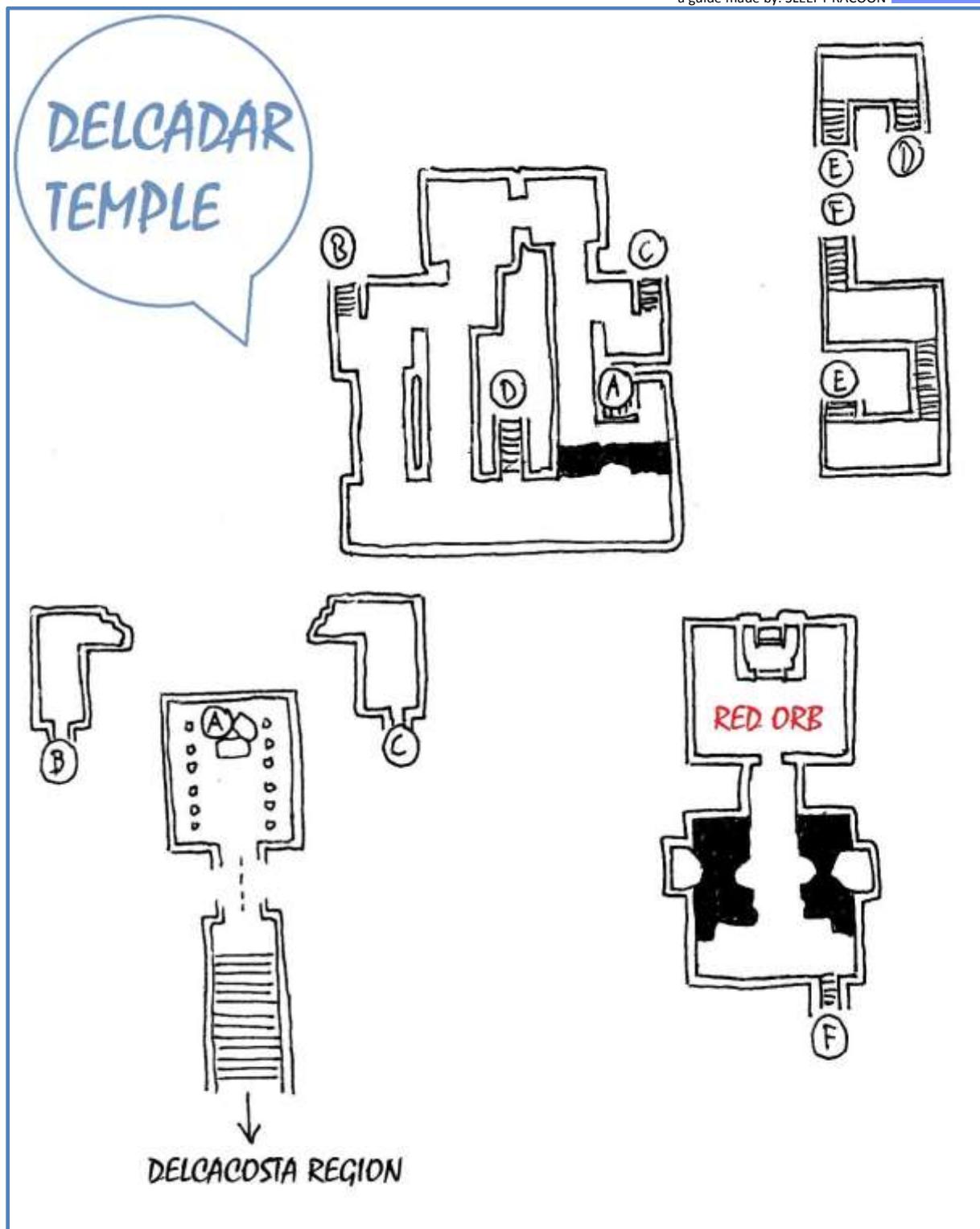


#### VOCABULARY - BODY

身体	からだ	body
喉	のど	throat
足	あし	leg, foot
頭	あたま	head
脳	のう	brain
腕	うで	arm
手	て	hand
腹	はら	stomach
髪	かみ	hair
甲	こう	shell, back of hand
顔	かお	face
鼻	はな	nose
歯	は	ear teeth
指	ゆび	finger
目	め	eye
肌	はだ	skin
首	くび	neck



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here, TORTE and KAMYU are able to find the precious RED ORB. unfortunately, two evil beasts want to bring it into their possession. time for a fight!...

afterwards, KAMYU thanks TORTE for his help.

he had almost lost the hope of ever holding the RED ORB in his hands again. the two leave the temple and head towards the TRAVELER's SHRINE.



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once they reach the east-coast, TORTE and KAMYU are ambushed by a group of DELCADAR-soldiers, led by their general: GREIG.

with the help of the stone they found in TEO's box, the duo is able to enter the TRAVELER's SHRINE at the last second - and manage to escape.

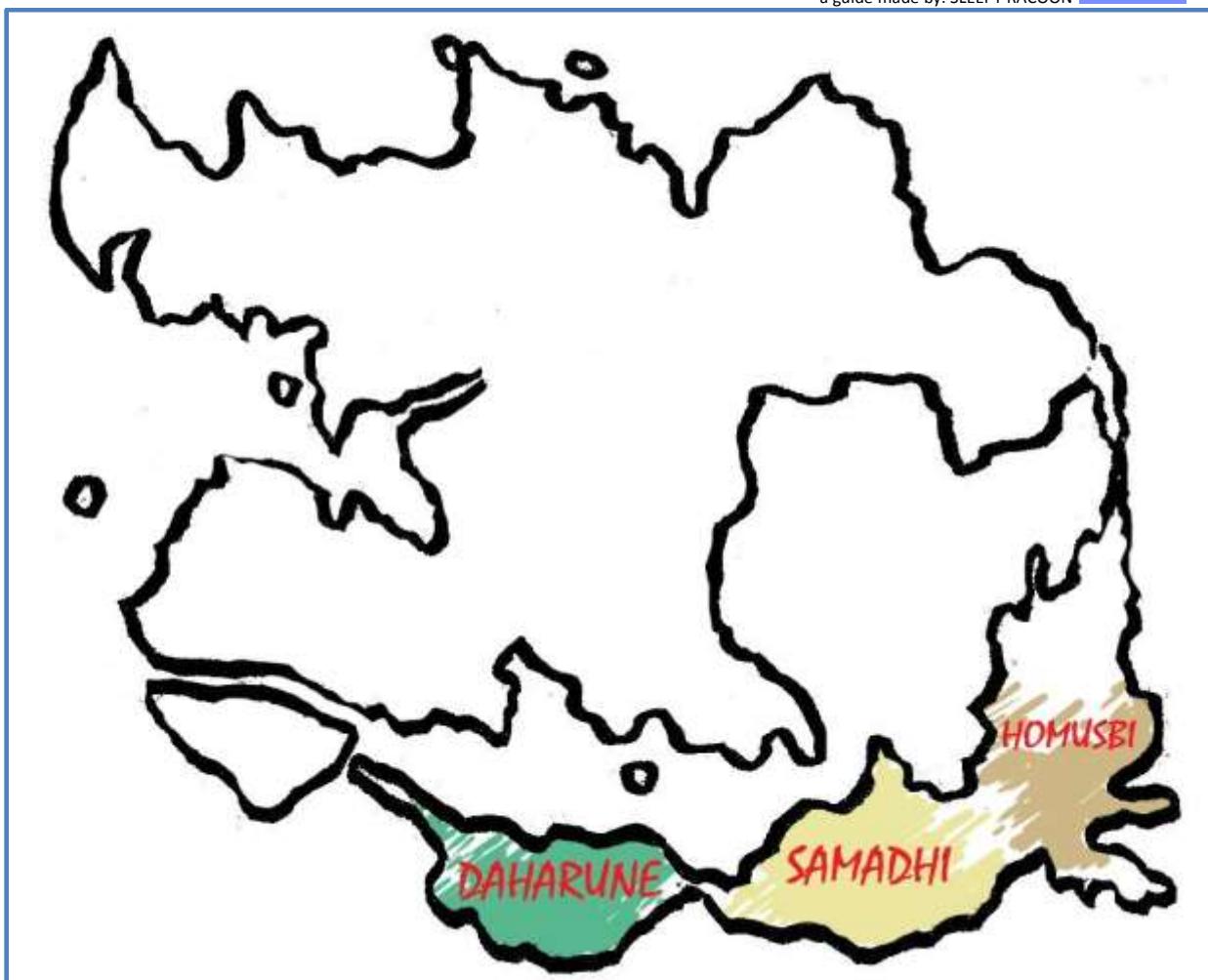
the shrine teleports TORTE and KAMYU to a far away place, while outside of it, GREIG is unable to break the seal on the door. he is bursting with fury.

the general grabs the piece of cloth, TORTE lost during the escape, and promises to chase the CHILD OF THE DEVIL to the ends of the earth.



VOCABULARY – CHAPTER 3		
建物	たてもの	building
下宿	げしゅく	lodging, boarding house
大丈夫	だいじょうぶ	all right, OK, save
加わる	くわわる	to join, add to, gain in
掘る	ほる	to dig
才能	さいのう	talent, ability
技	わざ	skill
参上	さんじょう	calling on, visiting
壊す	こわす	to break, destroy
根	ね	root (also: true nature or fishing reef)
過ごす	すごす	to spend (time), to overdo (alcohol)
過ぎる	すぎる	to pass through, go beyond, to pass (passing of time), to have expired
過失	かしつ	error, blunder, accident, fault, defect, negligence
過去	かこ	the past, one's past, bygone days
問題	もんだい	problem
成長	せいちょう	growth, grow to adulthood
煩い	うるさい	annoying
辛い	つらい	heartbreaking, bitter
滝	たき	waterfall
手紙	てがみ	letter
幸せ	しあわせ	happiness
誇り高き	ほこりたかき	proud
扉	とびら	gate, opening
祠	ほこら	small shrine
頼る	たよる	to rely on, depend on
目的	もくてき	goal, objective
未来	みらい	future
埋める	うめる	to bury, fill up (seat), plug gap

逃がす	にがす	to let loose, set free
背負う	せおう	to be burdened with, take responsibility, carry on back
描く	えがく	to draw
書く	かく	to write
読む	よむ	to read
代わる	かわる	to replace, succeed, take over, represent
打ち払う	うちはらう	to repel, brush away
全部	ぜんぶ	whole, all, entire
一番	いちばん	number 1
精一杯	せいいいっぱい	the best one can do, with all might
惨状	さんじょう	terrible spectacle, disastrous scene
止まる	とまる	to stop (moving)
止める	やめる	to stop (doing)
自ら	みずから	for one's self, personally
失礼	しつれい	courtesy, impoliteness, excuse me
修理	しゅうり	mending, repairs
出陣	しゆつじん	departure for the front
女将	おかみ	mistress, landlady, hostess
商売	しょうばい	trade, business, transaction
奥	おく	center
神殿	しんでん	temple, sacred place, sanctuary
ゴミ	ごみ	waste, rubbish, garbage
生意気	なまいき	cheeky, impudent
相変わらず	あいかわらず	as ever, as usual, the same
相棒	あいぼう	accomplice, pal, partner
台	だい	stand, rack, support
鍛冶	かじ	smithing, blacksmith
適当	てきとう	suitable, proper (also: vague, irresponsible)



## CHAPTER 4: LITTLE SISTER

1. leave the shrine and cross the HOMUSBI REGION until a small creature appears - a YOCCHI
2. follow the YOCHI to his village and visit the altar located in it's north-western parts
3. guided by the YOCHI's elder, visit the dungeon next to the altar
4. return to the elder to uncover one of the lost adventure books
5. back at HOMUSBI, continue on your tracks until you reach HOMURA VILLAGE
6. after hearing about the bathhouse, go north until you witness a fight between the bar owner and a small girl
7. visit the local bathhouse and meet the young RUZO
8. return to the village's entrance and talk to VERONICA
9. take VERONICA to the bar
10. head to the west coast of HOMUSBI and cross the UNDERGROUND LABYRINTH
11. return to HOMURA VILLAGE and enter the bar where RUPAS, the man who was imprisoned in the UNDERGROUND LABYRINTH, shares his knowledge about the TREE OF LIFE
12. go to the checkpoint south of HOMURA VILLAGE. with VERONICA's pass you can get past the guard



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## CHAPTER 5: THE REAL PRINCE PHARIS

1. enter SAMADHI KINGDOM and head to the castle
2. after talking to the king, visit prince PHARIS in his room
3. during the night, meet up with PHARIS at the circus
4. go to the RACEHOUSE and enter the PHARIS CUP
5. return to the throne room where another problem for the prince arises
6. go to PHARIS' room to, once again, be asked for help
7. leave SAMADHI KINGDOM and get a guest for your party while doing so
8. pass the checkpoint and cross the BAKLAVA SAND HILLS
9. meet up with the prince and his soldiers in the north-eastern edge of the desert
10. confront the giant beast
11. return to SAMADHI KINGDOM

## CHAPTER 6: MAN OF THE SEA

1. pass the checkpoint and enter the DAHARA REGION
2. enter DAHARUNE CITY
3. go to the docks and learn about the upcoming contest.
4. together with KAMYU, visit the mayor in his residence in the north-eastern part of DAHARUNE
5. head to the northern part of DAHARUNE to stop the dispute and find out about a young boy's troubles
6. visit the MIRACLE WATER CAVE to get a medicine for the boy
7. return to DAHARUNE and go towards the contest-stage
8. after the events at the stage, sneak through town in order to get to KAMYU
9. defeat the boss
10. watch the party head out to sea

## CHAPTER 4:

### LITTLE SISTER

the shrine teleports TORTE and KAMYU to a foreign place. when they start exploring the area, a strange creature, a YOCCHI, appears. he recognizes TORTE as the hero and takes the duo to YOCCHI VILLAGE. there they learn that his tribe acts as guardians of the ADVENTURE BOOK. the elder of the tribe gives TORTE an important task: to restore the chronicles of heroes from other worlds. TORTE promises to



return from time to time in order to accomplish this mission.



back on the plains, TORTE and KAMYU discover a small village in the mountains. at the gate, a man tells them about the newly opened bathhouse and wants them to visit it.

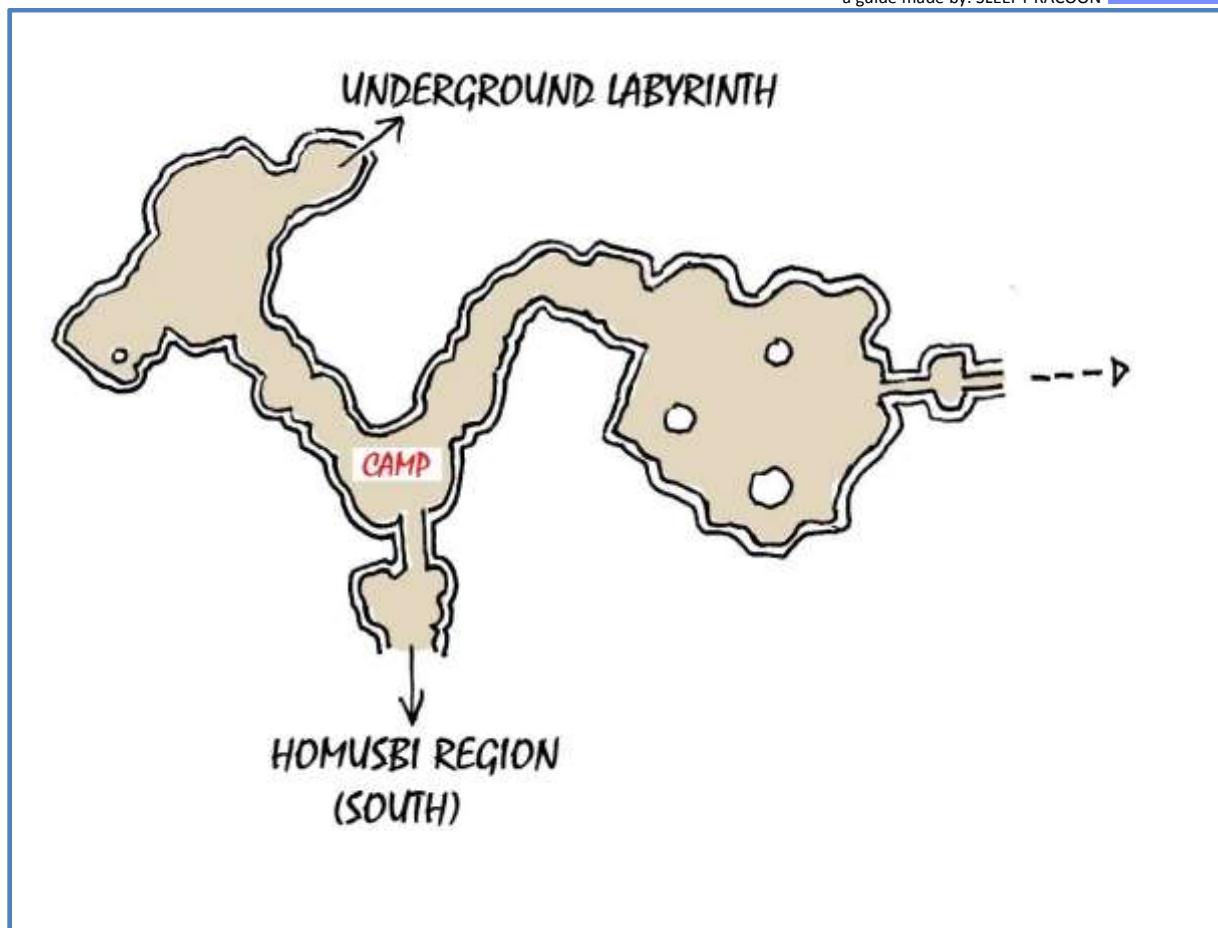
they also encounter a young girl named VERONICA who is searching for her “little” sister. when TORTE and KAMYU later meet a girl called RUCO at the bathhouse and hear that she is without her family, they conclude that this has to be the lost sister. TORTE and KAMYU take RUCO outside – but unfortunately, VERONICA doesn’t know her.

they all head to the local bar... while they aren’t able to get any information on RUCO’s family, VERONICA’s sister SENYA was seen wandering off towards the west-coast of HOMUSBI.

VERONICA knows of a certain UNDERGROUND LABYRINTH that is located in this area. RUCO stays behind, due to safety-reasons, and the group leaves HOMURA towards the west-coast.

### VOCABULARY - ANIMALS

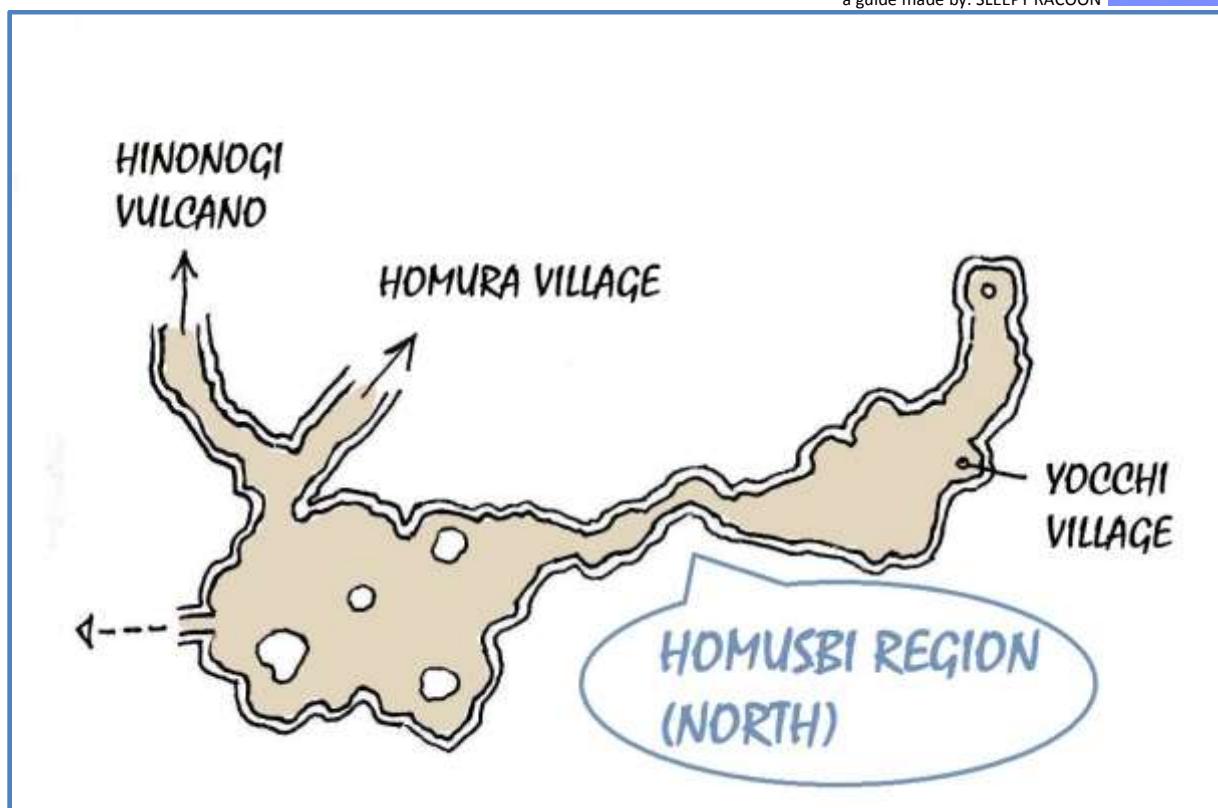
猫	ねこ	cat
犬	いぬ	dog
馬	うま	horse
豚	ぶた	pig
鳥	とり	bird
蠍	さそり	scorpion
蛇	へび	snake
兎	うさぎ	rabbit
蟹	かに	crab
烏賊	いか	squid
竜	りゅう	dragon
亀	かめ	turte
虫	むし	insect
蝶	ちょう	butterfly
蜘蛛	くも	spider
熊	くま	bear
虎	とら	tiger
ライオン	ライオン	lion
狸	たぬき	raccoon
狐	きつね	fox
鷲	わし	hawk
狼	おおかみ	wolf
魚	さかな	fish
鯨	くじら	whale
鮫	さめ	shark
牛	うし	cow
牙	きば	fang
角	つの	horn
爪	つめ	claw
羽	はね	feather
毛	け	fur
翼	つばさ	wing
卵	たまご	egg
肉	にく	meat



inside the labyrinth, the party uses the LIFE TREE-roots to progress. eventually, they are able to find SENYA who hardly recognizes her sister. as it turns out, VERONICA had fallen victim to a monster that has absorbed all of her magical power. this left her with the body of a child. the perpetrator can be found in the next room - and with the help of another root, the party is able to get the password necessary to enter it. defeating the dragon does give VERONICA her magical power back - her appearance, however, doesn't change. also, there is something else: in his last moments, the monster says something about the demon king rising...what could that mean...?

finally, VERONICA and SENYA introduce themselves properly. they are part of a holy tribe by the name of RAMUDA. the people of the tribe dedicate their lives to protecting the hero of the prophecy. so VERONICA and SENYA have actually been on a journey to search for TORTE.

there is one other room inside the labyrinth: some kind of cell with a single prisoner. they free the man, who introduces himself as RUPAS, and learn that he is the father of RUCO - the young girl they left behind in HOMURA.



RUPAS rushes towards HOMURA and the group decides to follow him. the twin girls have a lot to discuss with TORTE - but first they should all get some rest...



the next day, VERONICA and SENYA share their knowledge with TORTE and KAMYU.

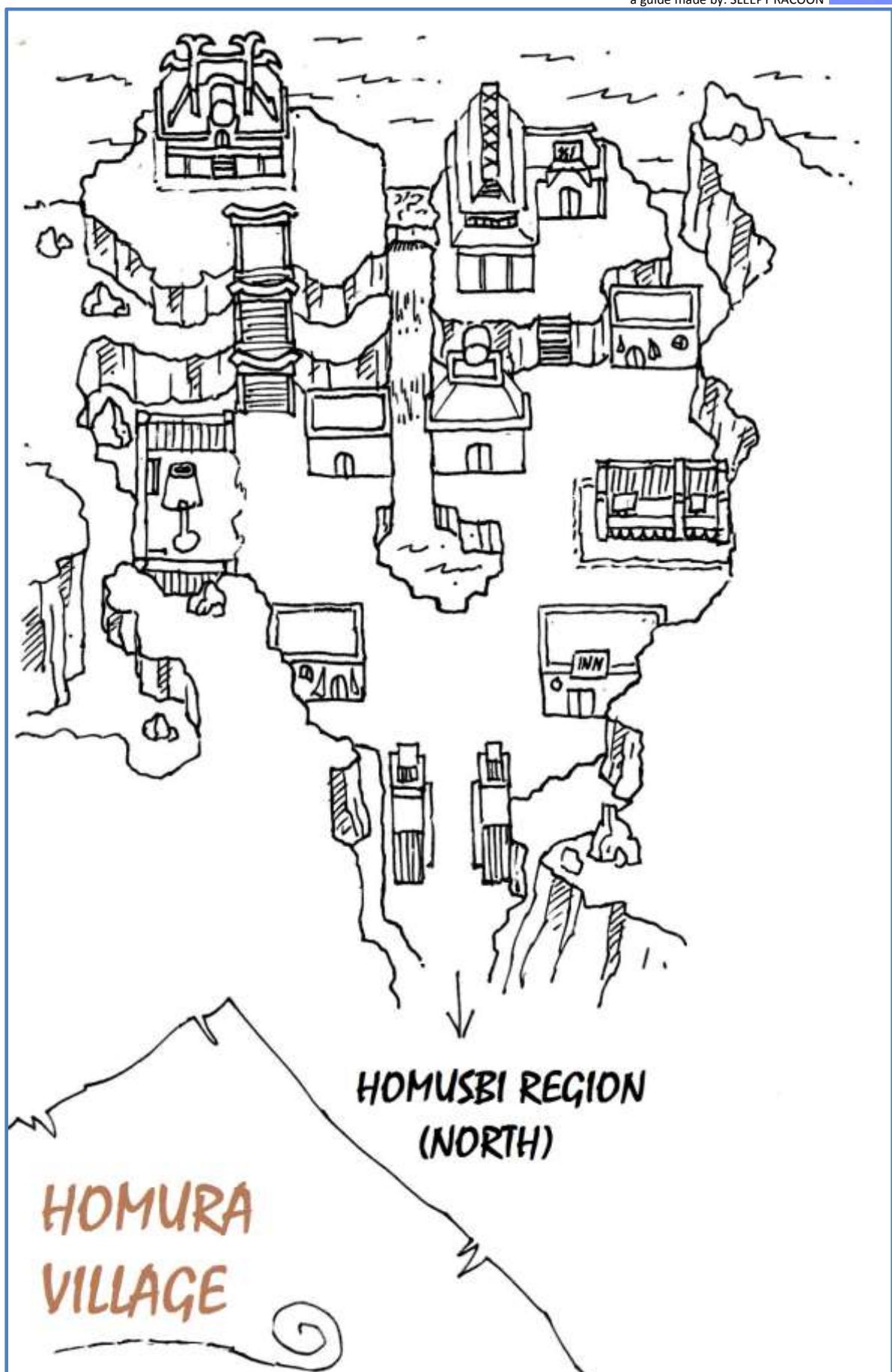
there's an old legend among their people that states the following:

*when the WICKED GOD came down from the heavens, a hero emerged. chosen by the TREE OF LIFE he was given the CREST OF LIGHT.*

this crest is the symbol on TORTE's hand. why the tree has called for the hero again, the sisters don't know. KAMYU proposes to go to the tree. that way, they could find out the truth at the source. but the tree doesn't just stand there , in the center of the world. it's floating above ground. and how the previous hero was able to get up there... that knowledge was lost in time.



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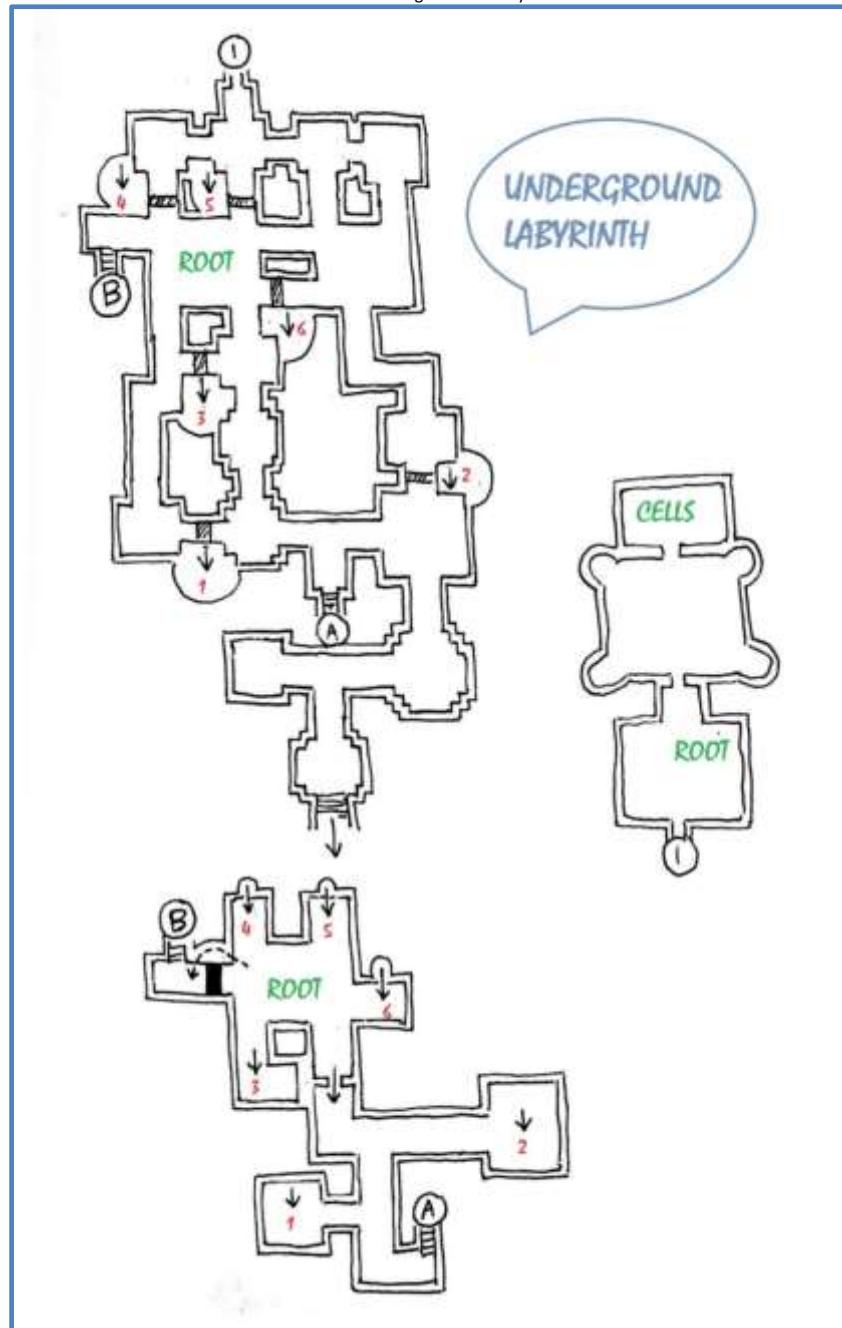


the group visits RUPAS at the bar in order to talk to him about the matter. by now, KAMYU had remembered who the man was: most famous in DELCADAR's underworld - he is the INFORMATION BROKER RUPAS. so... what does he know about the sacred tree?

before arriving in HOMURA, RUPAS and his daughter where lost in the southern desert. the people of SAMADHI KINGDOM took them in and got them back on their feet. inside the castle of SAMADHI, RUPAS saw something strange:

a mysterious seven-colored light began to shine and there it was: a branch of the TREE OF LIFE.

now, thanks to RUPAS, the group knows where to go next: SAMADHI KINGDOM, deep inside the desert. VERONICA and SENYA join the two men and the whole group travels south. at the exit of HOMURA, VERONICA teaches TORTE the ZOOM-spell (RUURA). she also gives him a pass that should get them beyond the southern checkpoint. it works, just as VERONICA had promised, and soon after passing the checkpoint, the party enters the scorching desert region of SAMADHI.

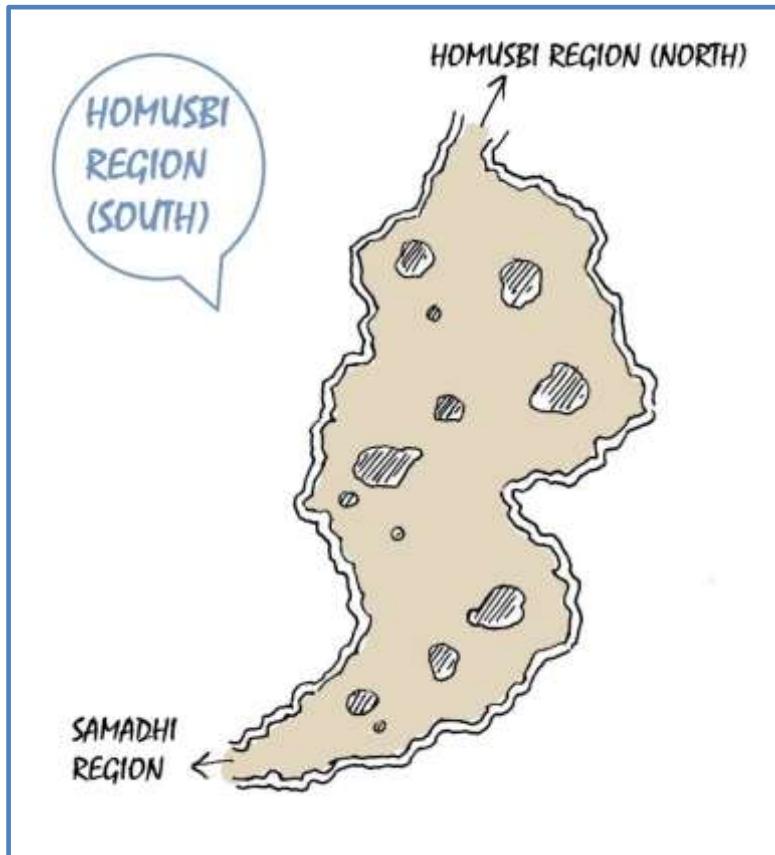


VERONICA + SENYA JOIN THE PARTY!!!

双子  
TWINS



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丘  
HILL

砂  
SAND

暑  
HOT

#### VOCABULARY – CHAPTER 4

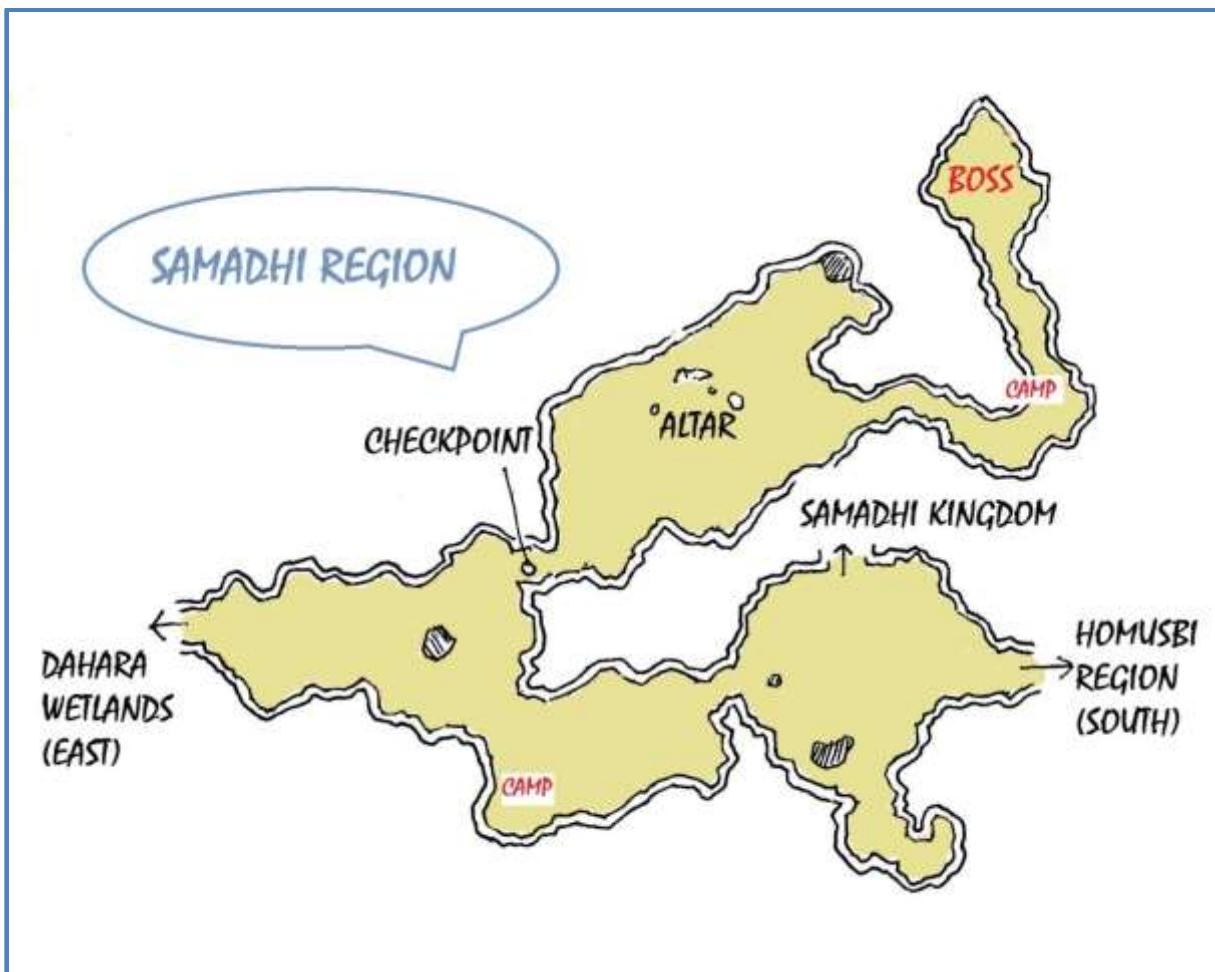
男湯	おとこゆ	men's section of public bathroom
深い	ふかい	deep, thick, dense
情報	じょうほう	news, gossip, information
乗り	のり	ride
乗る	のる	to ride
枝	えだ	branch, twig
授ける	さずける	to grant, award
通行点型	つうこうてんがた	pass
天	てん	heaven
突き止める	つきとめる	to determine, pin down, make sure
必死	ひっし	inevitable
飛ぶ	とぶ	to jump, fly
浮かぶ	うかぶ	to float, rise to surface

便利	べんり	convenient, useful
命拾い	いのちびらい	narrow escape from death
もちろん	もちろん	of course
面白い	おもしろい	interesting
紋章	もんじょう	crest
厄介	やっかい	burden, dependance
裏社会	うらしやかい	underworld (society)
使者	ししゃ	messenger, envoy
残り	のこり	remains
降臨	こうふいん	advent, descent
見直す	みなおす	to look again, get a better opinion of
結びつく	むすびつく	to be related to, to result in, to be joined together
空想	くうそう	daydream, fantasy, vision
介抱	かいほう	nursing, looking after
岸	きし	riverbank, shore, coast
画	え	picture
絵	え	picture
。。。より	。。。より	from..., out of...
吸い取る	すいとる	to absorb, suck up, squeeze (money)
恩人	おんじん	benefactor, patron
価値	かち	worth, value
魔力	まりょく	magical power
法	ほう	law, principle, method
方	ほう	direction, side (of an argument)
迷子	まいご	lost child
炉	ろ	furnace, fireplace
油断	ゆだん	unpreparedness
約束	やくそく	promise
歴史	れきし	history
返事	へんじ	response, reply, answer
連中	れんちゅう	colleagues, those guys



## CHAPTER 5: THE REAL PRINCE PHARIS

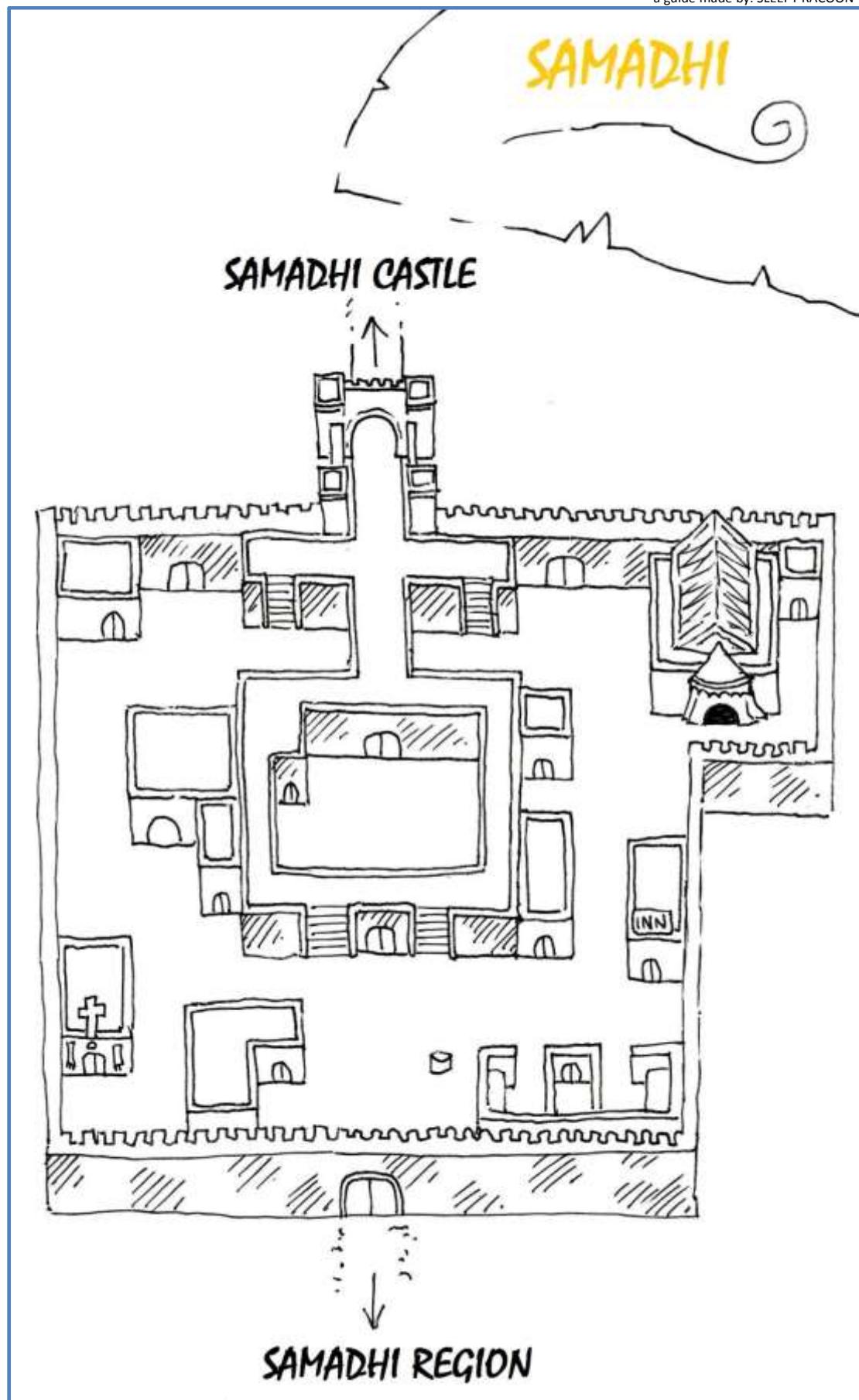
at SAMADHI CASTLE TOWN, the party notices that there are a lot of preparations under way. it seems as if some kind of festival is about to be held. there's even a circus in town.



SAMADHI is known as the kingdom of knights, famous for the horse-races that take place in the stadium... what an interesting place! after looking around for a while, the party enters the castle. hoping to be able to talk to the king about the sacred branch, TORTE and his friends visit him in the throne room. but he is too busy preparing the upcoming event. his son PRINCE PHARIS, however, is willing to listen to the group.



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VOCABULARY - DESERT		
砂漠	さばく	desert
暑気	しょき	heat stroke
砂	すな	sand
丘	おか	hill
日光	にっこう	sunlight
太陽	たいよう	sun
暑い	あつい	hot
火	ひ	fire
ドライ	ドライ	dry

when they tell him about their wish to see the sacred branch of the TREE OF LIFE, he makes it clear to them that it is some kind of national treasure to the people of SAMADHI. getting the permission to see it, would take some persuasion. the prince is willing to help them talk to his father, but asks for a favor in return.

during the night, TORTE and his companions meet him at the circus tent to discuss the details. it is there that they see the fabulous artist SILVIA for the first time. he shows some impressive skill during his funny show. PRINCE PHARIS' business, meanwhile, isn't funny at all. to celebrate him becoming a knight as well as his 16th birthday, there is going to be a special race, in which PHARIS has to participate. there is just one tiny problem: PHARIS has avoided his training, using some cheap tricks - and has therefore never been on a horse. TORTE helps the prince out by becoming his body-double... so the next day, he enters the PHARIS-CUP.

the plan works and, after the race, everyone gathers inside the throne room. hopefully, now the party can get their hands on the sacred branch. just when PHARIS starts talking to his father about the matter, a soldier comes running with bad news: a giant scorpion has appeared on the BAKLAVA HILLS. to ensure the kingdom's safety, a group of knights heads out to defeat the beast.

and the king wants PHARIS to lead the attack.

one last time, the prince asks for TORTE's help. the hero agrees, but VERONICA is less than impressed by the prince's actions...

when they all meet at the city's front gate, SILVIA appears and decides to accompany the group for a while.

at the northernmost part of the desert, the great DEATH SCORPION emerges from the sands. with the prince helpless and afraid, the party takes on the giant monster.



## BOSS: DEATH SCORPION

the beast is captured and PHARIS takes it to SAMADHI, where the whole kingdom is proud of the brave prince. but when the DEATH SCORPION breaks free from its chains, PHARIS has to admit his inability to fight.

suddenly, SILVIA appears. he reminds PHARIS of his duties on the way of becoming a true knight as well as his role as the prince of this kingdom. PHARIS gathers all his strength and faces the monster. together with SILVIA, he is able to defeat the beast.



everyone comes together at the throne room again, where PHARIS confesses to all of his lies. his father, however, is still proud of his son.

then it's back to business: when PHARIS asks for the group to see the sacred branch, everyone is shocked to hear that the king has sold it. now TORTE and his friends have to find the merchant who bought the branch. the king sends the group west to DAHARUNE and gives them a pass for the DAHARA checkpoint. the prince also has a gift for them: a monster bell. they can use it to call on groups of monsters for training.

outside of town, SILVIA reappears. he wants to join the team. and the party could really use his boat that lies in DAHARUNE's harbor, to chase after the merchant. SILVIA doesn't know yet of the hero and his journey. he wants to join because of his own dream: to bring happiness to the world and see many smiling faces. the group of five starts their trip to DAHARUNE.

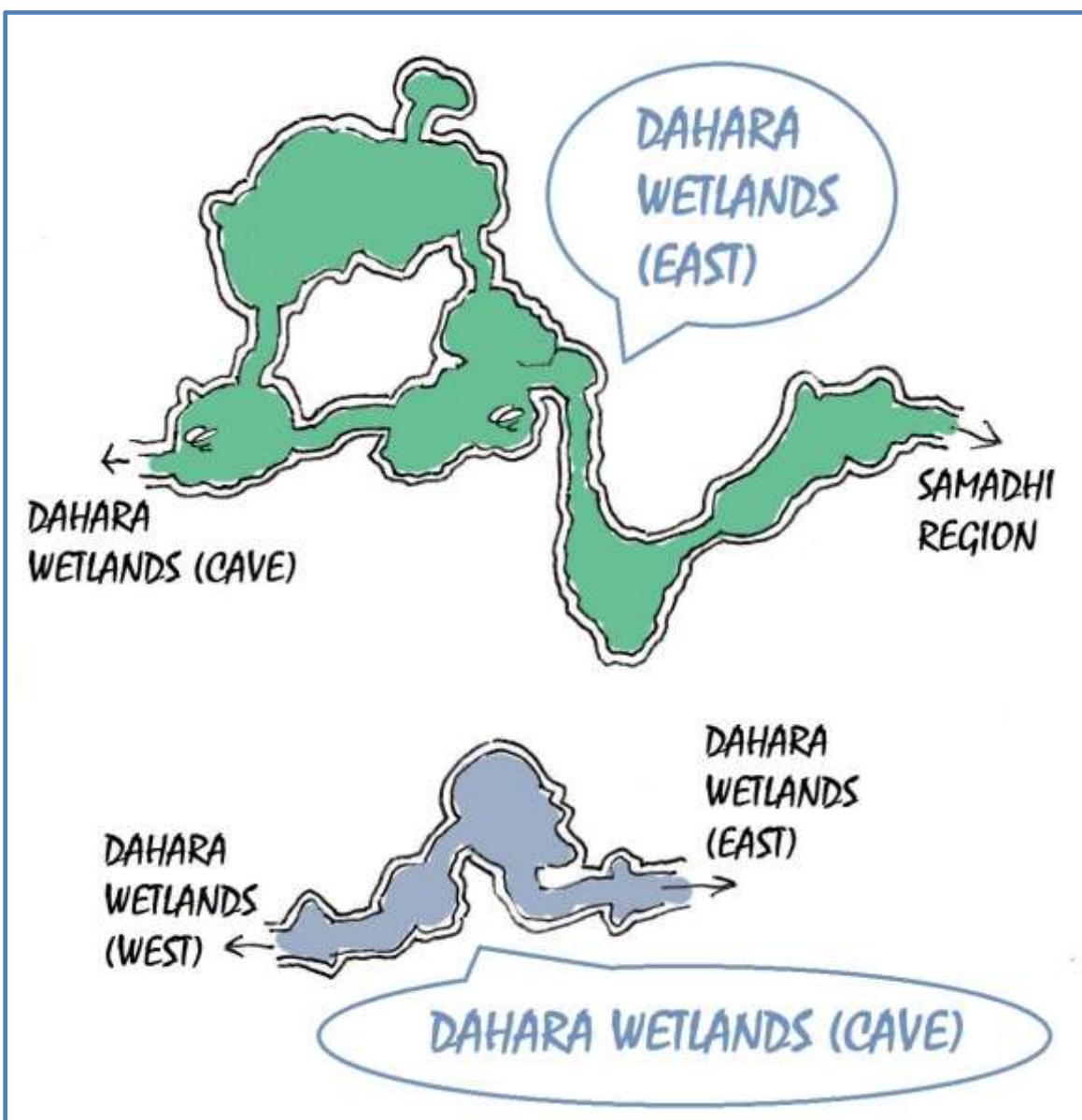
**SILVIA JOINS THE PARTY!!!**

### VOCABULARY – CHAPTER 5

笑顔	えがお	smiling face, smile
騎士	きし	knight
研究	けんきゅう	research
祭り	まつり	festival
許す	ゆるす	to allow, approve, forgive
味	あじ	flavor, taste
競う	きそう	to compete with
計る	はかる	to measure, weigh, survey
決して	けっして	never
殺者	ころしや	hit man, professional killer
似合う	にあう	to suit, match, be like
音	おと	sound
アジト	アジト	secret hideout, safe house, base of operations
他	ほか	other (esp. places)
族	ぞく	tribe, clan
先日	せんじつ	the other day
失う	うしなう	to lose, part with
告げる	つげる	to inform, ring (bell, alarm)
鉱石	おうせき	ore, mineral, crystal
客	きやく	customer
機会	きかい	chance, opportunity
境	さかい	border, boundaries
漁	りょう	fishing, gathering clams
汗	あせ	sweat, moisture, condensation
いなくなる	いなくなる	to disappear, stop being
開店	かいてん	shop opening
広める	ひろめる	to broaden, to propagate

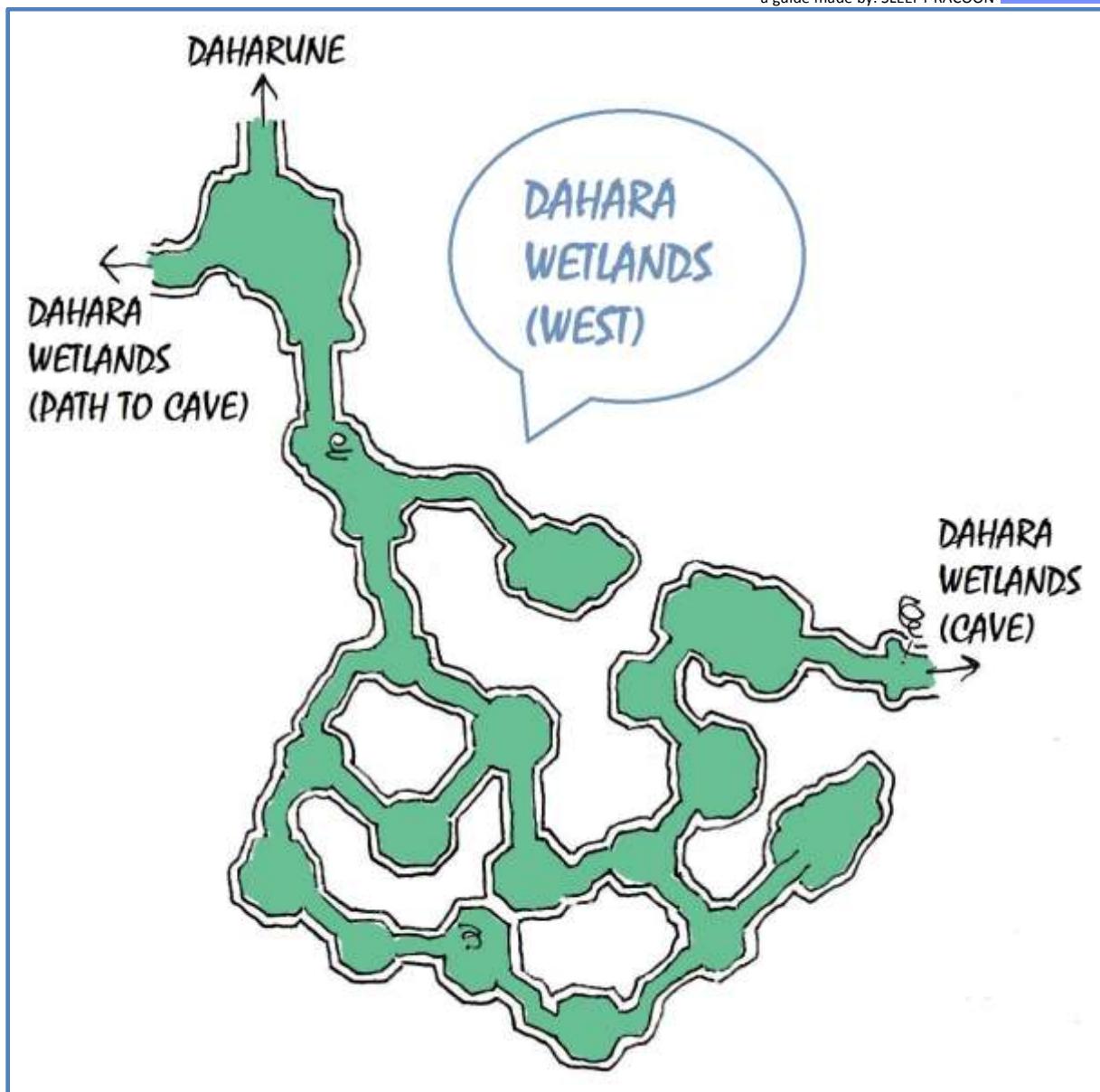
## CHAPTER 6:

### MAN OF THE SEA



沼  
SWAMP

草  
GRASS



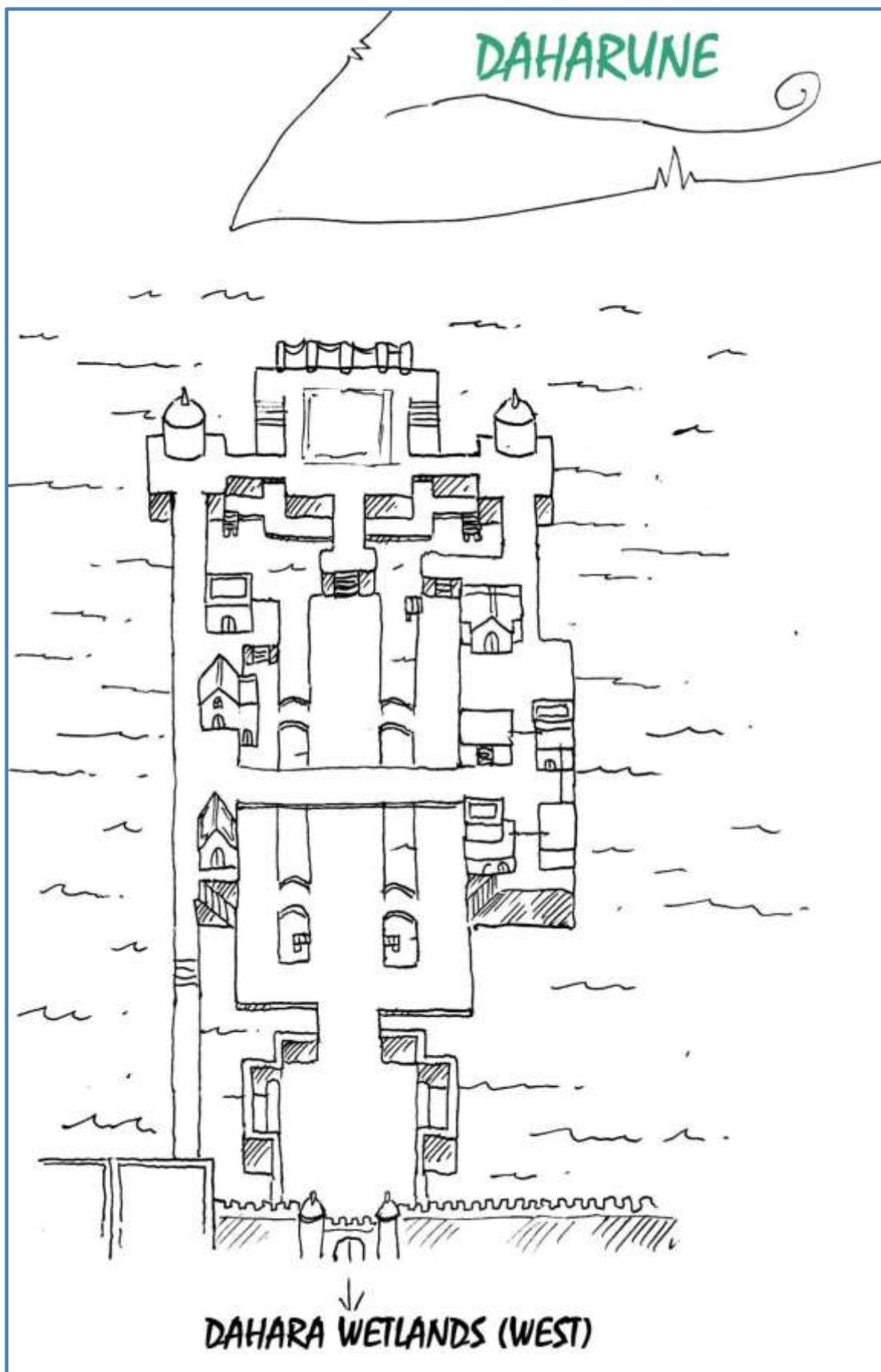
the party crosses the DAHARA WETLANDS until they reach DAHARUNE CITY. there, they immediately walk to the docks where SILVIA's ship should be located.

however, entering the docks is impossible at the moment. due to an upcoming event, the MAN-OF-THE-SEA-CONTEST, the harbor is closed off. the group tries to argue with the man guarding the docks, but to no avail.

although finding the sacred branch is their priority, the heroes decide to kill some time in the CITY. while SILVIA takes the girls to a shopping tour, TORTE and KAMYU visit DAHARUNE's mayor in order to talk to him about the contest. but he is rather unkind and not at all in the mood for a conversation. when he slams his door shut, SENYA suddenly appears. VERONICA seems to be in trouble...



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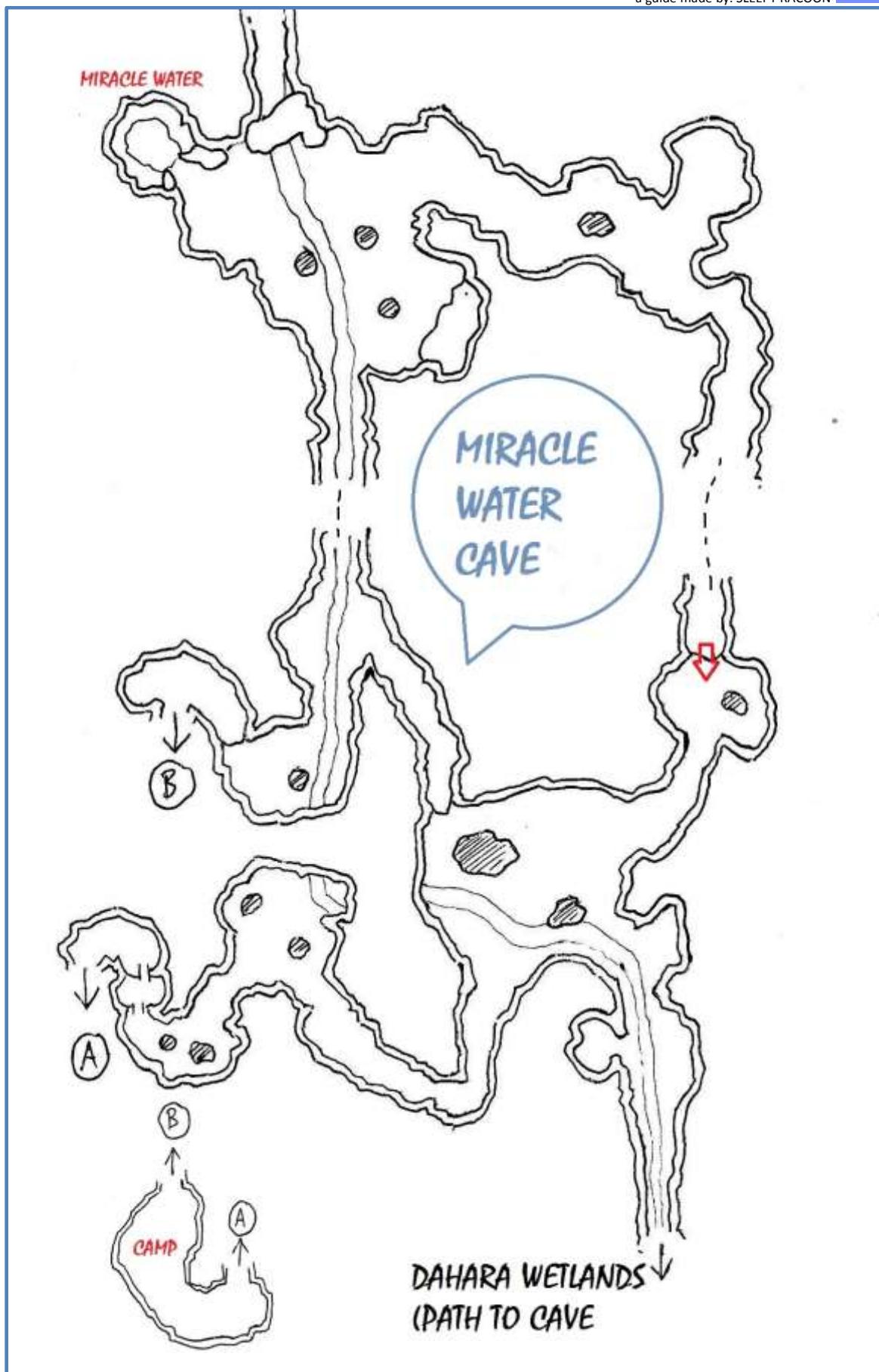
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a young boy tried to steal VERONICA's magic cane – and once SILVIA manages to end the argument, the party learns why: his friend, the mayor's son, lost his ability to talk. the cane was supposed to heal his throat. after examining him, SENYA points out that the cane alone would not be able to cure the boy. but there might be a solution:



apparently there's a cave west of DAHARUNE in which a mysterious water source can be found. with medicine made from this miracle water, the curse that's been placed on the lad's throat could be lifted.

VOCABULARY - WEAPONS		
武器	ぶき	weapon
剣	けん	sword
鞭	むち	whip
短剣	たんけん	shortsword
長柄刀	ながえがたな	greatsword
杖	つえ	staff, cane
盾	たて	shield
兜	かぶと	helmet
帽子	ぼうし	cap
鎧	よろい	armor





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getting the water was no small feat, but the party managed to do so. back at DAHARUNE, the city is almost ready for the upcoming event. SILVIA, SENYA and VERONICA take the medicine to the mayor's son, while TORTE and KAMYU head to the stage in order to enter the contest.

unfortunately, they stumble upon a familiar enemy: HOMEROS, leading tactician of the DELCADAR army, is in town - and the moment he spots TORTE, all hell breaks loose. the famous soldier announces to DAHARUNE's citizens that TORTE is the bringer of calamity, the CHILD OF THE DEVIL. he then orders his soldiers to capture the boy. TORTE and KAMYU are able to beat quite a few, but in the end there are too many of them....

when the rest of the party arrives, they all try to escape together. but HOMEROS uses some strange dark magic and KAMYU, while protecting TORTE, is caught. with the city full of soldiers, his friends go into hiding for the time being.

KAMYU is hold captive on the stage - and HOMEROS, right by his side, calls out to TORTE. instead of giving in to HOMEROS' demands, the party decides on a clever sneak-attack. carefully they use the roofs and gondolas of DAHARUNE to get behind HOMEROS' back - and the plan works! he is utterly confused as to how the group managed to get past his subordinates. confusion, however, doesn't stop him from drawing his swords. TORTE and his friends have to fight!

## BOSS: HOMEROS





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after the battle, the group is yet again surrounded by soldiers. luckily, SILVIA's retainer ALICE arrives at just the right time. everyone is able to jump on SILVIA's ship and it seems as if they have gotten away.

but just before the group can leave the harbor, another surprising thing happens. and it's not the good kind of surprise... a giant KRAKEN rises from the sea - and everyone is dazzled by the fact that HOMEROS is commanding the beast.

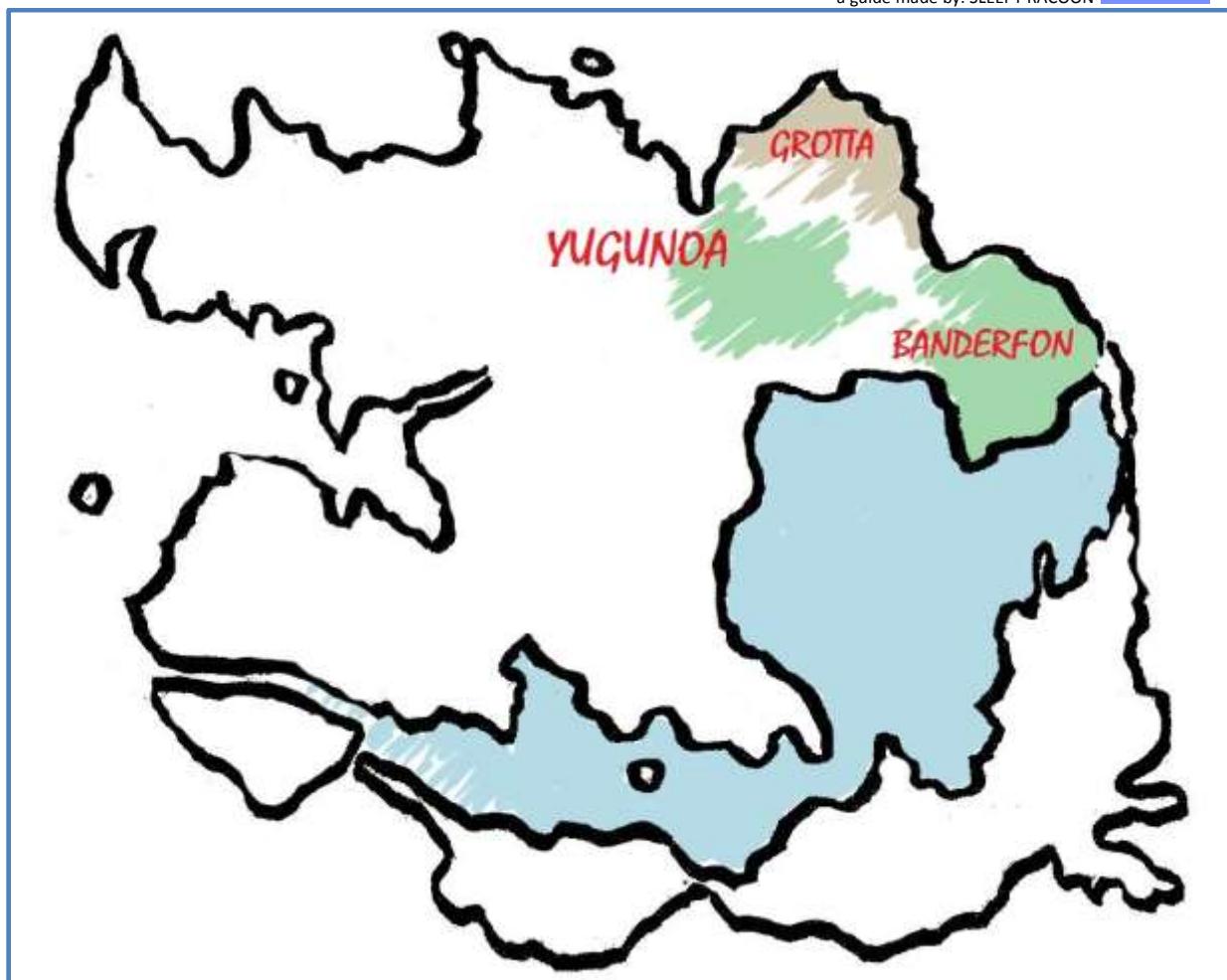
when their escape seems to have failed, DAHARUNE's mayor, together with a small fleet of boats, appears. they chase off the monster, while thanking TORTE and his companions for healing his son. no matter what DELCADAR chooses to call him, the people of DAHARUNE could never think of TORTE as the CHILD OF THE DEVIL. the mayor, his son and the citizens of DAHARUNE wave good-bye, while HOMEROS curses the young hero...

once DAHARUNE lies behind them, the party discusses their next move. from ALICE they hear about a rumor, stating that the merchant, who bought the sacred branch, was heading north-east... in the direction of BANDERFON. they all take a deep breath and set course - before them lies the vast ocean of LOTOZETACIA...

#### VOCABULARY – CHAPTER 6

甘い	あまい	sweet
飴	あめ	sweets, candy
忌まわしい	いまわしい	unpleasant
過ち	あやまち	fault, error, faux pa
謝る	あやまる	to apologize
動く	うごく	to move
行方	ゆくえ	one's direction, whereabouts
決める	きめる	to decide
治す	なおす	to heal, cure, repair
自由	じゅう	freedom
湿原	しつげん	wetlands, marshy grasslands
仕事	しごと	work
住む	すむ	to live, dwell
血	ち	blood
巡り	めぐり	tour, pilgrimage, going around, circulation

書簡	しょかん	letter, note, correspondence
進む	すすむ	to advance
大砲	たいほう	cannon
天気	てんき	weather
雨	あめ	rain
嵐	あらし	storm
雷	かみなり	thunder
雪	ゆき	snow
晴れる	はれる	to clear up, become sunny
霧	きり	fog, mist
風	かぜ	wind
雲	くも	cloud
空	そら	sky
月	つき	moon
虹	にじ	rainbow
苦戦	くせん	hard fight, close game
苦労	くろう	troubles, hardships
偶然	ぐうぜん	by chance, suddenly, accident
形	かたち	form, shape, figure / visage
警備	けいび	defense, security
決心	けっしん	determination, resolution
結界	けっかい	barrier (often spiritual or magical)
剣術	けんじゅつ	fencing
見舞い	みまい	visiting ill or distressed person, get-well gift, expression of sympathy
見識	けんしき	views, opinion, pride, self-respect
元凶	げんきょう	ringleader, main culprit



## CHAPTER 7: THE ESSENCE OF STRENGTH

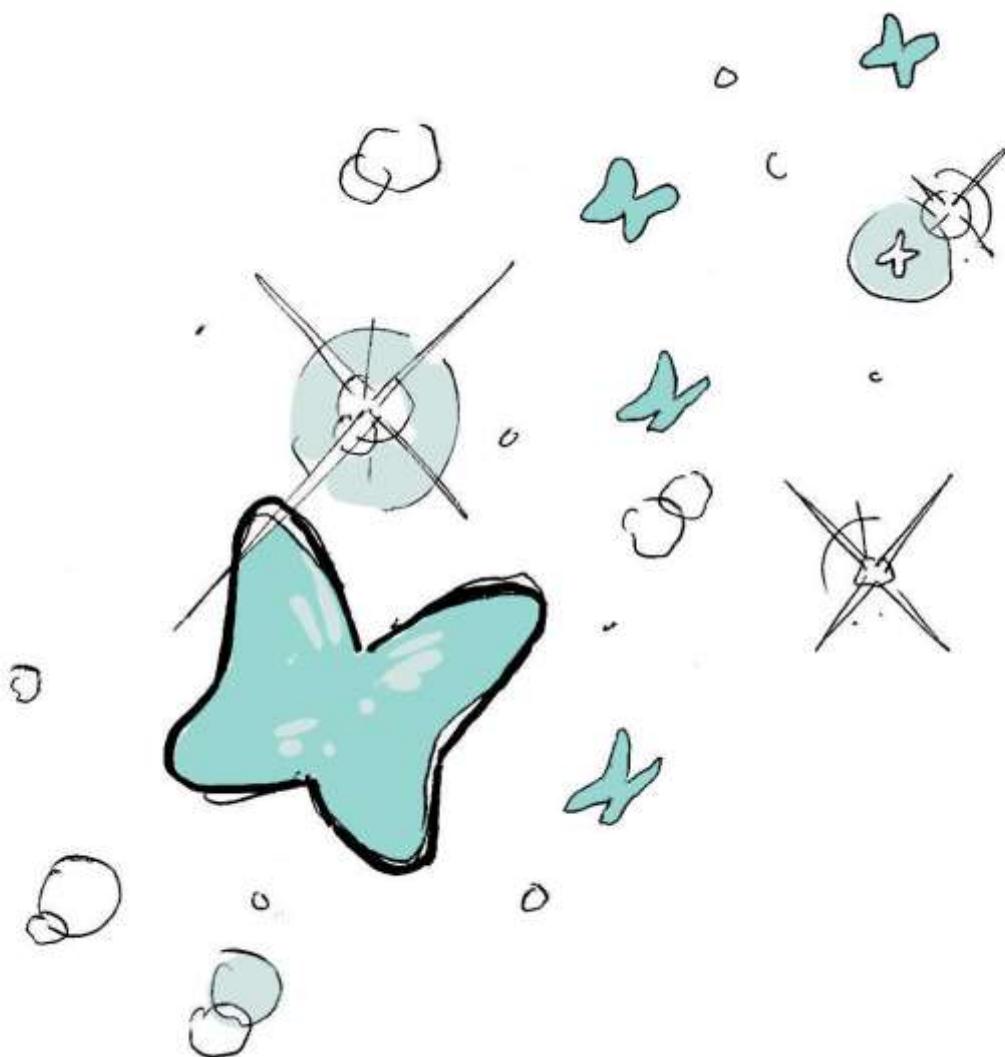
1. cross the inner ocean and travel through the BANDERFON REGION until you arrive in GROTTA
2. in GROTTA, go to the coliseum and enter the contest
3. before the contest starts, head to the inn and get some rest
4. finish ROUND 1
5. go to the orphanage to meet HUMPHREY
6. go back to the inn
7. finish the rest of the contest
8. during the night, head to the orphanage
9. enter the GROTTA UNDERGROUND and beat the BOSS at the end
10. back at the tournament, receive the message from MARTINA and ROU



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## CHAPTER 8: THE TOMBSTONE

1. head to the YUGUNOA CASTLE RUINS
2. follow ROU through the ruins
3. head to the altar in the forest
4. return down the path until you meet MARTINA
5. witness the events and wake up at the cottage west of YUGUNA
6. return to YUGUNA

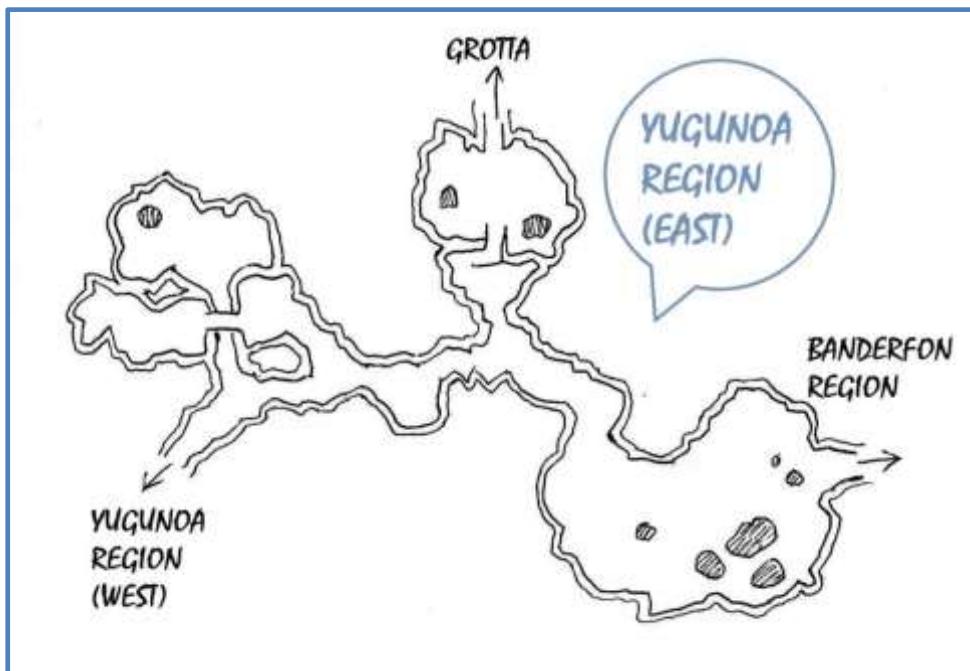




## CHAPTER 7: THE ESSENCE OF STRENGTH



now, the group can finally continue their search for the merchant who bought the branch. SILVIA's first mate ALICE heard a rumor that such a merchant was seen travelling towards the region of BANDERFON, north-east of their current location. so the party crosses the inner sea until they reach BANDERFON's shores. soon after, they learn more about this area, when they stand in front of BANDERFON's remains. the famous kingdom of flowers has been destroyed many years ago. without a clue where to go next, TORTE and his friends try to get advice at a nearby hostel that is called NELSON'S LODGE. the locals point them in the direction of GROTTA, a giant city north of BANDERFON.





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they soon arrive at this unusual place. GROTTA is a city inside a giant fortress. it houses a coliseum as well as a huge statue of the local hero: general GREIG.

apparently, some time ago, he rid the area of monsters and saved many people.

the group soon finds out that the sacred branch they are searching for, is one of the tournament's prizes.

so TORTE, KAMYU and SILVA enter the competition. the event begins that same day with a random selection of partners. only it isn't completely random. one exception is made for a very special team:

a young woman named MARTINA and an old man who is called ROU.



TORTE's partner, meanwhile, is the previous champion and GROTTA's most important celebrity: HUMPHREY.

after a good night's sleep at the inn, the first battles take place:

### ROUND 1:

the two opponents can hit hard. one of them is even able to create copies of himself. take him out first and heal constantly whenever necessary.

after the battle, TORTE and HUMPHREY watch some of the other fights. it is then, that they witness the impressive strength of MARTINA and her partner ROU.

outside of the coliseum, the duo appears again. while they walk past the party, MARTINA whispers something strange into TORTE's ear:

"watch out for HUMPHREY."

what's that supposed to mean? TORTE decides to learn more about his partner and walks through town until reaching an orphanage. this is HUMPHREY's home.



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the hero is deeply touched by his partner's attachment to this place. HUMPHREY really cares a great deal about the children and their safety. but the peaceful scene is disrupted by a loud sound, coming from HUMPHREY's room.

a thief has broken into the place and HUMPHREY is very upset about it. time to call it a day.

TORTE returns to the inn, in order to get some sleep. the coming day is going to be a hard one.

### **ROUND 2:**

the two bunnies aren't that dangerous. make sure to get rid of the magician quickly, and the rest of the fight should be easy.

next up is SILVIA with his quirky companion. right before the battle begins, TORTE notices his partner HUMPHREY taking a sip from a mysterious bottle...

### **ROUND 3:**

SILVIA can hit harder, but his partner has some annoying healing-skills. keep your eyes on TORTE's health and heal as soon as he takes noticeable damage.

now it's time for the final round. HUMPHREY takes another sip from his bottle and the battle against MARTINA and ROU begins...

### **FINAL ROUND:**

both of your opponents have a lot of health. focus on whoever you like and do your best to keep TORTE alive. the old man will eventually run out of MP. this is where the fight gets easy.

just before HUMPHREY and TORTE are able to finish off the opponents, MARTINA and ROU notice the hero's birthmark and seem quite shocked by the sight of it...

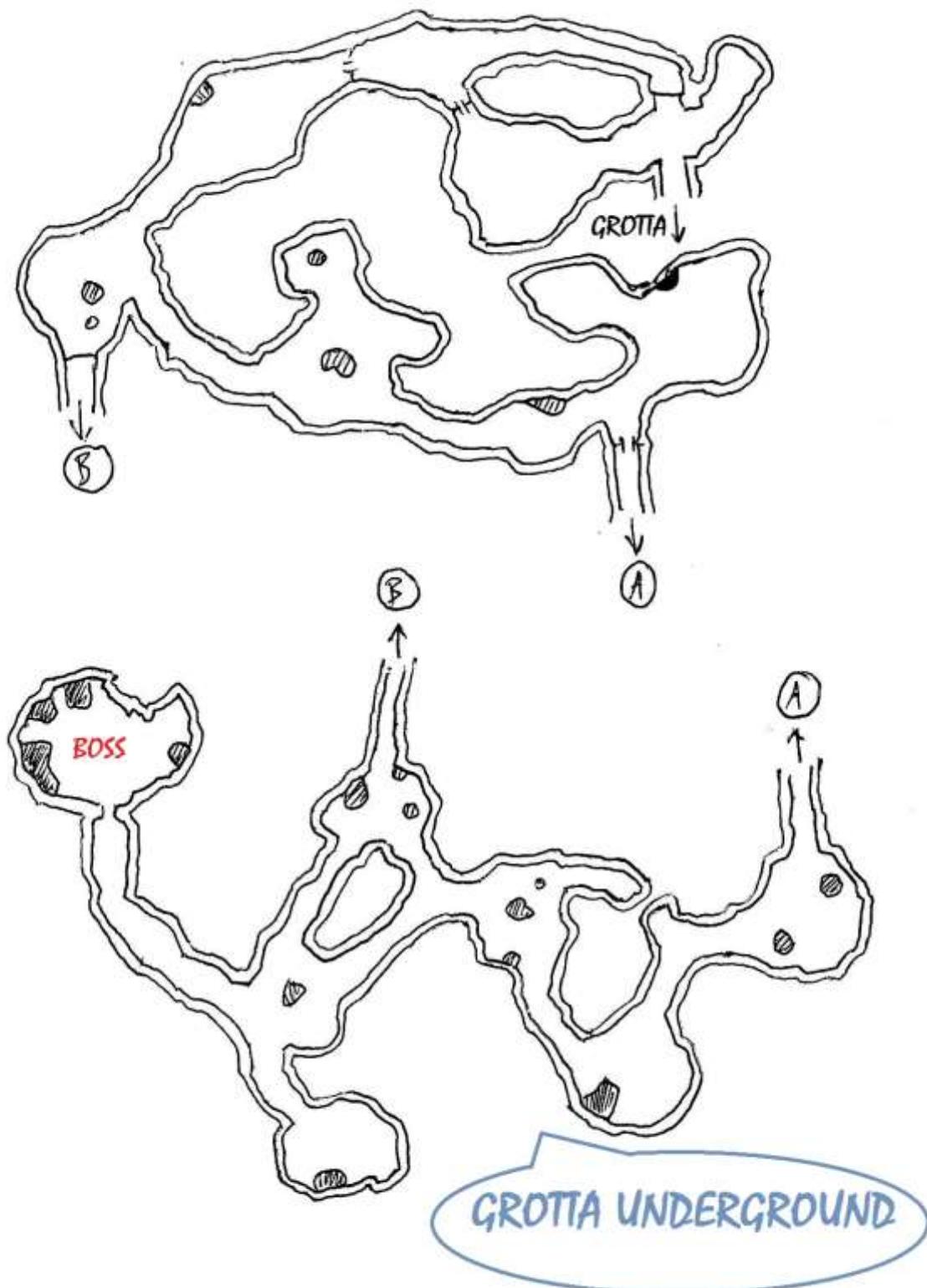
they are then defeated and, soon after, disappear from the scene. TORTE and his partner have won the tournament! but one look at HUMPHREY – and it is clear that something is not right. the young man collapses and everyone returns to the inn to get some rest.

during the night, ROU appears. he tells the party that MARTINA is missing and leads the hero's group to the orphanage. there, they find a secret passage in the basement. the group heads inside to search for MARTINA and HUMPHREY.

deep inside the GROTTA UNDERGROUND, the truth is revealed:



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many years ago, when general GREIG fought all those monsters living in GROTTA, there were a couple of survivors among the beasts. those survivors have all gathered in the UNDERGROUND of GROTTA. by stealing the essence of the strong warriors that participate in the tournament, they try to get back on their feet.

as the leader of the monsters explains: when monsters drink the essence, harvested from strong people, their wounds heal.

when people drink it, they become invincible.



a long time ago, HUMPHREY made a deal with the monsters to make sure he could win the tournament year after year. the prize money ensures that there's enough food for the children at the orphanage. protecting those boys and girls is more important to him than anything else...

for TORTE and his friends, however, HUMPHREY isn't the priority right now. the tournament contestants must be saved - and the leader of the monsters, the great ARACHRATOR, obviously doesn't want that to happen.

**BOSS:**

**ARACHRATOR**

with the giant spider defeated, HUMPHREY begins to resent his actions. old man ROU decides that he will keep quiet about the young man's scheming, in order to protect the orphanage's reputation.



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the next day... GROTTA's tournament wraps up with the celebration of it's winners... HUMPHREY challenges TORTE to a small battle, showing everyone in the audience that he isn't their great champion after all. but his fans still got his back.

...which causes HUMPHREY take off in shame...

when it's time for TORTE to receive his prize, everyone is shocked to hear, that the sacred branch has been stolen... seriously?!

the only clue is a letter from MARTINA and ROU, telling the group to follow them to the YUGUNOA CASTLE RUINS.

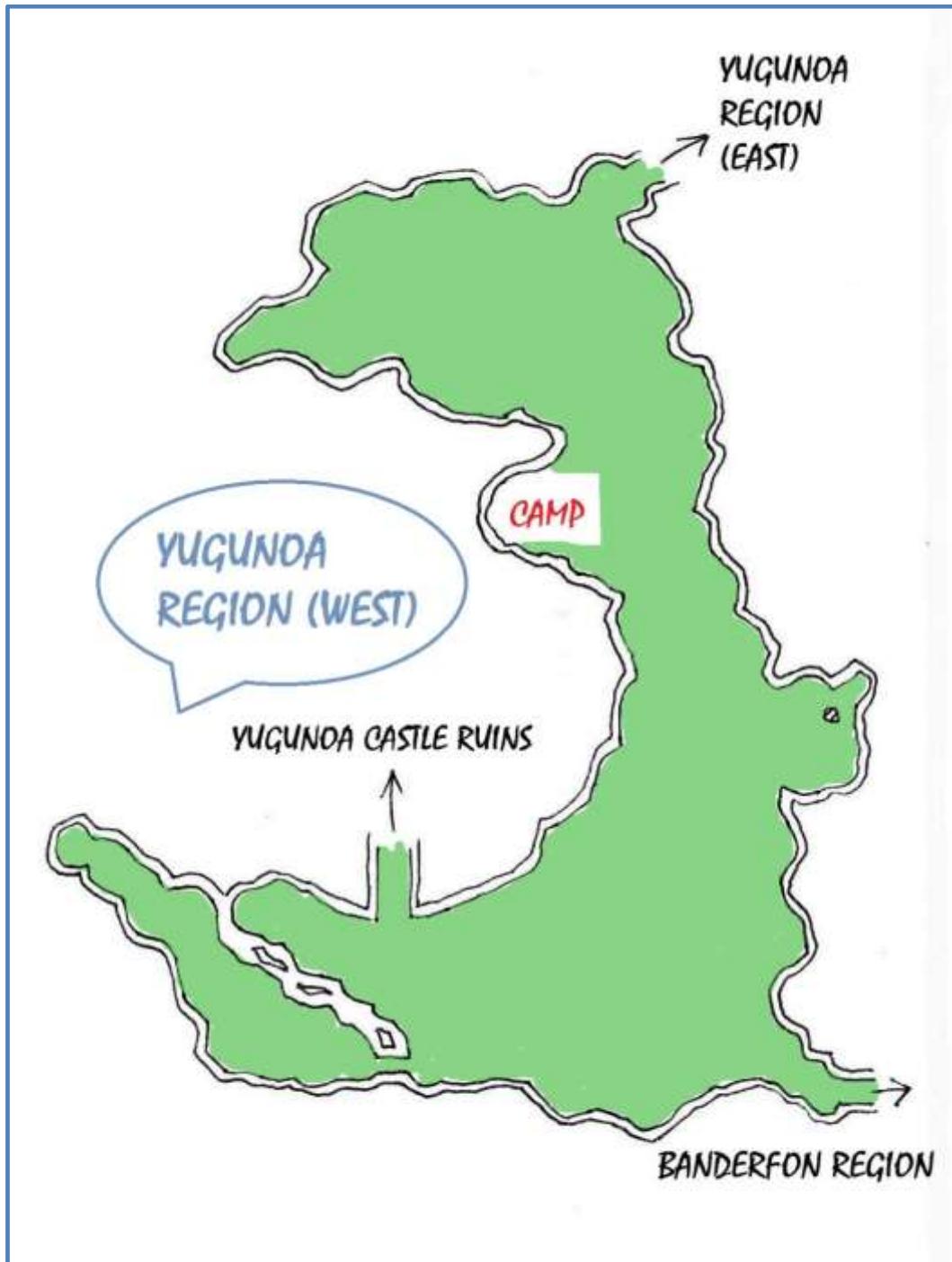
#### VOCABULARY – CHAPTER 7

お嬢	おじょう	someone else's daughter
。。。に依って	。。。によって	because of...
意味	いみ	meaning
栄えある	はえある	splendid, glorious
エキス	エキス	essence, extract
煙	けむり	smoke, fumes
仮面	かめん	mask
何度	なんど	how many times, how often
川	かわ	river
伏せる	ふせる	to lay something upside down, turn over, cover
防ぐ	ふせぐ	to defend
会い	かい	meeting
規則	きそく	rules, regulations
決意	けつい	determination
決定	けってい	decision
決定的	けっていてき	final, conclusive, definite
結果	けつか	result, outcome, consequence, bearing fruit
見苦しい	みぐるし	unsightly, ugly
原因	げんいん	cause, origin, reason
古兵	こへい	old soldier, veteran
孤児院	こじいん	orphanage

幸い	さいわい	happiness, luck, fortune
優勝	ゆうしょう	overall victory, championship
無論	むろん	of course, naturally
無敵	むてき	invincible, unrivaled
未練	みれん	lingering affection, attachment, regret
未知	みち	not yet known, unknown, strange
便り	たより	news, information
末	すえ	tip, top
便	びん	flight (airline), mail, post, opportunity, chance
返信	へんしん	reply
変心	へんしん	change of mind, inconsistancy
別状	べつじょう	something unusual, different situation, serious condition
武闘	ぶとう	armed struggle
瓶	びん	bottle
秘密	ひみつ	secret, secrecy
秘境	ひきょう	unexplored region, secluded region
箱	はこ	box, chest
拝見	はいけん	seeing, look at
勝者	しょうしや	winner
集団	しゅうだん	group
襲う	おそる	to attack, assault, strike
手並み	てなみ	skill
取る	とる	to take
邪魔	じやま	hindrance, obstacle
時代	じだい	period, epoch, those days
事項	じこう	matter, item, facts
試合	しあい	match, game, bout
最初	さいしょ	beginning, first, outset
最悪	さいあく	the worst

## CHAPTER 8: THE TOMBSTONE

the YUGUNOA CASTLE RUINS are just a little to the west of GROTTA. when the party enters the place, they see with their own eyes the destruction that was caused here. ... 16 years ago.





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then, they meet ROU. he admits that his heart skipped a beat when he and MARTINA saw TORTE's birthmark, during the tournament in GROTTA. all this time they were thinking he had died... ROU then leads the group to a tombstone. he explains that this grave is the resting place for YUGUNOA's late king and his wife.

... the queen of YUGUNOA.

... TORTE's mother.

... and ROU's daughter.

# 墓 GRAVE

they both died during the events on that terrible day. but not just them. many more people lost their lives. families their loved ones...

and it was on that same day, that DELCADAR's king began to change. he started blaming the baby that the monsters where after, for everything. this is how the name "CHILD OF THE DEVIL" came into existence.

all of this ROU had witnessed. all of this ROU had survived.

ROU asks TORTE to support him with a ritual he's about to perform. to do this, they have to visit the altar in the forest behind the castle.



still confused about the revelations from a moment ago, the party takes the path to the altar. at the top of the hill, they meet MARTINA and start the ritual.

following ROU's guidance, TORTE uses his torch and the ritual that is called the DEPARTURE OF SOULS begins.



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the old man explains to his grandson that the souls of the deceased need to be put to rest. a group of glowing butterflies appears, escorting the souls to the great TREE OF LIFE.

then, ROU thanks ELENOR, the queen of YUGUNOA for saving the children... the children?

TORTE reaches in his pocket to get the letter from his birth mother that he found in TEO's box at ISHI FALLS. when he hands it to ROU, the old man sheds bitter tears.

soon after the ceremony is over, TORTE walks down the path, lost in his thoughts. he stumbles upon MARTINA who tells him more about the deep bond between YUGUNOA and DELCADAR.

both royal families used to spend a lot of time together and ELENOR would look after MARTINA all the time. her and TORTE were practically siblings, she then says.

before TORTE is able to really understand what she is telling him, DELCADAR soldiers appear - and soon after: their general GREIG. the two try to escape, but they find themselves cornered at the cliffs. after a short battle, it becomes clear that the only way out is the way down.

when MARTINA jumps in front of TORTE to protect him from GREIG, the general looks in shock at her. just as ROU usually does, he calls her PRINCESS MARTINA... and his screams accompany her and TORTE while the two fall down towards the water.

... ... ...

MARTINA tightly wraps her arms around the hero, whispering: "*this time ... i won't let go*".

蝶 BUTTERLY 死 DEATH 家族 FAMILY

廢墟 RUINS 跡 TRACE/RUINS

王国 KINGDOM 失 LOSS 残 REMAINDER



## 16 YEARS AGO...



...after the queen hid the children in the woods, the older one of the two, PRINCESS MARTINA OF DELCADAR, desperately tried to get TORTE to safety - but when she stumbled during the flight, she and TROTE fell down some rocks and into a river - the basket slipped out of her hands and the young prince of YUGUNOA drifted away - with MARTINA crying out for him - she survived and was later found by ROU... but never was she able to forget the boy she had lost.



TORTE wakes up in a small hut near YUGUNOA. both him and MARTINA are save. the young woman then explains everything to him:

**姫** PRINCESS

*during the destruction of YUGUNOA, her father had changed. not only did he start acting suspicious, he also declared the royal family of YUGUNOA traitors. to find out the real reason for that change and to uncover the truth behind the monsters' attack, she went into hiding - together with old man ROU. MARTINA started training with him and they both have travelled the lands ever since...*



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once back in shape, the duo makes it's way back to YUGUNOA. unfortunately, GREIG jumps out of the bushes.

he can't believe that MARTINA is alive. but no matter how happy it makes him to see her - he doesn't understand why she would choose the company of the DEVIL'S CHILD. GREIG demands her and TORTE to go with him to DELCADAR. MARTINA's request to look the other way - just this one time - cannot be fulfilled. luckily, MARTINA is able to push GREIG off of his horse and she and TORTE manage to escape.

the duo arrives at YUGUNOA, where the rest of the party is relieved to see them both. finally, the group should be able to continue their journey. but before they head out, ROU has more information to share. first of all, he has a hunch about what TORTE's mission as the hero is supposed to be: to destroy the powerful demon that seems to be behind the attack on YUGUNOA. that demon's name is URNOGA. but that's not all: ROU's investigation over the last years has lead him to another suspicion:

he thinks that somehow URNOGA himself has DELCADAR under his thumb...

ROU finally hands TORTE the sacred branch of the TREE OF LIFE. at first, the way to the tree doesn't reveal itself to the hero, but at the entrance of the ruins, another vision occurs.

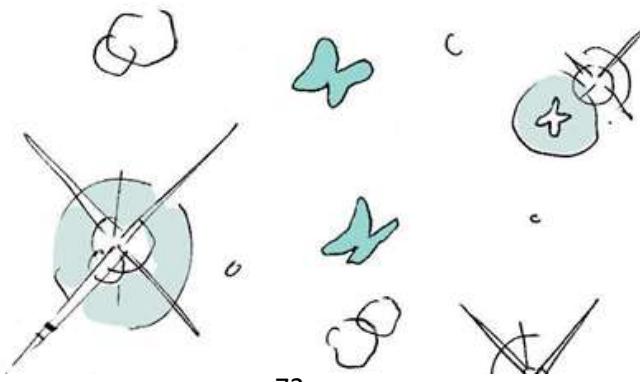
*a huge altar. 6 pedestals. 6 orbs. a rainbow-road leading to the tree...*

with that, the party has a clear goal at hand: 6 orbs must be gathered. and luckily, 2 of them are already in their possession. the RED ORB from KAMYU and the YELLOW ORB that ROU has in his bag. the party turns to this vast world...LOTOZETACIA. a world that needs them so desperately.

the next part of TORTE's journey has begun...

MARTINA + ROU JOIN THE PARTY!!!

涙 孫  
TEAR GRANDCHILD



## VOCABULARY – CHAPTER 8

奸臣	かんしん	disloyal retainer, treacherous subject
さて	さて	well, now then
教わる	おそわる	to be taught
現れる	あらわれる	to appear
限る	かぎる	to restrict, confine [trans: to be limited to do...]
固める	かためる	to freeze, harden, stabilize, strengthen
。。。頃	。。。ころ	around the time, when...
向かう	むかう	to face, move towards
今夜	こんや	this evening
話題	わだい	topic, subject
両親	りょうしん	parents, both parents
立場	たちば	standpoint, position
裏	うら	bottom (or another side that is hidden from view)
墓	はか	gravesite, tomb
利用	りよう	use, utilization, application
頼り	たより	reliance, dependance
用	よう	business, task
様	よう	appearing, looking, form, style, like, similar
容体	ようだい	condition
余裕	よゆう	margin, room, allowance, scope
予感	よかん	premonition, hunch
爺	じじい	old man, geezer
滅ぶ	ほろぶ	to be ruined, to perish, go under
盟友	めいゆう	sworn friend
廃墟	はいきょ	ruins, abandoned building
堂々	どうどう	impressive
鬪士	とうし	fighter

土地	とち	plot of land, soil
追い求める	おいもとめる	to pursue
鎮魂	ちんこん	repose of souls
直前	ちよくぜん	just before
蝶	ちょう	butterfly
恥ずかしい	はずがしい	shy, ashamed, shameful, disgrace
探る	さぐる	to fumble for, search for, feel around for, spy on
辿る	たどる	to follow (the road), follow up
足取り	あしどり	manner of walking, trace, route taken by a criminal
即ち	すなわち	that is..., namely...
騒がしい	さわがしい	noisy, turbulent, troubled
非難	ひなん	criticism, blame, attack
非力	ひりき	powerless, disability, incompetence
亡くす	なくす	to lose something, get rid of, lose someone
本来	ほんらい	originally, primarilz, legal, by nature
此の儘	このまま	as it is
革	かわ	leather
見逃す	みのがす	to miss, overlook, leave at large
組む	くむ	to cross legs or arms, link, put together
全快	ぜんかい	complete recovery of health
全壊	ぜんかい	complete destruction
全会	ぜんかい	whole assembly
前回	ぜんかい	previous time, last time, previous...
跡地	あとち	site of a demolished buildings



## CHAPTER 9: THE FISHERMAN'S CURSE

1. go to SOLITCO and visit the residence in the eastern part of town
2. talk to the butler
3. get back to the boat and go to the seagate outside of SOLTICO
4. enter the outer seas until a mysterious fog emerges
5. you will end up on the WHITE BAY. examine the water and get to know ROMIA
6. head to NAGIMURA VILLAGE which lies far to the east of your current location.
7. during the day, witness KINAI's mother telling a story to the children in front of the church
8. talk to KINAI's mother to learn about the dangerous beast that roams the sea west of NAGIMURA
9. head to the cliffs and obtain the cannon from one of the villagers
10. return to sea and travel to the west until you meet up with the fishermen
11. defeat the BOSS
12. back at NAGIMURA, go towards the docks until you are finally able to find KINAI. listen to his story
13. follow KINAI to the shores north of the village (through the church)
14. at the hut KINAI will give the group an important item. take it back to ROMIA at the WHITE BAY
15. take ROMIA to NAGIMURA
16. go to KINAI's house and escort him to ROMIA
17. enter the hut and find out the truth about the fisherman's curse
18. return to the WHITE BAY and get the HARP from the chest
19. in the center of the inner sea, examine the pillar of light and enter the seafolk's kingdom
20. go to the palace and talk to the queen to receive the GREEN ORB



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## CHAPTER 10: TRUE COLORS

1. take the boat to the marker on the map (north of the white bay)
2. examine the pillar of light to dive through the water. you will end up in the MEDACHATTO REGION
3. turn south to reach PUCHALAO VILLAGE
4. go towards the ruins until you meet a young girl who is searching for her parents
5. enter the ruins
6. after a discussion with some angry villagers, leave the ruins
7. head to the village plaza. a stranger will start a conversation and hint you towards the inn
8. stay the night at the inn and return to the ruins afterwards
9. on your way, MEL will appear again. follow her inside the ruins
10. after the strange events in the ruins, follow the path until you reach a stone with something engraved on it
11. leave the mysterious place via the rift
12. return to the village plaza to tell everyone the truth about the fresco
13. after the enemy is revealed, head back to the fresco
14. the way that was blocked during your first visit, is now open. follow it and reach the end of the area
15. defeat BOSS and learn more about the ancient kingdom PUCHATTO
16. acquire the MAGIC KEY
17. travel to BANDERFON RUINS. using the MAGIC KEY you can enter the treasure room. inside one of the chests you will find the PURPLE ORB

## CHAPTER 11: TINY QUEENS AND TINY MEDALS

1. head to MEDAL SCHOOL KINGDOM in the MEDACHATTO REGION (NORTH)
2. witness the scene at the entrance
3. talk to the headmaster in his office to receive the MINI MEDAL STAMPCARD

## CHAPTER 12: THE PARADISE BIRD

1. enter the PARADISE BIRD'S RAVINE
2. travel through the area and defeat the BOSS
3. get SILVER ORB

## CHAPTER 13: FROZEN LETTERS

1. reach northern shores of the KREYMORAN REGION and leave the boat at the docks near CASTLE TOWN
2. since the CASTLE TOWN is sealed off by giant chunks of ice, follow the western road to enter it via the back-entrance
3. meet SHARL, queen of KREYMORAN and hear about the dangerous ICE WITCH
4. head to MIRULEA FOREST
5. pass through the forest until a snowstorm separates TORTE from the group
6. defeat the "henchman" and witness the events afterwards

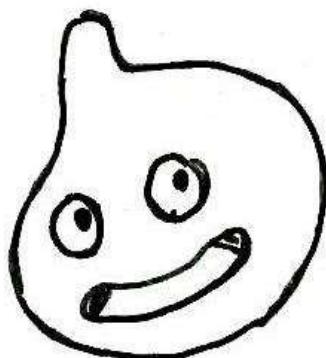


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7. TORTE will wake up in the hostel near the forest.
8. talk to the scholar ECKHARDT to hear about the ANCIENT LIBRARY
9. go to the library, east of the hostel in order to find a way to seal the witch away
10. fight and puzzle your way to the top floor. the three colored switches count for every floor.
11. at the top of the library you will find the information necessary. but it comes with a uncomfortable surprise
12. return to KREYMORAN CASTLE TOWN and talk to queen SHARL
13. defeat BOSS
14. talk to queen and follow her into the castle
15. head to throne room to see the truth behind the witche's story revealed and save the kingdom for good
16. leave KREYMORAN via the main gate to get more information on where to get next...and some information about ROU you really didn't want to get

## CHAPTER 14: TREE OF LIFE

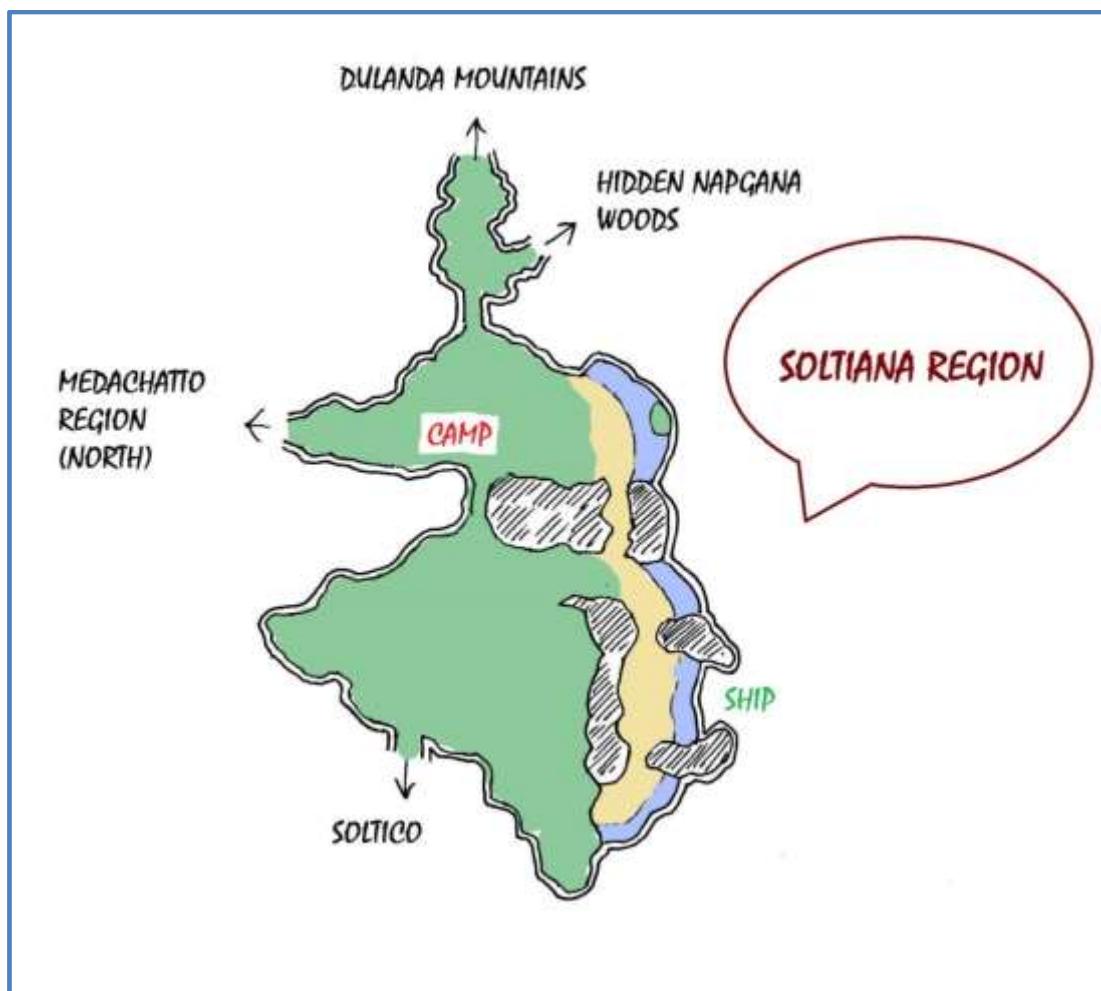
1. travel through SHIKESVIA SNOWFIELD and leave it via the south-eastern exit
2. climb the ZELANDA MOUNTAINS by riding the robot-enemies
3. enter the HOLY GROUND RAMUDA
4. go to the plaza to see a new life being greeted into this world
5. after getting to know the high pries, go to RAMUDA TEMPLE
6. learn about the first hero and his story, as well as VERONICA's and SENYA's destiny
7. exit the temple through the back-door and march through the valley
8. you will arrive at the FOREST OF BEGINNINGS. follow the road and climb upwards until the party decides to rest
9. after a relaxing night, continue the journey. finally, you will reach the altar
10. after the rainbow bridge appears, use it to get to the TREE OF LIFE
11. climb the roots of the tree and reach it's center



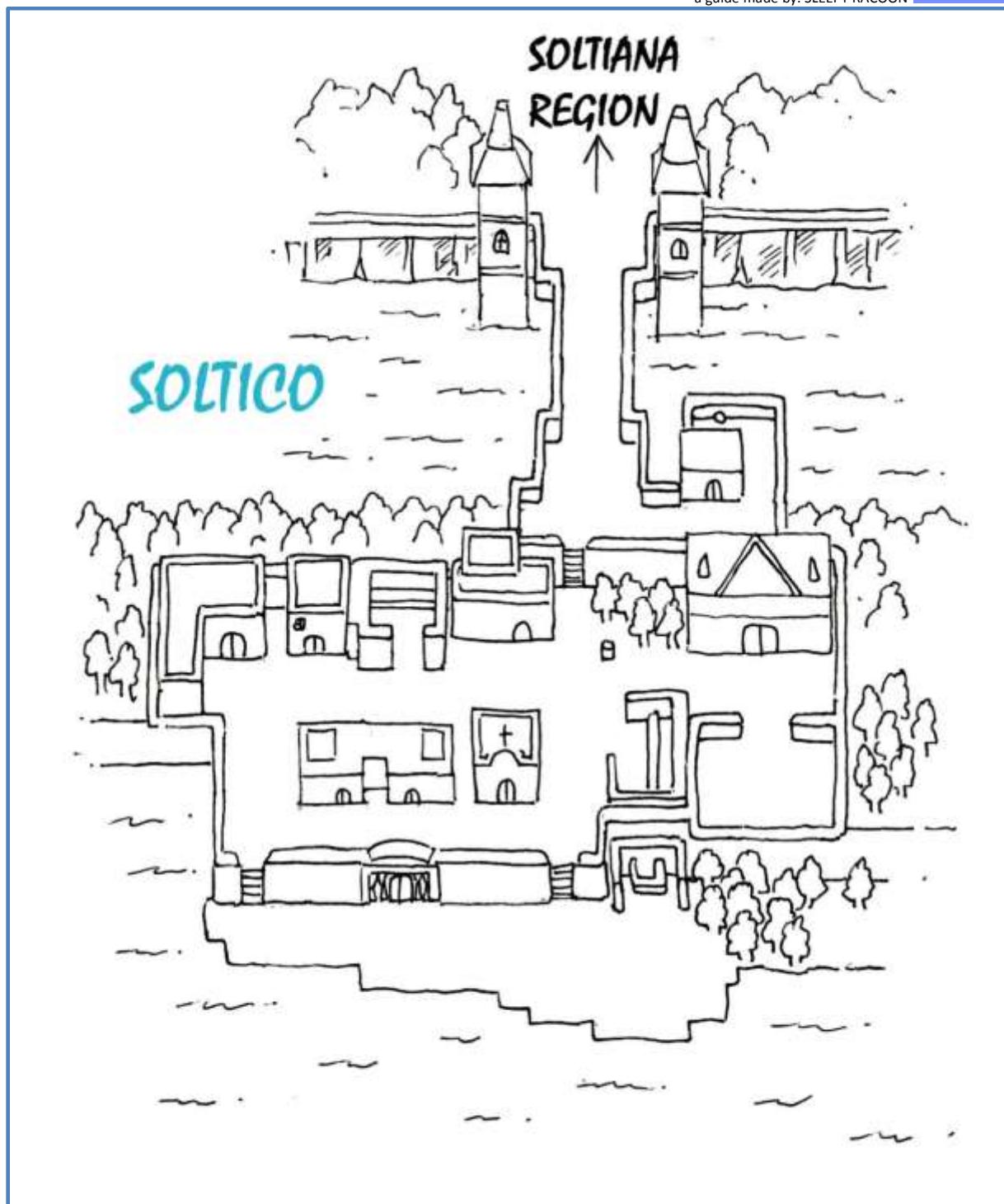


## CHAPTER 9: THE FISHERMAN'S CURSE

ROU wants everyone to go to SOLTICO and visit an old friend. to find all the ORBS, they need access to the whole world. to get access to the whole world, they need to leave the inner sea. and to leave the inner sea, the seagate of SOLTICO must be opened.



人魚 呪  
MERMAID CURSE



when the group arrives in town, SILVIA starts acting strange and decides to wait for them outside.

at the residence of ROU's acquaintance JEGO, they learn that he isn't available right now. however, the matter in which they need help - opening the SOLTICO seagate - is something the butler could assist in.

the party returns to the ship and heads to the gate. everyone waves goodbye to the friendly butler, as the group enters the canal to the outer seas.



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one thing however, is kind of strange: JEGO's butler is able to see SILVIA from a distance. and it seems as if he recognizes TORTE's unusual friend...

soon after reaching the huge ocean of LOTOZETACIA, a thick mist emerges. a moment later, the party finds itself at a mysterious inlet: the WHITE BAY.

what they encounter here, takes everyone by surprise: a mermaid called ROMIA jumps out of the water. she tells the group about her home, the seafolk kingdom MURIA, as well as their national treasure. hoping that this treasure could be another ORB, TORTE wants to visit this kingdom as soon as possible.

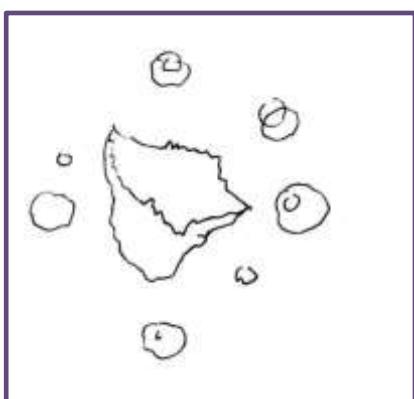
but first, ROMIA is in need of assistance: for quite some time, she's been waiting for a man who promised to return to and marry her. KINAL is his name, and to find out more about him, the party heads east to the fisher village NAGIMURA.

in NAGIMURA they hear about KINAL, but aren't able to locate him. instead they meet his mother in front of the church. she is telling the children of the village a rather scary tale:



*there once was a brave fisherman.  
he was promised to the mayor's  
daughter who loved him very much.*

*one day, he went out to sea, when  
his boat got into a terrible storm.*



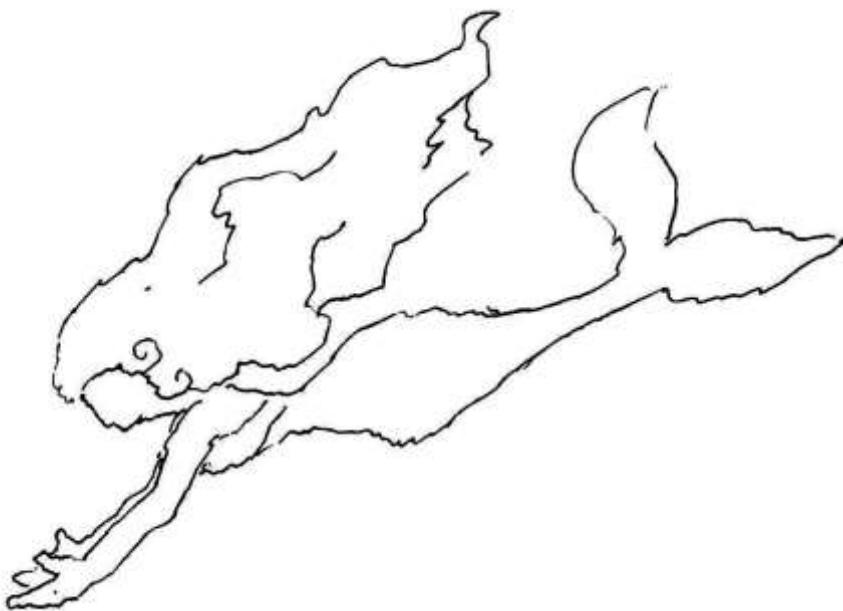
*the fisherman fell into the sea,  
certain that his life was over.*

*suddenly, a beautiful mermaid  
appeared. she held him close  
whispering in his ear:*





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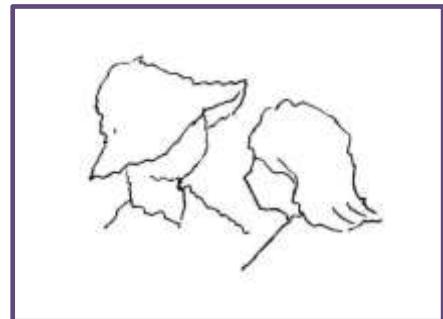


*"if you want to live, give me your soul."*

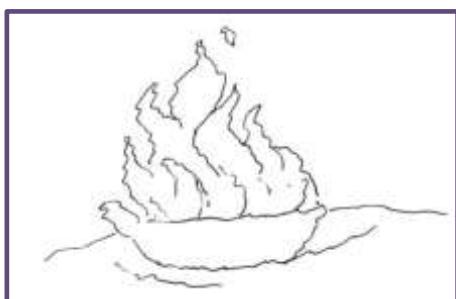
*meanwhile, back in his village, his friends and family were sure the fisherman had died out on the sea.*

*when he finally returned, everyone was so relieved. they were so happy, it took them a while to realize:*

*the fisherman had changed.*



*he talked a lot about the seafolk, claiming that he belonged to them. he wanted back to the sea. all of this made his wife-to-be extremely sad - and her father, the mayor, furious.*



*before the fisherman could depart from the village, his boat went down in flames.*

*and the fisherman himself? he ended up in the village's prison...*

*...never to leave the coast again.*

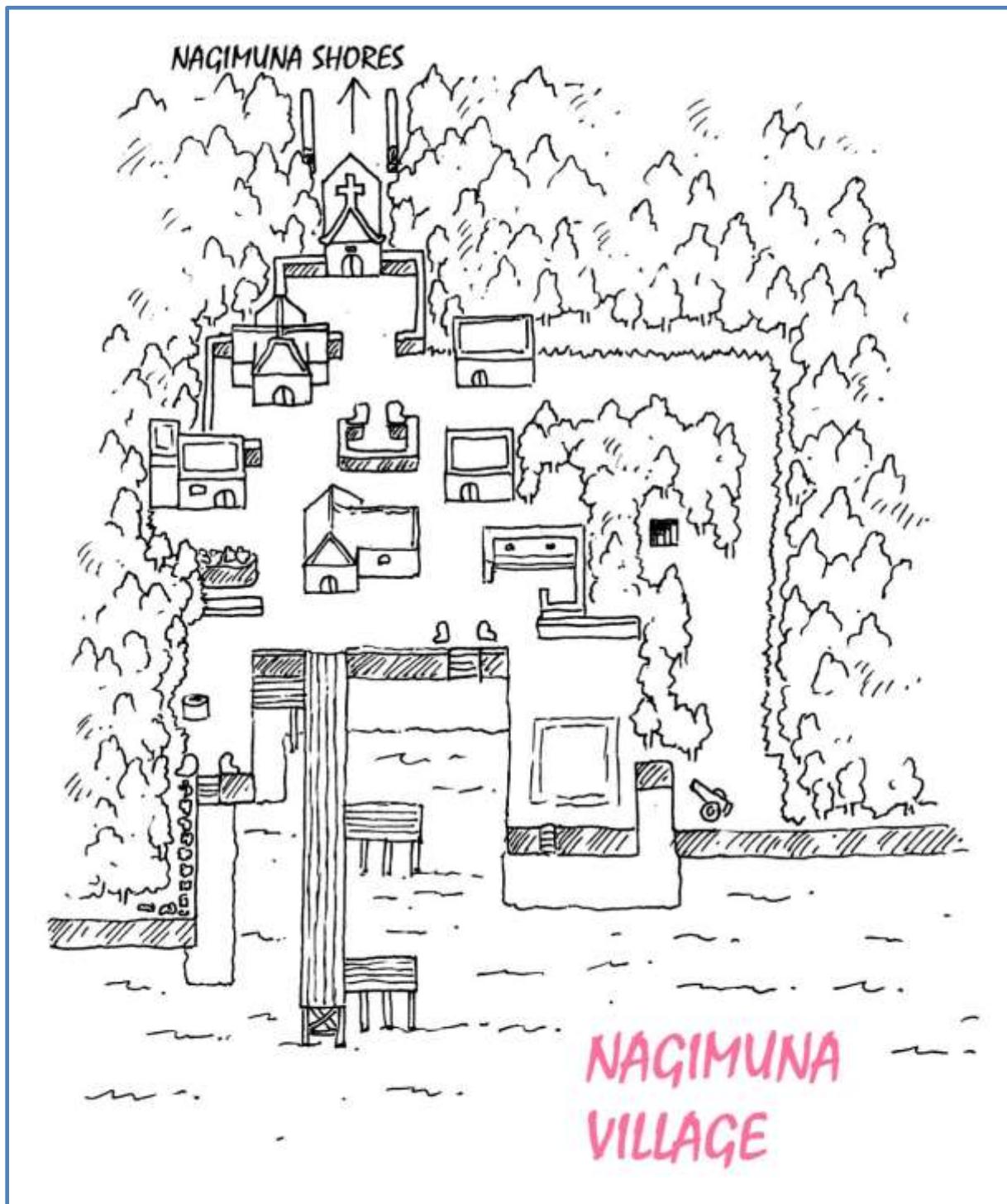
speaking to the old woman, the party learns that everyone in NAGIMURA is occupied right now. a giant kraken has appeared in the waters west of the village. TORTE and his friends grab themselves a cannon and follow the other villagers on their way to defeat the dangerous monster.



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# 大砲 漁師

CANNON FISHERMAN





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none of the heroes is too surprised to find out that the dangerous KRAKEN is the same one they encountered in DAHARUNE. and now it's finally time for revenge:

## BOSS: KRAMON

back at NAGIMURA, the victory is celebrated. while the villagers are having a feast, TORTE decides to search for KINAI. standing at the docks, the fisherman looks out over the sea... when the party tells him about ROMIA's request, the young man replies that his name might be KINAI, but that the man, they are searching for, isn't him. it's his grandfather.

then, he tells the the second part of NAGIMURA's most famous tale:



*after 10 years of imprisonment, the fisherman managed to escape.*

*then, life went on. DONATELLA, the woman who should have become his wife, eventually married another man and had a child with him. peace returned to the village and the fisherman's curse was almost forgotten.*

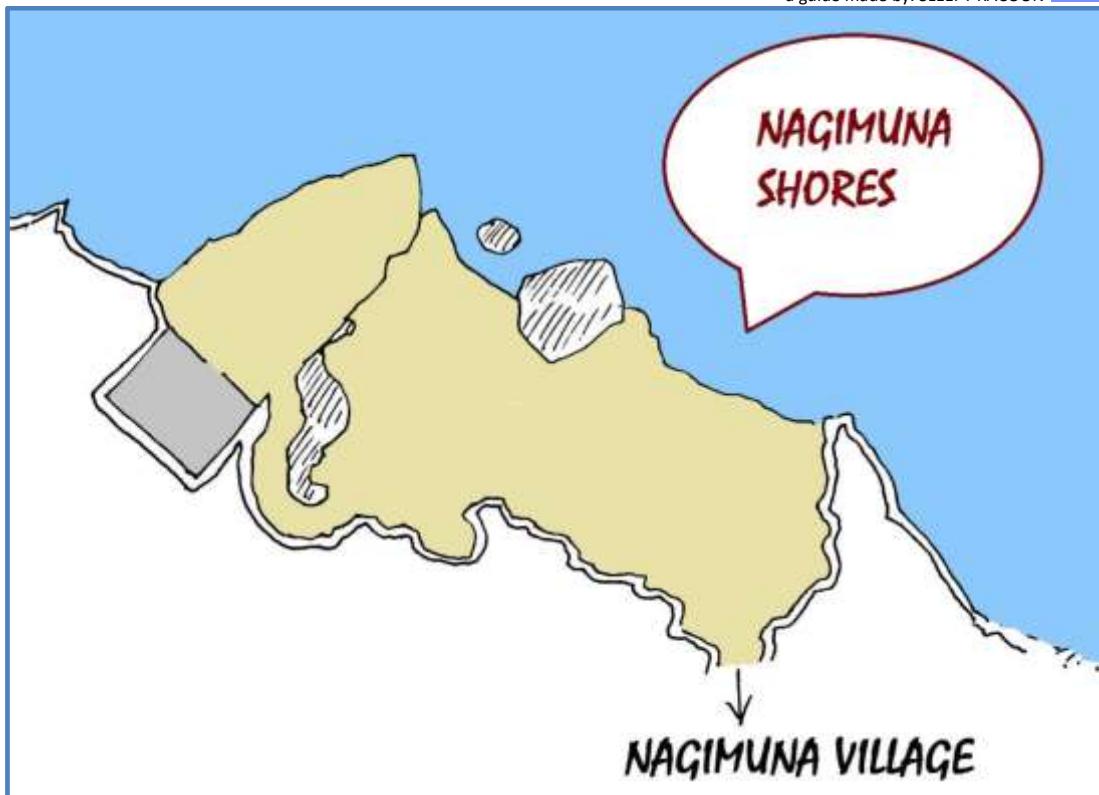
*one day, DONATELLA's husband went to sea. just like the fisherman, many years ago, he got into a storm. but unlike him, he never returned.*

*DONATELLA was desperate to find out what happened to her husband and disappeared.*

*the people of the village started to suspect that all of this had something to do with the fisherman. they tracked him down in a small hut at the coast.*

*when they entered the building, what they found wasn't what they expected: there he was. the fisherman. with a baby in his arms.*





KINAI gets angry when the group asks him if that means his mother is the child of a mermaid. he tells them about the village peoples' rumors and makes it clear that no one knows how much of this story is actually true. he doesn't want to believe that he could have inherited the fisherman's curse and wants the party to leave him alone...

but with the right questions the group is eventually able to get something else out of him... KINAI leads the party to a small hut outside of the village. this is where his grandfather had lived and died. he hands them a vail, asking them to take it to the mermaid and to tell her about his grandfather's death.

TORTE and his friends do exactly that. they return to the white bay and report everything to ROMIA. but the mermaid doesn't want to believe it. not even taking her to KINAI's grave in NAGIMURA is enough to persuade her. but when the young KINAI appears and confirms his grandfather's death, ROMIA finally accepts the truth. after a heartwarming moment with the boy who seems so much like her fiance, the mermaid disappears into the sea's foam.

nothing about ROMIA seemed wicked. but all those years, KINAI had heard these stories about the mermaid putting a curse on his grandfather... it doesn't add up.

he returns to the hut, with the party right behind him.

inside they see something quite beautiful: a painting made by KINAI's grandfather. it pictures a mermaid that looks exactly like ROMIA. she wears the vail on her head.



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but there is something else. behind the painting, the group discovers a letter. this is how they learn the truth about the terrible "curse"...

*when KINAI's grandfather escaped to the hut, he started making plans to return to his dear ROMIA. but then, everything changed. one night, he saw a figure standing at the cliffs...*

*as he drew closer, he realized that this was DONATELLA, together with her little baby.*

*all the sadness, all the loss...DONATELLA couldn't find the will to live anymore. and before KINAI's grandfather could grasp what she was saying, his former wife-to-be jumped off the cliffs. he did everything in his power to save her, but to no avail. what he could do, however, was to save the baby out of the ocean.*

*- and this child was now all alone in the world.*

*"i'm sorry, ROMIA. i can't keep my promise. there is someone here who needs me."*

*since a mermaid's lifespan is much longer than that of a human, KINAI lived his whole life while ROMA was waiting... until he eventually died as an old man in this hut. always having cared for the little girl he had rescued.*



and that's it. no matter how many people keep telling a certain story – that doesn't make it the truth.

there was no curse. no crazy grandfather.

just a man, deeply in love, who sacrificed his own happiness, to take care of a little girl.

with a heavy heart, TORTE and his friends leave NAGIMURA and KINAI behind.

having learned a little bit more about the world, they are trying to save, the party heads back to the WHITE BAY.

there they find ROMIA's harp that grants them access to the seafolk's kingdom: MURIA.

the queen has her eyes and ears everywhere and knows of the events regarding ROMIA. she very much appreciates what TORTE has done for her and grants him the seafolk's GREEN ORB.

**RED, YELLOW, GREEN**...three more ORBS to go.

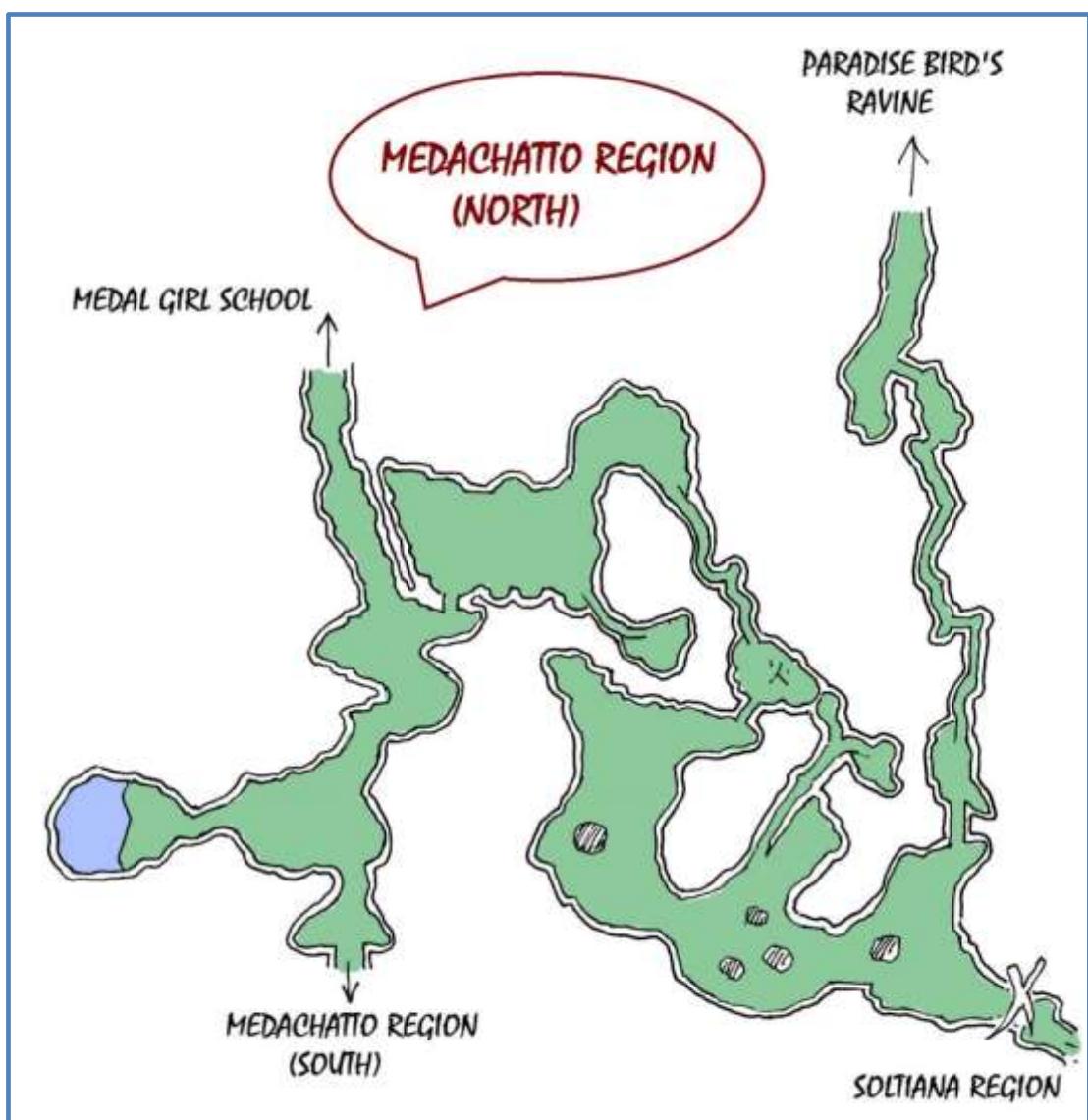
the journey goes on.

### VOCABULARY – CHAPTER 9

うん	うん	some (at the start of a number in place of digit)
お蔭で	おかげで	thanks to..., owning to...
お疲れ様	おつかれさま	thank you very much / that's enough for today
ご利益	ごりやく	grace (of god), divine favor, benefit, efficacy
たった	たった	only, merely, no more than
でかい	でかい	huge, gargantuan
愛	あい	love, affection, desire
愛しい	いとしい	lovely, dear
悪趣味	あくしゅみ	bad taste
握り	にぎり	grapping, grasping, handful, handle, grip
握る	にぎる	to clasp, grasp, grip, to seize power
偉大	いだい	greatness
烏賊	いか	cuttlefish, squid
ハープ <sup>°</sup>	ハープ	harp
人魚	にんぎょ	mermaid, merman
呪い	のろい	curse
噂	うわさ	rumor
唄	うた	song
歌う	うたう	to sing
餌	えさ	bait, feed
宴	うたげ	party, feast, banquet
何時	いつ	when?, how soon?
許嫁	いいなづけ	fiance, fiancee
紙芝居	かみしばい	picture story show
桟橋	さんばし	wharf, pier
暫く	しばらく	a little while



## CHAPTER 10: TRUE COLORS



海 船 魚 島  
SEA SHIP FISH ISLAND



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with ROMIA's harp, the party manages to find and cross another underwater passage. they emerge at the MEDACHATTO REGION. after looking around for a bit, they stumble upon a small village called PUCHALAO.

ROU explains that this place was built on the remains of an old kingdom and that it is somehow connected to URNOGA. the ruins on the back of PUCHALAO should be worth a visit.

on the way, they run into a young girl named MEL who is searching for her mother and father.

the group does travel on, but not without promising MEL to look out for her parents on the way.

once inside the ruins, they are met by a beautiful fresco. it portraits a smiling woman that is wearing the legendary MAGIC KEY as a necklace. she is surrounded by a group of people, who seem to praise her. before TORTE and his friends can examine the artwork further, some angry villagers enter the place. the group decides to leave and look for MEL again - but to no avail.

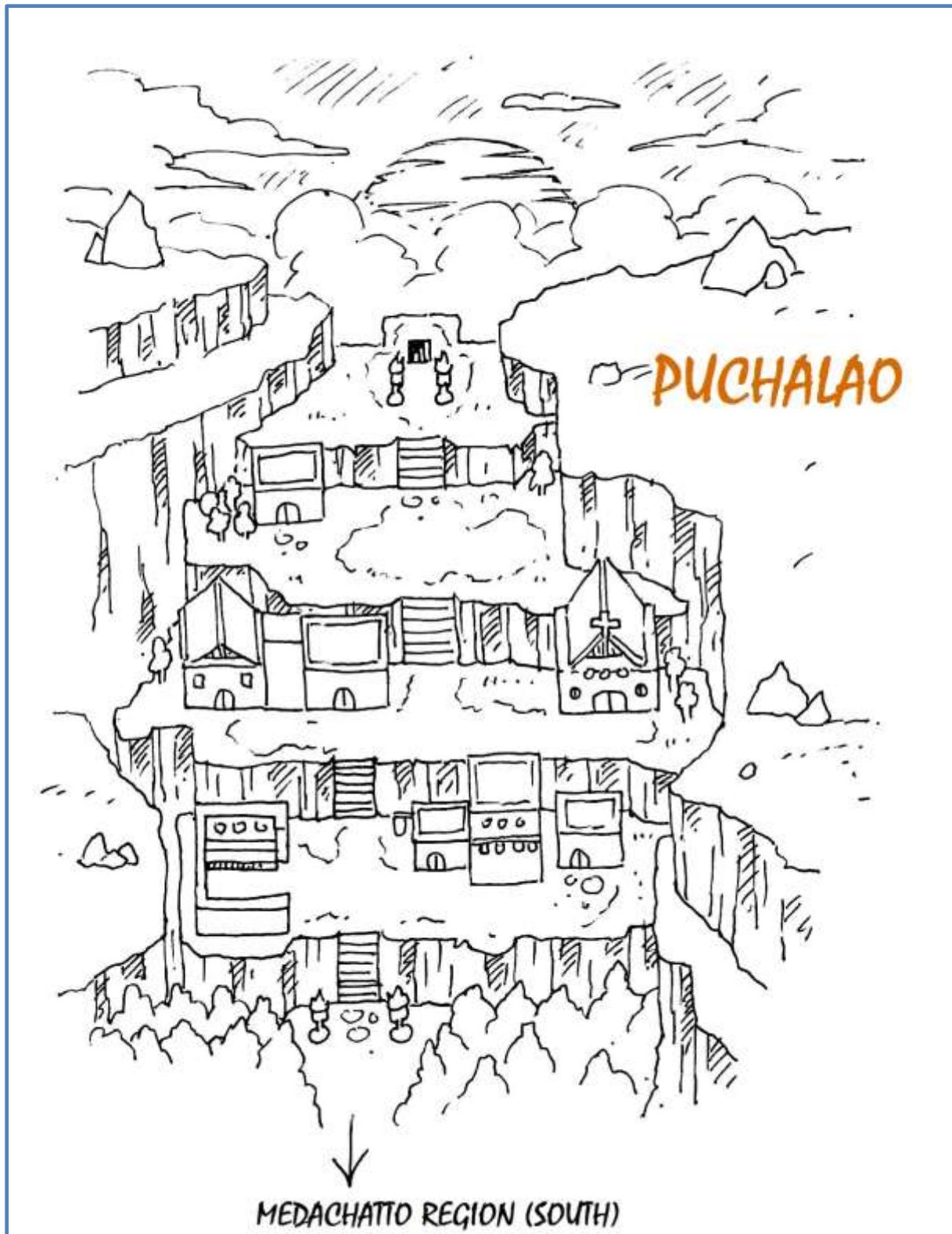
instead, they run into what seems to be the only friendly person living in PUCHALAO. after a nice conversation and a relaxing night at the hostel, it's back to the ruins again.

when they encounter MEL again, she runs down the stairs and inside the ruins. but once the party arrives there, the little girl is nowhere to be found. then, they notice something strange:



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the fresco has somehow changed. compared to what they saw the day before, there are now more people in it...and they look disturbingly similar to the angry mob that made them leave the ruins...



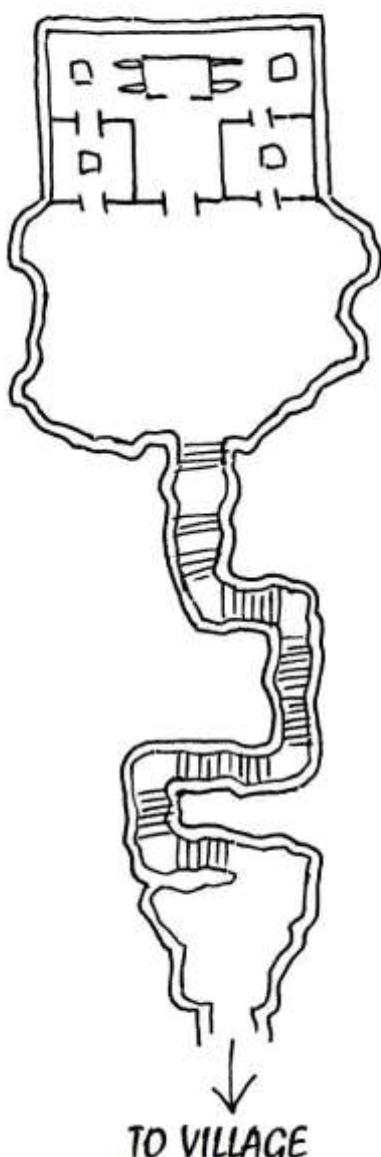


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suddenly, a frightening sound echoes through the halls - and a moment later, the party is teleported to an unknown world. from the looks of it, they seem to be inside the fresco.

the group encounters the missing villagers and follows them. but when they witness a giant plant absorbing the mob, they run away as fast as possible.

while trying to find a way out of this realm, they stumble across a mysterious stone that has something engraved on it.



*"i ran into this place by accident. what once stood here was a great kingdom that fell many years ago: a kingdom by the name of PUCHATTO."*

*"then, i found something unusual: a magnificent fresco. with its beauty i could get lots of people to come here and eventually settle down."*

*this, however, was a huge mistake..."*

*the fresco is cursed. the demon that is inhabiting it, absorbs human life power.*

*and it uses the shape of a young woman to lure them in..."*

"the shape of a young woman"...? wait, could it be...? MEL...?!"

the group is able to find a rift that grants them access to the outside world again, and as soon as they arrive, they rush to the plaza in order to warn the people of PUCHALAO about the fresco. it is there, that MEL reveals her true nature to them.

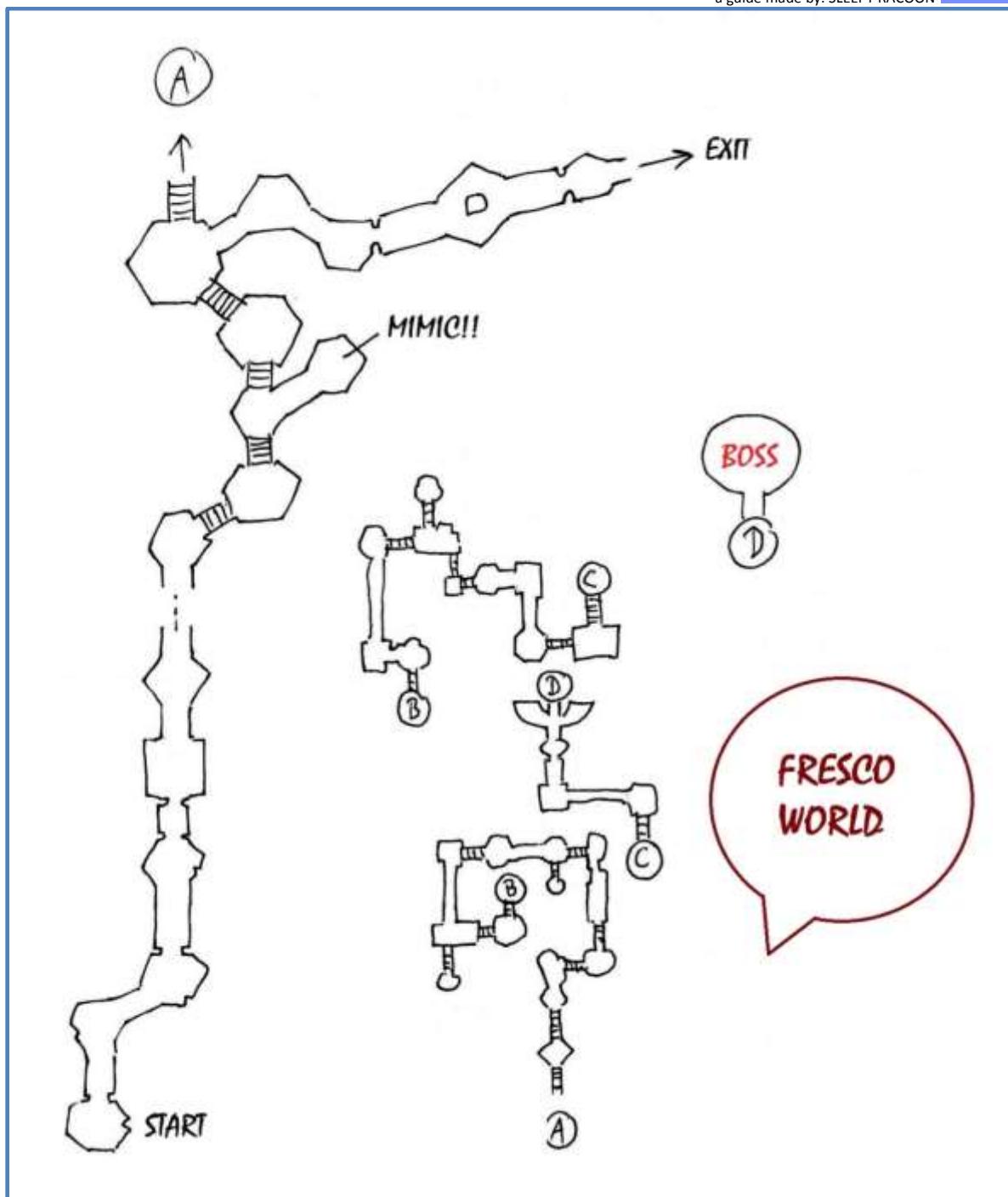
she challenges the group, invites them to come back to her world - and the party answers the call.

TORTE and his friends return to the world inside the fresco and fight their way through it, until reaching MEL.

or better... MELTOA. this is the true name of the demon they have to face...



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色  
COLOR

壁  
WALL

絵  
PICTURE

描  
DRAWING

芸術  
ART



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## BOSS: MELTOA

after the fight, MELTOA talks about her creator, URNOGA. and for the first time the party is able to get a hint on what their enemy is after...

URNOGA is responsible for the destruction of the ancient kingdom PUCHATTO as well as the cursed fresco. what he does, he does for one thing only: to find the power of eternal life.

MELTOA vanishes into thin air and leaves behind the **MAGIC KEY**...

with the village of PUCHALAO saved, the group continues their journey. the MAGIC KEY should allow them to open many doors that were previously unavailable.

guided by ROU they return to the BANDERFON RUINS. BANDERFON, just as ancient PUCHATTO, fell due to the evil deeds of URNOGA - and ROU fears that the exact same thing is happening to DELCADAR right now...

inside the fallen city's treasure chamber, the party finds the **PURPLE ORB**.

one step closer to the tree and to the truth.

"the power of eternal life..."?

whatever exactly URNOGA is planning - TORTE has no doubt about one thing: he must be stopped.

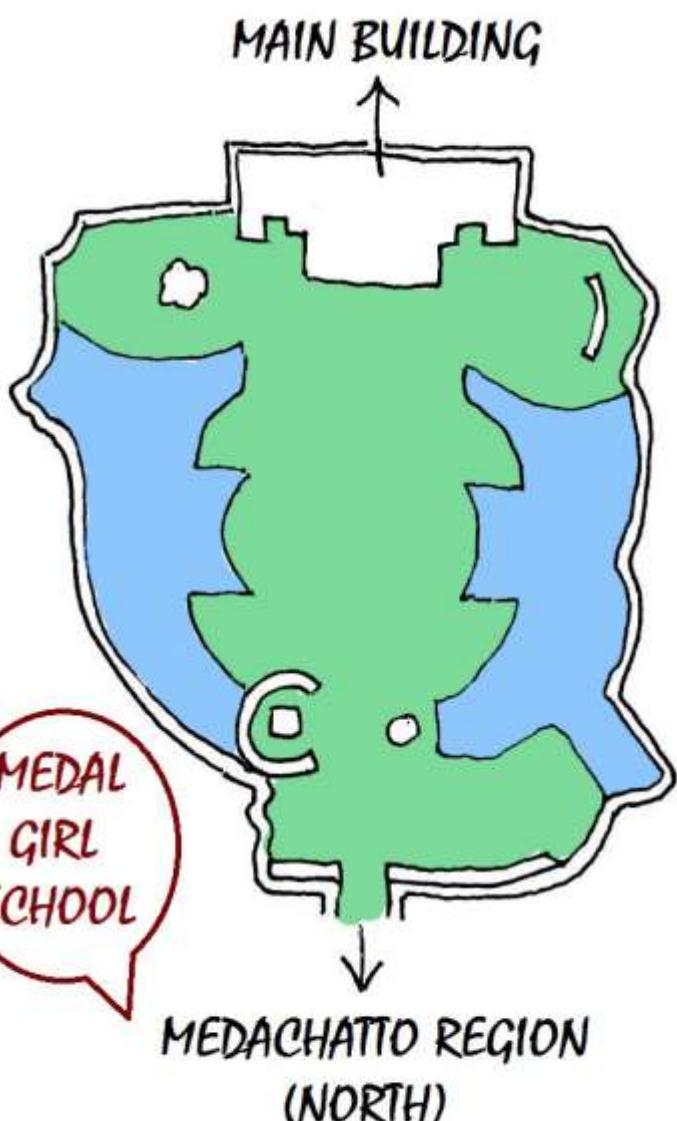
永遠  
ETERNITY

命  
LIFE

VOCABULARY – CHAPTER 10		
遺跡	いせき	historic ruins
一滴	いってき	drop of fluid
引き取る	ひきとる	to take over, take charge of
なの	なの	used to make an assertion, ask question (fem.)
永遠	えいえん	eternity, immortality
命	いのち	life
炎	ほのお	flame, blaze (also: flames of intense emotion)
縁	えん	fate, destiny (ties that bind two together), bonds of family, affinity
遠路	えんろ	long road, journey, detour
汚い	きたない	dirty, filthy, messy
可能	かのう	possible, potential, feasible
怪しい	あやしい	suspicious, shady
確かめる	たしかめる	to ascertain, make sure
楽勝	らくしょう	easy victory
関係	かんけい	relationship, influence
芸術	げいじゅつ	art, fine art
結界	けっかい	barrier (often spiritual)
古	いにしえ	ancient times
広場	ひろば	plaza, square, open space
彩る	いろどる	to color, paint, make up
染める	そめる	to dye, color
造物主	ぞうぶつしゅ	the creator, maker
壁画	へきが	fresco, mural
裂け目	さけめ	tear, rip, crack, rift



## CHAPTER 11: TINY QUEENS AND TINY MEDALS



north of PUCHALAO VILLAGE lies an unusual kingdom. passing through the gate, they see a group of girls and their teacher.

the entire kingdom is some kind of school. from the teacher, who is actually the headmaster of the school, they receive some MINI MEDAL STAMPCARDS.

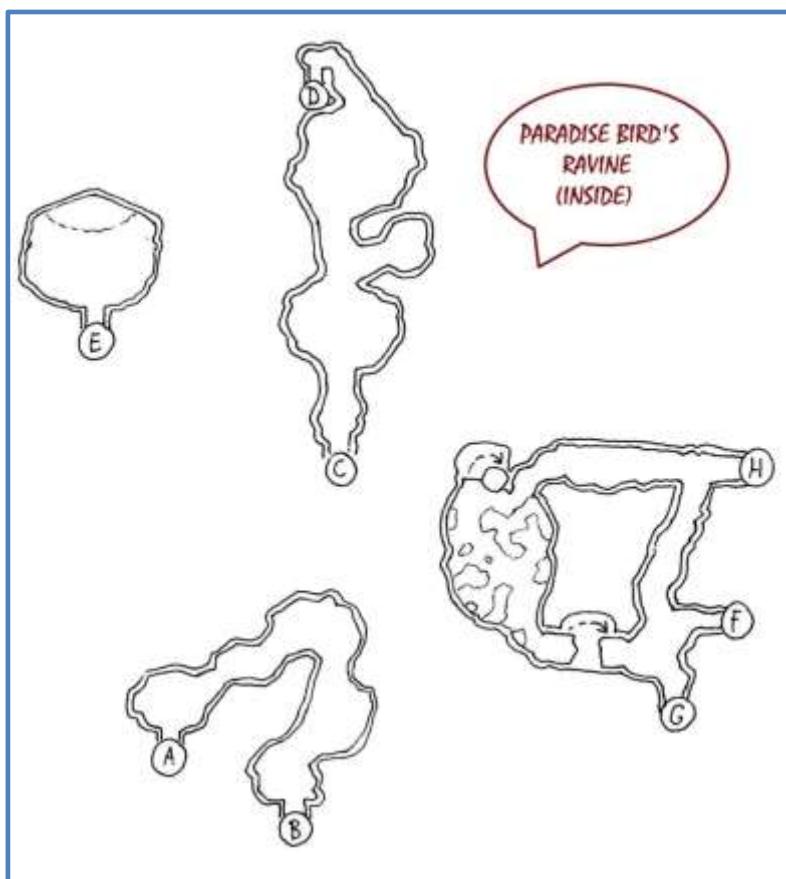
with those the group can get some pretty useful awards for collecting the well-hidden artifacts that are called MINI MEDALS.

### VOCABULARY – CHAPTER 11

感謝	かんしゃ	thanks, gratitude
感情	かんじょう	feeling, emotion
歓迎	かんげい	welcome, reception
看板	かんばん	signboard, draw, attraction, reputation (of a shop)
簡単	かんたん	simple, easy
企む	たくらむ	to scheme, plan, conspire, frame up
危害	きがい	harm, injury, danger
奇妙	きみょう	strange, queer, curious
気安い	きやすい	relaxed, familiar, friendly
気味	きみ	sensation, feeling
許可	きよか	permission, license
勤勉	きんべん	diligent, industrious
行使	こうし	use, exercise
行い	おこない	deed, act, action, behaviour
講義	こうぎ	lecture
困難	こんなん	difficulty, distress
細い	ほそい	thin, slender
雑用	ざつよう	chores, odd jobs
姿	すがた	figure, form, shape
指図	さしつ	instructions, mandate
支払い	しはらい	payment
至高	しこう	spreme, spremacy
治める	おさめる	to govern, manage
示す	しめす	to (take out and) show, to demonstrate, point out, display
失敗	しっぱい	failure, mistake, blunder
実験	じっけん	experiment
手先	てさき	fingers, underling, pawn
習得	しゅうとく	learning, aquisition
伸びる	のびる	to stretch, extend, make progress



## CHAPTER 12: THE PARADISE BIRD



while crossing the lands in search for the ORBS, the sacred branch guides the party to a hidden ravine in the north-eastern parts of MEDACHATTO.

they head through this huge place, until they reach the PARADISE BIRD's nest.

the monster immediately attacks, but is no challenge for TORTE and his friends.

once the beast is gone, they discover a chest. this is what the sacred branch wanted them to find...

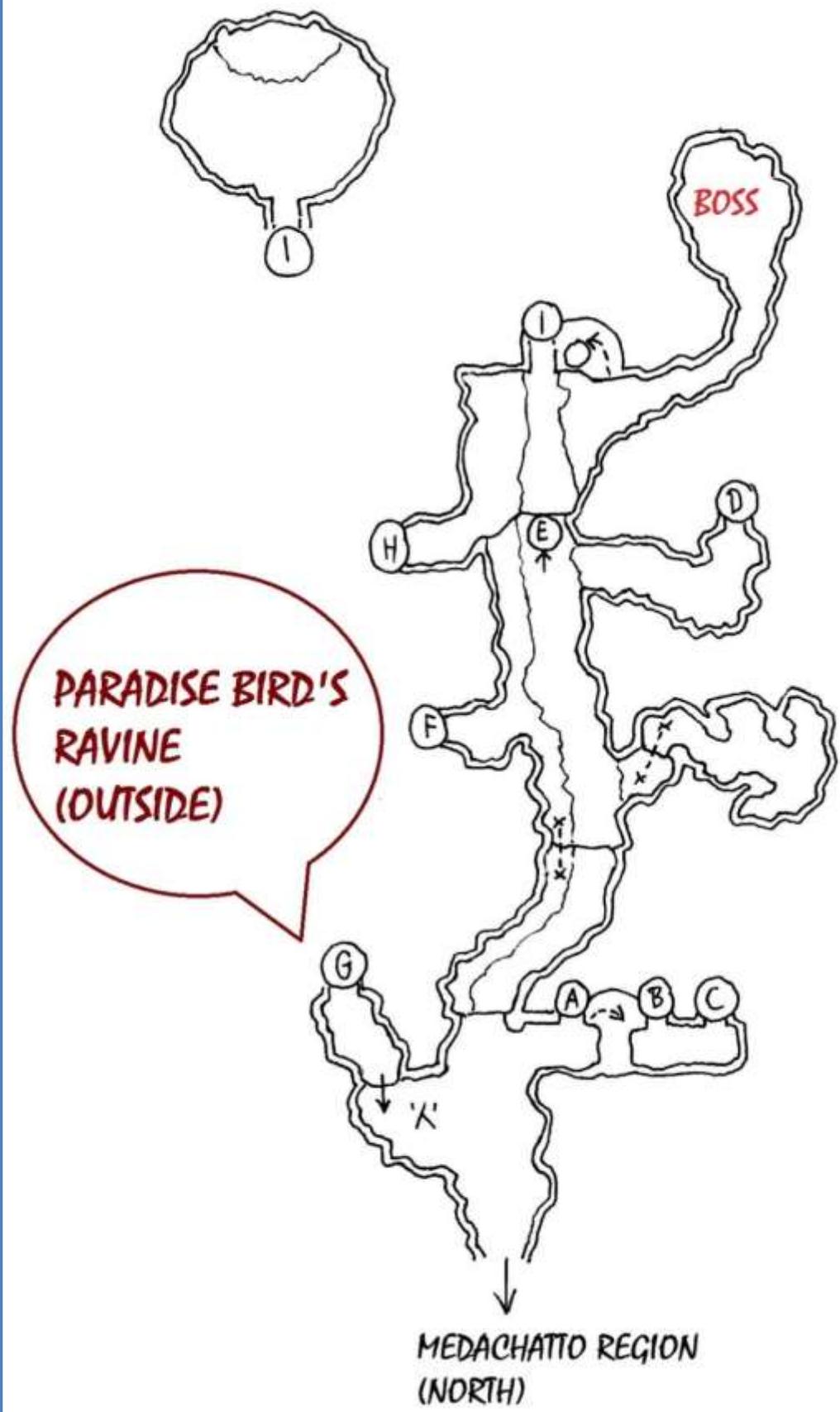
inside the chest is the SILVER ORB. now only one ORB remains..

滝 川 谷間  
WATERFALL RIVER VALLEY



鳥

BIRD



### VOCABULARY – CHAPTER 12

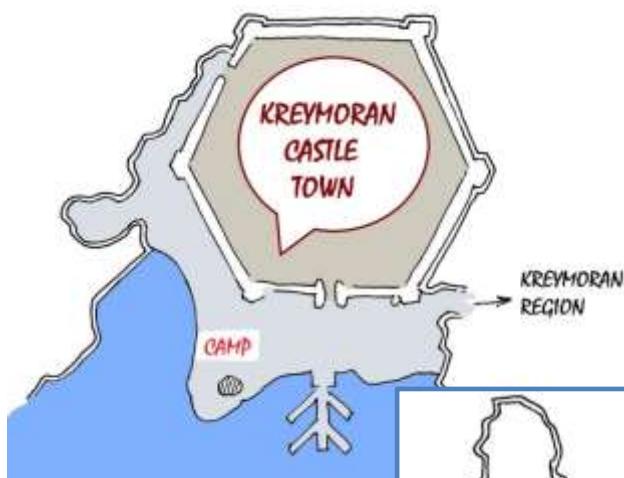
新聞	しんぶん	newspaper
取り越し苦労	とりこしごろう	overanxiety, needless worry
囲む	かこむ	to surround
奥義	おうぎ	secrets, hidden purpose
応じる	おうじる	to respond, satisfy, comply with
殴る	なぐる	to strike, hit
確信	かくしん	conviction, belief, confidence
楽園	らくえん	pleasure garden, paradise
完全	かんぜん	perfection, completeness
肝要	かんよう	essential, vital, crucial
忌々しい	いまいましい	annoying, provoking
旗	はた	flag
帰る	かえる	to return (home)
帰還	きかん	return, feedback
気真面目	きまじめ	too serious, person who is very serious
記憶	きおく	memory, recollection
犠牲	ぎせい	victim, sacrifice, scapegoat
逆	ぎやく	reverse, opposite
吸収	きゅうしゅう	absorption, suction, attraction
共鳴	きょうめい	resonance, sympathetic (sound)
胸	むね	chest, breast, bosom
興味	きょうみ	interest (in something)
郷	さと	village, hamlet
業	ごう	karma
業火	ごうか	hell fire
跡	あと	tracks, marks, REMAINS, RUINS

静か	しずか	quiet, silent, calm
生き残る	いきのこる	to survive
生き残り	いきのこり	survior
正気	じょうあと	sanity, consciousness, soberness
数字	すうじ	numeral, figure, digit
真相	しんそう	truth, real situation
真似	まね	mimicry, imitation, pretense
甘言	かんげん	cajolery
輝く	かがやく	to shine
儀式	ぎしき	ceremony, ritual, service
脚	あし	foot
牛耳る	ぎゅうじる	to control, take the lead to have under the thumb
苦労	くろう	troubles, hardships
群れ	むれ	group, croud, swarm
最中	さいちゅう	in the middle
災難	さいなん	calamity, disaster
祭壇	さいだん	altar
参加	さんか	participation
山道	さんどう	mountain path
仕業	しわざ	deed, act, ones doing
仕度	したく	preparations, arrangements
仕方	しかた	method
始祖	しそ	founder, originator, pioneer
始末	しまつ	management, cleaning up
新手	あらて	fresh supply of troops, newcomer, new method
真下	ました	right under, directly below



## CHAPTER 13: FROZEN LETTERS

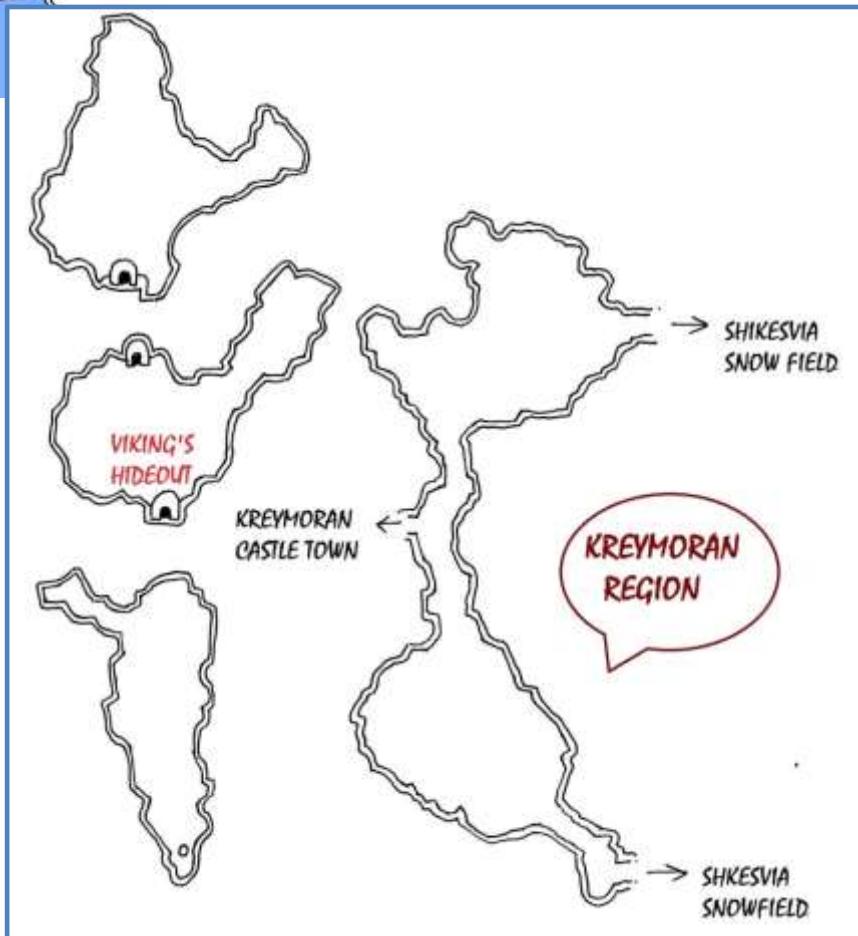
at the docks of the magical kingdom KREYMORAN, TORTE and his friends stand before a frozen kingdom. everything and everyone has turned to ice.



on the northern side of KREYMORAN's city wall, they find a way into the town. but things don't look better from inside, at all. one person, however, escaped the tragedy. the queen of this country, SHARL, rests at a bonfire and is relieved to see the hero's group appear.

she explains that an evil witch attacked her kingdom. that witch is the one responsible for everyone being frozen.

a little while ago, a foreign army appeared and offered help. the queen sent them into the nearby MIRULEA FOREST, where the witch is supposed to hide. but queen SHARL hasn't heard back from them yet and is worried.

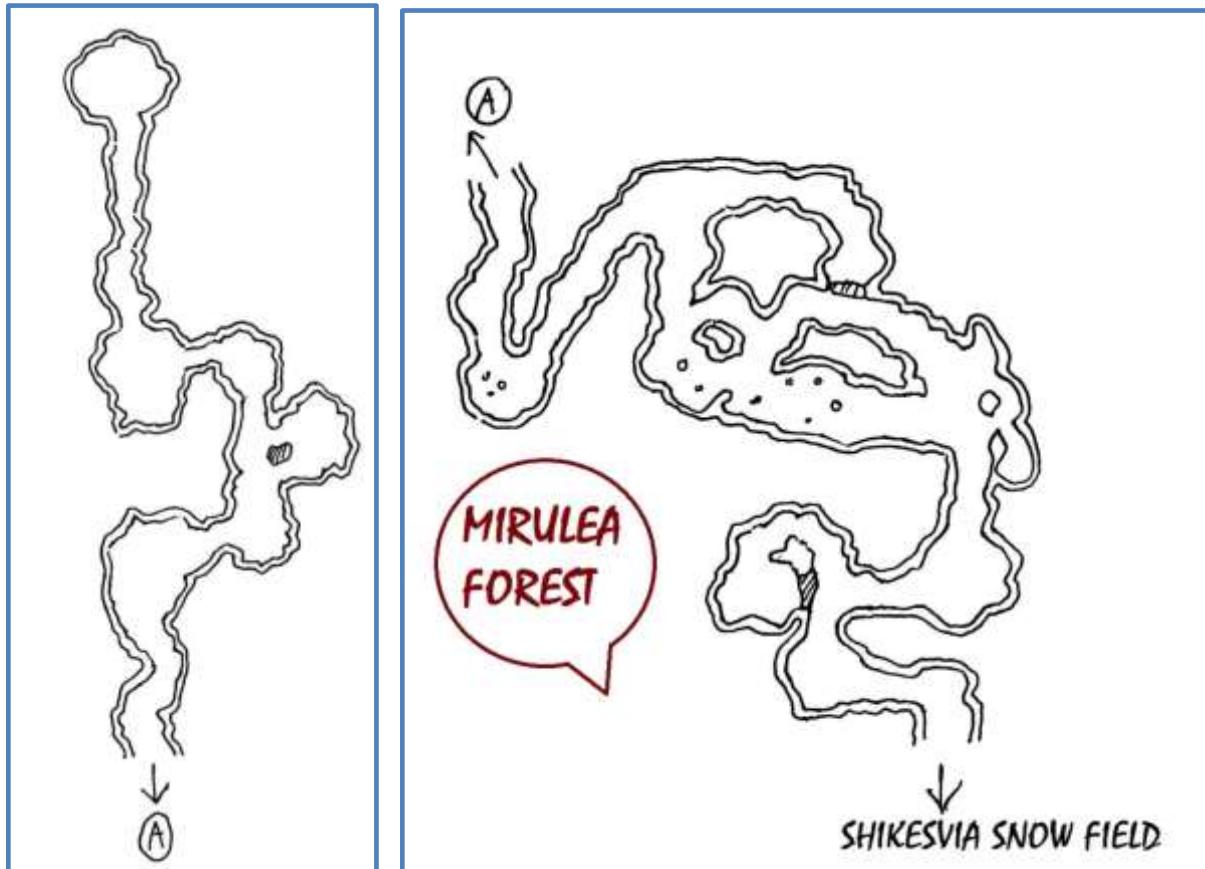




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when she asks what TORTE and his team are doing in this area, she immediately knows of the ORB, the party is talking about. however, the item is - among everything and everyone else - frozen inside the palace.

to get the ORB, and more importantly, save KREYMORAN, the group decides to travel to MIRULEA FOREST.



just before leaving, VERONICA notices the crest on SHARL's cape, but doesn't get too much of a response when asking her about it...

the party then enters MIRULEA FOREST, after crossing the icy plains of KREYMORAN. there's slippy ground here around every corner. so they tread carefully. deep inside the forest, a snowstorm emerges and TORTE is seperated from his friends.



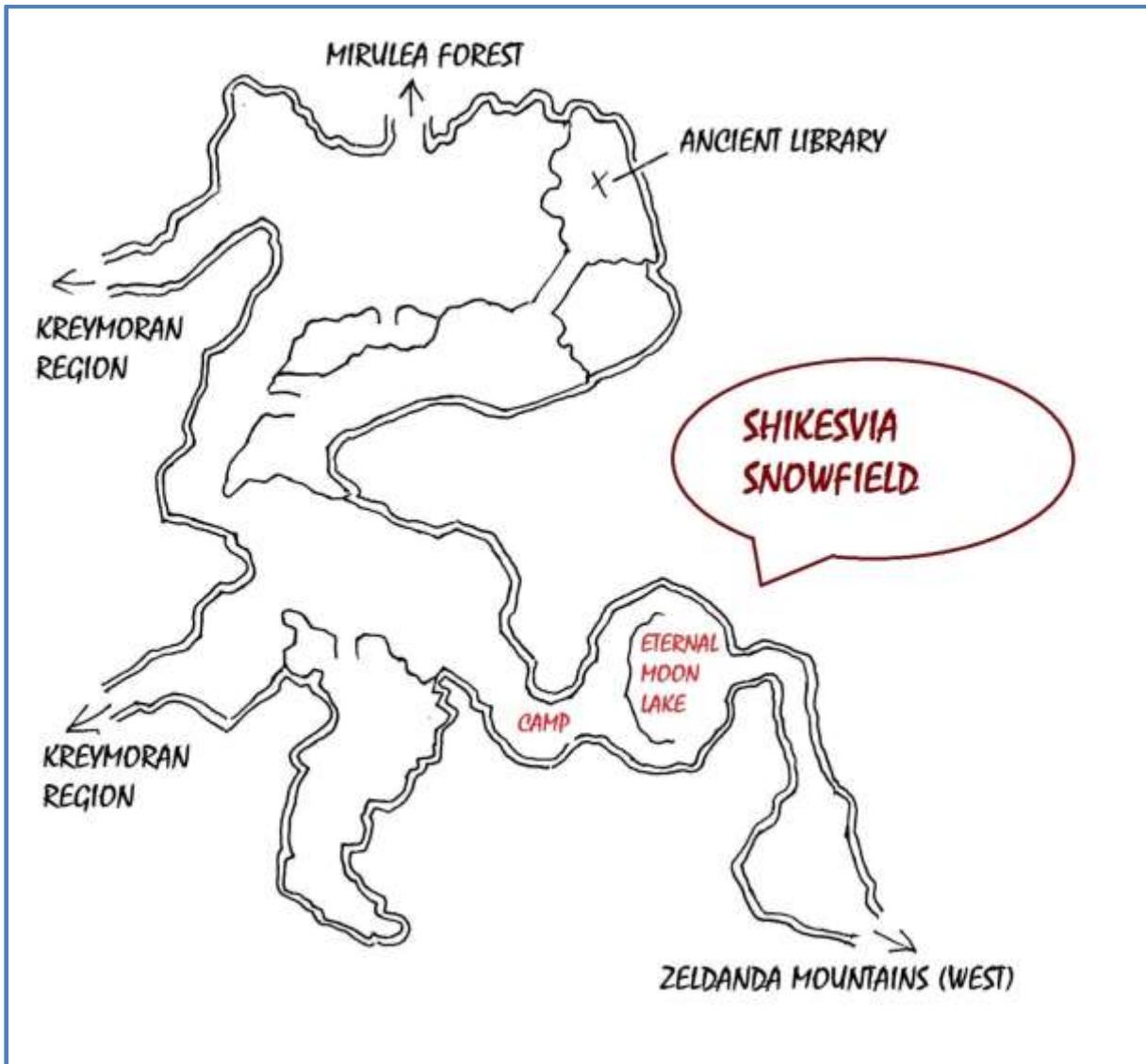


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he continues forward, not being able to see more than what is right in front of him. then, the hero reaches the center of the forest. what he discovers is not the ICE WITCH he was searching for, but instead one of her henchmen. a giant beast.

also, it is not alone... opposing the monster stands a well known soldier: general GREIG. the army that the queen asked for help must have been DELCADAR's...

TORTE does not hesitate. he runs to GREIG's aid and is able to defeat the beast.



before GREIG and his enemy, the child of the devil, can continue their own struggle, huge chunks of ice rain from the sky and both warriors are frozen in place.

then, the vicious ICE QUEEN appears, ready to finish them off. the situation seems hopeless, but luckily, TORTE's companions manage to find and rescue him.

the ICE QUEEN flees and general GREIG, too, decides to leave. everyone else runs towards TORTE to see if he is all right, but before the hero can respond, he collapses.



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when TORTE opens his eyes again, he finds himself in a cottage just outside the forest. he is then greeted by a stranger who introduces himself as the scholar ECKHARDT. he's been studying the story of the ICE QUEEN for a while now and offers the party support in defeating her. together the group marches towards the ancient library, a place east of the forest. there they should be able to find out more about the ICE QUEEN - most of all: a way to seal her magical power.

up and up and up goes the library. it's not only a confusing place, but also a high reaching one. on the top floor, the party is lucky enough to find what they were searching for:



it's an old book, explaining the history of the ICE WITCH. apparently, the witch herself was once sealed inside this book. and a major part of her magical power was sealed within a sacred beast...wait a minute...

"...a sacred beast that dwells inside MIRULEA FOREST..."

so they didn't actually go to the forest to stop the witch, but instead to restore her powers. but why would SHARL send them there? when they continue going through the book, the answer becomes clear:

the crest of the ICE WITCH is the same as the one SHARL had on her cape. the party returns to KREYMORAN immediately, ready to confront its suspicious queen.

as it turns out, SHARL wasn't really SHARL. the ICE WITCH LIZELETT had used her power to freeze the kingdom and took on the queen's appearance. the queen herself, meanwhile, is sealed inside the book.



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LIZELETT takes her time to thank TORTE and his friends for bringing back her full power. with a sarcastic smile on her face, she attacks.

## BOSS: ICE WITCH

after a demanding battle, the witch is defeated. ECKHARDT recites the book in order to seal her away and - after a little hiccup - manages to do just that.



KREYMORAN is saved! everyone returns to normal. the iceblocks are gone, the people are free from their frozen states and the queen is released from the book.



SNOW



ICE

while trapped inside, she had heard of the party's wish to get the BLUE ORB of KREYMORAN; and this wish, she is going to grant them.

however, before they are able to conclude this chapter of their journey, something strange happens: a voice from inside the book tells them that she is the real queen. the one that came out of it a moment ago, the voice says, wasn't her, but the ICE WITCH instead. with a simple question towards the two queens, ECKHARDT is able to determine who is lying:

"what is this country's greatest treasure?"

while the woman on the throne answers "the BLUE ORB", the woman in the book replies "it's people"... since those were her father's words, the real queen is revealed...

and she is as kind as ECKHARDT remembered her. despite everything LIZELETT had done, she saves the ICE WITCH from a life sealed inside the book. with a promise never to hurt the kingdom again, LIZELETT remains at queen SHARL's side for now...



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but there is even more...the ICE WITCH agrees to tell the tale of how she was released from the book in the first place: a stranger she had never seen before, was the one who freed the witch from her imprisonment. and although LIZELETT is not able to tell the party much more about him, there is one thing she can say for sure. the stranger had a pendant around his neck.

and it was the same as the one general GREIG is wearing...

the group has quite a good idea of who this stranger could be. more important, however, is that they have received the **BLUE ORB**. all 6 ORBS are now in their possession.

so where to go next? the altar that the sacred branch had shown them, is located deep inside the FOREST OF BEGINNINGS. that forest lies right next to RAMUDA, the sacred ground where SENYA and VERONICA come from.

the hero's ultimate goal is so close now:

the TREE OF LIFE. the truth about his origins.

a way to fulfill his destiny.

it's all within reach...

#### VOCABULARY - WEATHER

天気	てんき	weather
晴天	せいてん	fine weather
嵐	あらし	storm
雨	あめ	rain
雪	ゆき	snow
霧	きり	fog, mist
雲	くも	cloud
雷	かみなり	thunder, lightning / also: anger
晴れる	はれつる	to clear up
渦	うず	whirlpool, vortex
陽光	ようこう	sunshine, sunlight
寒い	さむい	cold / also: lame, dull
暑い	あつい	hot

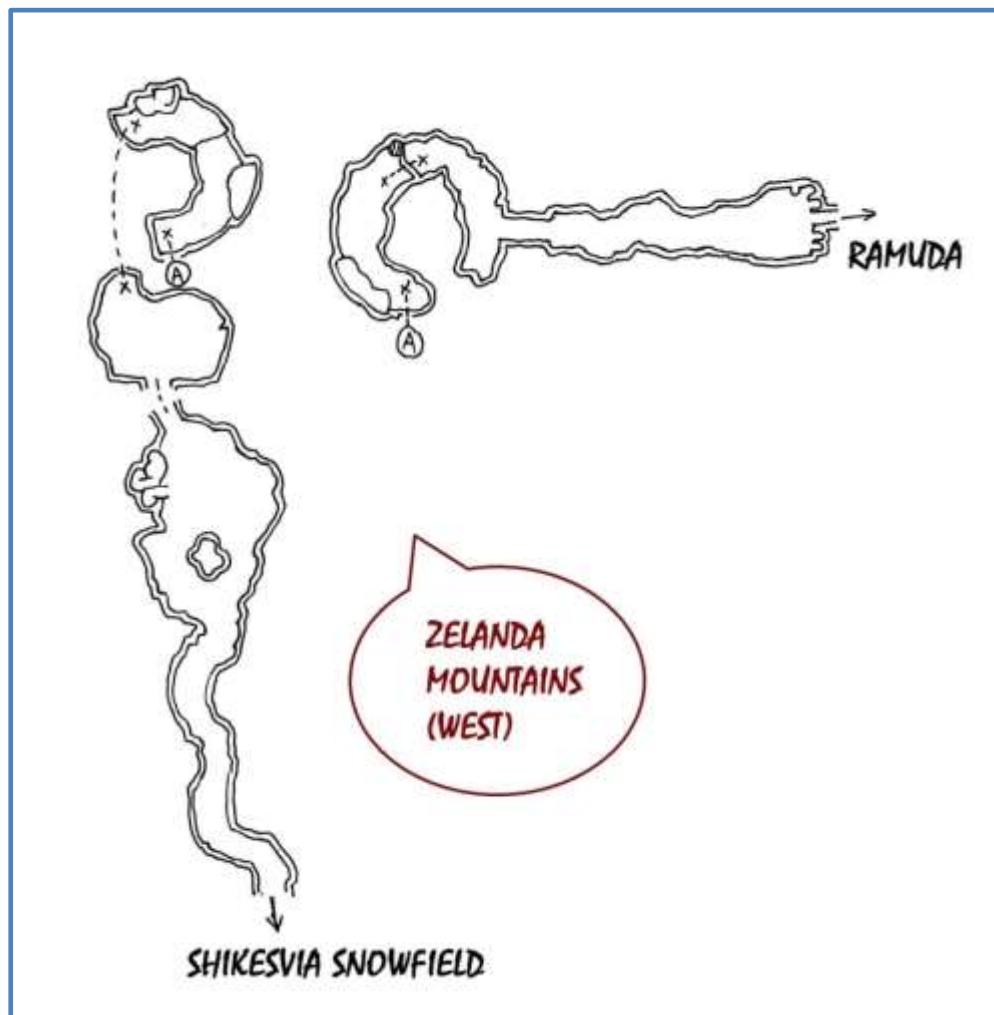
### VOCABULARY – CHAPTER 13

詠誦	えいしゅう	reciting poetry
音沙汰	おときた	news, letter
寒い	さむい	cold
凍る	こおる	to freeze
氷	こおり	ice
魔女	まじょ	witch
本	ほん	book
禁書	きんしょ	forbidden literature
禁物	きんもつ	forbidden thing, taboo
天才	てんさい	genius, natural gift
盜賊	とうぞく	thief
背後	はいご	back, rear, background
封鎖	ふうさ	blockade
別	べつ	distinction, separate, extra, exception, another
特別	とくべつ	special
親交	しんこう	relations, friendship, intimacy
出会う	であう	to come across, meet
呪い	のろい	curse
見当	けんとう	guesss, estimate, aim
寄る	よる	to approach, draw near, stop by
楽	らく	comfort, ease
確信	かくしん	conviction belief
過去	かこ	the past, bygone days
詠む	よむ	to compose (song)
ボロボロ	ボロボロ	worn out, torn
礼	れい	thanking
葉っぱ	はっぱ	leaf (also: cannabis)
目立つ	めだつ	to stand out
無傷	むきず	unurt, flawless, unwounded

遺体	いたい	corpse
死人	しにん	corpse
泣き	なき	weeping
亡き	なき	the late, deceased
保つ	たもつ	to keep, preserve, to last
特	とく	especially
。。。まで	。。。まで	till...
。。。から	。。。から	from...
風	かぜ	wind
安い	やすい	low, inexpensive
高い	たかい	high, expensive
知る	しる	to know
又	また	again
未だ	まだ	not yet
待つ	まつ	to wait
行く	いく	to go
速い	はやい	fast
早い	はやい	fast, early
皆	みんな	everyone
好み	このみ	liking, taste
心	こころ	mind, heart, spirit (also: meaning of a phrase)
あら	あら	oh, ah!
うわあ	うわあ	wow!, argh!, oh my god!
悪い	わるい	evil, bad
駄目	だめ	no good, cannot
毒	どく	poison
星	ほし	star
名前	なまえ	name
言葉	ことば	word, phrase
頼む	たのむ	to ask, request, entrust to, rely on
勇敢	ゆうかん	brave, heroic
夜風	よかぜ	night wind
黙る	だまる	to be silent
明らか	あきらか	clear, evident, obvious



## CHAPTER 14: TREE OF LIFE



山

MOUNTAIN

聖

HOLY

地

GROUND

after a long journey, the party reaches the holy ground RAMUDA. the local high priest is relieved to see SENYA and VERONICA save, and even more amazed to learn that they have found the reincarnated hero TORTE.

守

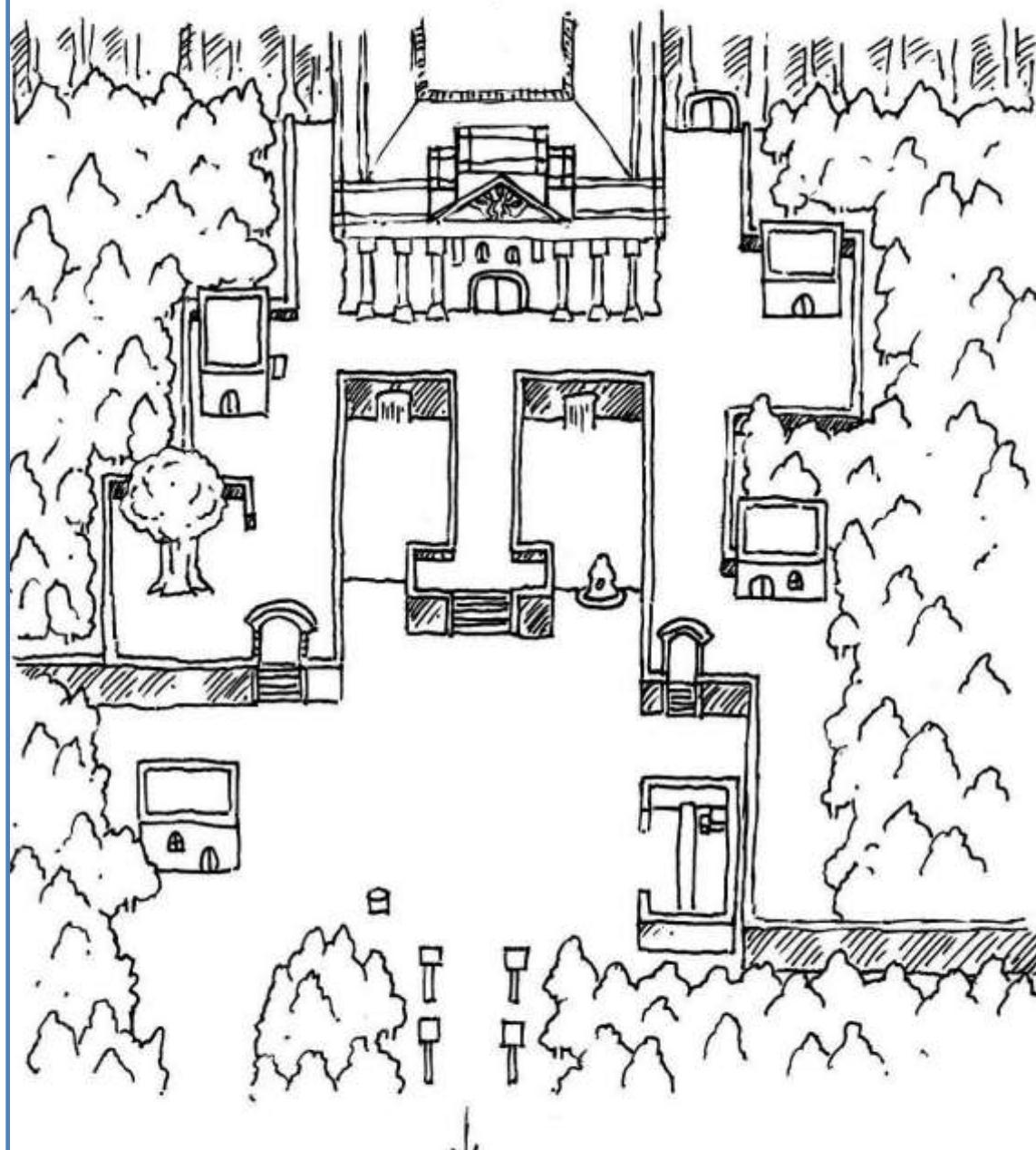
PROTECTION



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# RAMUDA

ZELANDA MOUNTAINS (EAST)



ZELANDA MOUNTAINS (WEST)

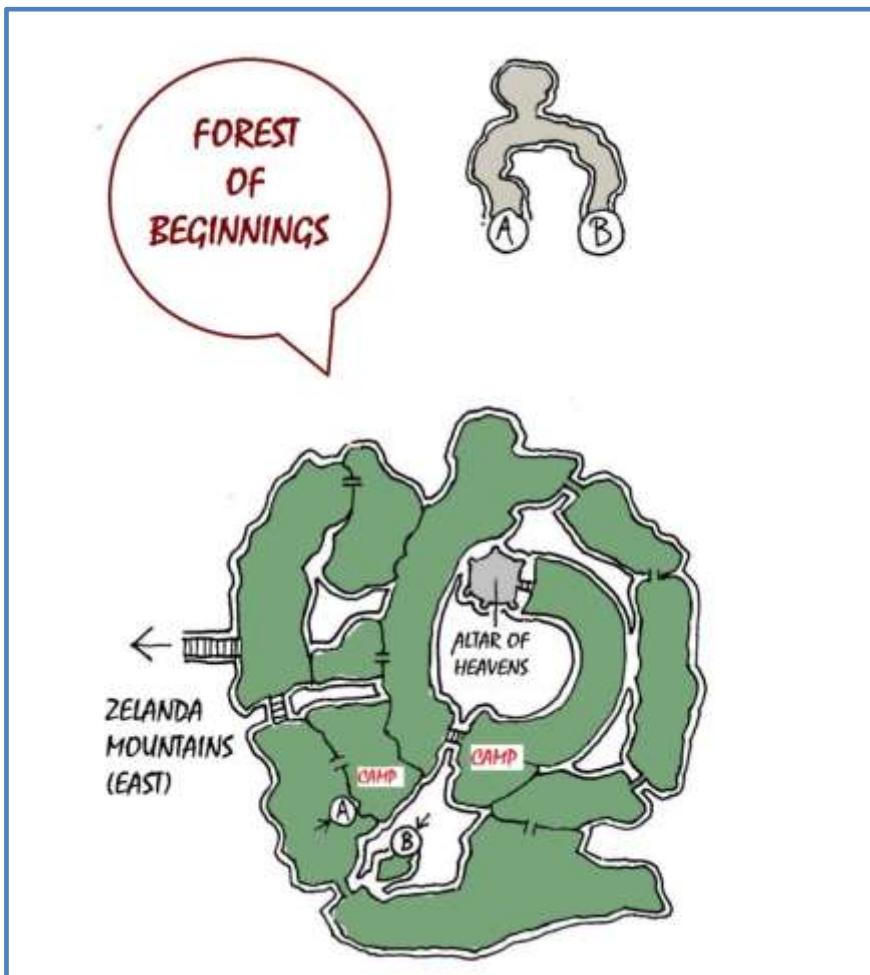


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inside his TEMPLE he tells the story of LOTIU, the first hero. when the wicked god descended, he robbed the TREE OF LIFE of it's soul. the tree then chose a hero. but that hero wasn't alone. together with his companions, he confronted the evil mastermind and struck it down. after their victory, a giant bright star appeared, heading towards the sky. it was called the **HERO'S STAR**.

the high priest then concentrates on one of LOTIUS' companions: the sage SENKA.

while the group is well aware that TORTE is the reincarnated soul of LOTIU himself, what most of them didn't know: VERONICA and SENYA share the soul of sage SENKA.



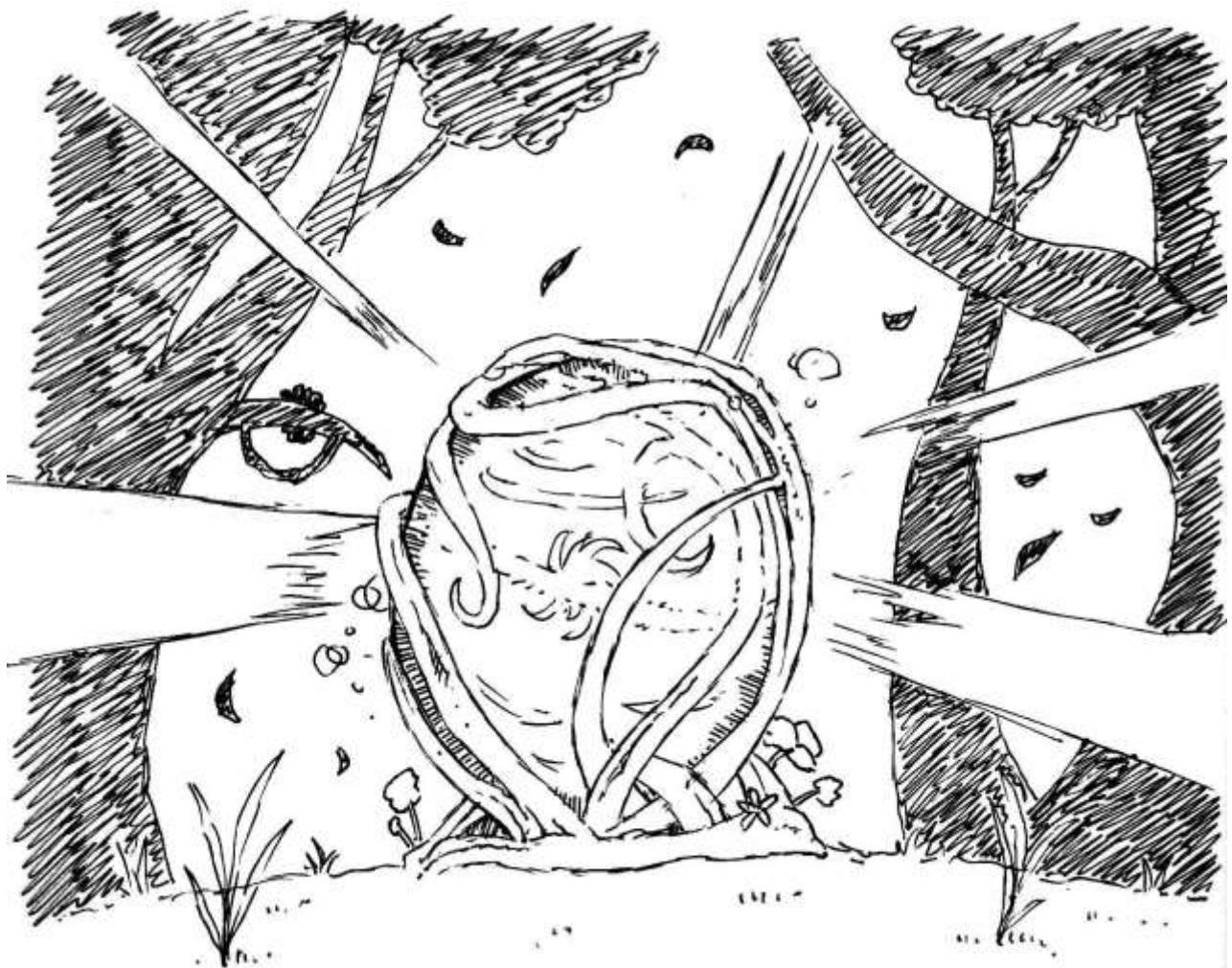
with the 6 ORBS in hand and the high priest's best wishes, the group travels to the FOREST OF BEGINNINGS. inside the forest lies the ancient altar that TORTE had seen in his vision. after an exhausting march, they are able to reach this holy place. and just as they had hoped: the 6 orbs begin to float, each one searching it's pedestal. in a beautiful spectacle, the rainbow road appears and leads the party to the sacred TREE OF LIFE.

...finally...the great tree... TORTE and his friends move on.

once the party arrives at the center of the tree, a strange mass of roots lies before them. inside of it: a giant ball of light. this is the soul of the TREE OF LIFE. the source of all living beings in LOTOZETACIA.



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when SILVIA tries touching the light, he hurts himself. as ROU explains – only the hero is allowed to come in contact with the tree's soul. deep inside the glowing mass, TORTE notices a weapon. a sword.

#### ***the HERO'S BLADE!***

one deep breath and he raises his hand, the birthmark of the hero glowing brightly.

and it works! the soul of the tree grants him access to this powerful weapon. with it the party will be able to strike down the power of darkness!

...but then...

魂  
SOUL



right before TORTE can get his hands on the sword, he is hit by a black sphere...!

HOMEROS laughs, standing right behind them.

he mows down the group and walks towards the LIFE TREE's soul.

then, more guest appear on stage:

general GREIG, together with the king of DELCADAR, demands HOMEROS to stop what he is doing. GREIG wants to make sure his king understands that the power HOMEROS is using, isn't just some strong kind of magic. it's the power of darkness.

but the time has come for GREIG to learn what the party has already suspected: GREIG is struck down by the king, who himself falls to his knees, when a strange dark cloud is released from his body. the demon that emerges from this cloud, faces HOMEROS and thanks him for the good work.

in the end, TORTE's enemy has shown his face:

URNOGA, the great evil that threatens the world, is now standing right in front of them. he grabs TORTE and with one violent strike, sucks the hero's power out of him.

with that power, URNOGA is able to retrieve the HERO'S BLADE, turning it into his very own DEMON BLADE.

but he isn't finished just yet... the terrible demon now aims for the soul of the TREE OF LIFE.

one hit, and the whole thing bursts, energy swirling around everywhere. URNOGA absorbs it, taints it and grows stronger by the minute – his appearance turning more and more vicious.

he has become the **DEMON KING...**

one moment later, the source of life itself, the sacred tree of LOTOZETACIA, withers and dies.

when the floating island crashes to earth, all that is left is darkness...





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GOOD NIGHT, GOOD NIGHT,  
OH LIFE TREE'S CHILD.

WHEN DARKNESS LOOMS,  
SLEEP TIGHT, SLEEP TIGHT.

EACH DAWNING DAY  
BRINGS BACK THE LIGHT.

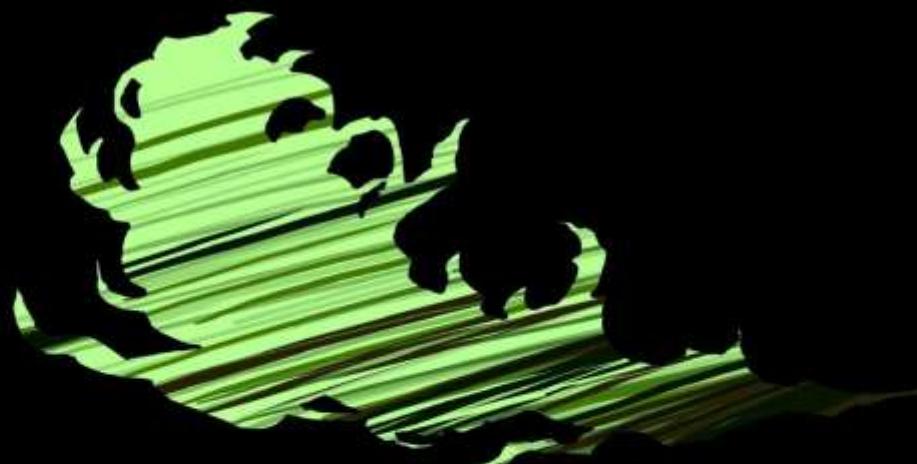


### VOCABULARY – CHAPTER 14

大樹	たいじゅ	large tree
詠唱	えいしょう	aria, singing
賢者	けんじや	sage, wise woman/man
元凶	げんきょう	main culprit, man cause, ringleader
源	みなもと	source, origin
言い伝え	いいつたえ	tradition, legend
剣	つるぎ	sword, saber, blade
骨身	ほねみ	bone and flesh
骨	ほね	bone
黒幕	くろまく	black curtain, mastermind
香氣	こうき	fragrance
滴	しずく	drop (of water), dripping
鉄	てつ	iron
秘める	ひめる	to keep sth. to oneself
必要	ひつよう	needed, necessity
欲しい	ほしい	wanting
風呂屋	ふろや	public bathhouse
閉じる	とじる	to close
開ける	あける	to open
地下	ちか	basement, cellar
双子	ふたご	twins
獲物	えもの	spils, trophy, prey
泉	いずみ	fountain, spring
似る	にる	to resemble, look like, be similar
指輪	ゆびわ	(finger) ring
供	とも	companion
門柱	もんちゅう	checkpoint



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PART 2

AFTER



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## CHAPTER 15: "WE WILL LIVE."

1. back in MURIA KINGDOM: leave the room
2. go up until you reach the kingdom's main area
3. head through the opening in the first floor to get to the throne room
4. talk to the queen about the current events
5. follow the queen
6. examine the pearl
7. after the scenes, follow the queen back to the kingdom's main area
8. you will eventually end up on the shores of DELCACOSTA. head east, then south until you reach ISHI VILLAGE
9. follow your friend to the southern part of the village
10. after the conversation, head back to northern part of village and into the king's tent
11. return to the northern entrance of ISHI
12. help out the soldiers at DELCADAR REGION (WEST)
13. return to ISHI and visit the king again
14. leave the village via the northern entrance
15. after a short event, you will be back at the church on the DELCADAR HILLS
16. take the north-western exit that was previously unavailable
17. get thruough this dungeon (you can even take revenge on the BLACK DRAGON from long ago)
18. inside the castle, go to the entrance where you will find the stairs blocked by rocks
19. investigate the root in the south-western room to learn more about GREIG and HOMEROS
20. use the hidden passage in the kitchen (north wall)
21. on the upper floor, enter the throne room
22. after a long scene, fight the BOSS and get the PURPLE ORB back again
23. with the mission complete, you will automatically return to ISHI. enter the village
24. reuinite with the others and get your new goal

## CHAPTER 16: HERITAGE

1. following the king's advice, head through the HIDDEN NAPGANA WOODS
2. exit the woods through the west to return to the SOLTIANA REGION
3. head north to the DULANDA MOUNTAINS
4. cross the mountains until you reach the DULDA ENCLAVE
5. after the scene at the entrance, go up until you get to master SANPO and learn about the connection between this place and the fallen YUGUNOA KINGDOM
6. follow SANPO to the great trainings hall
7. the next day, exit the temple to hear about the monk who got lost in the mountains
8. together with SANPO, go through the cave next to DULDA until you reach the peak of the mountain
9. after the party examines the mummy, talk to SANPO and enter the realm of the dead
10. agree to the guardian's terms and enter the arena
11. defeat the boss using the new skill you have just learned
12. leave the realm with ROU and new skills learned



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## CHAPTER 17: MOST PRECIOUS

1. go to MEDACHATTO REGION (SOUTH)
2. meet SILVIA with his parade and help him bring the stranger to PUCHALAO
3. go to BAHATOL's house and learn about the village's trouble
4. go towards the cave wher the monsters houses
5. meet BAHATOLS's son CHERON on the way
6. enter the cave at the southern coast of MEDACHATTO REGION (SOUTH)
7. defeat BOSS
8. return to PUCHALAO and meet up with SILVIA and CHERON infront of BAHATOL's house
9. after the village is save and CHERON reunited with his father, go outside and meet SILVIA in the northern part of PUCHALAO
10. leave the village to learn more about SILVIA's origins
11. head to SOLTICO and meet SILVIA's parade again
12. enter JEGO's residence and talk to him in his room upstairs
13. search for SILVIA at the beach
14. return to JEGO and leave his residence afterwards
15. SILVIA joins the team again

## CHAPTER 18: THE YUGUNOA NIGHTMARE

1. take the boat to the BANDERFON REGION
2. shortly before reaching your destination you stumble into a dangerous encounter - afterwards, TORTE wakes up in a strange place
3. meet the mysterious person on the top of the roof
4. sit down next to the stranger and grab the rod
5. enter the prophet's hut
6. back in the real world, head to NELSON'S LODGE
7. stay the night and see the rumored DREAM WARRIOR
8. head to YUGUNOA, where an entrance into the sewers opens up
9. find and defeat the DREAM WARRIOR
10. enter the memories of your opponent
11. with the scenery changed, follow IRVING to the garden (1st floor) where he greets the king of DELCADAR
12. go to ELENOR's room (3rd floor)
13. go to meeting room (3rd floor)
14. head back to ELENOR's room (3rd floor)
15. follow the group to the castle's entrance (1st floor)
16. go to storage (1st floor)
17. you are now at the sewers. cross them, until the next scene happens
18. fight together with IRVING against the monstes
19. go back the way you came until TORTE is returned to the real world
20. fight the BOSS and bring peace to the DREAM KNIGHT



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## CHAPTER 19: SO MUCH FUN

1. go to GROTTA, at the entrance you will learn in what way the town has changed
2. enter GROTTA and meet a demon who tells of the DEMON CASINO and it's founder
3. head to the casino and talk to receptionist
4. use second entrance to enter the casino
5. learn about the entrance-fee for the VIP-area from the DRAKY in front of the elevator: a PURE ESSENCE
6. talk to the monster at the coin-counter, he will give you 2000 MONSTER COINS
7. use those coins to gamble with the slot-machines.
8. once you managed to get 10.000 COINS, buy the ESSENCE and return to the DRAKY
9. use the elevator to enter the VIP-area
10. defeat the BOSS and watch the scene afterwards
11. defeat the second BOSS to get one of your former party-members back again

## CHAPTER 20: GOLDEN MEMORIES

1. take the boat to the canal at SOLTICA and enter the outer seas
2. after the scene with KAMYU, head north to the pillar of light
3. defeat BOSS
4. enter KREYMORAN through the pillar of light
5. KREYMORAN seems almost empty...head to the castle and talk to queen SHARL
6. return to the CASTLE TOWN - and old woman and a priest will start talking to the party
7. head to the church and hear what the priest has to say
8. follow KAMYU. he is at the western corner of the map, just outside of castletown's center
9. after the following events, head back into town and fight the monsters
10. talk to the priest near the docks
11. take the boat to the nearby pier, hidden inside the cave next to KREYMORAN
12. head through the VIKING HIDEOUT and defeat the monsters to save KAMYU
13. follow KAMYU to another cave, further north in the KREYMORAN REGION
14. examine the root
15. talk to KAMYU
16. examine the root
17. talk to KAMYU
18. examine the root
19. talk to KAMYU
20. head even further north and enter the GOLDEN CASTLE
21. find the right way through the castle and defeat the BOSS at the end
22. you will end up back in KREYMORAN with the kingdom save again



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## CHAPTER 21: BIG SISTER

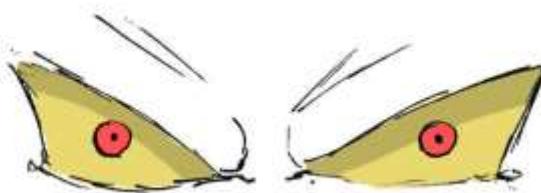
1. head into the direction of RAMUDA
2. past the ETERNAL MOON LAKE, a monster will attack
3. defeat BOSS
4. climb ZELANDA MOUNTAINS (WEST) until you reach RAMUDA
5. talk to high priest and SENYA's and VERONICA's parents
6. to find VERONICA, enter the small forest south-west of RAMUDA
7. after the following events, return to RAMUDA
8. after some more scenes, go to the temple and talk to the high priest
9. for now, return to the inn and try to get some sleep
10. during the night, head outside and talk to SENYA
11. return to the inn and go to sleep
12. after waking up, meet SENYA at the entrance of the inn
13. head towards the ZELANDA MOUNTAIN PEAK (entrance is next to the high priest's temple)
14. follow the way until you reach the peak

姉  
BIG SISTER

妹  
LITTLE SISTER



## CHAPTER 15: "WE WILL LIVE!"



"HAVE YOU FOUND HIM?.."

"NO, MASTER... WE'VE SEARCHED THE WHOLE WORLD AND

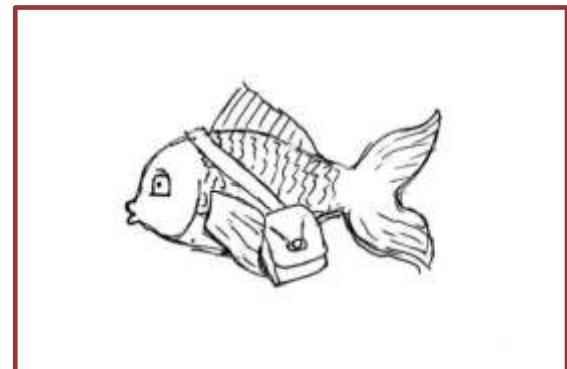
THERE'S NO SIGN OF THE HERO APPEARING ANYWHERE..."

"AH...VERY GOOD. SO HE'S DEAD. THE HERO IS GONE.

THIS WORLD IS NOW MINE."

TORTE opens his eyes, unable to grasp what exactly had happened since URNOGA's rise. he does not know what became of his friends, nor does he know how he ended up in this place...

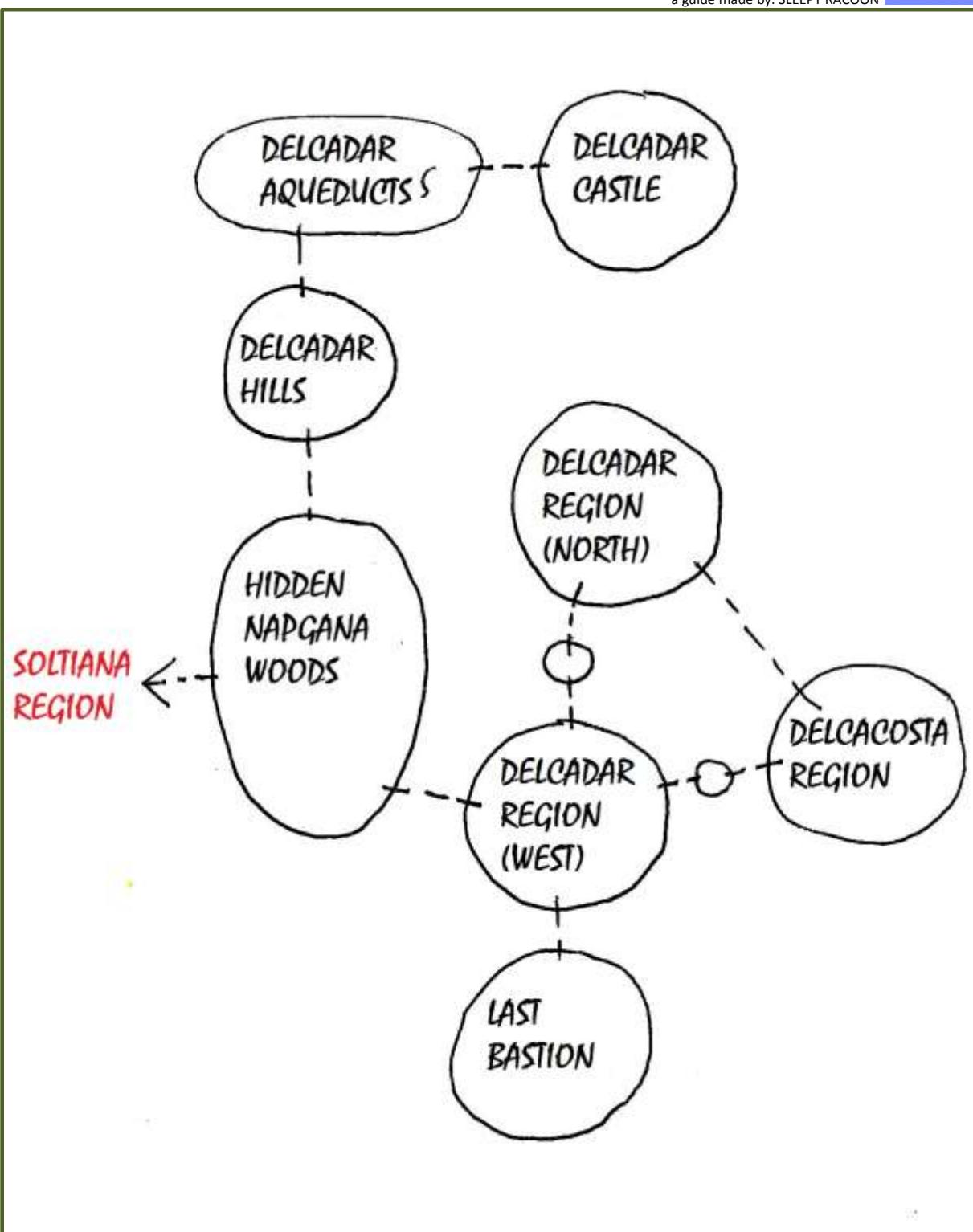
this place...it's MURIA KINGDOM. and much to the hero's surprise, he blends into his surroundings rather well: TORTE, the hero reborn, isn't a young man anymore. now he's just a sweet little fish.



guided by the inhabitants of MURIA, TORTE moves towards the throne room. there, the queen is already waiting for him. with an ancient artefact of her people she is able to transport TORTE's spirit to places far away.

with this method, she's able to show him the state of the world. a state that is very hard for the hero to accept:

*LOTOZETACIA has fallen.*



惡 王 變

EVIL KING

CHANGE



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many people have been lost when the TREE OF LIFE was destroyed. most of the world's water went dry. plants died. rocks fell from the sky.

URNOGA, the DEMON KING, dwells in his floating castle and his servants roam the earth.

in DELCADAR, a small group of people, lead by general GREIG, is able to escape to a place south of the town.

even among all this despair, they still have hope. MURIA's queen admires humans for that. she herself is only barely able to withstand the DEMON KING's power. no one knows what would happen, if her barrier would fall.

TORTE is devastated. but there's no time to lose himself in all the sorrow. monsters attack the barriers of MURIA. he swims outside to witness the chaos that breaks out.

the queen's barrier is about to shatter. with her last power, she sends TORTE back to the surface, while transforming him into a human again.

he is pulled out of the water by a fisherman and brought to the coast. TORTE recognizes the area as the region of DELCADAR. only wherever he looks, all he can see is destruction. it's just as the queen of MURIA had shown him: strong monsters roam the lands and the darkness looms over everything.

there is supposed to be one last bastion for the people of DELCADAR. the hero travels back to where his adventure began: ISHI VILLAGE.

his birthplace, too, has changed. from the peaceful village he was raised in, it was once turned to ashes by HOMEROS. and now, it's become a giant camp for all the people of DELCADAR who have survived.

TORTE cannot believe his eyes when he finds EMMA and his mother PELRA among them. EMMA explains that, when HOMEROS destroyed ISHI, GREIG made sure not to hurt the

innocent. he was able to secure the villagers inside DELCADAR. they had been captured, but not hurt.

next up, the hero has a meeting with the king of DELCADAR. he is merely a shadow of his former self, but he is surely happy to see TORTE alive and well.

then, at the gates of the LAST BASTION, GREIG comes riding in. he's escorting a bunch of people: the last survivors of DELCADAR.





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while he reacts quite harsh to TORTE, he appears to give everything he's got to protect the remaining citizens of his kingdom.

when a large group of monsters arrives at the plains in front of the gates, GREIG and his soldiers move out, to push the enemies back.

...and TORTE fights by their side.

the battle on the plains is long and hard, but the humans are victorious. much to their own surprise, TORTE and GREIG are an incredible team. the monster army's leader is no match for their strength.

once they report their success to the king, a new mission is given to the two of them.

DELCADAR is still in the DEMON KING's hands. but together, TORTE and GREIG could be able to rid the city of his servants.

but they have to hurry. the king promises to hold the lines until they return, but it is still a risk. in just one night, the hero and his new companion try to sneak into DELCADAR CASTLE and eradicate the monsters that lure in it's halls.

via the DELCADAR HILLS they enter the aqueducts and are able to emerge on the castle's first floor.

while searching for a way into the throne room that isn't blocked, GREIG and TORTE stumble upon one of the world tree's roots that is still intact. the vision it shows them, is one of GREIG and HOMEROS when they were still children. they trained a lot together, with GREIG always being the one to win. but HOMEROS was still sure to, one day, get his hands on the royal shield. with his magic he wanted to show the king his power and prove that he is just as strong as GREIG.

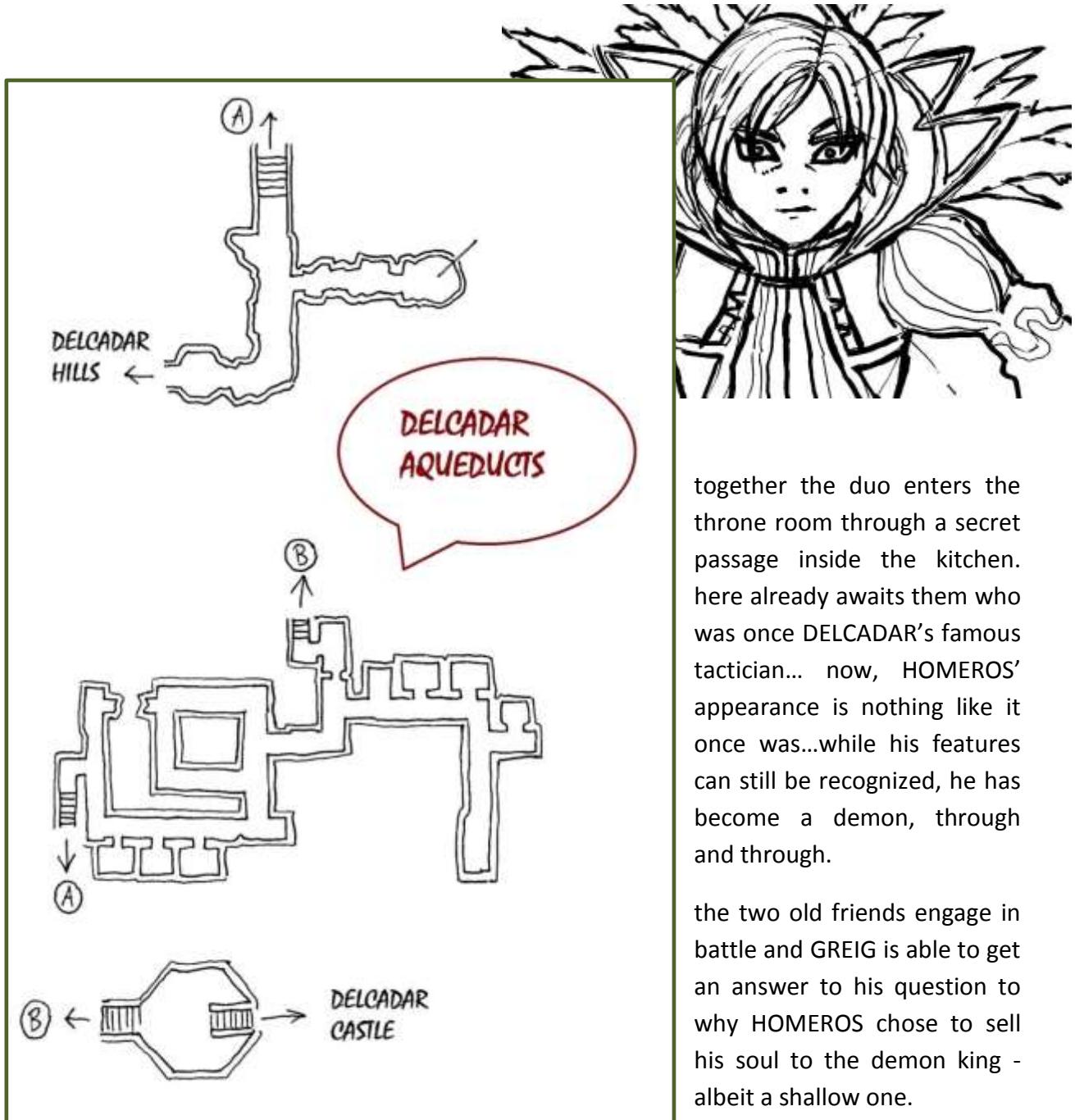
the last image of the vision is a grown-up HOMEROS, standing by the root of the tree. alone.

...



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GREIG is still very much upset about his friend's treason. he apologizes to TORTE for treating him like a criminal. from now on, the former general promises, he won't lose his way anymore...



together the duo enters the throne room through a secret passage inside the kitchen. here already awaits them who was once DELCADAR's famous tactician... now, HOMEROS' appearance is nothing like it once was...while his features can still be recognized, he has become a demon, through and through.

the two old friends engage in battle and GREIG is able to get an answer to his question to why HOMEROS chose to sell his soul to the demon king - albeit a shallow one.

*"no matter how hard i tried, you were always stronger. you were the people's pride... friendship, dreams, love...i realized: all those things don't matter. strength is everything."*

HOMEROS eventually escapes, giving the duo a glance of his true demon shape.

but with that, DELCADAR isn't set free yet. the local leader of the demons appears: ZOLDE, the bringer of darkness. to eradicate all light from this world he aims at TORTE and GREIG.



## BOSS:

## ZOLDE

the demon is defeated and leaves a special item behind:

the **PURPLE ORB**.

while there is no way to undo the destruction of DELCADAR, the mood around the city certainly changes with ZOLDE having vanished. TORTE and GREIG return to ISHI and report their victory. this was an important step on the way to save mankind from the DEMON KING.

but how to proceed from here?

the king informs TORTE that there is a hidden hamlet in this world that is connected to the hero of the prophecies...the people living there might have something that could help TORTE against URNOGA. to reach this sacred place, the hero has to travel to the DULANDA MOUNTAINS.

meanwhile, GREIG has made a decision. to aid the hero TORTE on his adventure, he promises to be his shield. as a symbol for this partnership, DELCADAR's king grants GREIG the royal SHIELD OF DELCADAR.

with all that out of the way, it's time to leave ISHI VILLAGE once again.

GREIG and TORTE head out. their mission, to bring back the light to LOTOZETACIA, has begun.

**GREIG JOINS THE PARTY!!!**



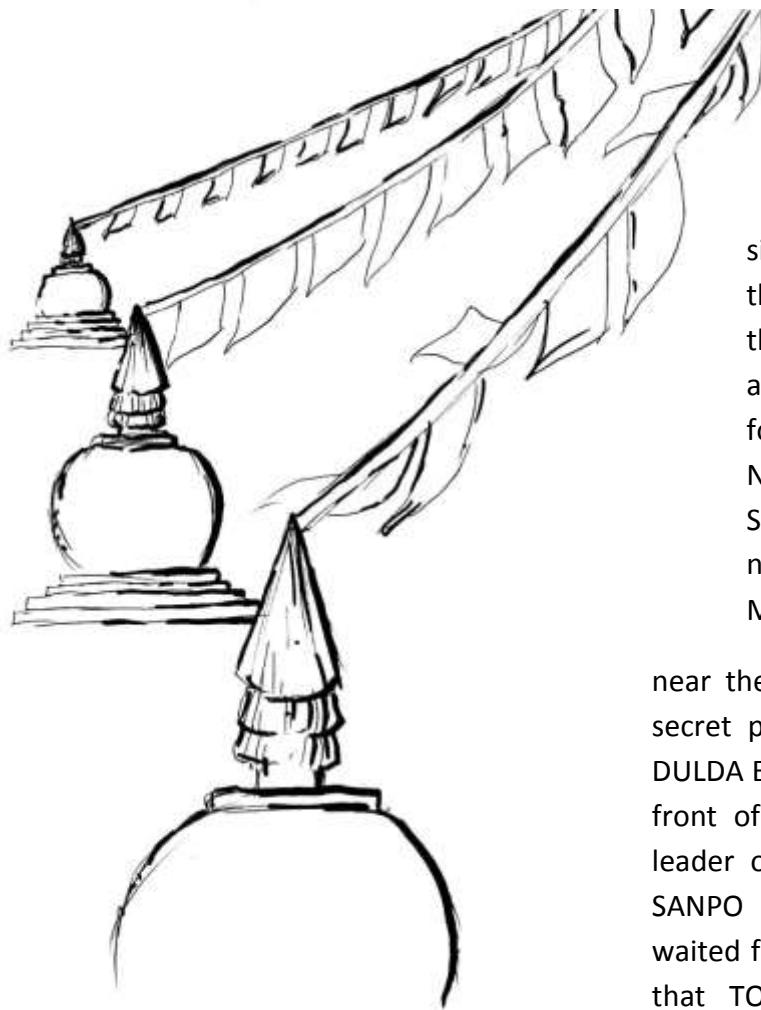
### VOCABULARY – CHAPTER 15

枯らす	からす	to let dry, kill (vegetation)
乱す	みだす	to disturb, throw out of order
雷	いかずち	lightning, thunder(bolt)
欲望	よくぼう	desire, appetite, lust
様子	ようす	state of affairs, circumstances
黄金	おうごん	gold
音色	ねいろ	tone color, tone quality
加護	かご	divine protection
可也	かなり	considerably, fairly, quite
芽吹く	めぶく	to bud
確実	かくじつ	certainty, reliability, soundness
寄港	きこう	stopping at a port
儀式	ぎしき	ceremony, rite, ritual
泣く	なく	to cry, weep
極楽鳥	ごくらくちょう	bird of paradise
制する	せいする	to hold back (feelings), to control, get the better of
広さ	広さ	extent
神聖	しんせい	holiness, dignity
無くす	なくす	to lose something, get rid of, lose someone
思い出す	おもいだす	to recall
覚える	おぼえる	to remember
合う	あう	to meet, encounter (planned)
会う	あう	to meet, encounter (accident)
短い	みじかい	short
長い	ながい	long

新しい	あたらしい	new
すばらしい	すばらしい	wonderful
すごい	すごい	amazing
地図	ちず	map
世界	せかい	world
大きい	おおきい	big
断る	ことわる	to refuse
困る	こまる	to be in trouble
冗談	じょうだn	joke
乗り越える	のりこえる	to climb over, overcome
姿	すがた	figure, form, dress, appearance, form (of walk)
駆け回る	かけまわる	to run around
開ける	ひらける	to become opened up
楽しい	たのしい	enjoyable, fun
慣れる	なれる	to become accustomed to, become tame
間	あいだ	space between, gap
憩い	憩い	rest
幻	まぼろし	phantom, vision, illusion
限り	かぎり	limit, bounds, as far as possible
古来	こらい	from time immemorial
呼吸	こきゅう	breath, respiration
後悔	こうかい	regret, remorse
後程	のちほど	later on, afterwards
好き勝手	すきかつて	doing whatever one pleases
幸福	こうふく	happiness, joy
降臨	こうりん	advent, descent
香り	かおり	aroma, fragrance
此間	こないだ	the other day, recently
鎖	くさり	chain



## CHAPTER 16: HERITAGE



since URNOGA's rise the shape of the land has changed dramatically. therefore, GREIG and TORTE are able to reach their destination by foot. through the HIDDEN NAPGANA WOODS, they get to the SOLTIANA REGION. from there, it's north to the DULANDA MOUNTAINS.

near the mountain's peak they find the secret place the king told them about: DULDA ENCLAVE. after some discussion in front of DULDA's gates, they meet the leader of the local monks. his name is SANPO and apparently, he has already waited for TORTE's arrival. it is from him, that TORTE learns in what way this enclave is connected to the hero...

since time immemorial, DULDA serves as some kind of trainingground for the royal family of YUGUNOA. at the age of 6, the king's children are supposed to come here and hone their skills. but YUGUNOA was destroyed and TORTE lost, before he could reach this age.



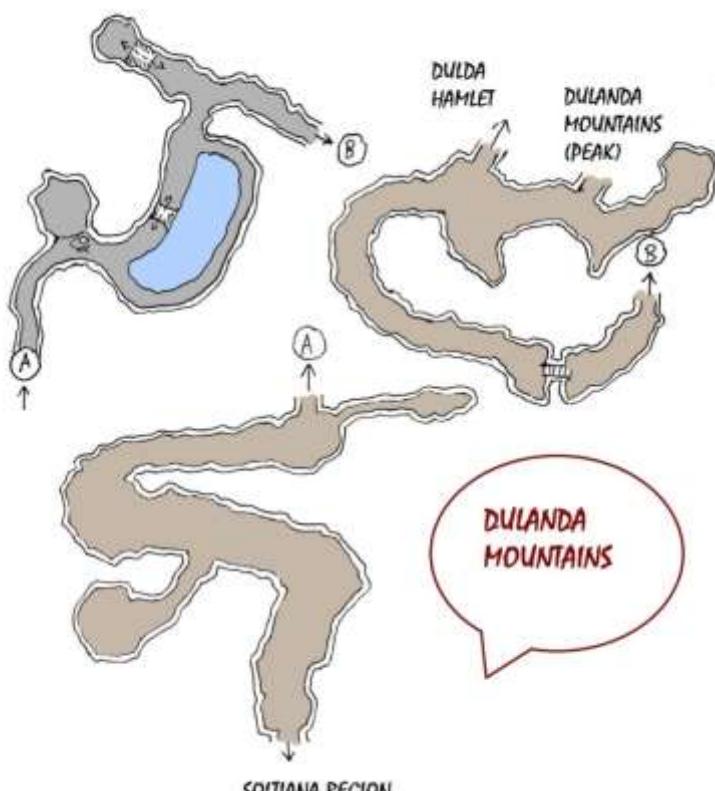
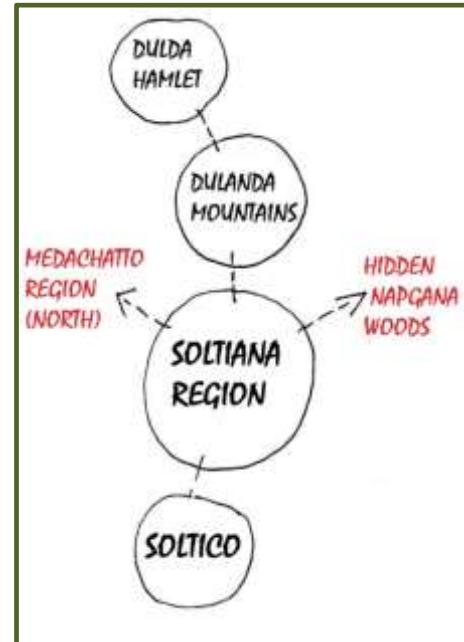
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# 鄉 HOMETOWN 研

## 修 TRAINING

so the monks waited for him to one day appear at their doorstep - when the circumstances demand it.

SANPO shows TORTE the sacred arena where the hero LOTIU left behind a stone tablet, sharing his knowledge about an incredible skill. one of his companions, URANOS, was able to use it. but right now, SANPO could think of no one who could be able to master that technique.



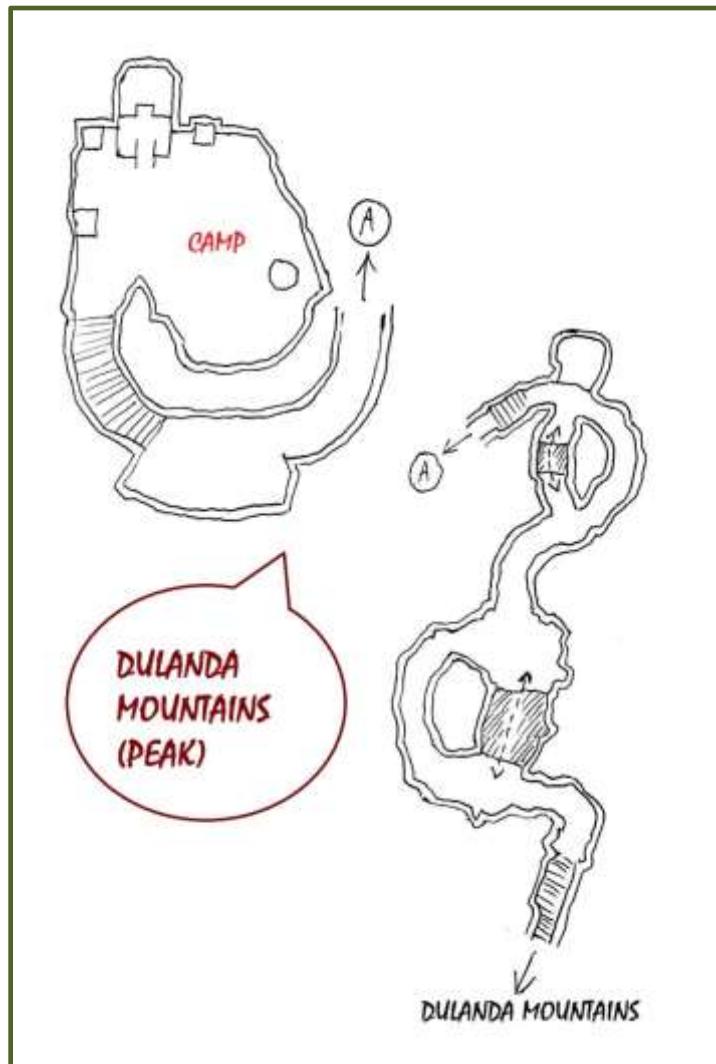
well, except one: the monks' former pupil ROU.

but since no one knows what happened to TORTE's grandfather after the DEMON KING's rise, TORTE and GREIG decide to leave DULDA for now.

but then, they run into a commotion outside of the temple.



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the young monks report to have seen another monk walking towards the mountain peak. but the monsters on the road are to tough for them, so they couldn't chase after the stranger. TORTE and GREIG offer their help. together with SANPO they head up the mountain peak.

what they find there is not only a wonderful view, but also a strange altar. inside of it, a mummified monk is taking his last rest. could this be the monk that they were searching for? and why does his nose look so funny?

when TORTE realizes that the dead monk is none other than ROU, he is shocked. luckily, SANPO knows of a way to bring his grandfather back. using an old meditation method, he transfers the hero to the realm of the dead.

the guardian of this place is a beautiful woman, who explains to TORTE a rather important change that the destruction of the tree of life has brought to this world:

the tree is responsible for the reincarnation of souls. they are reborn into a new body - just as LOTIU's soul was reborn within TORTE. with the tree gone, however, the realm of the dead is the last retreat for all those souls. a dead end. if they can't be reborn, they will start to disappear into the realm of nothingness... to the young man's relief, his grandfather isn't one of those lost souls. because he isn't actually dead. ROU has been hiding in this realm to train and master URANOS' ancient skill GRAND CROSS. and he succeeds!

now it's TORTE's turn to grow stronger. the guardian has a new power for him, but to awaken it, he has to fight against ROU. during the fight, the hero notices his skill getting stronger each time he uses it. when the battle is over, he feels in control of this sacred power, and his grandfather is very proud that he has grown into such a strong young man.

but it's too soon to celebrate. a dark voice echoes through the realm of the dead. URNOGA has found this last sanctum for LOTOZETACIA's souls. and of course, he is trying to destroy it.



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with her last strength, the guardian is able to repel the DEMON KING, but her power alone isn't going to be enough. she reveals the final secret of these halls to TORTE and ROU: their new skills combined create another one: GRAND NEBULA. together, grandfather and grandson use that ancient technique and manage to drive off URNOGA for now.

with a smile, the guardian returns the two back to the land of the living...

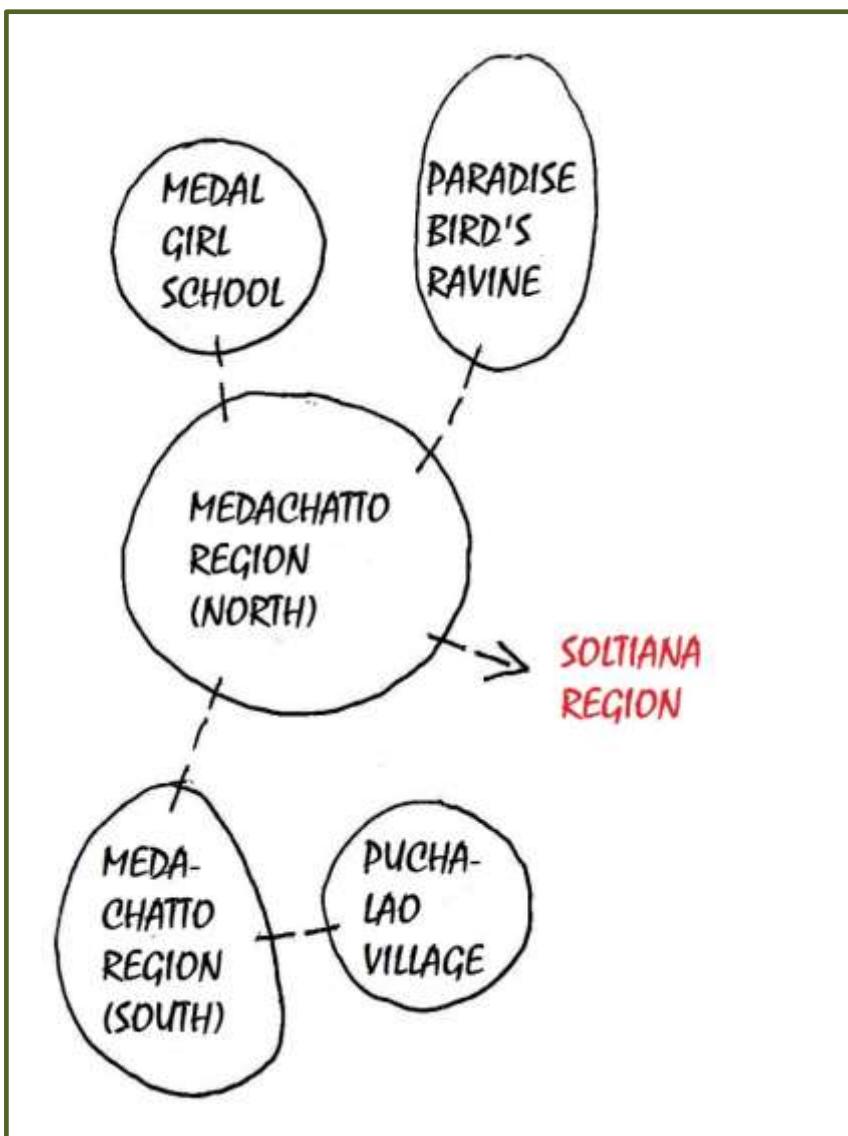
...where GREIG and SANPO have eagerly waited for both of them to wake up.

VOCABULARY – CHAPTER 16		
御靈	みたま	spirit of a deceased person
幼い頃	おさないころ	as a child, when one was a child
預かる	あずかる	to look after, take care of
余波	よは	after-effect, aftermath
訳	わけ	conclusion from reasoning, judgment or calculation
矢先	やさき	arrowhead, target, being about to...
野郎	やろう	bastard, asshole
紋様	もによう	pattern, design
紋章	もんしょう	crest, coat of arms
猛攻	もうこう	fierce attack
滅亡	めつぼう	downfall, ruin, collapse
再び	ふたたび	again, once more
再生	さいせい	regeneration, restoration, rebirth, reincarnation
最終	さいしゅう	last, final, closing
砦	とりで	fort, fortress, stronghold
罪	つみ	crime, fault
取り乱す	とりみだす	to put in disorder, disturb
財布	さいふ	purse, handbag, wallet
散る	ちる	to fall, scatter
斬	ざん	beheading, decapitation



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## CHAPTER 17: MOST PRECIOUS



while searching for a way to get to RAMUDA, the group wanders the lands. on the MEDACHATTO REGION they encounter an old friend:

SILVIA travels the roads with a bunch of dressed-up guys. they call themselves the SAVIOR'S PARADE - on their mission to bring happiness back to the world, after it has become such a sad place.

TORTE joins the parade and together with this funny group, they take one of the villagers of PUCHALAO back to his home.

at the village, TORTE and his friends are surrounded by devastated people. while the parade tries to cheer the inhabitants up, TORTE visits BAHATOL, the man that they had escorted back here.



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he learns that, a while ago, a demon came into the village and took away everyone's most precious thing. BAHATOL is worried and angry: his son CHERON ran away during those troublesome times. one of the villagers informs the party of the demon's whereabouts and they head out immediately.

on the way, the group stumbles upon a young boy. it's soon revealed that this boy is CHERON. the monster didn't take him, but his late mother's pendant instead. when that happened, he was very sad to learn that he wasn't his father's most precious thing. but he also wanted to do everything in his power to bring back the pendant to BAHATOL.

he joins the group for the moment and they all reach the demon's hideout. with SILVIA's help they manage to bring him down without much effort.

## BOSS: FULFUL

when all the prisoners and treasures are returned to the village, CHERON is afraid to face his father. at the monster's cave, the pendant had been broken and CHERON doesn't want to tell his father. but SILVIA encourages him to enter the house.



when the boy tells his father why he ran away, BAHATOL is furious. not because of the broken pendant, but because he was worried sick. his boy's life is - of course - the single most precious thing to him. but when the monster came to the village, it's questions seemed rather suspicious. so BAHATOL had lied to the beast... father and son are reunited and happy.

when peace returns to PUCHALAO, TORTE has a talk with his friend. he isn't sure if his mission to make people smile can be successful, as long as URNOGA reigns over this world.

he decides to go to SOLTICO. when the whole parade marches forward, he reveals to GREIG his real name: GOLIATH, son of JEGO. JEGO is not only the friend of ROU that the party tried to get in contact with, to open the SOLTICO seagate. he is also a famous knight and former teacher of GREIG.

TORTE and GREIG follow the parade until they arrive in SOLTICO.



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# 大切な物

MOST PRECIOUS THING

at JEGO's residence, they find the master of the house hurt and in pain. SILVIA, still waiting outside, tells TORTE that his father is such a proud man and such a strong knight. but SILVIA had found his very own "way of the knight". he wants to save this world by making people smile. he is afraid to return to his father, afraid that he could be disappointed in his son.

but to his surprise, SILVIA's way is not a shame for his father. it's that he hasn't gone through with it that's the problem.

SILVIA has made his decision. he wants to join TORTE in defeating URNOGA, so that afterwards he could make everyone smile again. SILVIA leaves his parade and his companions are very sad about it. but they will keep his mission alive until SILVIA can rejoin them - once the DEMON KING is no more.

together with SILVIA, the party also gets back the ship. ... and ALICE, of course...

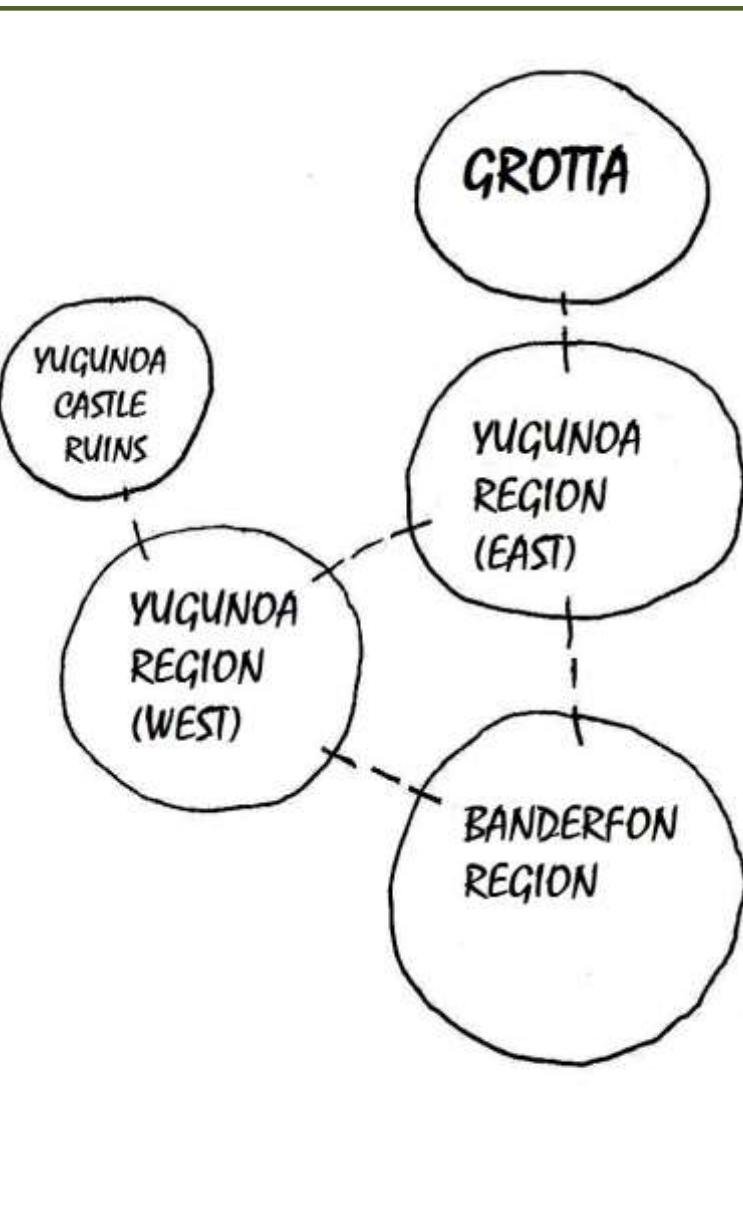
now they could finally get to RAMUDA. but instead, they decide on a detour: following a strange rumor, they aim to visit NELSON'S LODGE in the BANDERFON REGION.

## VOCABULARY – CHAPTER 17

刺激	しげき	stimulus, provocation
姉妹	しまい	sisters
子孫	しそん	descendants, offspring
師匠	ししょう	master, teacher
実験室	じっけんしつ	laboratory
手下	てした	subordinate, underling
種火	たねび	spark, ember
修行	しゅぎょう	training, practice (mostly monks)
拾う	ひろう	to pick up
神秘	しんぴ	mystery
神父	しんぶ	catholic priest



## CHAPTER 18: THE YUGUNOA NIGHTMARE



the sea has changed just as everthing else. and when the BANDERFON REGION comes in sight, heavy waves crash against the boat.

out of the deep ocean, a giant beast emerges. JAKRA, the SEA-KING. URNOGA had given him this title, together with the RED ORB.

and it's due to the ORB's power, that he is too much for the party to handle. the beast throws itself against the ship and TORTE falls into the sea.

ROU screams out for him, but it's too late.

the hero is alone. again.

*TORTE wakes up, lying in a beautiful flower-field. he has no clue where he is, but he notices a strange figure in the distance*

...



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*on the roof of a hut nearby, a fishman can be seen. the hero draws closer, eager to talk to the guy. but once TORTE looks away for just a moment, the fisherman disappears - in his stead a woman is now sitting on the roof.*

*TORTE takes the place beside her and a second later, again, he looks in someone else's face. and another. and another. until he recognizes some of them... the stranger finally decides on one appearance and calls herself the prophet.*

*back in her hut she talks in riddles about the hero's destiny, the secret behind the hero's power that URNOGA took from TORTE, the right time for fishing and about a lost friend, that TORTE is about to meet again, very soon - KAMYU.*

*she is aware that TORTE couldn't possibly understand her words at the moment. so the only option right now is to make a decision. what will TORTE do next?*

*with the words "save the world!" the prophet sends him back to his world.*

SILVIA, GREIG and ROU are all there when the young man opens his eyes again. they had feared that he was swallowed by the black sea. but once again, TORTE has returned to them.

before getting rest at the small hut on the beach, TORTE looks back to the sea.

there, a ray of light is writing a message onto the water's surface:

#### **THE CREST OF THE HERO...LIGHTNING IN HAND...**

the next day, TORTE's party heads to NELSON'S LODGE. they stay at the inn and - just as the rumor stated - see a strange knight in their dreams. there is also a voice asking them to help this poor soul.

the hero's group travels to YUGUNOA as fast as possible. through a secret entrance they manage to get to the sewers. here, the DREAM KNIGHT can be found.

his aura is very dark indeed and - although he doesn't seem hostile at first - the warrior's rage seems to overcome him and he attacks.

**BOSS:**

**DREAM KNIGHT**

夢の騎士



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after the fight, things become a little clearer to the party: with the DREAM KNIGHT going on about not being able to save ELENOR and TORTE, they realize that it's IRVING talking. the former king of YUGUNOA. the voice from the dream appears again, sending TORTE inside the nightmare that the DREAM KNIGHT is trapped in.

and there he is: YUGUNOA KINGDOM...16 years ago.

TORTE is able to witness everything that has happened. he sees his father, almost glowing from happiness. he tells everyone about his newborn son, TORTE. the baby has the birthmark of the hero!

there is also the matter of the 4 kingdoms forming an alliance. but before the day can truly begin, king IRVING wants to welcome his friend, the king of DELCADAR at the gardens. TORTE follows him there and, afterwards, to the queen's room, where MARTINA and ELENOR talk about the sweet baby that has arrived in this world. IRVING takes the boy and brings him to the meeting room. the ruler of the four kingdoms then have a discussion that seems rather dark at first.

the matter at hand is whether the legends of the hero are really true. but IRVING believes in his son. people might be evil in their nature, but never would he believe that the legendary hero was actually the DEMON LORD himself. even more, he could never think that his son would grow to become a danger to LOTOZETACIA. IRVING's determination makes the other rulers very proud. the king of DELCADAR agrees that TORTE is in fact the hero of the prophecies and wants to announce it to the world.

the positive mood is then suddenly disrupted.

what TORTE has heard many times before, he is now able to see with his own eyes:

a swarm of beasts attacks the castle and hell breaks loose.

he follows his father to the queen's room. IRVING, ELENOR, her baby and MARTINA try to escape while ROU and the king of DELCADAR want to fight the enemies. through a secret passage, the trio reaches the sewers - with TORTE's spirit by their side. ELENOR, MARTINA and the baby TORTE sneak out of the castle, but IRVING stays. he wants to fend off the monsters and give his family a little more time. TORTE, in his spirit form, supports his father in this battle. when IRVING runs back to help his friends inside the castle, he follows him.

but IRVING was never able to leave the sewers and this is the reason why:

near the stairs to the castle, IRVING runs into the king of DELCADAR - a strange demon standing in front of him. it seems as if he is taking over the king. when IRVING closes in on his friend, the king of DELCADAR, who is now merely a vessel for URNOGA, stabs IRVING.

soon after, general GREIG enters the room. and URNOGA starts spinning his web of lies:



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he claims that IRVING attacked him. that TORTE was not a hero after all, but the CHILD OF THE DEVIL. that the royal family of YUGUNOA was behind the attack. that queen ELENOR has escaped and taken MARTINA captive... all those lies, GREIG would believe for many years to come...

TORTE's spirit is then left behind with his father. to his shock he is now able to see what caused him to become the DREAM KNIGHT in the first place. the nightmare IRVING had experienced, turned out to be a feast for one certain demon: BAKUMOS, the dream eater. as long as he feeds on IRVING's terrible memories, the former king of YUGUNO cannot be put to rest. all TORTE can do is watch - and his inability to help his father's soul, torments the young hero... when he falls into the darkness of this terrible dream, the kind voice appears again.

"TORTE...listen to me... no matter what they are trying to make you believe...URNOGA might have taken the hero's power from you - but it isn't just some item. the hero's power is the light inside of you. and it can never truly vanish. only you can bring back this light into the world."

encouraged by the voice's words, TORTE's hand starts to glow again. the hero's power has been revived. now, there is only one thing left to do in this place:



## BOSS: BAKUMOS

the DREAM KNIGHT'S curse is broken and IRVING is able to see his son one last time.

when they hear the mysterious voice again, it is revealed that it belongs to ELENOR.

her kind words reach TORTE, before she and IRVING are reunited and vanish for good...

*"my sweet TORTE...you have faced so much already. but we still wish for you to continue your journey. you are the light of hope and we will always watch out over you.*

*we love you, TORTE..."*



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## CHAPTER 19: SO MUCH FUN

hoping to find MARTINA there, the party decides on going to GROTTA. it is just around the corner, so they are able to get there quite fast. what was once a sacred place, built to honor GREIG's deeds, is now some kind of amusement park. at least, there is no fighting between monsters and humans in town. it is meant as a refuge for travellers, a place to have fun.

the group hears about the founder of the famous DEMON CASINO, a monster called BOOGIE. they decide to check out the casino. maybe MARTINA can be found there. after spending some good times gambling, the group is able to visit the VIP-room.

and there, they meet their old friend again, just as they had hoped. BUT...MARTINA has changed...a lot. the princess of DELCADAR has become a demon herself,

serving the great master of this casino: BOOGIE.

the party has no chance but to knock some sense into her...

### BOSS: MARTINA



after the fight, BOOGIE himself appears on stage. he is the one who turned MARTINA into a demon. and not just her. many people were transformed by this crazy monster.

it's time to get serious!

### BOSS: BOOGIE





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MARTINA is turned back into a human, but a little bit of her demonic form is kept. this DEVIL MODE is what she uses to finish off BOOGIE...

when he vanishes, the GREEN ORB is left behind.

TORTE grabs the sacred item and together the party heads outside.

but first, MARTINA has a present for the hero: during her travels, she found the MERMAID HARP again. with it, the party can use the pillars of light again to travel under the sea.

now it's finally time to head to RAMUDA. hopefully they will be able to find the rest of their friends on the way...

#### VOCABULARY – CHAPTER 19

団体	ずうたい	body, frame
真珠	しんじゅ	pearl
心残り	こころのこり	regret
出番	でばん	one's turn
成程	なるほど	i see!, that's right!
全然	ぜんぜん	not at all (with neg. verb) / wholly, entirely
狙う	ねらう	to aim at
千里	せんり	long distance
草木	くさき	plants vegetation
葬儀	そうぎ	funeral
絶望	ぜつぼう	despair
折れる	おれる	to break, be broken
声	こえ	voice
正体	しょうたい	natural shape, one's true colors
成果	せいいか	fruits (on one's labors), result, outcome
束	たば	bundle, bunch
存在	そんざい	existence, being
打ち倒す	うちたおす	to knock down, defeat
耐える	たえる	to bear, endure, resist



## CHAPTER 20: GOLDEN MEMORIES

after passing the SOLTICO sea gate, the party reaches the outer seas of LOTOZETACIA. when SILVIA hears a strange sound coming from the inside of the ship, TORTE agrees to have a look. they find a confused KAMYU who stole some food out of desperation. KAMYU isn't quite who he used to be. there is no sign of the cheeky thief that TORTE once met in the DELCADAR DUNGEON...

due to the events at the TREE OF LIFE, KAMYU has lost his memories.

he joins the group, but knows none of his former skills anymore. there must be some way to get the young man back into shape...

TORTE and his friends reach the pillar of light after a long voyage. before they are able to enter it, the SEAKING JAKRA appears again. he activates his shield and TORTE recalls the strange letters that were written on the sea, right after encountering the mysterious prophet...

with the mark of the hero, TORTE summons a lightningbolt that breaks JAKRA's shield in pieces. now, the true battle can begin.



### BOSS: JAKRA



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the beast goes down and the RED ORB is returned into the hero's hands. with that out of the way, the group enters the pillar of light to reach KREYMORAN. SHARL's country is in grave danger yet again. when the tree of life fell, a dangerous disease broke out in KREYMORAN. they call it GOLDFEAVER and it can affect anything - people, animals, even plants. out of the blue, more and more inhabitants of KREYMORAN started catching the illness.

GOLDFEAVER...? something about this sounds familiar to KAMYU...

of course, TORTE offers his help, searching the town for clues. outside the castle, the party meets an old woman who calls out for KAMYU. she knows more about him, but unfortunately, isn't able to tell the tale: the moment conversation with the woman starts, she turns into gold. a nearby priest who witnessed the event, invites the party to his church. he, too, has met KAMYU and is willing to share his knowledge.

apparently, KAMYU had saved the priest, 5 years ago. while staying at the church, he told him many things about his life from before. KAMYU grew up with the VIKINGS that live west of KREYMORAN. they had raised him and his sister, after finding them all alone in the wilds. KAMYU worked hard for the group, but when his sister died, everything changed...

... "stop it..."

before the priest is able to tell much more, KAMYU storms out, saying he needs time alone. but TORTE is worried about his friends and follows him.

outside there is barely time to talk things through. out of nowhere, a group of golden monsters reaches the docks of KREYMORAN with their ship. they head into town and the party chases right after. although TORTE and his allies are able to defeat some of the attackers, there are still a lot of them left. and they manage to get their hands on the golden statue that - just a short while ago - was nothing but a nice old lady.

one look to the enemy's ship reveals more troublesome news: KAMYU, too, has been captured...

the friendly priest was lucky enough to come out of the attack unharmed. he guides TORTE towards the VIKING'S HIDEOUT that can be found in a small cave, just west of the CASTLETOWN.

the party takes their ship and travels along the shores of KREYMORAN. the cave leads them to a small wharf, amidst the cliffs. the group heads deeper inside tracks down the golden monsters. after giving them a good beating, KAMYU can be saved. but although TORTE's friend is free again, he doesn't look too good. with his memory slowly returning, KAMYU experiences a rather heavy pain.



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KILLERGOLD, the demon who is in charge of the golden monsters, resides in a castle north of the hideout. while travelling in that direction, the group comes across another cave. inside they find some kind of camp, littered with golden items.

next to the camp, TORTE notices another one of the great tree's roots. he touches it...

*5 years ago, while KAMYU was having a hard day, working for the VIKINGS, his sister MAYA appeared out of the blue. they both have been living with the VIKINGS for a while and she wasn't really a fan of how they are treating her brother. KAMYU and MAYA dream about the future. they wish to travel the world and discover hidden treasures, becoming rich and famous in the process.*

*then, a small gull landed on the ground right next to them... how great would it be to have wings... KAMYU envied the bird for it's freedom...*

the root has another vision for them...

*it was MAYA's birthday and KAMYU had a present for her: a golden necklace. MAYA then told her brother about the treasure she desired the most: the rumored RED ORB - a secret gem that was supposed to be hidden somewhere in DELCADAR.*

*but nevertheless, she was still very happy about the present her brother has gotten her.*

*MAYA then notices something unusual. with the necklace on, she is able to turn things into gold, just by touching them...*



and finally... the last vision...



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*MAYA had lost herself in the powers of the necklace. she turned everything into gold, even the sweet little gull, she and KAMYU have once seen at this place. the sight of the animal made KAMYU furious. he told his sister that she was going too far and, after a heated discussion, MAYA agreed...*

*she decided to take the necklace off for a while, but when she tries to do so, the jewelry wouldn't go off...then, things got even stranger. slowly, MAYA herself started to turn into gold. and KAMYU couldn't do a thing to help her. he could only watch how his sister became a statue...*

*having lost her, KAMYU decided to leave the place. away from the VIKING HIDEHOUT he wandered off into the world. his thieving life had begun.*



with that, KAMYU's memories are back. he's been through a lot and - even though he hadn't told TORTE his story himself - he's glad that the hero finally knows about his past.

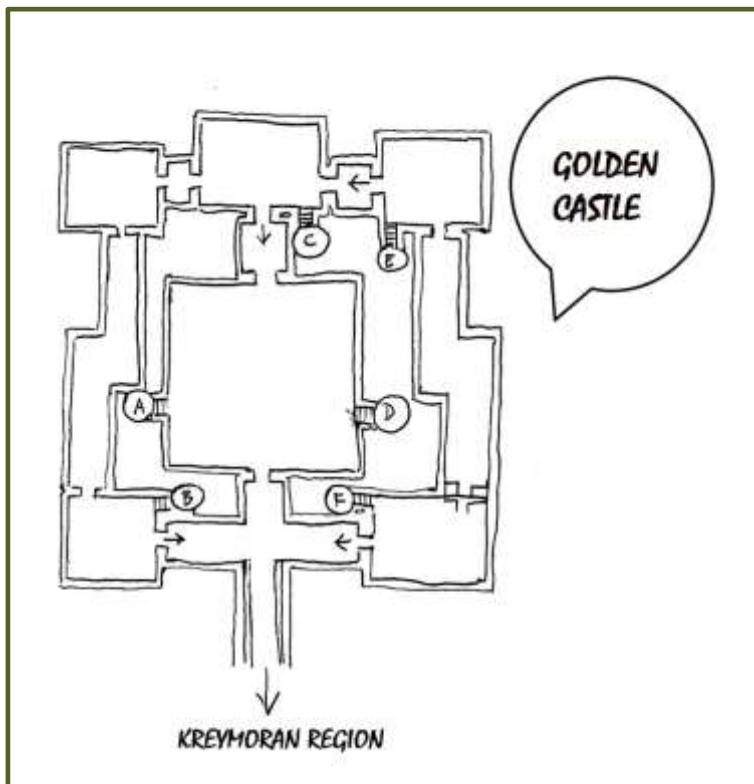
KAMYU tells TORTE that after he left the VIKINGS, he met a strange prophet. it was then that he heard about the legendary hero for the first time. the prophet told KAMYU that he was supposed to meet this hero.

in the end, all of these events lead them here. with the culprit that is behind the GOLDFEAVER within their reach.

the group heads north towards KILLERGOLD's castle. hoping to be able to save KREYMORAN's citizens as well as MAYA, they head into the shiny place.

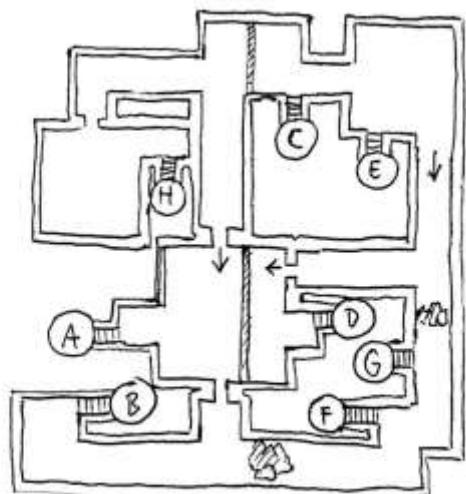
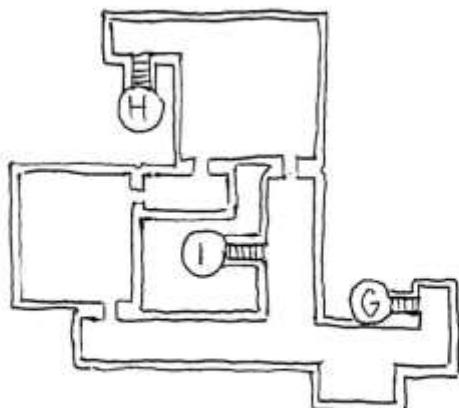
on its upper floor, the throne room is located. and when the party enters it, KILLERGOLD, the leader of the monsters is revealed:

it is MAYA.





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KAMYU learns that she was turned back to normal on the day the TREE OF LIFE fell.

with URNOGA whispering into her ears, influencing her actions she started building an army.

since there seems to be no use in talking MAYA out of it, TORTE and his friends have to face her in battle.



## BOSS: KILLERGOLD

her demonic appearance is defeated, but this isn't where the trouble ends. When the spirit of the necklace goes rampage, TORTE and KAMYU give it all to save MAYA. KAMYU is able to reach her and through MAYA's power starts turning into gold.



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the young girl is so afraid to see her brother changed that way that she starts crying. he is the one thing that should never have been harmed through the necklace.

MAYA's tears are able to destroy the curse that haunts the golden necklace - and with it the necklace itself.

when the evil spirit disappears another ORB is left behind - the YELLOW ORB - and TORTE puts it in his back.

afterwards, the group takes MAYA to KREYMORAN. the town is saved, everyone release from their GOLDFEAVER, and MAYA can get some rest. with the priest looking after her,



KAMYU decides to continue the journey. he can return to his sister, once URNOGA is defeated. but until that is achieved, no one in this world can ever be truly save again.

#### VOCABULARY – CHAPTER 20

奪う	うばう	to snatch away
注意	ちゅうい	caution
着く	つく	to arrive at, reach
単	たん	single, simple
大陸	たいりにく	continent



## CHAPTER 21: BIG SISTER

with only the twins still missing from their group, TORTE and his allies move towards RAMUDA. when they come across the ETERNAL MOON LAKE, they notice a huge whole in the lake's ice surface.



as if something had broken out of it...

soon after, they find out that this is exactly what happened:

the dragon NEDRA attacks. he had been sealed inside the lake for countless years. but on the day, the TREE OF LIFE fell down, he was able to escape his prison.

without warning he charges at the group.

### BOSS: NEDRA

when NEDRA seems defeated, he is able to pull off a move that paralyzes the entire party. when he widens his mouth to devour the hero, a wonderful song echoes through the valley...

it's SENYA. she kills the dragon and makes sure that all of her friends are all right. SENYA is on her way to RAMUDA herself and gladly joins TORTE's party once again.



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when everyone is back in RAMUDA, the party meets the high priest as well as the parents of SENYA and VERONICA. they are very happy to see her alive and well.

but where is VERONICA?

SENYA can feel that her sister is nearby and the party tries to look for her in the nearby forest grove. there is this one tree, where the twins used to play together, when they were children...

and leaning against it's stump, VERONICA can finally be found. leaning? lying? sleeping?

she has her eyes closed and doesn't react to anything SENYA is saying to her.

with the hero's power, TORTE is able to get some reaction from VERONICA's staff. it shows a vision.

a vision from the day on which the TREE OF LIFE was lost...

*when URNOGA absorbed the life tree's soul, the earth under the party's feet began to crumble. with everyone but VERONICA unconscious, only she was able to see the immense power created by the DEMON KING. if that power were to erupt...!!!*

*SENYA's sister made a decision that day...*

*the day on which the TREE OF LIFE was lost...*

*and also - VERONICA...*

*with her last energy, the young mage protected her friends, as well as GREIG and DELCADAR's king, with magical barriers. afterwards, she wasn't able to do anything else but to accept her fate. when the giant sphere of darkness exploded, VERONICA vanished from this world...*

the image of VERONICA leaning against the tree, disappears.



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and everyone has to face the unbelievable truth:

she's gone... VERONICA is dead.

SENYA takes her sister's staff and heads into the village... there are no words, so for now, the party follows in silence.

during the funeral, SENYA's parents are crying their eyes out and SENYA herself is devastated as well. but she tries to keep up appearances. tries to be strong. the party still has a mission to fulfill.

that same day they visit the high priest at the temple. he knows about TORTE's wish to find the flying remnant of the gods... and tells him about a dream he had: in it, he saw a white island, floating through in the skies. wherever this place is, TORTE might find some hints on how to defeat URNOGA there. but to reach this place they need to find LOTIU's method of flying. for the time being, the group needs rest. they head to the inn.

the shock about losing VERONICA is still resonating within all of them. with no chance of getting any sleep at all, TORTE lies awake in his bed...

then, the sound of SENYA's harp reaches his ears.

outside, the young girl is playing the song her sister loved so much...

when TORTE wants to know if she is all right, SENYA confesses that there is one thing she really regrets and she can't stop thinking about it.

during the night in the FOREST OF BEGINNINGS, right before they reached the TREE OF LIFE, VERONICA and SENYA had a short conversation...

as usual, SENYA had emphasized just how similar the two of them were. instead of

confirming that this is very well true, VERONICA's reaction to SENYA's comment was a promise:

she vowed that from now on, she would learn to live by herself, as a single person.

since SENYA didn't really understand where this was coming from, she simply answered that making such a promise wasn't possible. that the two of them belonged together.

so in the end SENYA couldn't make the promise herself and the two went to sleep without discussing the matter further.





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now, that her sister is gone, SENYA wishes that she had acknowledged her vow and, in return, made it herself.

then, VERONICA, wherever she is now, wouldn't have to worry about her...

SENYA starts sobbing and it takes a while for her to straighten up. but when she does, she is full of determination. the life she is living now, she owes to her sister. and for that SENYA is grateful. she plans on paying back VERONICA by living it in happiness...

with a clean cut, the little sister takes off a good chunk of her hair, announcing that from now on, there will be no more tears. she offers the strains of hair to the wind and whispers...

"goodbye."

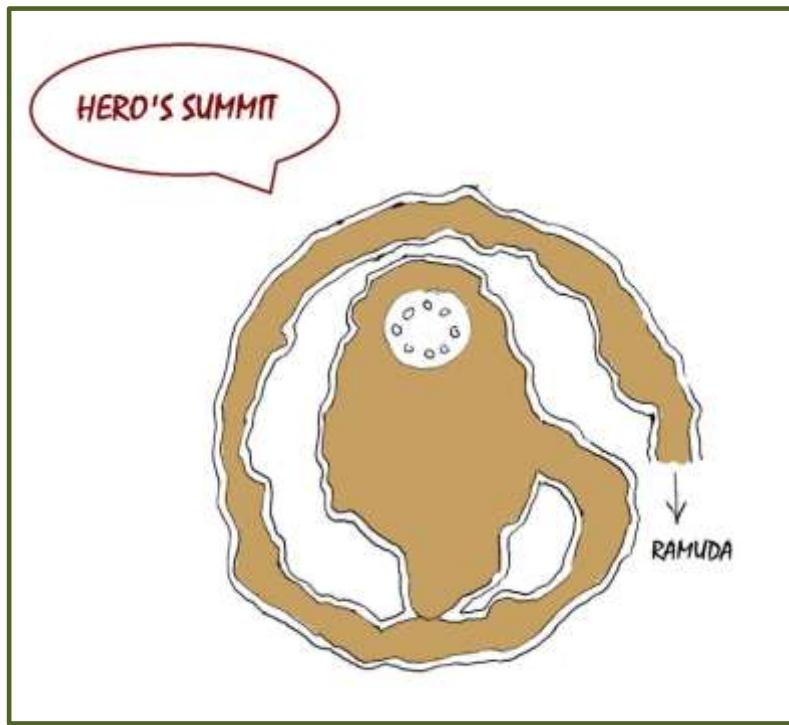
...

...

that night, SENYA inherits her sister's powers.

VERONICA will never be forgotten, but the hero's journey must go on... then, a new dawn...

guided by the high priest, everyone gathers at the peak of the ZELANDA MOUNTAINS.



it is also known as the HERO'S SUMMIT. the priest's knowledge about the past leads him to belief that a certain item could help the group finding the flying remnant of the gods.

it's the HEAVEN'S FLUTE - the instrument sage SENKA once had in his possession. when SENYA uses it, nothing happens, but in TORTE's hands, the instrument begins to change. the flute turns into a fishing rod that TORTE throws out immediately.

he pulls and pulls and pulls, always thinking:

what exactly did the mysterious prophet say?...

..."now is not the right time for fishing, but don't worry: that time will come..."



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from the clouds a giant whale emerges, a being sent by the gods: CETOS is here to aid the hero on his quest...

TORTE and his friends hop on his back and head to the sky.



#### VOCABULARY – CHAPTER 21

起こる	おこる	to occur, happen
見渡す	みわたす	to survey, look out over
限り	かぎり	limit, bounds, degree, as far as possible
限りない	かぎりない	eternal, endless, unlimited
光	ひかり	light
光景	こうけい	scene, spectacle, view
広大	こうだい	grand, magnificent, huge



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## CHAPTER 22: THE HERO'S BLADE

1. fly to HEAVEN ISLAND
2. enter the temple and talk to the stranger
3. go deeper inside and take the HOLY EMBER
4. examine plant 1
5. examine plant 2
6. examine plant 3
7. fly to SAMADHI and talk to the king
8. go to the BAKLAVA CHECKPOINT to meet king PHARIS
9. go to the altar and witness the events involving the HERO'S STAR
10. return to the king in SAMADHI to get the HAMMER
11. fly to the floating island in the south-western part of the worldmap
12. cross the ANCIENT BATTLEFIELD until you get the ORICHALCUM
13. head to HOMURA
14. talk to YAYAKU to learn about the dangerous monster at the vulcano
15. go to HINONOGI VULCANO and encounter the "monster"
16. follow SAKI and TEBA to the secreet passage
17. pass through the passage until you reach the crater
18. return to village and head into YAYAKU's house
19. head outside and witness the struggle at the plaza
20. head to the old woman in YAYAKU's house to get the key to the vulcano
21. reach the end of the vulcano and defeat the BOSS
22. return to HOMURA VILLAGE
23. get key to the vulcano's crater and enter it
24. revive the ancient forge with the HOLY EMBER
25. forge the HERO's BLADE

## CHAPTER 23: URNOGA

1. fly to AETHEREAL CASTLE
2. defeat BOSS at entrance
3. get through AETHEREAL CASTLE
4. defeat all the BOSSES at the end

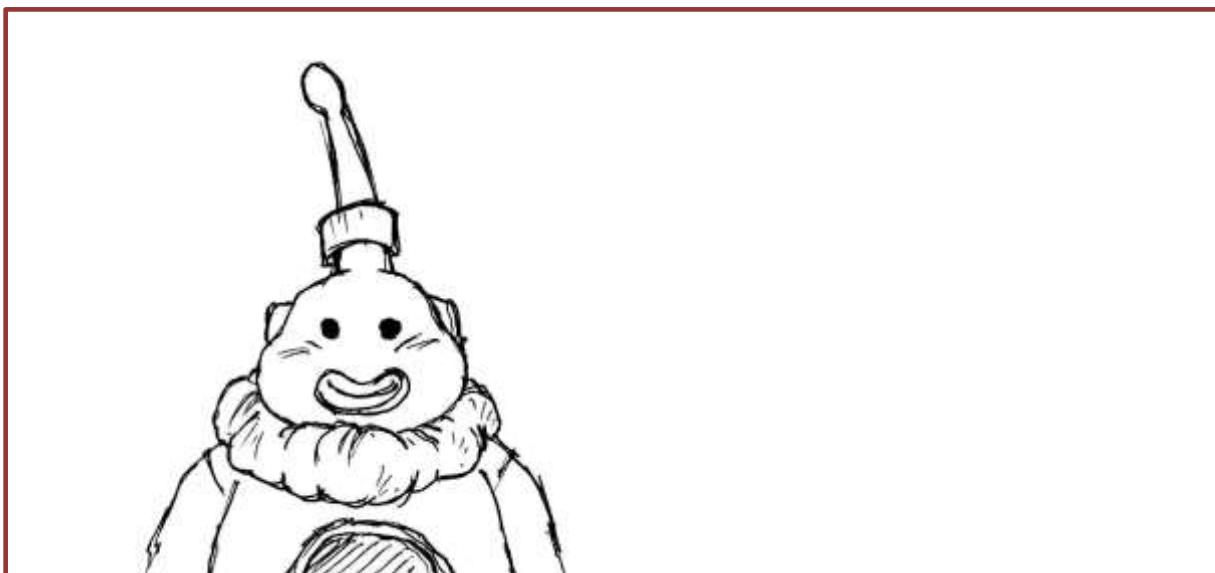
## CHAPTER 22:

### THE HERO'S BLADE

#### VILLAGE OF GOD'S PEOPLE

following the high priest's advice, the party searches for the floating island. when they are able to locate it, it is surprisingly small. inside the only building, the group finds a friendly stranger.

he is the last survivor of a race called "THE PEOPLE OF GOD". inside his temple, TORTE gets some incredibly hints on how to progress further.



from several visions he learns about LITUS's quest to forge the hero blade.

*a mystical stone.*

*a legendary hammer.*

*the crater of a huge volcano.*

there is also an important item in this temple, and the group is allowed to take it:

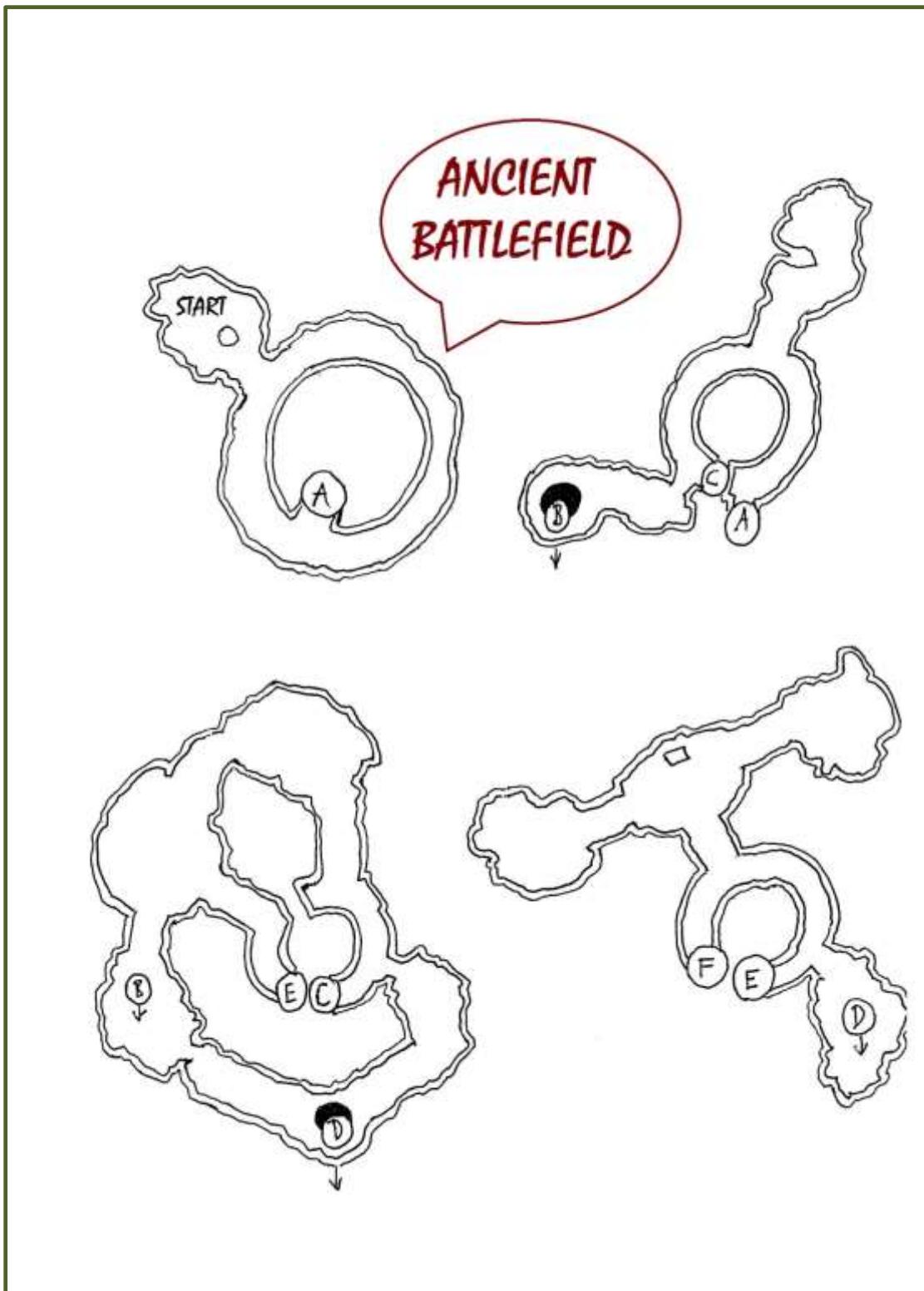
***the HOLY EMBER.***



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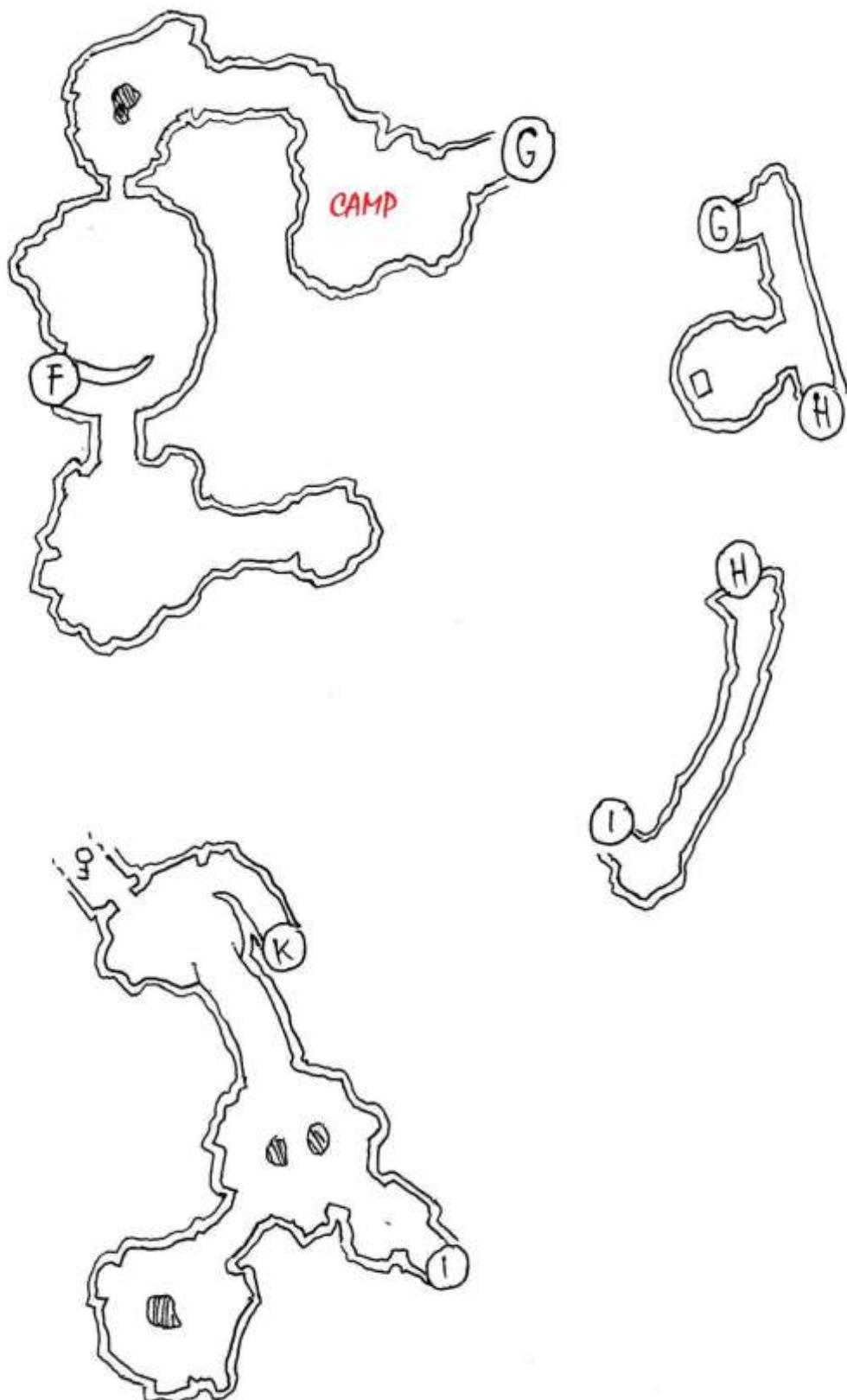
## ANCIENT BATTLEFIELD IN THE SKY

on the ANCIENT BATTLEFIELD that floats in the sky, the group is able to secure some ORICHALCUM. in the process, they learn a lot about the old war that raged in this place.



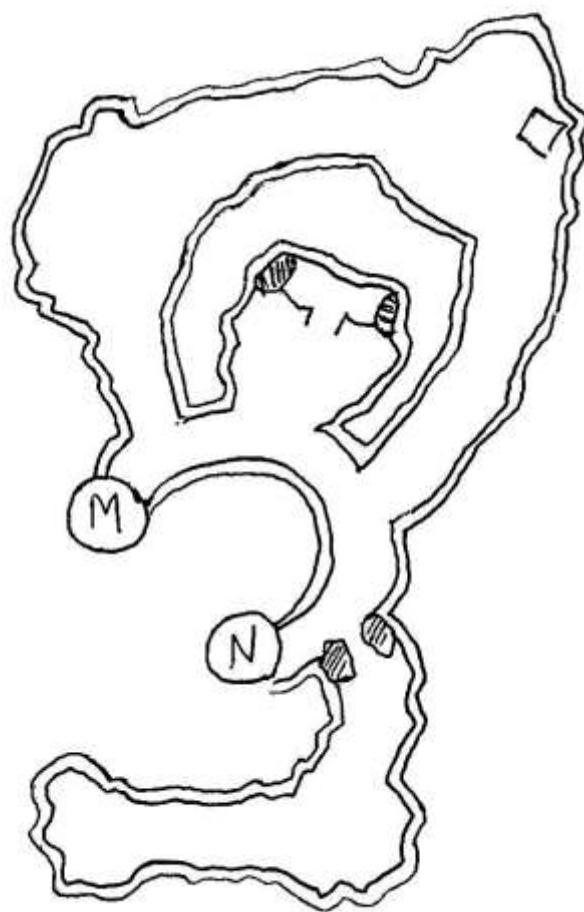
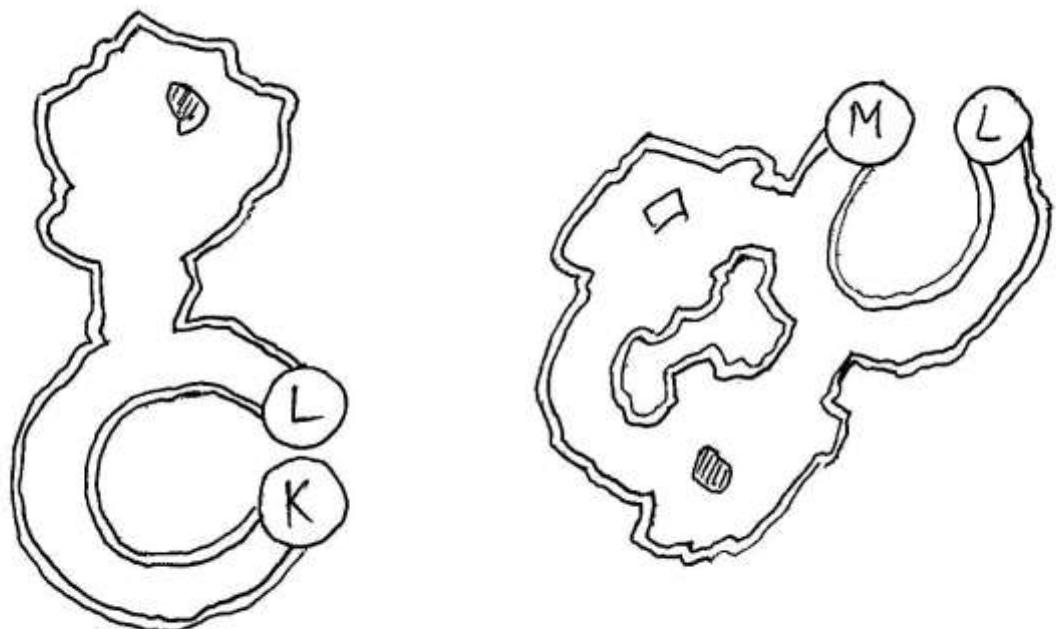


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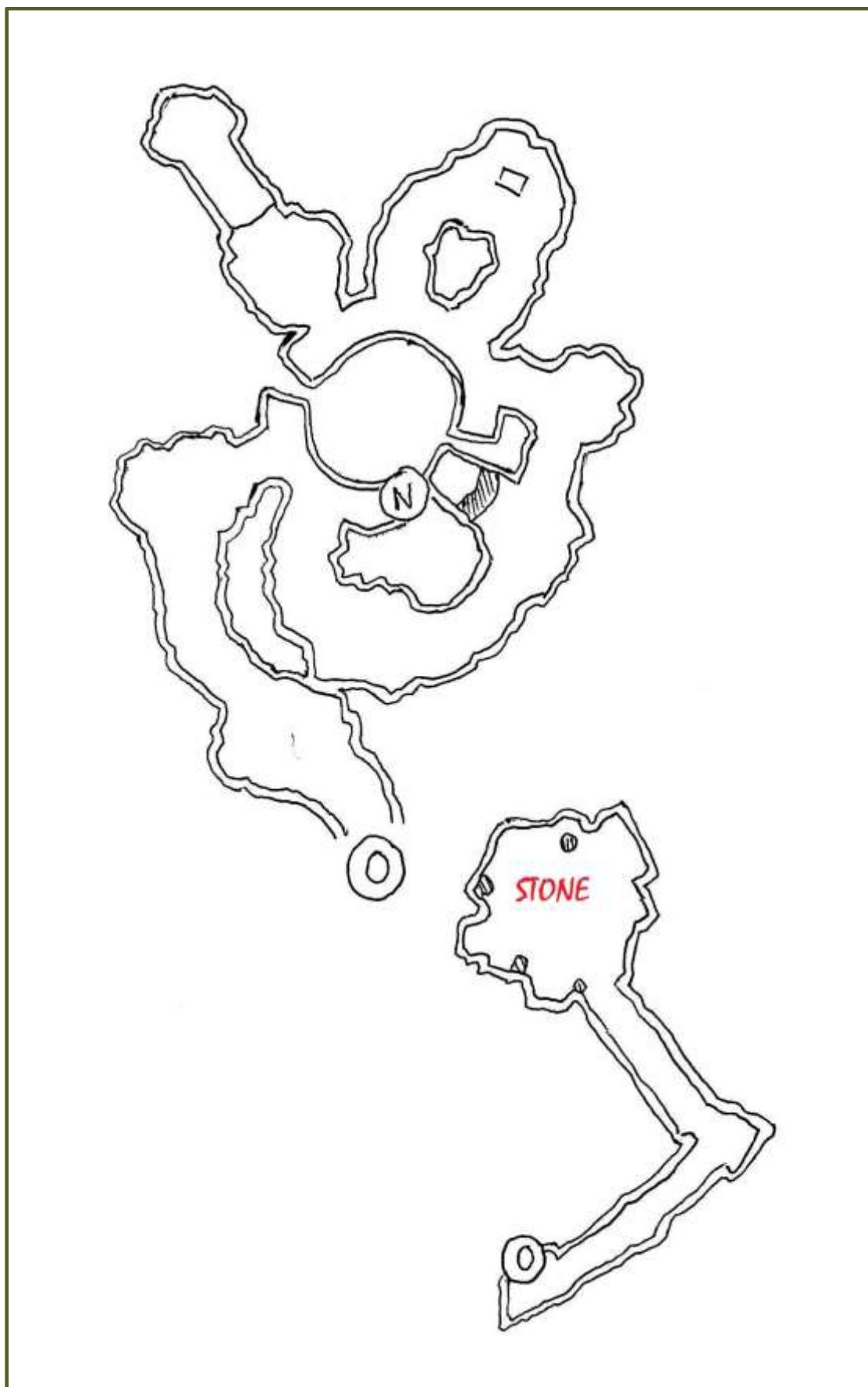


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## SAMADHI KINGDOM

in the SAMADHI REGION, TORTE has some mysterious encounters with a black YOCCHI that no one else is able to see. the HEROE'S STAR is floating above their heads and destroyed by URNOGA.

before it's destruction, ROU was able to read a part of the characters that were written on it.



**...NI...S...ZE...L...PHA...**

unfortunately, even SAMADHI's king knows nothing about this word.

what he does have is the hammer that TORTE has seen in his vision. and he gladly hands it to the hero.

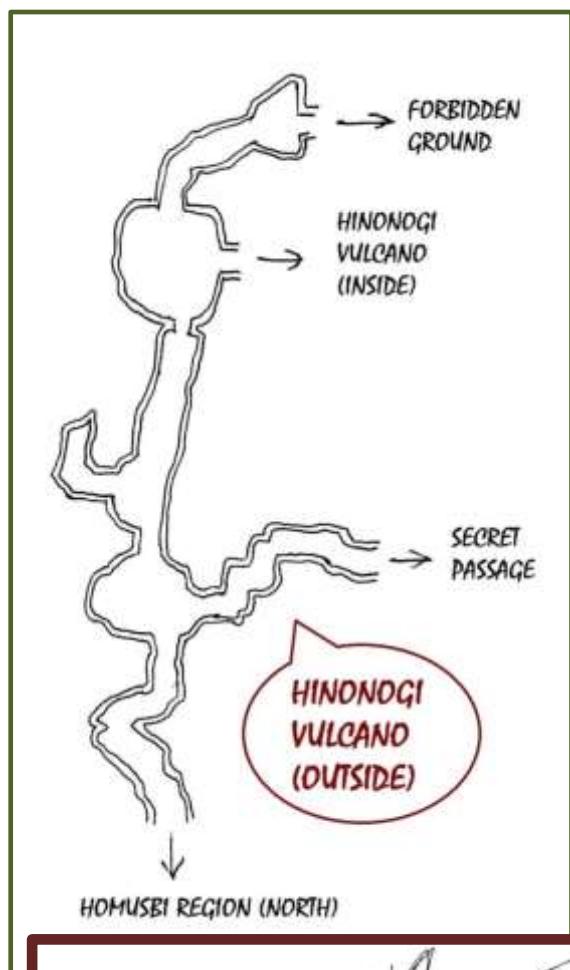


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# 星 STAR

# 空 SKY

## HOMURA VILLAGE



lastly, the party heads to HOMURA, where they solve the mystery of a dangerous dragon. two children who want to protect their mother start a chain of events that leads to a terrible revelation:

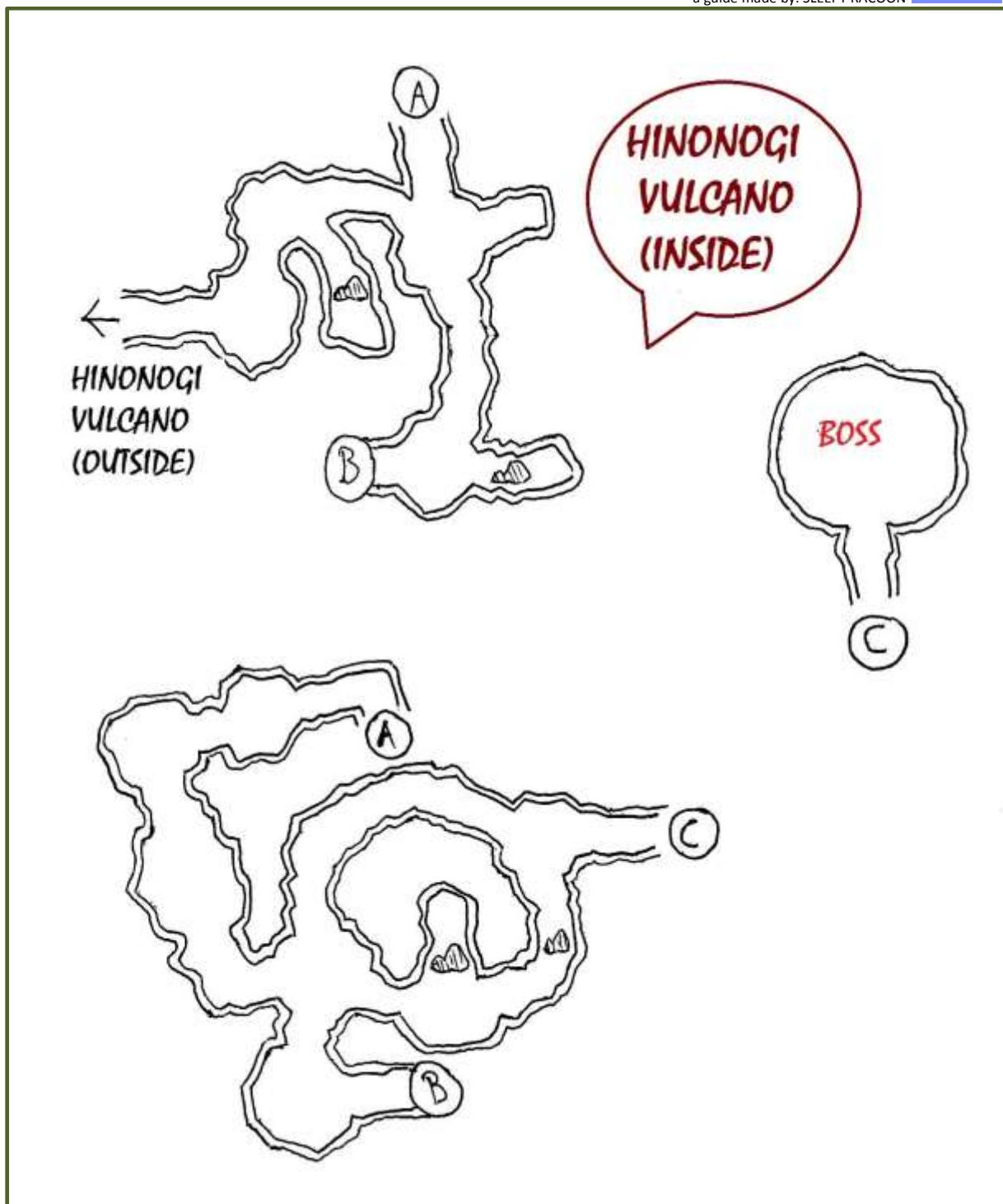
a dangerous dragon who threatens the village, is actually the son of the village's leader.

the curse of the dragon can be broken and the volcano's festival ground can be accessed again.



### BOSS: FIRE DRAGON

when the party enters the crater, the HOLY EMBER reacts, and out of the crater, the ancient forge rises.



here TORTE starts working on the powerful sword, which is a huge amount of work.

but he doesn't have to do this alone.

KAMYU grabs the HAMMER - and everyone helps out mending the steel...



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**KAMYU:** "TORTE...thanks to you i could let my criminal past behind and save MAYA. now it's my turn to lend you power!"

---

**SILVIA:** "look, TORTE!...saving this world so that i can bring smiling faces into it. that's entertainment!"

---

**ROU:** "ELENOR...IRVING...thanks for watching over me. i will help your child be victorious.

---

**MARTINA:** "i always thought that i must fight in order to protect you. but that's not right. what i must do is fight together with you in order to protect everyone. that...is my way."

---

**GREIG:** "TORTE...my life as a knight lies behind me. i was once an enemy and you allowed me to become one of your allies. till the very end, i promises to be your shield!"

---

**SENYA:** VERONICA...your little sister has grown stronger. so don't worry. i will fight together with TORTE.

---



when the night is over, the HERO'S BLADE is completed.

they have a real chance now. TORTE and his friends head towards the AETHER CASTLE.

there, URNOGA awaits.

the final battle is near.

## VOCABULARY – CHAPTER 22

背負う	せおう	to be burdened with
とうてい	とうてい	(cannot) possibly
当分	とうぶん	currently, for the next while
当たる	あたる	to hit, be in contact with
渡す	わたす	to ferry across (river, sea,..), transfer
お金	おかね	money
ご飯	ごはん	cooked rice, meal
すっと	すっと	suddenly, quietly [suru-verb: to feel refreshed, satisfied]
ずっと	ずっと	continuously in some state
その後	そのあと	after that...
飛びつきり	とびつきり	extraordinary, superior
どうだい	どいだい	how about (it)?
。。。なんて	。。。なんて	such as..., things like...
闇	やみ	darkness
引く	ひく	to pull, draw, attract
運命	うめい	fate, destiny
英雄	えいゆう	hero, great person
何せ	なにせ	at any rate, anyhow
荷物	にもつ	luggage, burden
会う	あう	to encounter (accident)
合う	あう	to meet (planned)
外	そと	outside
覚ます	さます	to awaken
丸で	まるで	entirely, as if... (KANA)
危険	きけん	danger
昔	むかし	olden days, long ago
想像	そうぞう	imagination, guess
足手まとい	あしでまとい	burden, hindrance, drag
打つ	うつ	to hit, strike, beat

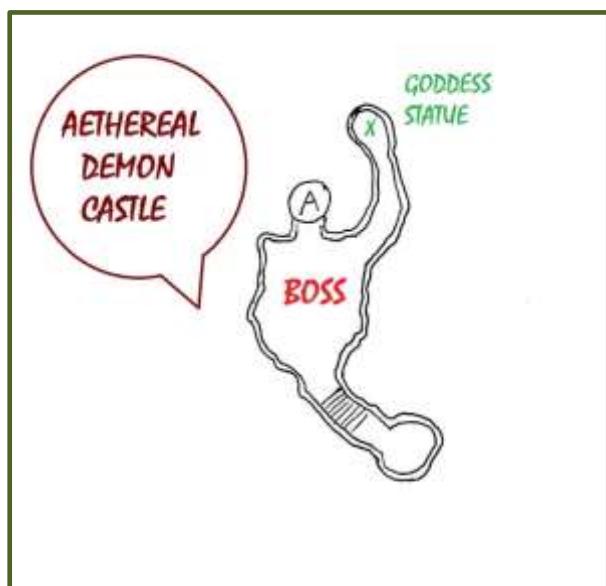
大国	たいこく	large kingdom, major powers
伝説	でんせつ	legend, tradition
突然	とつぜん	all at once, abrupt, sudden, unexpected
当然	とうぜん	natural, reasonable
飯	めし	cooked rice, meal
美味しい	おいしい	tasty
気体	きたい	vapor, gas
期待	きたい	expectation, anticipation
気分	きぶん	mood
泣き	なき	weeping
泣く	なく	to cry
散歩	さんぽ	stroll, walk
使命	しめい	mission, errand
故郷	こきょう	hometown, birthplace
事実	じじつ	truth, fact
実	じつ	truth
手記	しゅき	note
首飾り	くびかざり	necklace, choker
拾う	ひろう	to pick up
集める	あつめる	to collect, gather
受け取る	うけとる	to receive, accept
受ける	うける	to get
準備	じゅんび	preparations, setup, provision
襲われる	おそわれる	to be tormented (by nightmares)
旅立ち	たびだち	setting off (on a trip)
去る	さる	to go (without returning)
立派	りっぱ	splendid, handsome
離す	はなす	to separate, part, divide
放す	はなす	to let go, release
落ち着く	おちつく	to calm down, settle down



## CHAPTER 23: URNOGA

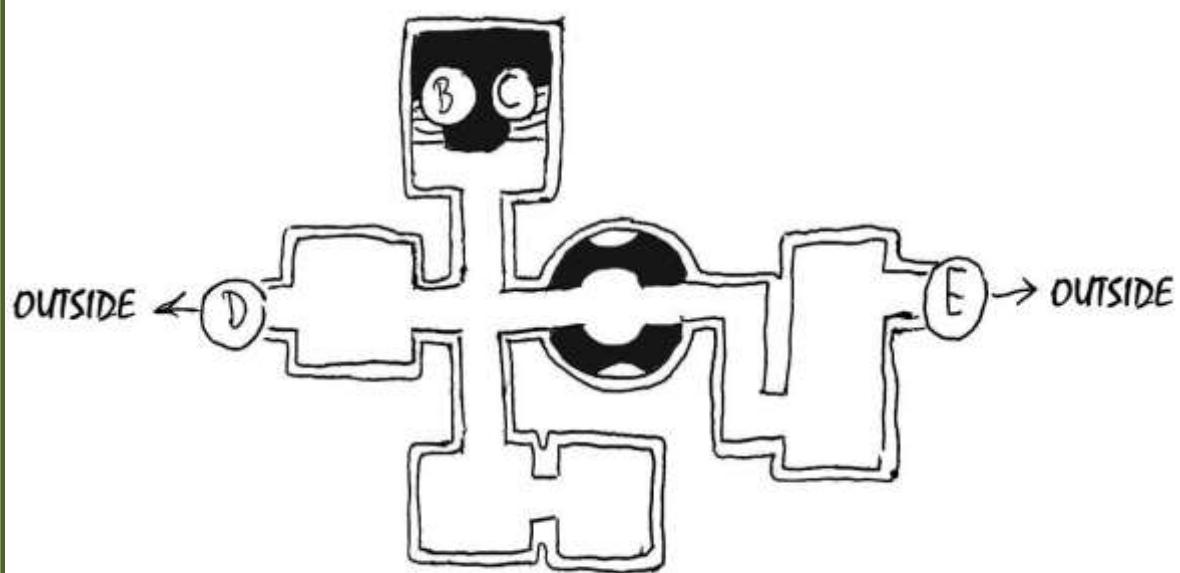
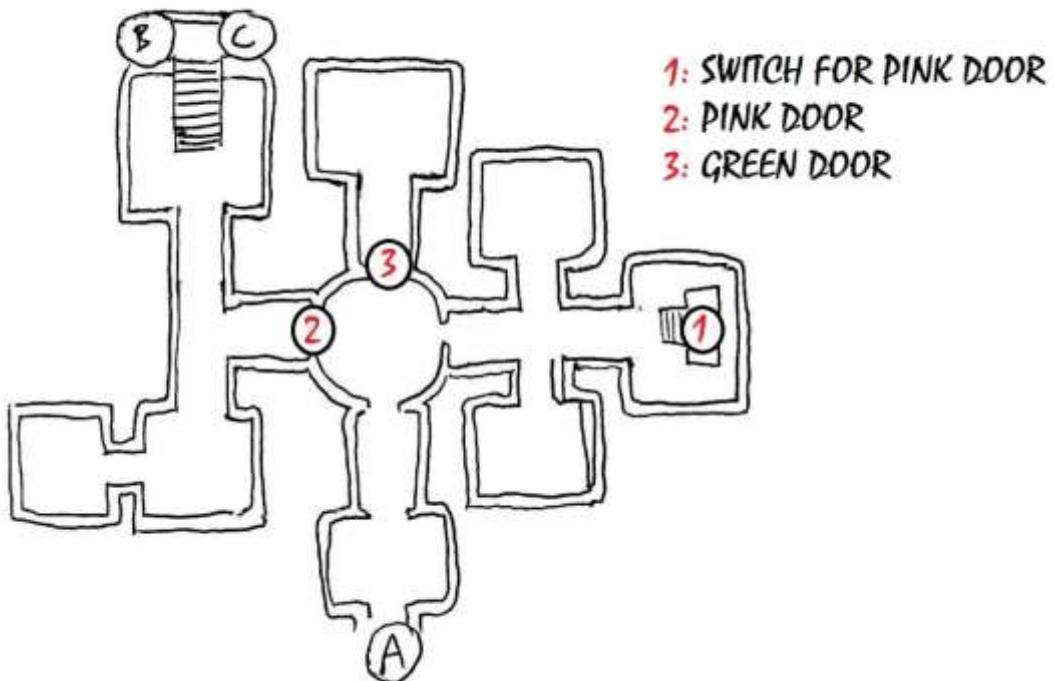


at URNOGA'S CASTLE, the group is greeted by one of the DEMON KING's retainers - GALINGA. they manage to defeat him and get the BLUE ORB for their victory.



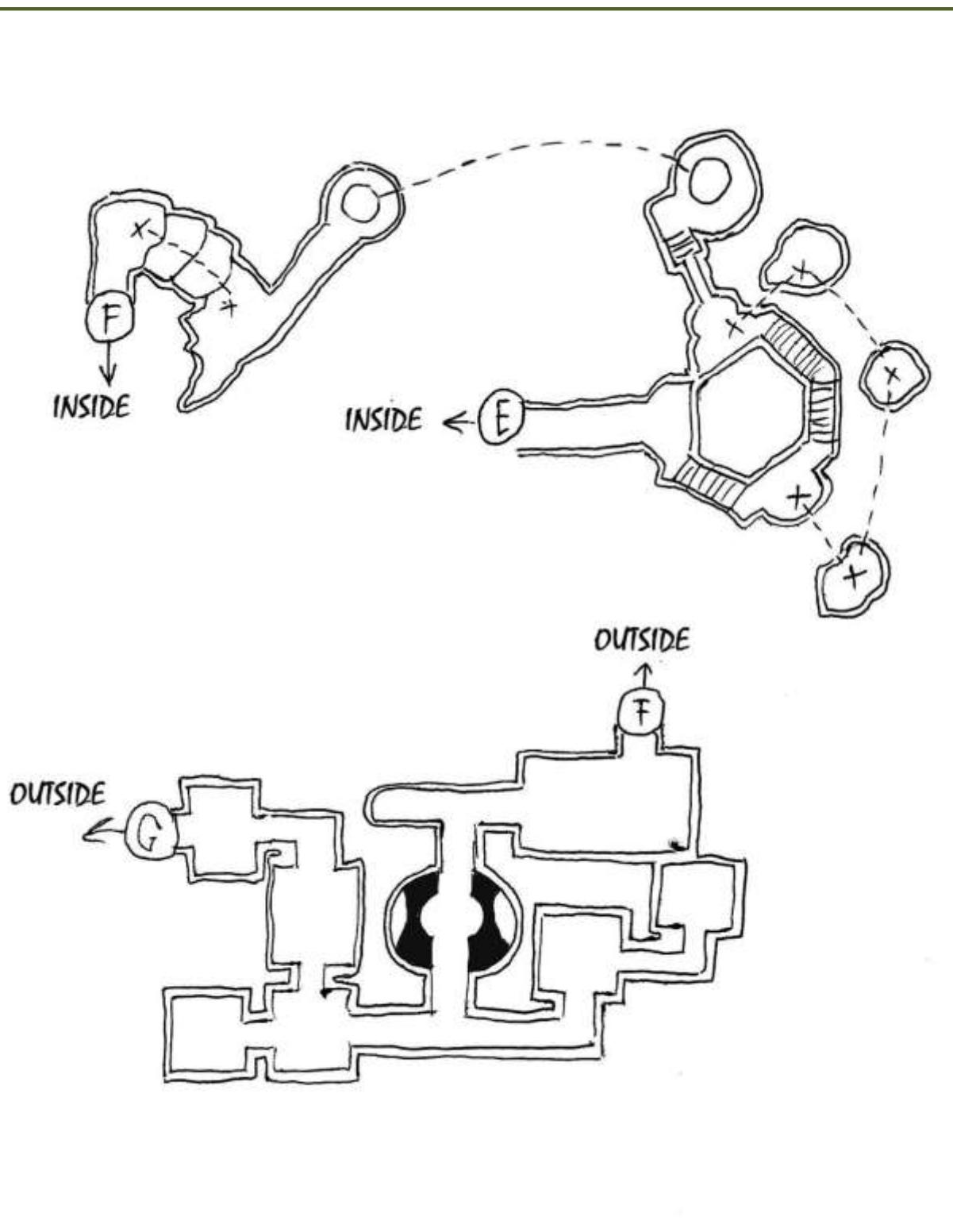
### BOSS: GALINGA

then, a long road through the maze that is AETHEREAL CASTLE, lies ahead of them.



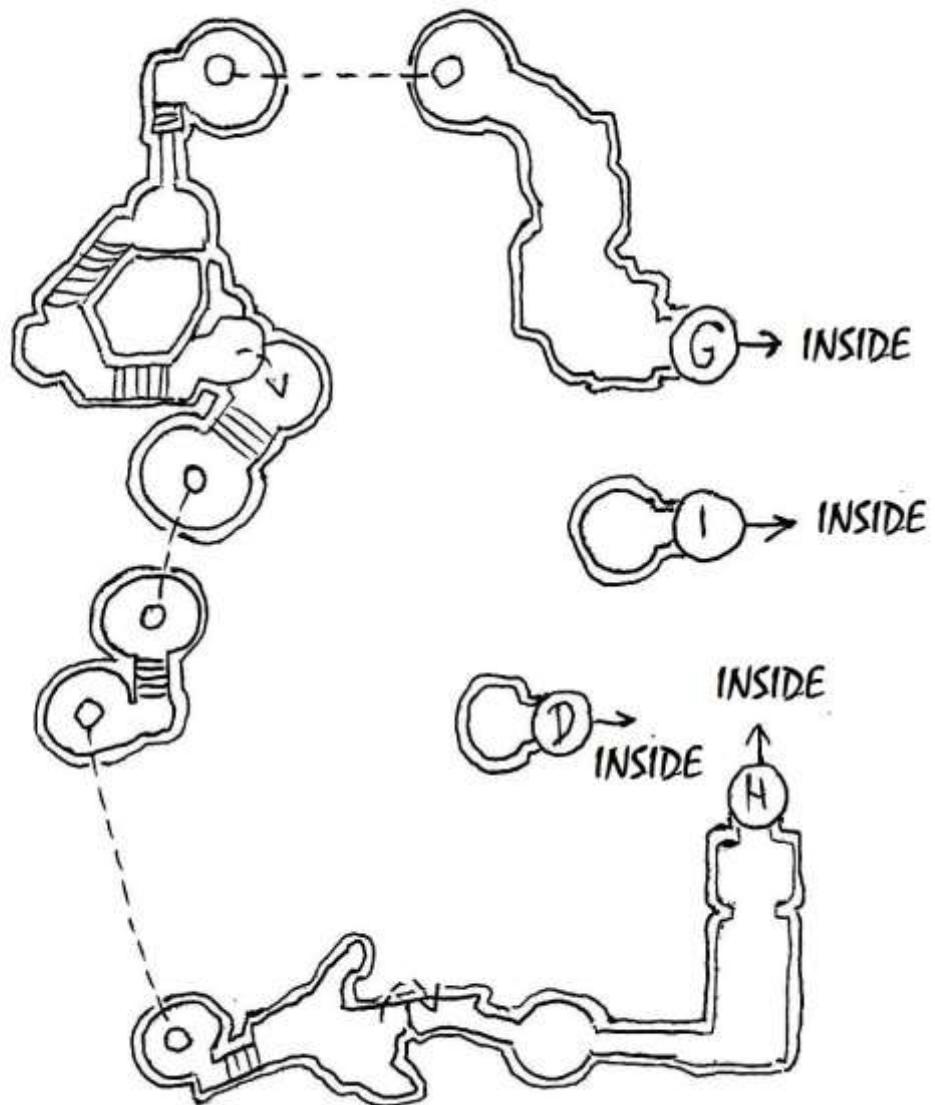


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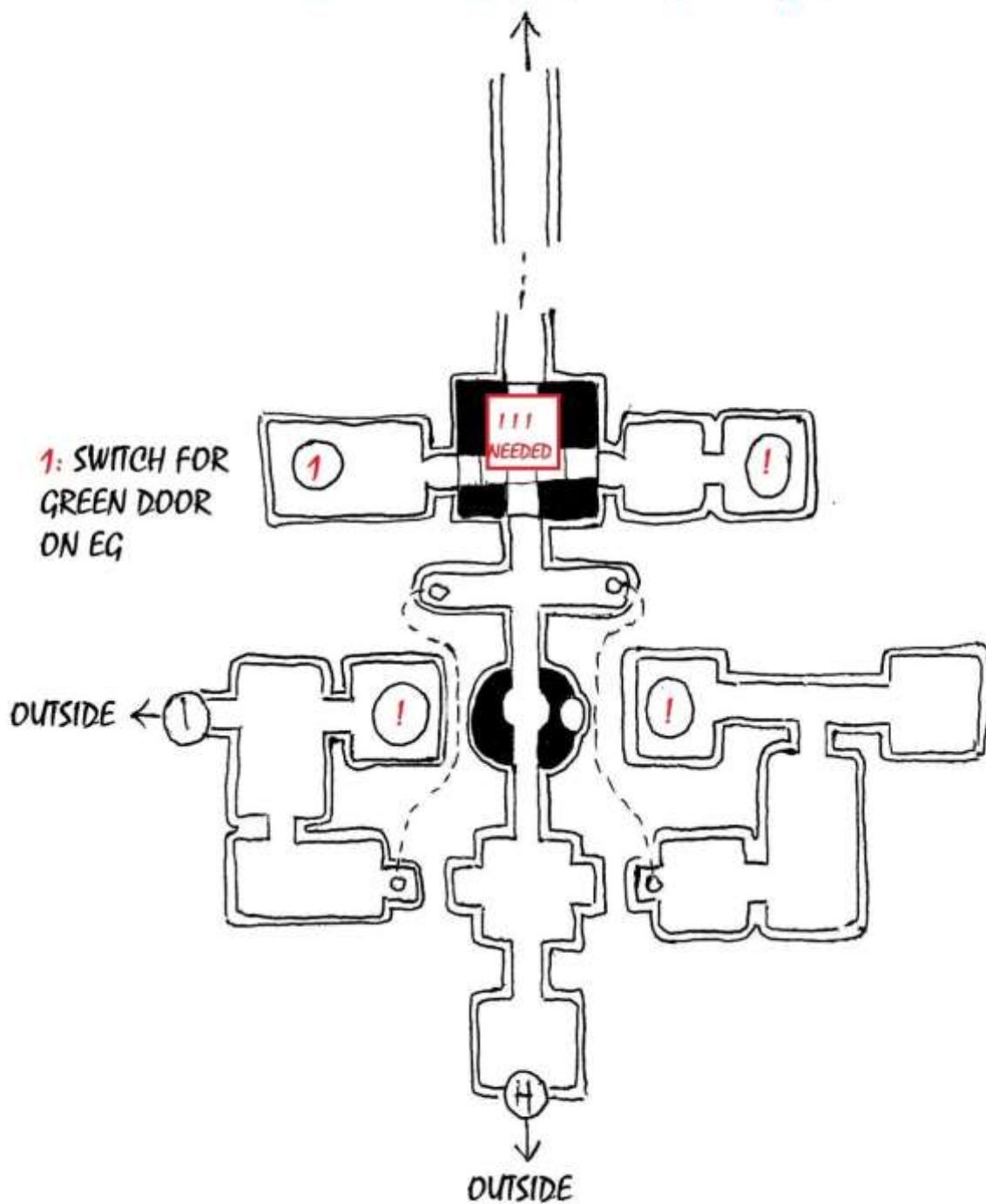


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## HOMEROS / URNOGA





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just before reaching URNOGA, the party is almost tricked by HOMEROS. he tries to confuse them, with an illusion of VERONICA. then, after an exhausting battle, he manages to bring back several of URNOGA's henchman and traps TORTE's friends. but the party's bond is too strong for HOMEROS to sever it.

in the end, he was never truly able to become powerful. instead, he was just another pawn for URNOGA... when HOMEROS disappears, a golden necklace is everything that is left of the famous DELCADAR tactician...

## BOSS: HOMEROS



after the clash with HOMEROS, the party gains the SILVER ORB. with all six orbs back in their possession, TORTE's group reaches the NIGHTMARE TOWER.

here, URNOGA is prepared to destroy the hero once and for all. he climbs off his throne and reaches for the great DEMON BLADE. the final battle for LOTOZETACIA begins!

## BOSS: URNOGA





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# FINAL BOSS: URNOGA AND URNAGA



calling out an unknown power, URNOGA transforms into a giant, godlike creature. the final battle against the DMEON KING is long and hard, but eventually, the reborn hero prevails. together with his companions, TORTE strikes down the evil, that has ruled this world far too long...



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the AETHEREAL DEMON CASTLE crumbles and everyone escapes on CETOS' back. with URNOGA destroyed, the energy he had stolen is brought back into this world.



*the TREE OF LIFE is reborn.*

and although many lives have been lost, peace returns to LOTOZETACIA.

when the party returns to the king of DELCADAR, he is beyond happy to finally hold his daughter in his arms.

TORTE is greeted by his mother PELRA and his friend EMMA. when he left ISHI VILLAGE for the first time, no one could have imagined the adventure TORTE has experienced.

now, standing in a world that is free, but still in ruins, that adventure is over...

or at least, It appears this way...

but the truth behind everything that has happened, has yet to be revealed...

### VOCABULARY – CHAPTER 23

飲み込む	のみこむ	to gulp down, swallow
渦	うず	whirlpool
降りる	おりる	to descend, go down (also: retire)
果たす	はたす	to complete, achieve
果て	はて	limit, end
獲得	かくとく	possession
奇跡	きせき	miracle, marvel
記録	きろく	document, record
起きる	おきる	to get up, wake up
起こる	おこる	to occur, happen
見渡す	みわたす	to survey, look out over
限り	かぎり	limit, bounds, degree, as far as possible
限りない	かぎりない	eternal, endless, unlimited
光	ひかり	light
光景	こうけい	scene, spectacle, view
広大	こうだい	grand, magnificent, huge
仕方	しかた	method
始める	はじめる	to start, begin
若いもの	わかいもの	young man, youth, lad
初めて。。。.	はじめて。。。.	for the first time...
所	ところ	place, spot, address
とにかく	とにかく	anyhow...
有望	ゆうぼう	full of hope, good prospects
希望	きぼう	hope
正しい	ただしい	correct, proper
正に	まさに	exactly, certain
送る	おくる	to send (item), escort (person)
大自然	だしそん	nature, mother nature
仲間入り	なかまいり	joining a group

伝える	つたえる	to transmit, report, tell
訪れる	おとずれる	to visit [tans: to come to do ...]
変わる	かわる	to change, transform
普通	ふつう	normal, ordinary
不安	ふあん	suspense, anxiety
飲み込む	のみこむ	to gulp down, swallow
渦	うず	whirlpool
欠かす	かかす	to miss (doing), to fail (to do)
習う	ならう	to get training in, take lessons
宿る	やどる	to stay at, be pregnant
女神	めがみ	goddess
像	ぞう	statue
泊まる	とまる	to stay the night
跡	あと	track, marks
生まれ変わり	うまれかわり	reincarnation
退く	しりぞく	to step back, quit, withdraw
直撃	ちよくげき	direct hit
無理	むり	unreasonable, impossible, overdoing
眠る	ねむる	to sleep
本棚	ほんだな	bookshelf
忘れる	わすれる	to forget
身	み	body, oneself, one's place, main part
信じるにいたる	しんじるにいたる	to come to believe
信じる	しんじる	to believe in, trust
感じる	かんじる	to feel



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PART 3

AGAIN



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## CHAPTER 24: THE AVATAR OF LOST TIME

1. take CETOS to different places around the world:

ISHI VILLAGE: meet with king

SOLTICO: visit JEGO

MAYA'S HIDEOUT: go to cave between GOLDEN CASTLE and VIKING's HIDEOUT

YUGUNOA CASTLE RUINS: head to tombstone

2. go to the MYSTERIOUS RUINS, south of GROTTA

3. head to the center of the ruins and take a look at the fresco

4. head to the west-side of the ruins and aquire the SECRET COG

5. fly to the TOWER OF OBLIVION, north of the TREE OF LIFE

6. open the tower

7. go to top floor and meet with strange YOCCHI

8. talk to all the partymembers infront of the ORB

9. talk to KAMYU and agree to the plan

10. talk to guardian of the ORB

11. equip HERO'S BLADE and got towards the ORB

12. enter RAMUDA

13. go to temple and meet your friends

14. go through FOREST OF BEGINNINGS until you're back at the tree

15. go to center of TREE OF LIFE and witness the events

16. defeat BOSS

17. get the HERO'S BLADE

18. leave the area and return to DELCADAR

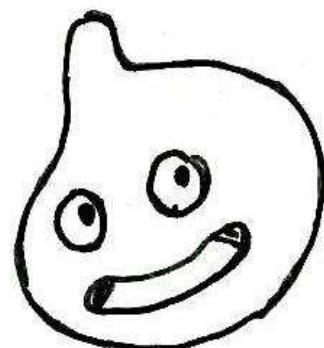
19. head to throne room and talk to king

20. go to 2nd floor and rest in guest bed (western room)

21. after the events, go to throne room

22. defeat BOSS

23. go to throne room





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## CHAPTER 25: THE TRUTH

1. go to balcony on 3rd floor
2. go to DELCACOSTA coast to investigate the strange phenomenon
3. CETOS is available again, us him to fly to the village of GOD's people
4. go to the leader of the inhabitants - he's at the ancient altar, north west of town
5. go to the temple in the center of the village
6. you have to investigate the three hidden saplings of the TREE OF LIFE
  - north-east of BANDERFON in some ruins (CETOS only)
  - DULDA HAMLET, right at the entrance
  - on a cliff at western edge of DAHARA CONTINENT (CETOS only)
7. after the scene, touch the tree
8. touch it again
9. after hearing the whole truth, talk to the prophet again
10. return to the VILLAGE OF GOD'S PEOPLE and talk to the leader
11. go to the TOWER OF OBLIVION and talk to the "guardian"
12. you are now ready to face the game's TRUE FINAL BOSS...question is: are you strong enough to beat it?

## CHAPTER 26: FINAL BATTLE

1. prepare for the final battle by travelling around the world. there are many people in need of help
2. with CETOS's holy armor, the BLACK SUN can be penetrated. head into the sphere and challenge the wicked god NISZELPHA (use the HERO'S SWORD during the battle!)

時間 TIME

神 GOD

世界 WORLD

真 TRUTH

伝説 LEGEND

幽靈 GHOST



## CHAPTER 24: THE AVATAR OF LOST TIME



everyone gathers around the tree in RAMADU, where the party learned about what happened to VERONICA. but it's not just here. so many lives have been lost.

the group decides to take a look around the world, see how the regions have flourished since the battle against URNOGA.

ISHI, SOLTICO, MAYA's HIDEOUT, the YUGUNOA CASTLE RUINS...wherever they go, what the group finds is closure. but why does it still feel to them, that the adventure isn't over yet?...

while travelling the world, the party arrives at some mysterious ruins that seem to be related to GOD'S PEOPLE.

they find a fresco, depicting a powerful source of light. also, there is an old book, telling them more about what happened in the past:



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"there is said to be an ancient spiritual power, born from the soil of LOTOZETACIA.



the ruins, they are able to open the doors...

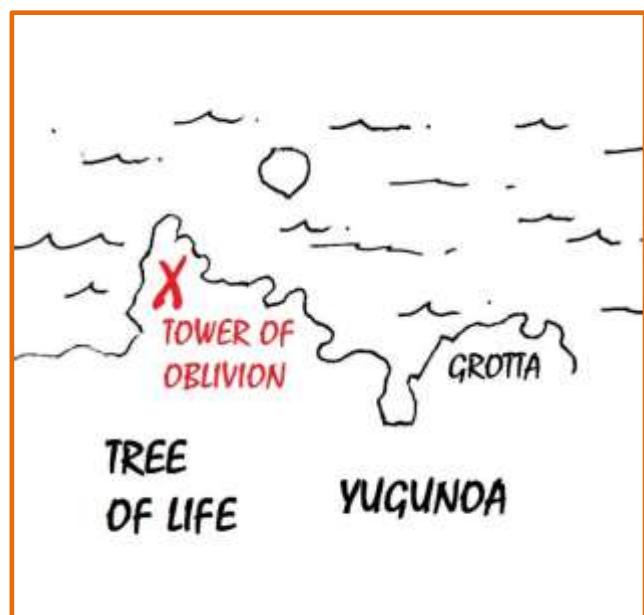
it is called the AVATAR OF LOST TIME.

the power that knits the fabric of time itself."

this could be the key. if they could find the AVATAR, maybe they would be able to change VERONICA's fate?!

they follow the instructions of the book and head towards the TOWER OF OBLIVION. with a mysterious cog that they found among

and on the tower's top floor, TORTE and his friends look into the eyes of a guardian that looks a lot like one of the YOCCHI. what he is guarding is the ORB OF TIME.



this is the power they have been searching for. they could change the past and save her friend. but they could do so much more...

the fall of the TREE OF LIFE. URNOGA's rise... they could prevent all of this. and save countless lives in the process...

but then the guardian start talking about the difficult part of all this: the rules.

a huge amount of power is necessary to activate the ORB. only the hero possesses such power. so only he alone can travel back in time.



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and... he cannot really return. there is a lot of discussion, but in the end, TORTE has made his decision. he follows the guardian's advice, and breaks the hero sword over the ORB OF TIME, the voices of his comrades shouting out to him.

**"TORTE...we will journey together once more. WE WILL MEET AGAIN!!!"**

then the clocks begin to go backwards...

when TORTE wakes up, he has returned to RAMUDA. right before leaving for the TREE OF LIFE. he finds the DEMON SWORD next to him. since the guardian wanted TORTE to use this sword, he takes it and hopes for the best.

at RAMUDA, TORTE is very touched to see VERONICA again. inside the temple she temple, the two meet. and the young girl promises to do everthing in her power, to protect him.

the events unfold just as they have the last time.

until TORTE reaches out to the HERO'S BLADE... he suddenly remembers what happened the last time... and with a swift strike, he repells HOMEROS spell.

this time, the battle against him, can be won.



## BOSS: HOMEROS

the evil tactician is brought to his knees and just like this, the party is invited to DELCADAR. the king acts as if he is feeling terrible about the "misunderstanding".

and GREIG, too, apologizes to TORTE. he can't believe his friend HOMEROS would sell his soul to the demons. luckily, the truth did come out before worse things could happen...

at the TREE OF LIFE, TORTE managed to get the HERO'S BLADE after defeating HOMEROS. during the night in the castle, while the young man tries to get some rest, the king enters TORTE's chambers. when he tries to steal the sword, the mysterious black YOCCHI appears



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again and stops the king in his tracks. finally, he shows his true face. inside the throne room, the party, together with GREIG, stands before URNOGA.

he admits possessing the king during the fall of YUGUNOA, 16 years ago. he also explains that he needs the sword to destroy the LIFE TREE's soul.



and when he speaks directly to GREIG, he calls the general one of GOD's people...GREIG however, insists that he was born and raised in BANDERFON.

and one way or the other, it doesn't make a difference right now. right now, all that counts is to defeat URNOGA...!

## BOSS: URNOGA

it's done! URNOGA is no more!

the king of DELCADAR is free from the demon's influence. he feels like waking up from a long and terrible nightmare. and he needs rest, just like they all do.

the next day, everyone gathers at the throne room. the king is very grateful. now,

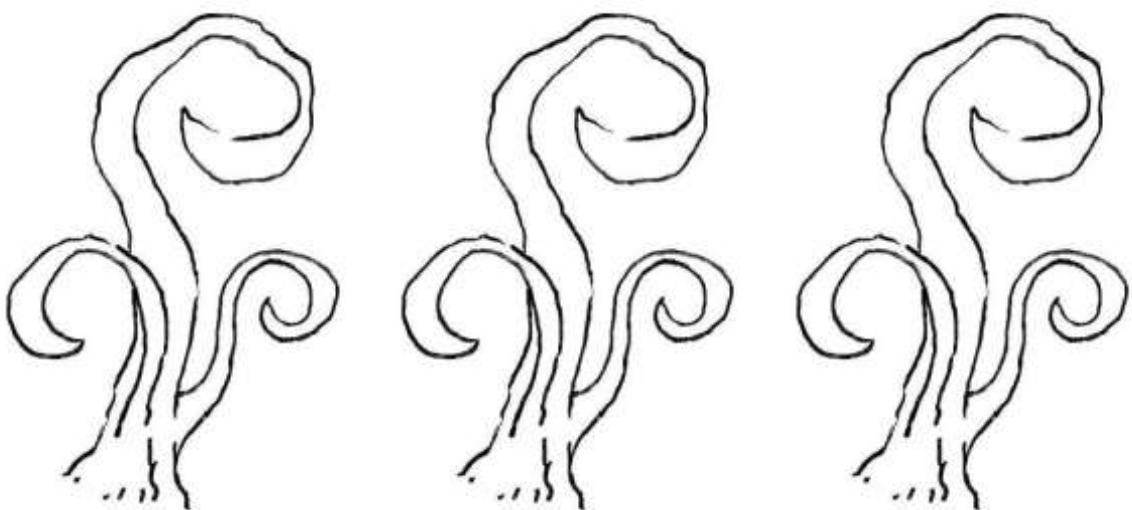
LOTZETACIA is save. everyone is save... but then...

### VOCABULARY – CHAPTER 24

飲み込む	のみこむ	to gulp down, swallow
渦	うず	whirlpool
降りる	おりる	to descend, go down (also: retire)
果たす	はたす	to complete, achieve
果て	はて	limit, end
獲得	かくとく	possession
奇跡	きせき	miracle, marvel
記録	きろく	document, record
起きる	おきる	to get up, wake up



## CHAPTER 25: THE TRUTH



...SENYA senses an evil power emerging... everyone runs to the balcony and looks to the sky. the great HERO STAR is falling towards LOTOZETACIA.

at the altar near the BAKLAVA SAND HILLS, the BLACK YOCCHI is staring into the sky, his arms waving, as if commanding the falling sphere.

the star crashes down and a giant is released from it. inside a dark cloud it begins to float, hovering in the air. watching. it's time for the party to find out the whole truth about LOTIU's journey, URNOGA and the wicked god.

at the coast of DELCOSTA, the prophet shows up again. the party is able to use CETOS once more (or for the first time, depends on who you ask).

but the strangest thing happens while talking to the prophet...

TORTE has now seen many of his or her appearances. but then the prophet suddenly looks exactly like URNOGA, telling TORTE that he forgot about the fact that "URNOGA" is his name in this world...

with the help of GOD's PEOPLE, the group then tracks down three saplings of the TREE OF LIFE. each one shows them a part of LOTIU's adventures. that way they find out that CETOS needs some kind of armor in order to break through the sphere that protects NISZELPHA.



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when the vision of the third sapling is over, the prophet appears again.

this time, he uses SENYA and VERONICA to grow a tree. this tree holds much more information and the vision it shows TORTE and his friends is going to explain everything.

in order to find a way to defeat NISZALPHA, the hero and his companions travelled the world just like TORTE did. his close friends right by his side.

NELSON, the warrior. SENKA, the sage. and URANOS, the magician.

during the final battle with the wicked god NISZELPHA, the hero's group was on the road to victory. but right before LOTIU could finish the enemy off, he was betrayed:

URANOS, the magician, stabbed the HERO. he did not want the wicked god to die. that moment, he just wanted it's power.

LOTIU died moments later.

since the hero's power wasn't there to destroy NISZELPHA for good, SENKA sealed the wicked god inside the magic barrier that she sent to the skies.

it was later known as the HERO STAR.

the sage than took the HERO'S BLADE back to the tree. afterwards, she disappeared. she went into hiding at the ANCIENT LIBRARY. SENKA wanted to find a way to bring her friend back to life. eventually, she stumbled upon the TOWER OF OBLIVION. and although she was able to save LOTIU, she did become the guardian of this place.

"i wanted to see you just one more time."

how could the prophet know all these things?

he finally reveals his true appearance:

### **URANOS.**

the prophet is another version of him, from another dimension.

during the battle agains NISZELPHA, URANOS heard a strange voice. he wasn't strong enough to resist it, and so - by his hands - the great hero LOTIU had to die.





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URANOS became upset with NISZELPHA's power. eventually, he became the being that TORTE and his friends got to know as URNOGA.



so it all had started with the influence of the wicked god. URANOS lost himself and became URNOGA. since he possessed a part of NISZELPHA's power, URNOGA's death gave the wicked god a chance to return to this world.

that is the whole reason, why TORTE was chosen. the wicked god has never been defeated. it is resting within the BLACK SUN, that hovers above LOTOZETACIA.

the prophet gives TORTE the mysterious cog and disappears.

at the TOWER OF OBLIVION, the party is finally able to strengthen CETOS, so that he can crush the BLACK SUN.

thank you, SENKA, for all your help.

now there is only one thing left to do: finish what LOTIU has started, many many years ago...

# 決戦

FINAL BATTLE

### VOCABULARY – CHAPTER 25

飲み込む	のみこむ	to gulp down, swallow
渦	うず	whirlpool
降りる	おりる	to descend, go down (also: retire)
果たす	はたす	to complete, achieve
果て	はて	limit, end
獲得	かくとく	possession
奇跡	きせき	miracle, marvel
記録	きろく	document, record
起きる	おきる	to get up, wake up
起こる	おこる	to occur, happen
見渡す	みわたす	to survey, look out over
限り	かぎり	limit, bounds, degree, as far as possible
限りない	かぎりない	eternal, endless, unlimited
光	ひかり	light
光景	こうけい	scene, spectacle, view
広大	こうだい	grand, magnificent, huge
仕方	しかた	method
始める	はじめる	to start, begin
若いもの	わかいもの	young man, youth, lad
初めて。。。.	はじめて。。。.	for the first time...
所	ところ	place, spot, address
とにかく	とにかく	anyhow...
有望	ゆうぼう	full of hope, good prospects
希望	きぼう	hope

飲み込む	のみこむ	to gulp down, swallow
渦	うず	whirlpool
降りる	おりる	to descend, go down (also: retire)
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所	ところ	place, spot, address
とにかく	とにかく	anyhow...
有望	ゆうぼう	full of hope, good prospects
希望	きぼう	hope



## CHAPTER 26: FINAL BATTLE

to start the final battle for LOTOZETACIA, the group has to crash into the BLACK SUN and face the wicked god NISZELPHA himself. but since the fight is going to be their biggest challenge yet, TORTE and his friends take some time to travel the world. there are many people who really need their help. many opportunities to grow stronger.

here are just some of them:

### VILLAGE OF GOD'S PEOPLE

near the ancient altar where the citizens' leader resides, the party can find the **LAST KEY inside a treasure chest** – with this item in hand, all those locked doors can now be opened. the party searches every water well and every jail-cell they have encountered so far. some useful recipes and items are the result.

### DELCADAR

... in front of DECK's shop, his wife is trying to find help. her husband has gone to GOD'S ROCK, near ISHI VILLAGE. she worries that something has happened to him. where EMMA and TORTE fought the SMOKE monsters during the ISHI TRIAL, DECK can be found. and he is in fact in serious trouble. the group has to defeat a giant HELLCONDOR to save KAMYU's friend. afterwards, DECK decides to move to ISHI, with his wife not being very happy about it...

### ISHI

while everybody is trying to rebuilt the village, EMMA wants TORTE to search for the inhabitants that escaped during DELCADAR's attack. the party gladly helps with this and some other tasks. after some time, ISHI VILLAGE can be restored. meanwhile, it is more clear than ever, that the bond between EMMA and TORTE, doesn't need any restoration. even though he has gone on this huge adventure and found new friends... for TORTE, EMMA will always be the one.



## HOMURA

YAYAKU and the villagers need help with the whole FIRE DRAGON situation...

## DAHARUNE

the harbor town DAHARUNE is attacked by a group of beasts.

## BANDERFON

in one of rooms beneath the BANDERFOUN RUINS, the party manages to find a mysterious place that seems out of this world. it is called NELSON'S LABYRINTH; and TORTE and his friends manage to find some incredible power there.

## GROTTA

HUMPHREY is in need of TORTE's help. in the heart of GROTTA's underground, a dangerous enemy must be fought again.

## YUGUNOA

since king IRVING has never been put to rest in this timeline, the party is able to see those strange dreams when sleeping at NELSON'S LODGE... and inside YUGUNOA's sewers, the DREAM KNIGHT is waiting to find peace...

## MURIA

the queen of MURIA needs TORTE and his friends to eradicate a vicious sea creature.

*after all of this, the party climbs on CETOS back and heads towards the BLACK SUN. when the sphere bursts, the hero and his friends find themselves standing before the mighty being that started it all: NISZELPHA. the wicked god. now, the true final battle for LOTOZETACIA begins!!!*



## TRUE FINAL BOSS: NISZELPHA



: by: SLEEPY RACOON

## SIDEQUESTS

SIDE QUEST NO.	<b>01 - THE SPECIAL FEATHER</b>
QUEST GIVER	ISHI VILLAGE, man next to item shop
TO-DO	get the feather that is hidden in a chest behind the horse barn in ISHI VILLAGE (NORTH)
REWARD	DREAM FLOWER 1x

SIDE QUEST NO.	<b>02 - THE LEGENDARY ARMY MEN</b>
QUEST GIVER	DELCADAR CASTLE TOWN, young man near stairs to the upper area
TO-DO	search for an old book about the two legendary army-men. it's a bookshelf inside one of the houses in the south-eastern part of DELCADAR CASTLE TOWN
REWARD	YUGUNOA COIN 1x

SIDE QUEST NO.	<b>03 - LOST KITTEN</b>
QUEST GIVER	DELCADAR CASTLE TOWN, little girl in eastern part of town, next to the inn
TO-DO	climb up the ladder and over the rope to reach the roof above the girls head. then, talk to the cat sitting there and return to the girl
REWARD	CATNIP 1x

SIDE QUEST NO.	<b>04 - ZONE-SKILL TRAINING</b>
QUEST GIVER	DELCADAR HILLS, soldier in front of the church
TO-DO	defeat one of the monsters on DELCADAR HILLS with the ZONE-SKILL "SHADOWATTACK" (TORTE and KAMYU must both be in the ZONE)
REWARD	GOLD NECKLACE 1x

SIDE QUEST NO.	<b>05 - BLACKSMITH TRAINING</b>
QUEST GIVER	HOMURA VILLAGE, guy next to the bar
TO-DO	make a GOLDRING with at least "1+"
REWARD	CROSSBOOMERANG 1x



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SIDE QUEST NO.	<b>06 - ORE DELIVERY</b>
QUEST GIVER	HOMURA VILLAGE, man in western area near the forge
TO-DO	1 IRON ORE STONE from one of the farming spots in the western part of the HOMUSBI REGION (NORTH)
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>07 - BEASTMODE ACTIVATED!</b>
QUEST GIVER	SAMADHI, man in north-west part of town
TO-DO	defeat WYVERN-DOG while having the ZONE-SKILL "BEASTMODE" active (TORTE, KAMYU and SENYA must all be in the ZONE - the skill makes KAMYU a lot stronger and let's him attack twice)
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>08 - RARE ENEMIES</b>
QUEST GIVER	SAMADHI, man in front of the restaurant, eastern part of town
TO-DO	to-do: defeat the GOLDEN CACTUS enemy. it spawns near the fireplace outside of town in the southern part of the desert. ...and only if you continue beating the regular cactus enemies. he automatically drops an item - this is what the cook is searching for
REWARD	CARD OF EXCHANGING GLANCES 1x

SIDE QUEST NO.	<b>09 - SIBLING CORRESPONDENCE</b>
QUEST GIVER	DAHARA CHECKPOINT, guard at the gate
TO-DO	bring a letter to his sister DIANA in DAHARUNE. a girl at the bar will point you towards the north-east part of the town. DIANA is standing outside of the mayor's residence. return to her brother afterwards.
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>10 - A LETTER FOR THE TEACHER</b>
QUEST GIVER	DAHARUNE, DIANA (behind mayor's residence)
TO-DO	bring her letter to a man at the beach of SOLTICON.
REWARD	MINIMEDAL 1x

SIDE QUEST NO.	<b>11 - UNDEAD MENACE</b>
QUEST GIVER	BANDERFON REGION, priest at NELSON'S LODGINGS (behind building)
TO-DO	use SENYA's ZONE SKILL HOLY STRIKE on an enemy called UNDEAD MAN. it spawns during night in the BANDERFON REGION (mostly near BANDERFON RUINS)
REWARD	ROBE 1x



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SIDE QUEST NO.	<b>12 - SEARCHING FOR PLANTS</b>
QUEST GIVER	GROTTA, man in south-western corner of town
TO-DO	gather one of the rare ALOE plants at the harvest point in YUGUNOA REGION (WEST). it's right next to the fireplace.
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>13 - THE ILLUSIONARY FIGHTER</b>
QUEST GIVER	GROTTA, child in orphanage-cellar (after the tournament)
TO-DO	find the illusionary fighter. he is inside GROTTA's only water well. climb town, talk to him and then return to the boy.
REWARD	MINIMEDAL 1x

SIDE QUEST NO.	<b>14 - BATTLE ON THE BEACH</b>
QUEST GIVER	SOLTICO, man next to the inn in the western corner of town
TO-DO	defeat a SEAGOLEM. it spawns at the beach of SOLTIANA
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>15 - IMPROVING THE DISH</b>
QUEST GIVER	SOLTICO, man in one of the hotels
TO-DO	take the ship to the small inlet south of DELCADAR. a group of bandits can be found here. defeat them and return to the quest giver
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>16 - MY BUNNY</b>
QUEST GIVER	SOLTICO, old geezer at the beach
TO-DO	dress up one of your characters in a bunny-costume and show it to the old man. the vest needed for the costume has to be created with the smithy stand. the recipe can be exchanged at the CASINO for 500 COINS you need 3 parts:BUNNY EARS, BUNNY SUIT and a pair of white TIGHTS
REWARD	BELT 1x

SIDE QUEST NO.	<b>17 - DANGEROUS UMBRELLA</b>
QUEST GIVER	PUCHALAO VILLAGE, old woman near church
TO-DO	defeat KILLER UMBRELLA, an enemy that spawns in MEDACHATTO REGION (SOUTH)...but only when it's raining
REWARD	GOLDEN ORE 1x



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SIDE QUEST NO.	<b>18 - SEARCHING FOR TREASURE</b>
QUEST GIVER	MEDAL GIRL SCHOOL, girl inside the western room of the main building
TO-DO	search for the item by using the tips that the girl is giving you: in 2D-MODE, start at the tree in the garden of MEDAL GIRL SCHOOL. go east, 20 steps, then south, 5 steps. at the waterside you will find the item. bring it to the girl to clear the quest.
REWARD	MEMORY RIBBON 1x

SIDE QUEST NO.	<b>19 - A GIRL'S WEAPON</b>
QUEST GIVER	MEDAL GIRL SCHOOL, girl under the tree, next to entrance of main building
TO-DO	make a queen whip with at least "+1". one of the resources, GREEN EYES, can be bought at the school's shop
REWARD	

SIDE QUEST NO.	<b>20 - PREPARING FOR THE TEST</b>
QUEST GIVER	MEDAL GIRL SCHOOL, slug on first floor
TO-DO	talk to hammergey named MAPLE on the same floor. return to slug and talk about the information he needs. then, go to PARADISE BIRD'S RAVINE. the notice board you need is in the middle area. use one of the robot-enemies to jump up the cliffs and return to the quest giver afterwards.
REWARD	MEDAL SCHOOL DRESS 1x

SIDE QUEST NO.	<b>21 - THE WOODEN GODDESS STATUE</b>
QUEST GIVER	NAGIMURA VILLAGE, fisherman at the beach, south-western part of village
TO-DO	get the wooden goddess statue. it can be found on the small island in the north-eastern corner of the worldmap, at the beach, next to your ship
REWARD	CARD OF DECISIONS 1x

SIDE QUEST NO.	<b>22 - ONCE MORE</b>
QUEST GIVER	MURIA KINGDOM, mermaid near palace
TO-DO	search for the old man in the eastern part of DAHARUNE and return his lyrics to the mermaid
REWARD	???



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SIDE QUEST NO.	<b>23 - THE WITCH'S LOVE</b>
QUEST GIVER	KREYMORAN, man in western parts of town
TO-DO	find the ETERNAL MOON FLOWER. it can be gathered near the ETERNAL MOON LAKE, south-eastern part of the SHIKESVIA SNOWFIELD
REWARD	???

SIDE QUEST NO.	<b>24 - VIKINGS</b>
QUEST GIVER	KREYMORAN KINGDOM, western part – man next to horsebarn
TO-DO	take the ship to the cave next to the docks of KREYMORAN. inside you will finde the VIKINGS-hideout. one of the VIKINGS will lead you to his friend who can be found on the small northernmost island on the worldmap. this friend hands you an item. bring it to the quest giver
REWARD	???

SIDE QUEST NO.	<b>25 - THE RED LEAF</b>
QUEST GIVER	RAMUDA, man next to great temple
TO-DO	find a red LEAF OF BEGINNINGS, can be gathered in the eastern part of the FOREST OF BEGINNINGS
REWARD	???

SIDE QUEST NO.	<b>26 - RARE FLOWER</b>
QUEST GIVER	RAMUDA, young girl in small forestground, south-west of village
TO-DO	defeath the rare flower-enemy in the FOREST OF BEGINNINGS. to make it spawn, defeat lots of ALRAUNE-enemies in the north-eastern part of the forest
REWARD	???

SIDE QUEST NO.	<b>27 - MOUNTAIN-TRAINING</b>
QUEST GIVER	DULDA, monk near church (1 <sup>st</sup> floor)
TO-DO	defeat a SNOWDRAGON with TORTE's and GREIG's ZONESKILL (POWER UP). SNOWDRAGONS can be found right outside of the hamlet
REWARD	???



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SIDE QUEST NO.	<b>28 - SEVEN COLORS</b>
QUEST GIVER	PUCHALAO VILLAGE, young man in centre of village
TO-DO	find the RAINBOW COLORED STONE inside the MIRACLE WATER CAVE. to reach the spot where you can gather the stone, go to the camping-side, halfway through the cave. then, enter the cave again through the northern entrance. turn left and the gathering spot can be found right around the corner.
REWARD	MYTHRIL STONE 1x

SIDE QUEST NO.	<b>29 - SLIME UP</b>
QUEST GIVER	MEDAL GIRL SCHOOL, seaslime in library
TO-DO	find the outfit, CHICO is searching for, and wear it in front of him
REWARD	MINI MEDAL 1x

SIDE QUEST NO.	<b>30 - HELLISH ATTACK</b>
QUEST GIVER	NAGIMURA, old man at the beach
TO-DO	defeat ONIKONBOU on the island west of NAGIMURA (near WHITE BAY) with a special ZONE SKILL
REWARD	HOLY TEAR 1x

SIDE QUEST NO.	<b>31 - HOW TO BECOME A KNIGHT</b>
QUEST GIVER	SOLTICO, old man near entrance of town
TO-DO	equip three of your characters with a KNIGHTBLADE and have them in your active party. then, talk to quest giver
REWARD	METAL SHIELD 1x

SIDE QUEST NO.	<b>32 - DELIVERY</b>
QUEST GIVER	MEDAL GIRL SCHOOL, old woman on first floor
TO-DO	bring the item the old lady is giving you to LILIAN in KREYMORAN. LILIAN is the little girl next to the church in the corner. afterwards, return to quest giver
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>33 - ALWAYS IMPROVING</b>
QUEST GIVER	MEDAL GIRL SCHOOL, slug in front of main building
TO-DO	search for the piece of equipment, the slug wants to get her hands on
REWARD	EQUIPMENT RECIPES



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SIDE QUEST NO.	<b>34 - ZOMBIE RESEARCH</b>
QUEST GIVER	MEDAL GIRL SCHOOL, ZOMBIE near headmaster's room
TO-DO	head to HOMUSBI UNDERGROUND LABYRINTH. the NPC you're looking for can be found by the jail cells. bring him his special water.
REWARD	SATAN HELMET

SIDE QUEST NO.	<b>35 - FLOWER AT THE OASIS</b>
QUEST GIVER	DAHARUNE, maid on eastern side of town
TO-DO	collect the mysterious flower in the SAMADHI REGION (south of town, near the small oasis)
REWARD	HAPPY HAT 1x

SIDE QUEST NO.	<b>36 - SUNKEN STONE</b>
QUEST GIVER	DAHARUNE, old man on western side, near the DOCKS
TO-DO	find a special stone in the sea east of DELCADAR. you have to go to MURIA kingdom and talk to the queen. she will transform you into a fish again. in that form, search the main hub of the city. the stone can be found on one of the pillars
REWARD	EQUIPMENT RECIPES

SIDE QUEST NO.	<b>37 - SAVING THE MERMAID</b>
QUEST GIVER	NAGIMURA, boy next to grave - near KINAL's hut at the shore.
TO-DO	search for a fishman on an island south of KREYMORAN (not WHITE BAY!). he will hand you an item that you can use to heal the mermaids throat. once that's done, talk to the boy again.
REWARD	METAL GEM 1x

SIDE QUEST NO.	<b>38 - RELEASE THE KRAGON</b>
QUEST GIVER	NAGIMURA, fisherman in south-western corner of the village
TO-DO	beat the yellow KRAGON with TORTE and SILVIA's ZONE SKILL "FLAMETHROWER". the KRAGON lives in the waters around the island west of BANDERFON
REWARD	PENTAGRAM 1x

SIDE QUEST NO.	<b>39 - THE LOST SONG</b>
QUEST GIVER	NELSON'S LODGE, musician outside of the building
TO-DO	get the required item from a treasure chest inside the small hut that lies west of the YUGUNOA CASTLE RUINS



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REWARD	EQUIPMENT RECIPES
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SIDE QUEST NO.	<b>40 - FISHMEN ISLAND</b>
QUEST GIVER	MURIA KINGDOM, MERMAID on shipwreck (lower area that can only be accessed as a fish)
TO-DO	get an item from the fishmen island on the western end of the worldmap
REWARD	ROYAL CHARM 1x

SIDE QUEST NO.	<b>41 - SCARY STORY</b>
QUEST GIVER	MEDAL GIRL SCHOOL, little girl near priestess (only during the night)
TO-DO	search for the hidden tombstone in the BANDERFON REGION. it is amidst the cornfield, near NELSON'S LODGE
REWARD	SALT OF TIME 1x

SIDE QUEST NO.	<b>42 - ANOTHER RARE ONE</b>
QUEST GIVER	DELCADAR, old man
TO-DO	defeat many SERGEINAS in HOMUSBI REGION (SOUTH) until ASTAROTH spawns. defeat it and return to quest-giver
REWARD	APOLLO AXE 1x

SIDE QUEST NO.	<b>43 - THE FORTUNETELLER'S TASK</b>
QUEST GIVER	DELCADAR, LOWER CASTLE TOWN, fortuneteller inside one of the houses
TO-DO	get some HOLY WATER from the FOREST OF BEGINNINGS (beware of the nearby dragon)
REWARD	MIRACLE DROP 1x

SIDE QUEST NO.	<b>44 - THE LEGENDARY BEAST</b>
QUEST GIVER	VILLAGE OF GOD'S PEOPLE, citizen on north-eastern island
TO-DO	go to the ANCIENT BATTLEFIELD. around the halfway-point, behind the cell-door (LAST KEY needed), is the enemy you are searching for. defeat it and return to quest giver.
REWARD	SENYA's STATS UP!

SIDE QUEST NO.	<b>45 - SCORCHING REQUEST</b>
QUEST GIVER	HOMURA, woman near bathhouse
TO-DO	find the BLAZING FIRE STONE
REWARD	SLIME EARRINGS 5x



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SIDE QUEST NO.	<b>46 - LOTIU'S SECRET</b>
QUEST GIVER	citizen in VILLAGE OF GOD'S PEOPLE
TO-DO	find LOTIU'S BANGLE inside NELSON'S LABYRINTH
REWARD	TORTE's hero-skill "EARTH STRIKE" strengthened

SIDE QUEST NO.	<b>47 - URANOS' TOMES</b>
QUEST GIVER	DULDA, monk near top fo hamlet
TO-DO	find the three sealed books inside the ANCIENT LIBRARY
REWARD	ROU's magical power raised

SIDE QUEST NO.	<b>48 - NELSON'S TOMES</b>
QUEST GIVER	citizen in VILLAGE OF GOD'S PEOPLE
TO-DO	find the four hidden tomes of NELSON in SAMADHI, PUCHALAO, DELCADAR and KREYMORAN
REWARD	GREIG's axe skill "UNPARALLEL AXE" strengthened

SIDE QUEST NO.	<b>49 - SCAVANGING KREYMORAN</b>
QUEST GIVER	man in NAGIMURA
TO-DO	find an item in the KREYMORAN REGION (near a high place)
REWARD	SLIME EQUIPMENT

SIDE QUEST NO.	<b>50 - THE OTHER BRANCH</b>
QUEST GIVER	SAMADHI, prince PHARIS
TO-DO	find the ZONNAL TREE BRANCH in a place north of the FOREST OF BEGINNINGS
REWARD	MIRACLE CHERRY 1x