



# TALES OF REBIRTH

## GAME GUIDE

with vocabulary

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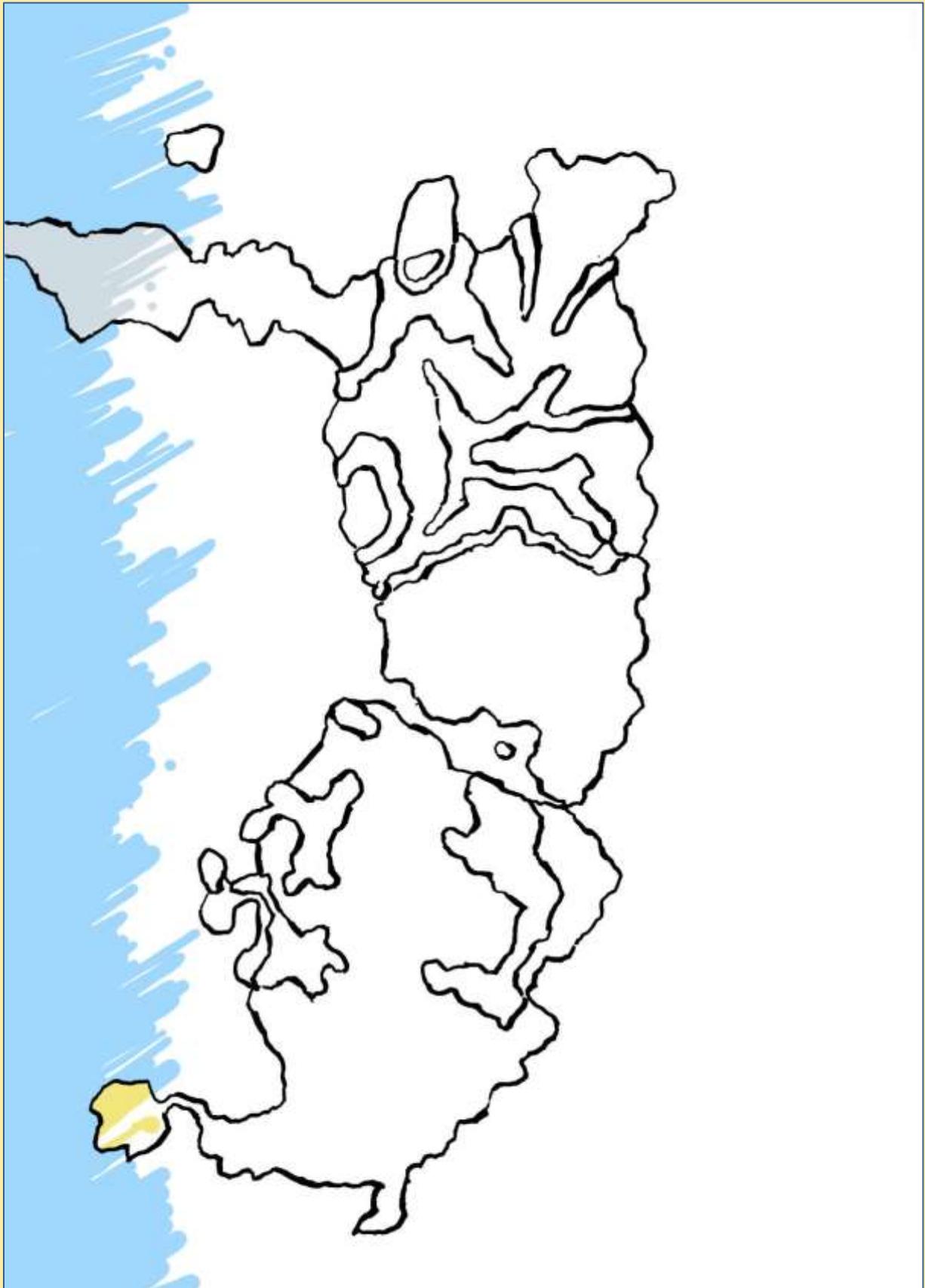


a guide by: SLEEPY RACCOON

# 世界の地図

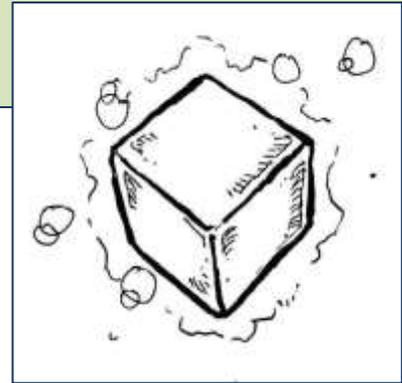
WORLD MAP







# SULZ AREA



1. SULZ: follow CLAIRE to her house and have a meal with MAO and EUGENE
2. SULZ: go towards the assembly hall
3. after the events in front of the assembly hall, leave SULZ
4. cross the GREAT LARULEN BRIDGE - beware! the DARK WINGS appear!
4. take a break at KEKETTO HOSTEL
5. KEKETTO HOSTEL: during the attack at night, use the clock to get the attackers back to their senses
6. KEKETTO HOSTEL: talk to WALT
7. continue the journey to MINAL by going south
8. reach ETORAY BRIDGE and meet the DARK WINGS again
9. since the bridge is destroyed, head westwards towards the ALVAN MOUNTAINS
10. cross the ALVAN MOUNTAINS.

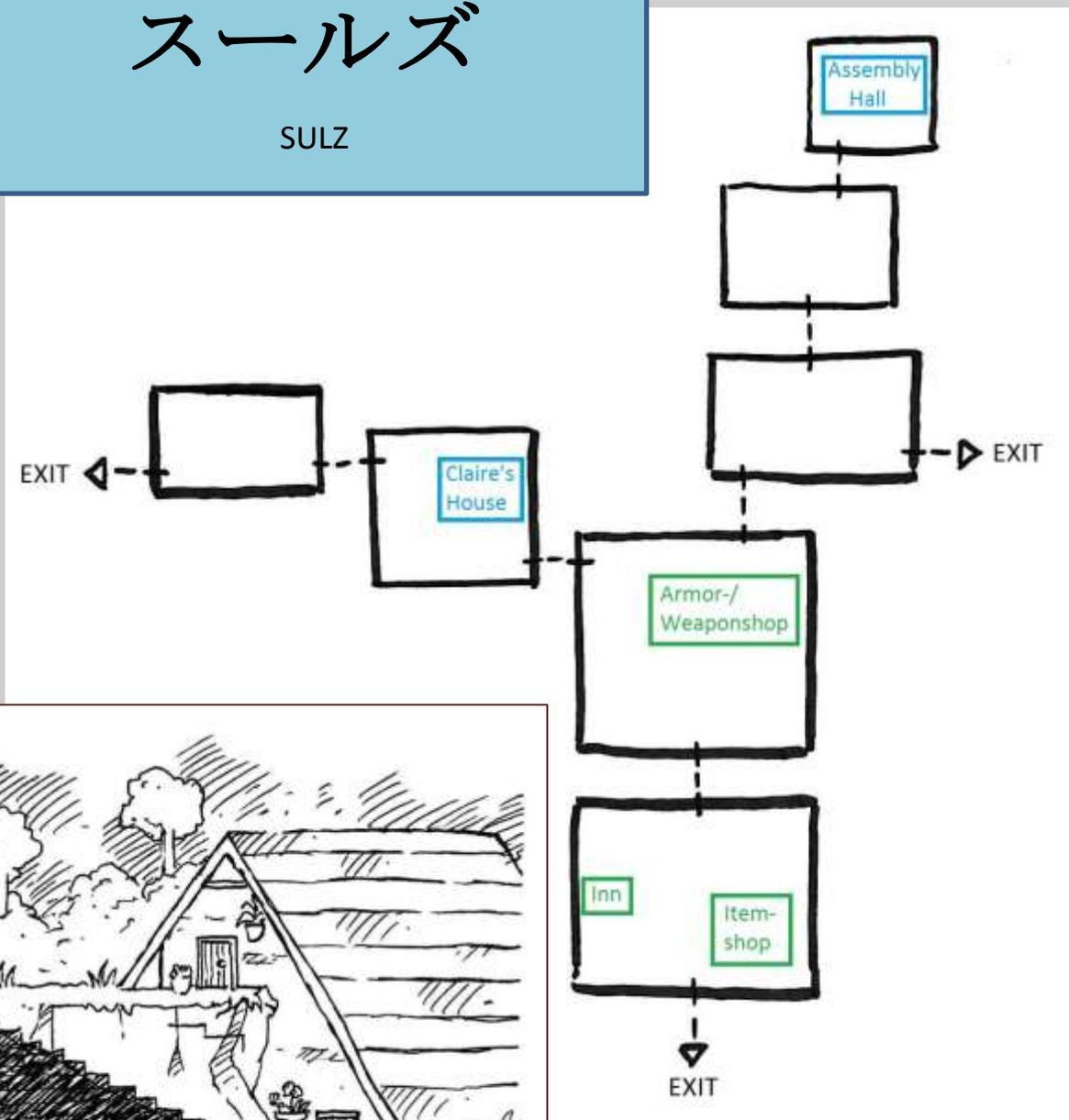


1 year ago, LADRAS, the king of CALLEGEA, performed a strange ritual, offering up all his FORCE and dying in the process. this day came to be known as the **DUSK OF LADRAS**.

on that same day a mysterious power awakened within the young man VEIGUE. a power he could not control. in a terrible accident he trapped his friend CLAIRE inside a giant ice pillar...

# スールズ

SULZ





just as everyday, VEIGUE is sitting at the assembly hall, watching after CLAIRE. he has been trying to free her for one year now, without success. suddenly two strangers appear: a GAJUMA named EUGENE and a young boy called MAO. they tell VEIGUE more about his power that is called FORCE and offer their help as well as asking for his.

after freeing CLAIRE, the small group wants to have a meal at her place but is attacked by a strange bird. it's called a VIRUS and apparently those have started to increase in numbers since a certain day one year ago. after defeating the enemy, MAO, EUGENE and VEIGUE decide to head to CLAIRE's house.

*there are two races in the kingdom of CALLEGEA: the **HUMA** and the **GAJUMA**, with the first being your standard humans, while the second are beast-people with a strong connection to the power of FORCE.*

VEIGUE learns more about the FORCE, how different people command different elements, how originally only the GAJUMA-race was able to use this power, and how that changed during the DUSK OF LADRAS.

MAO and EUGENE want VEIGUE to go with them on a journey to find new FORCE-users and unravel the mysteries behind that fateful day. there are a lot of things going on in the kingdom of CALLEGEA and they seem to be connected to the new queen...

*after the king's death, his daughter **AGARTE** became queen of CALLEGEA. her personal army is called the ROYAL SHIELD and many of its members are strong FORCE-users. the strongest of them are **THE FOUR STARS**.*

*their job is to find and bring in FORCE users as well as other special operations. THOMA and SALEH are two of these FOUR STARS.*

with VEIGUE still being unsure if he can accompany MAI and EUGENE, the conversation is interrupted.

a group of soldiers attacks the village, and their two leaders, THOMA and SALEH, take CLAIRE with them after a short battle and a little dispute.

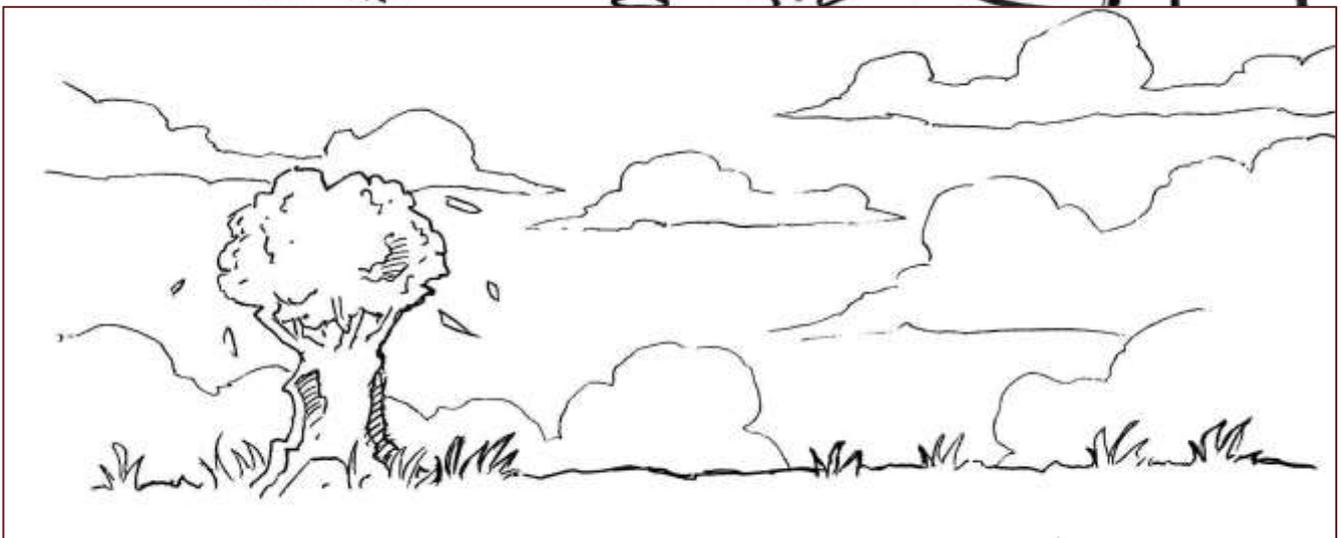
it turns out they know VEIGUE's two new friends. EUGENE himself was once the general of the ROYAL SHIELD and MAO his retainer.



during the *DUSK OF LADRAS*, **MAO** lost his memory. only in dreams can he remember his life from before...

now VEIGUE doesn't have to make the decision wether he will go on this journey or not...

together with EUGENE, MAO and his pet ZAPIE, he chases after the army. believing that the enemy's first destination has to be the harbor town MINAL, the group travels south.





**WORLD MAP UNLOCKED!**

**BATTLEBOOK UNLOCKED!**

**COOKING UNLOCKED!**

一年前	いちねんせいまえ	one year ago
事故	じこ	accident
大丈夫	だいじょうぶ	all right, ok
困る	こまる	to be in trouble
氷	こおり	ice
捕らわれる	とらわれる	to be captured
王	おう	king
四	し、よん	4
盾	たて	shield
力	ちから	power
過ち	あやまち	fault, error, indiscretion
非	ひ	mistake
秘密	ひみつ	secret
軍隊	ぐんたい	army
閉じる	とじる	to close
信じる	しんじる	to believe, trust
必要	ひつよう	needed, necessary
必死	ひっし	frantic, desperate
家族	かぞく	family
家	いえ	house
食べる	たべる	to eat
休む	やすむ	to rest
名前	なまえ	name
知る	しる	to know
と言う	という	called...
言葉	ことば	word
聞く	きく	to hear
...のため	...のため	for...
救い出す	すくいだす	to rescue, free



after a little encounter with the DARK WINGS at the GREAT LARULEN BRIDGE, the party decides to rest at...

# ケケット街道治い小屋

KEKETTO HOSTEL

during the night, they are attacked by a small group that seems to be under the influence of some strange sound.

VEIGUE uses the hostel's clock to snap them out of it. immediately afterwards, WALT, the FORCE-user of sound, wants to have a chat. he is one of the FOUR STARS and begs EUGENE to return to THE ROYAL SHIELD.

although he is one of the enemies, he ensures VEIGUE that CLAIRE is safe, along with the other girls the queen has ordered her army to capture.

*since CLAIRE is his main concern, VEIGUE does not go into detail about the things WALT said during the encounter at KEKETTO HOSTEL. still, what sin did **EUGENE** commit...?*





# エトレー橋

## ETORAY BRIDGE

the party encounters the DARK WINGS again and is forced to make a detour. with the ETORAY BRIDGE destroyed, their only way of reaching MINAL is through the ALVAN MOUNTAINS.

治す	なおす	to cure
若い	わかい	young
美しい	うつくしい	beautiful
女の子	おんなのこ	girl
会場	かいじょう	assembly hall
兵	へい	soldier
村	むら	village
向かう	むかう	to move towards
南	みなみ	south
港	みなと	harbor
町	まち	town
道	みち	road
宝箱	たからばこ	treasure chest
技	わざ	skill
料理	りょうり	cooking
装備	そうび	equipment
武器	ぶき	weapon
決定	けつてい	decision, determination
音楽	おんがく	music
音	おと	sound
時計	とけい	clock
橋	はし	bridge
追いかける	おいかける	to chase after
団	だん	group
星	ほし	star
守る	まもる	to protect
売る	うる	so sell
買う	かう	to buy



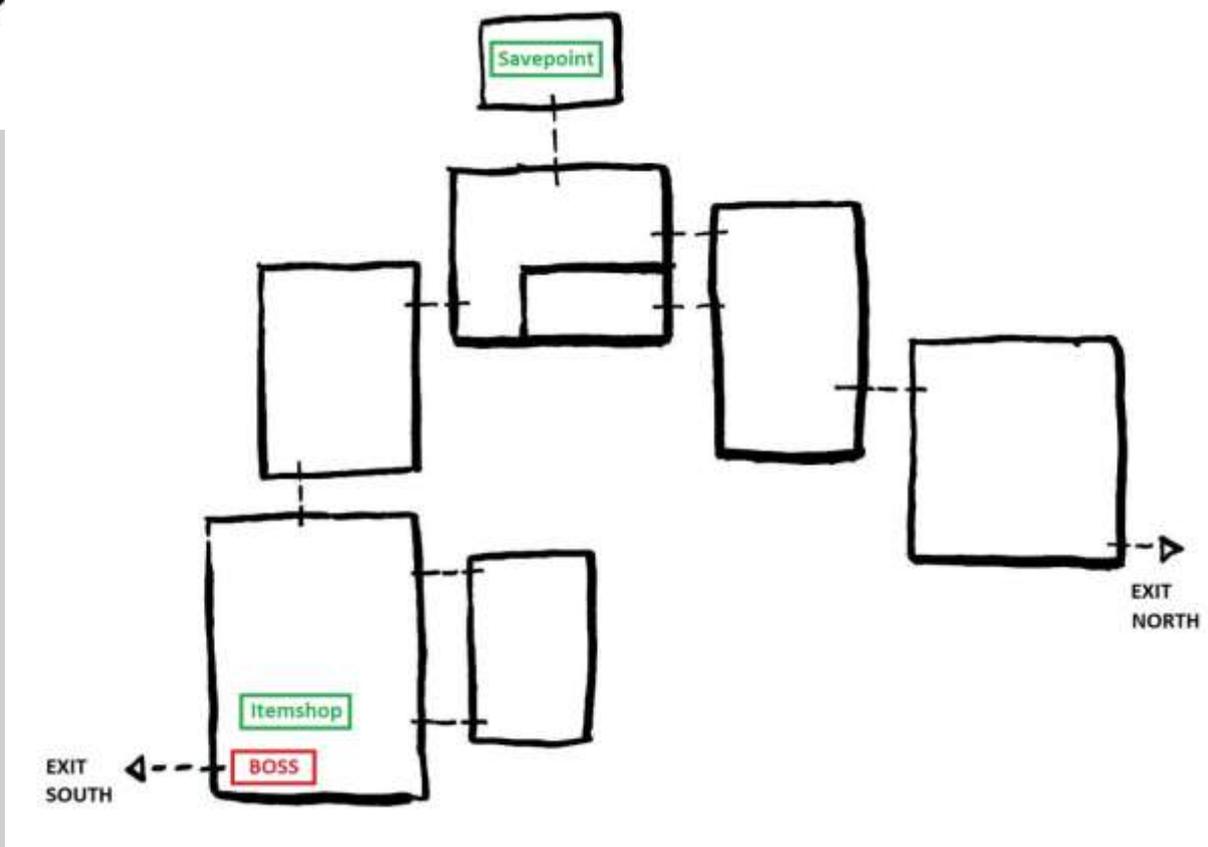
剣	けん	sword
槍	やり	spear
戦う	たたかう	to fight
傷	きず	wound, scar
動物	どうぶつ	animal
川	かわ	river
山	やま	mountain
大変	たいへん	taihen
女王	じょうおう	queen
姫	ひめ	princess
旅	たび	journey
王国	おうこく	kingdom
泊まる	とまる	to stay over night
都	みやこ	city
始める	はじめる	to begin
先	さき	forward, before
急ぐ	いそぐ	to rush
助ける	たすける	to help
ある日	あるひ	one day...
成る	なる	to become
仲間	なかま	companion
変える	かえる	change
人種	じんしゅ	race of people
現れる	あらわれる	to appear
失う	うしなう	to lose
試みる	こころみる	to try
気を失う	きをうしなう	to faint
使い	つかい	user
黒	くろ	black
大きい	おおきい	big
元	もと	former-, ex-
謎	なぞ	riddle, mystery
探す	さがす	to search for
東	ひがし	east
求める	もとめる	to ask for
翼	つばさ	wing
目的	もくてき	goal



声	こえ	voice
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# アルヴァン山

ALVAN MOUNTAINS





with the help of VEIGUE's FORCE the party begins to cross the ALVAN MOUNTAINS. during that trip, VEIGUE shows his new companions a pretty stone that CLAIRE gave him once for his birthday. he is so eager to save her that he forgets to rest. also, saving CLAIRE does mean more than just finding her. the party has to get stronger and the queen's plans have to be uncovered.

## EQUIPMENT UPGRADING UNLOCKED!

after taking a little nap at a cottage, the journey through the mountain continues. and it's a hard one. a lot of VIRUSES roam the area and it is only due to MAO's powers that the party can pass the huge chunks of ice that block the way. finally, they reach the southern end of the mountains, only to be attacked by a strong monster:

### BOSS 1: LEG TIGHT

LV: 15  
HP: 8000  
WEAK: WATER  
STRONG: FIRE

the VIRUS can hit hard, but as long as you always switch to defending right after every attack-chain, you should be fine.



having left the mountain path, the party can almost see MINAL. the city lies to the east of their current location and they head there as fast as possible. unfortunately, they soon run into another problem. while on the road, heavy rain starts to fall...

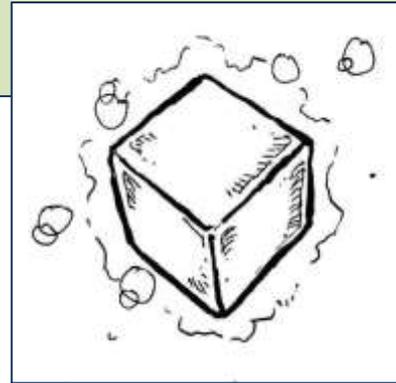
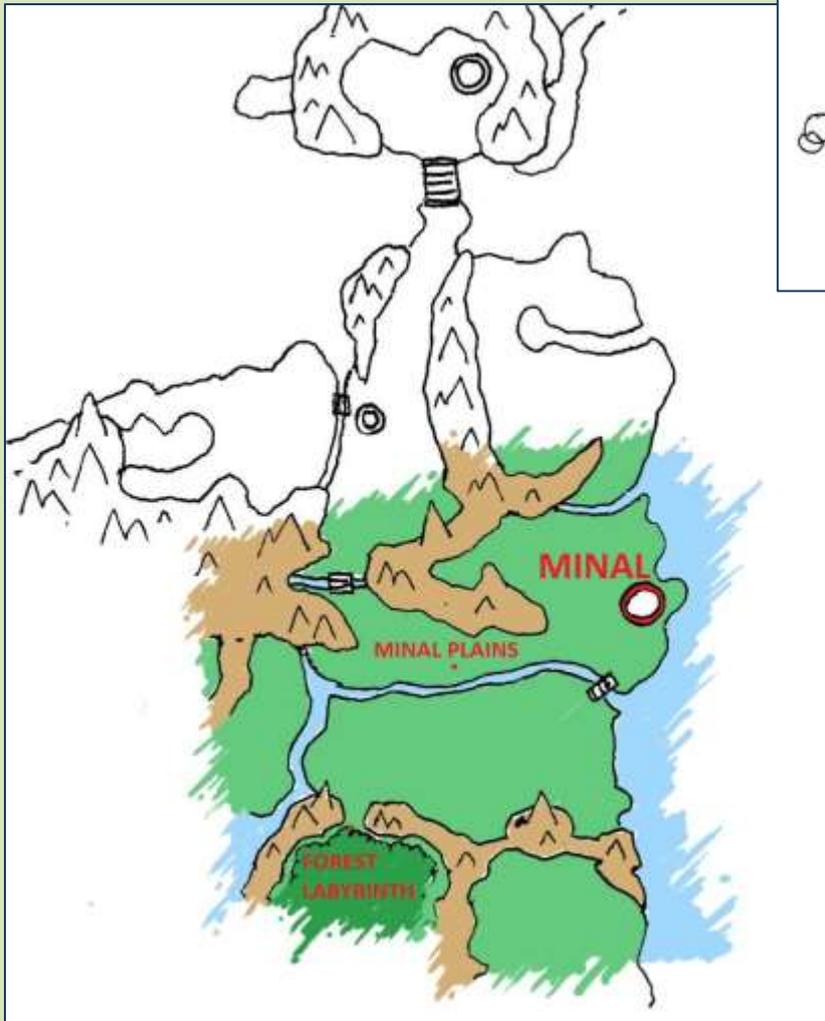
闇	やみ	darkness
怖い	こわい	scary
煩い	うるさい	annoying



壊す	こわす	to destroy, break
逃げる	にげる	to escape
行き止り	いきとまり	dead end
飛ぶ	とぶ	to jump, leap, fly, soar
西	にし	west
北	きた	north
忘れる	わすれる	to forget
諦める	あきらめる	to give up
だけ	だけ	only
彼女	かのじょ	she, girl
走る	はしる	to run
歩く	あるく	to walk
分かる	わかる	to understand
小屋	こや	hut
進む	すすむ	to advance
早く	はやく	to be fast
遅い	おそい	slow
越える	こえる	to cross, pass through
返す	かえす	to return sth./s.o.
確実	かくじつ	certainty, reliability
嵐	あらし	storm
やはり	やはり	also..., likewise..., still...
幸せ	しあわせ	shyawase
増す	ます	to increase, grow
なぜ	なぜ	why
答え	こたえ	answer
質問	しつもん	question
陛下	へいか	majesty
だが	だが	but..., and yet..., still...
暇	ひま	free time
平和	へいわ	peace
雪	ゆき	snow
簡単	かんたん	easy
幸せ	しあわせ	happiness
やっぱり	やっぱり	likewise..., even so...
強い	つよい	strong



## MINAL AREA



1. head towards MINAL, you will end up on the MINAL PLAINS
2. MINAL PLAINS: head east until VEIGUE creates an ice pillar
3. MINAL PLAINS: keep going east to discover that the party is walking in circles
4. MINAL PLAINS: eventually you can use MAO's power on the pillar and, after a short fight, continue to MINAL
5. reach the harbor town MINAL
6. MINAL: talk to DR. CURIA
7. MINAL: speak to the soldiers at the harbor
8. MINAL: head back to the town square to learn about the two different options of getting on a ship
9. MINAL: choose one of the two options - the result will be the same no matter what you choose: no ship.
10. MINAL: talk to DR. CURIA again and witness the unfortunate encounter between ANNIE and MISHA
11. MINAL: search for MISHA in town - he's at the cabbage-field
12. MINAL: head back to the town's entrance and follow DR. CURIA to the coast, where MISHA can be saved.
13. MINAL: ANNIE will make a deal with EUGENE and become a member of your party
14. next goal: the town PETNADJANKA, south-west of MINAL
15. you will come across the FOREST LABYRINTH - enter it and follow the road to the west until ANNIE and MAO open an alternate route.
16. travel through the FOREST LABYRINTH



RACOON

# ミナール平原

## MINAL PLAINS

the weather is out of control and the group is stuck going in circles on the plains. just when they find out that the reason for this phenomenon is a FORCE-user, the person responsible shows up.

it's a young woman who introduces herself as ANNIE BARRS. her goal: to kill the GAJUMA that killed her father. together with a band of hired men she attacks EUGENE...

### BOSS 2: ANNIE

HP: 926

WEAK: -

STRONG: -

focus on ANNIE first. she has the lowest HP and her spells can do heavy damage. once the girl is out of the picture, the rest of the enemies should be a breeze. the three mercenaries have 3000 HP each.



after her defeat, ANNIE is desperate. her father, DOCTOR BARRS, was all the family she had and his closest friend, EUGENE, took him from her. the girl starts crying and screams at him.

the GAJUMA does not try to apologize. he wants ANNIE to not give up, keep on living until his mission is completed. after that, he promises, his life will be in her hand.

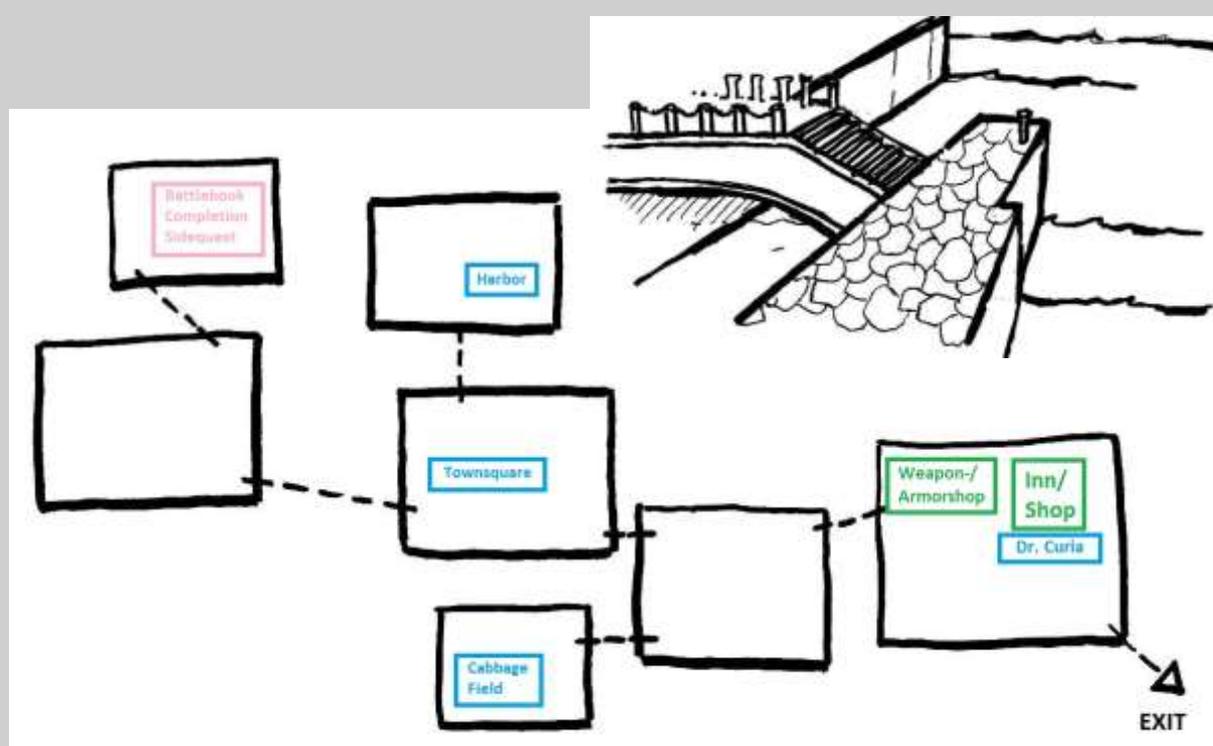


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since she used too much of her FORCE, ANNIE collapses. a doctor in MINAL should be able to get her back in shape, so EUGENE picks up ANNIE while the party continues their trip to the harbor town.

# ミナール

MINAL



## EQUIPMENT INHERIT UNLOCKED!

in MINAL the party bumps right into the local doctor's apprentice, MISHA. they take the girl to DR. CURIA and head to the harbor soon after. there they learn that it is closed for all ships except those of the royal army. thinking that this must be SALEH's and THOMA's doing, the party explores some alternative ways to get their hands on a ship, but they are unsuccessful. when DR. CURIA calls the group back to ANNIE, they witness an unfortunate encounter between her and MISHA:



because of what EUGENE did to her father, ANNIE despises GAJUMA and, with her hateful attitude, scares little MISHA away. VEIGUE and the others search for him in town, but he runs away soon after they find him. together with DR. CURIA they are able to locate him again at the coast outside of MINAL. after a short battle against some VIRUSES, MISHA calms down and can be brought home save.

soon afterwards the party learns that SALEH and THOMA are not the ones responsible for closing off the harbor, but the CALLEGEA military. as it turns out the ROYAL SHILED is just a fraction of CALLEGEA's forces and there seems to be a struggle among them. furthermore, a message from CLAIRE, given to them by DR. CURIA, states "don't take the boat!"

...it seems as if the FOUR STARS are travelling across the country by foot, in order to get their hands on more girls...

what is going on in BALKA? is something about to happen there? what other reason could there be for the military to forbid sea travel towards the capital?

and what about the party that has CLAIRE in custody? what exactly is their plan? at least, the heroes can stop searching for a boat now. instead they head to the closest city, PETNADJANKA, that lies south-east of MINAL.

医者	いしゃ	doctor
博士	はかせ	dr.
約束	約束	promise
殺す	ころす	to kill
お父さん	おとうさん	father
平原	へいげん	plain, moor, prairie
雨	あめ	rain
もしかし	もしかし	perhaps..., maybe...
思う	おもう	to think
...なんだ	...なんだ	can say with confidence, that...
...け	...け	particle indicating that the speaker is trying to recall sth.



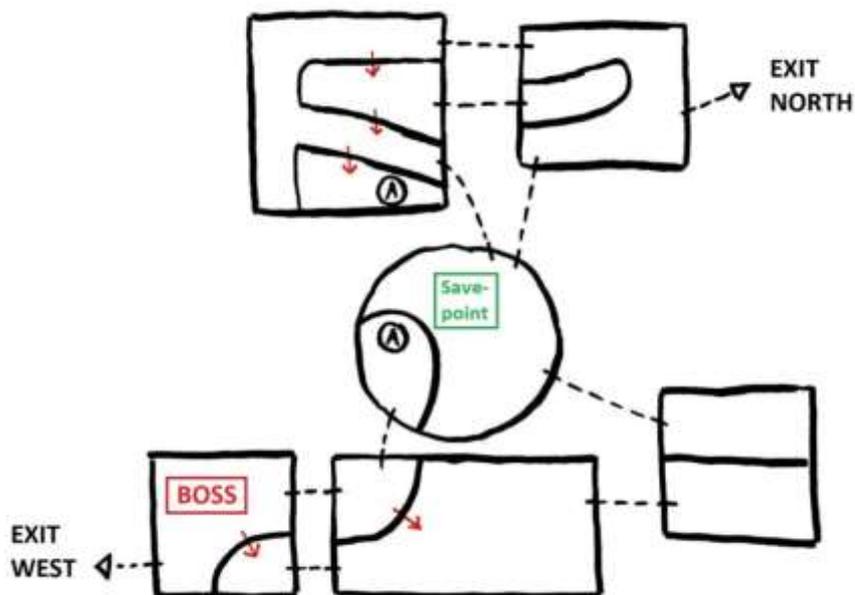
想う	おもう	omou (same as 思う)
確か	たしか	certain, definite
ぜったい	ぜったい	definitely
感じる	かんじる	to feel
間違いない	まちがいない	no doubt!
生きる	いきる	to live
...頃	...ころ	around, about, aproximate (time), season of the year
心	こころ	heart
必ず	かならず	definitely
殺気	さつき	thirst for blood
珍しい	めずらしい	unusual, rare, curious
とにかく	とにかく	in any case, anyhow, at any rate
天気	てんき	weather
本当に	ほんとうに	truly, really
暗殺者	あんさつしゃ	assassin
呼ぶ	よぶ	to be called
攻める	せめる	attack
防御	ぼうぎよ	defense
獣	けもの	monster
危険	きけん	danger
危ない	あぶない	dangerous
船	ふね	boat
海	うみ	sea
撃つ	うつ	to shoot at

to uncover the truth behind her father's death, **ANNIE** decides to join VEIGUE's party. she's still very much hostile towards EUGENE, but VEIGUE and MAO soon start to realize that there's a much kinder side to the girl. despite what you might think after everything that happened with MISHA, she cares a lot about other people and, after hearing VEIGUE's story, is very much concerned about CLAIRE.



# 謎い森

FOREST LABYRINTH



on their way to PETNADJANKA, the party comes across a mysterious forest.

it is only due to ANNIE's help that they manage to get through. another VIRUS attacks just before they can leave the woods, but VEIGUE and his companions are able to defeat the beast.

## BOSS 3: GRAND PASCU

LV: 32

HP: 8801

WEAK: FIRE

STRONG: -

take out the two "henchmen" first, then focus on GRAND PASCU. he's weak against fire. using MAO's flare shot is highly recommended.



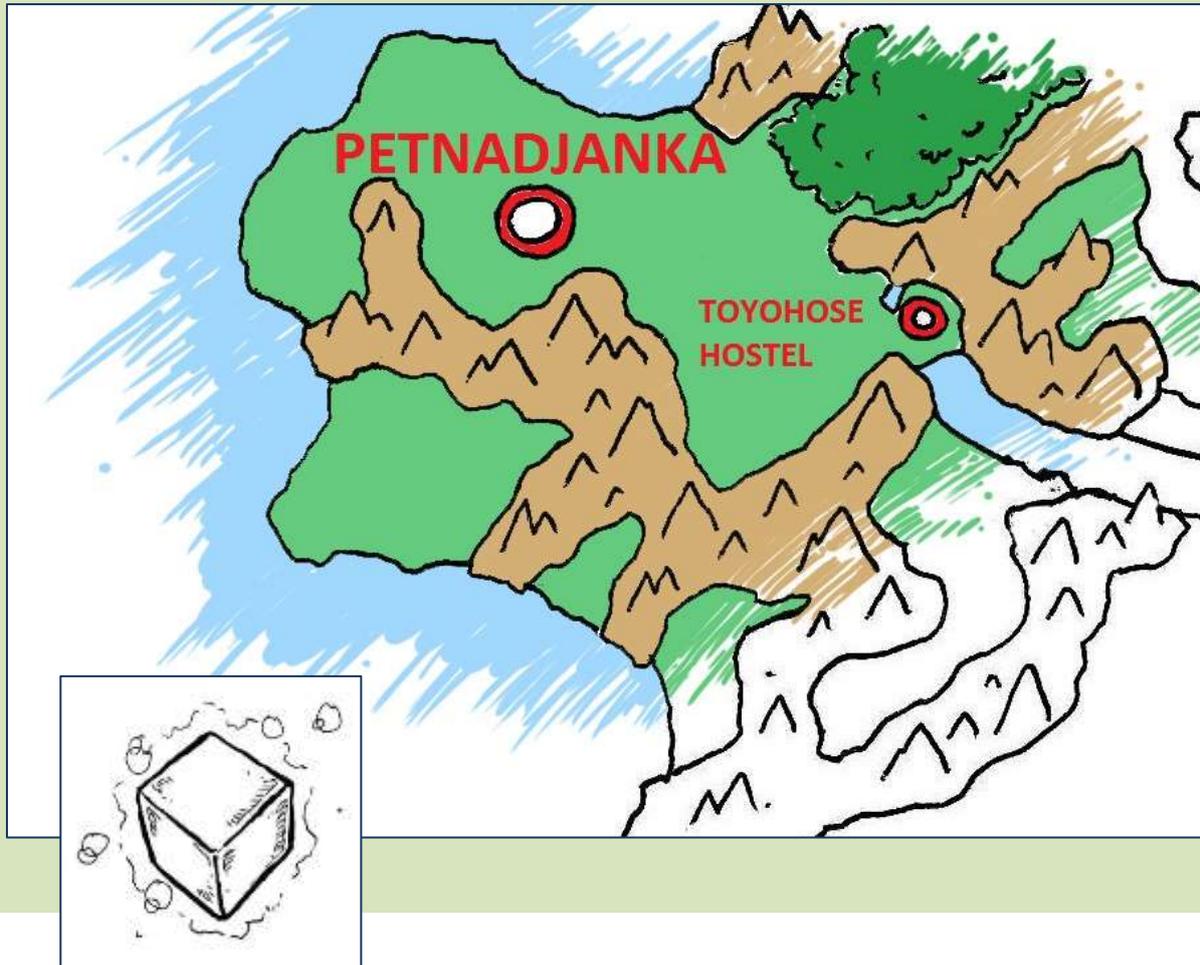


王都	おうと	royal capital
選ぶ	えらぶ	to choose
牙	きば	tusk, fang
恐ろしい	おそろしい	dreadful, frightening
暗い	くらい	gloomy
一緒に	いっしょに	together
迷宮	めいきゅう	labyrinth, maze
悪い	わるい	evil
何物	なにもの	nothing
落ちる	おちる	to fall down
北側	きたがわ	north side
住む	すむ	to live, dwell
道	みち	way, street
道路	どうろ	road, highway
正しい	ただしい	correct
昔	むかし	long ago
笑う	わらう	to laugh
入り口	いりぐち	entrance
出口	でぐち	exit
入る	はいる	to go in
出る	でる	to go out
粗筋	あらすじ	summary, outline
ついて	ついて	regarding...
出かける	でかける	to go out (start journey)





## PETNADJANKA AREA

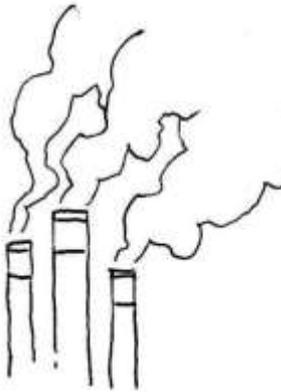


1. reach PETNADJANKA
2. PETNADJANKA: witness the events in front of the factory
3. STEEL FACTORY: make your way through the factory and save TYTREE
4. PETNADJANKA: TYTREE joins the party
4. get to TOYOHOSE HOSTEL
5. TOYOHOSE HOSTEL: search for timber in the nearby forest
6. TOYOHOSE HOSTEL: fight against the attackers
7. TOYOHOSE HOSTEL: use the raft to get to SANNYTOWN



# ペトナジャンカ

PETNADJANKA



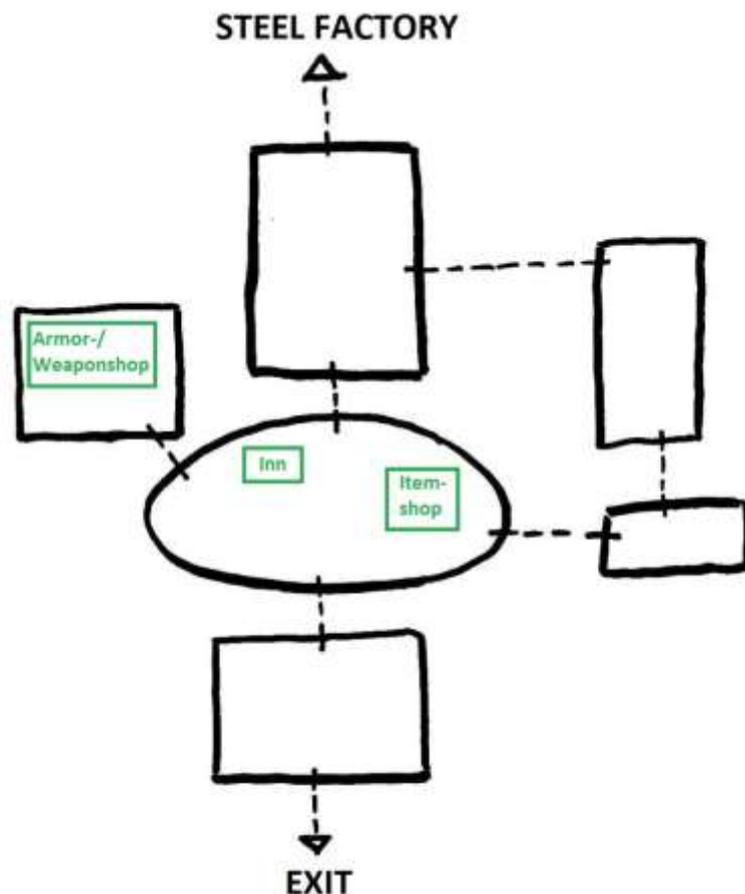
the party arrives in PETNADJANKA, where they find all the inhabitants are gathered in front of the STEEL FACTORY.

they are told that some army guys caused havoc and TYTREE, a young man who wanted to protect his sister from them, lost control over his FORCE.

as expected, SALEH and THOMA are the perpetrators. when they appear on the town square, a young girl, named SELENA is with them. she is the sister of TYTREE and begs the heroes to go into the factory and save her brother. afterwards she disappears with SALEH and THOMA.

where is CLAIRE? why is the army searching for "beautiful" young women? none of the party's questions could be answered...

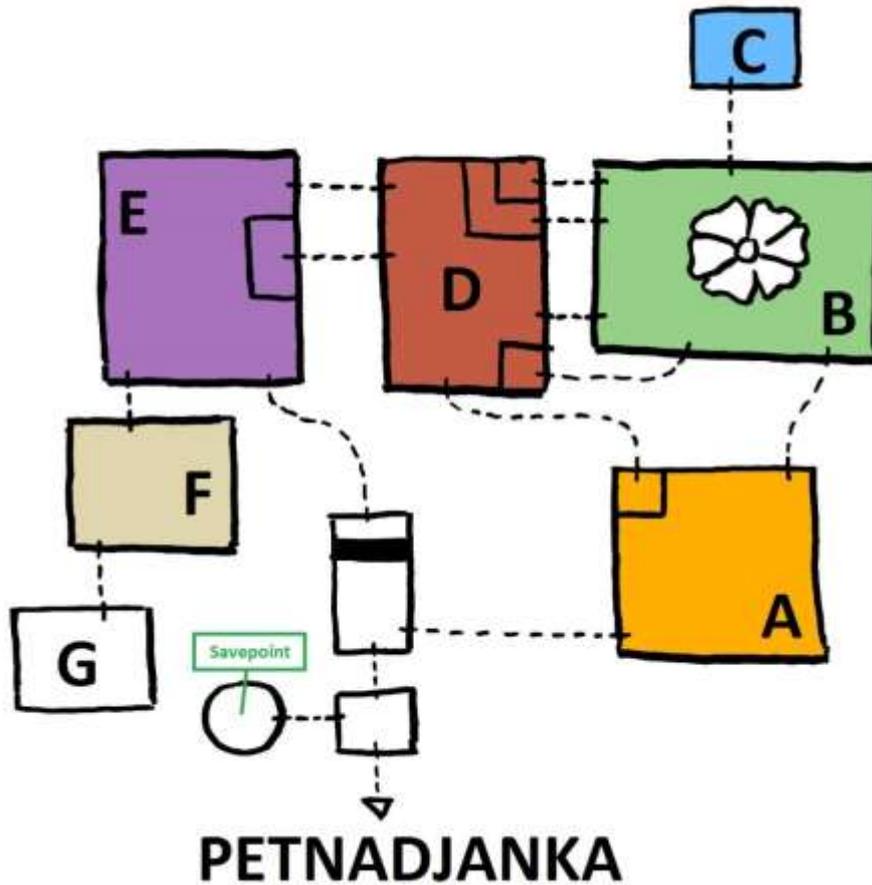
they head inside the STEEL FACTORY in hope of preventing a disaster.





# 鋼工場

STEEL FACTORY



inside the factory there are flowers to freeze and burn down, levers to pull, an old furnace to activate and an out-of-control FORCE-user to defeat.

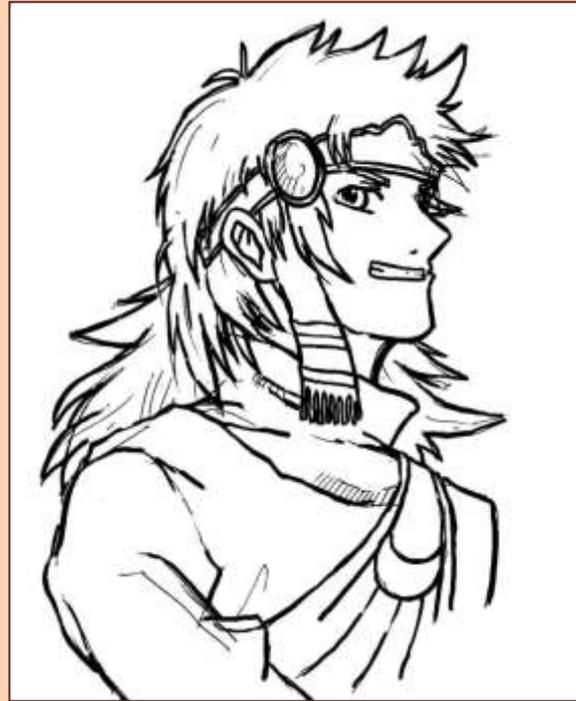
here are the 12 steps to make it through the factory:

1. <b>room A:</b> burn flowers	7. <b>room D:</b> activate furnace
2. <b>room A:</b> pull lever	8. <b>room D:</b> burn blue flower to get to lever
3. <b>room B:</b> examine big flower	9. <b>room D:</b> pull lever
4. <b>room B:</b> freeze big flower	10. <b>room E:</b> next room: burn all flowers and pull lever
5. <b>room B:</b> burn small blue flowers	11. <b>room F:</b> next room: burn all flowers to be able to burn the big one
6. <b>room C:</b> get coal from room on the side	12. <b>room G:</b> defeat BOSS



## BOSS 4: TYTREE

TYTREE is not a very strong opponent, but due to his speed and defense he can be a bit tricky to hit. Keep hitting him until EUGENE and MAO perform their Hi-Ougi and the battle is over.



luckily, VEIGUE and his company are able to resolve the situation and get the young man back to his senses.

TYTREE becomes a new party member and they all make their way to SANNYTOWN. EUGENE is quite sure that SALEH and THOMA are going to take a boat from there to the capital BALKA in order to bring the captured girls to the queen.

first, however, the party needs to find a way to reach SANNYTOWN. their best bet is TOHOYOSE HOSTEL, which is located east of PETNADJANKA.

無料	むりょう	free, no cost
工場	こうじょう	factory
植物	しょくぶつ	plant
毒	どく	poison
姉	あね	older sister



弟	おとうと	younger brother
娘	むすめ	daughter
社長	しゃちょう	manager,director
キノコ	きのこ	mushroom
敵	てき	enemy
石炭	せきたん	coal
花	はな	flower
焼く	やく	to burn sth., heat sth. up
窯	かま	furnace
黙る	だまる	to be silent
飲み込む	のみこむ	to swallow sth. (liquid or information)
沢山	たくさん	many, a lot
男	おとこ	male
未だ	まだ	not yet
又	また	again
誰か	だれか	someone
落ち	おち	slip, omission, outcome
貴方	あなた	you (equal or lower stat)
君	きみ	you (buddy)
持つ	もつ	to hold
頼む	たのむ	to ask for
心配	しんぱい	worry
許す	ゆるす	to approve, forgive
終わる	おわる	to end
済まない	すまない	sorry (very remorseful)
帰る	かえる	to return (home)
戻る	もどる	to go back
弱い	よわい	weak
木材	もくざい	timber
起きる	おきる	to wake up, stand up
触る	さわる	to touch



# トヨホウス小屋

TOYOHOSE HOSTEL

at the hostel, the party follows TYTREE's advice and meets up with GUGURA, who is supposed to own a small boat that could get them to SUNNYTOWN. a violent storm on the day before, however, wrecked said boat.

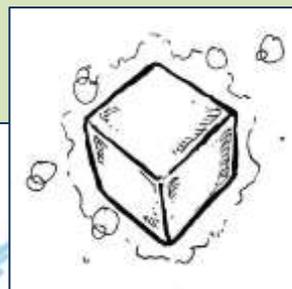
a storm that seems to be SALEH's doing...the heroes visit the nearby forest to collect timber and after a short encounter with a group of bandits are finally able to continue their journey. they take GUGURA's raft along the river and arrive at SANNYTOWN.

## MINI GAME: RAFTING

時	とき	moment (in time)
働く	はたらく	to work, labor
勿論	もちろん	of course
場所	ばしょ	place
運ぶ	はこぶ	to transport
集める	あつめる	to collect, gather
水	みず	water
奴	やつ	guy
周り	まわり	surroundings
辺	へん	area
別	べつ	different
点	てん	spot, mark, point
平気	へいき	calmness, coolness
昨日	きのう	yesterday



# SANNYTOWN AREA

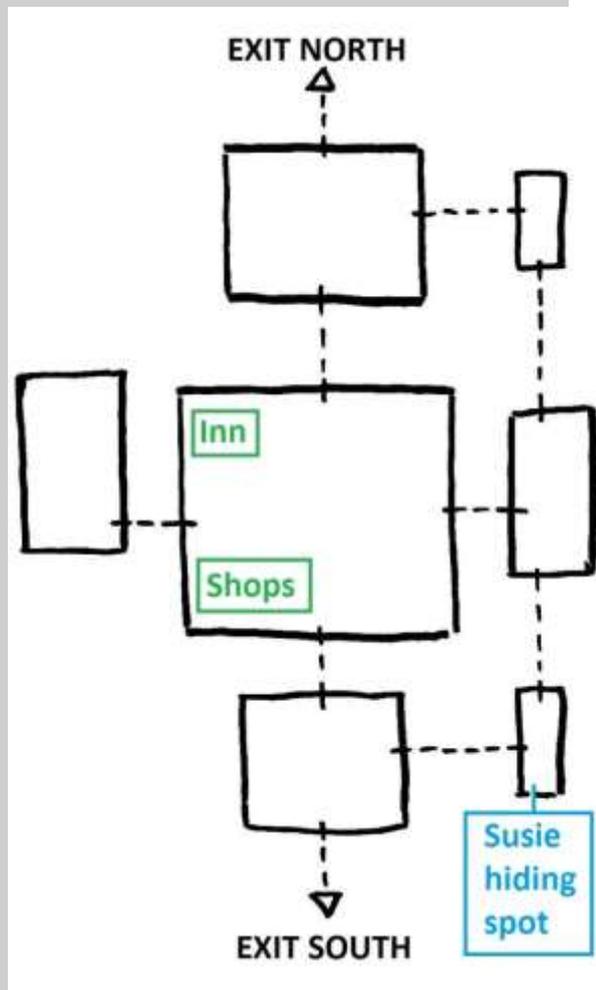


1. head to the harbor of SANNYTOWN
2. SANNYTOWN: talk to the woman at the town square about her daughter HILDA
3. visit TEL ALLA HOSTEL and fight HILDA twice
4. return to SANNYTOWN - at the inn, HILDA can get the rest she needs
5. SANNYTOWN chase MILITSA through the town until you can finally defeat her
6. SANNYTOWN: HILDA joins the party
7. find the girl MILITSA was chasing in one of the houses and listen to her story
8. return to the town square and listen to the soldier's announcement
9. leave the town, at the exit the story will switch to CLAIRE
10. CLAIRE SIDE: talk to all the girls in order to switch back to VEIGUE



# サニイタウン

SANNYTOWN



the city really is as beautiful as TYTREE promised. the group visits the harbor, but does not get a lot of information out of the soldier patrolling there.

back at the town square, they run into a desperate woman. her daughter HILDA, she claims, was taken by a bunch of soldiers. did SALEH and THOMA strike again?

the party travels to TEL ALLA HOSTEL in order to save the young girl and, hopefully, their missing friends SELENA and CLAIRE.



狙う	ねらう	to aim at
身体	からだ	body
結婚	けっこん	marriage
角	つの	horn
石	いし	stone
酷い	ひどい	cruel, heartless, harsh
病気	びょうき	sickness, illness



# テルアラ街道治い小屋

TEL ALLA HOSTEL

at the hostel, VEIGUE and his friends find nothing but an empty cottage. just when they begin to fear that they are too late again, a young woman appears. her name is HILDA.

she begs for help, claiming to have escaped SALEH and THOMA. but the whole thing turns out to be a trap. when THOMA arrives, HILDA shows her true face. she has been working for the ROYAL SHIELD all along.

in a short battle, HILDA can be brought down quickly. upon her defeat, THOMA forces HILDA to show the party her true self. under her hat, the woman hides two broken horns. a HUMA with horns? HILDA is what is called a HALF, the child of a HUMA and a GAJUMA. since this is a huge taboo in CALLEGEA, THOMA had lured HILDA in with the promise of giving her a pure body. but it was all a lie. HILDA screams in agony and attacks again, this time with all her power.

頭	たま	head
隠れる	かくれる	to hide, be hidden
会う	あう	to meet (accident)
合う	あう	to meet (planned)
貴様	きさま	you bastard!
居場所	いばしょ	place where one belongs
借り	かり	borrowing, loan, debt
城	しろ	castle
新生	しんせい	rebirth



## BOSS 5: HILDA

HP: 4420

WEAK: -

STRONG: -

while in the first battle HILDA is accompanied by soldiers, this time she is alone. this, however, doesn't make things easier. since HILDA's rage makes her a lot stronger, she's impossible to stagger - just like TYTREE was. try to get away from her spells and push trough.



when THOMA leaves, the party is left with a wounded HILDA. although she tried to kill them, the heroes decide to take her to SANNYTOWN in order to help her recover from the fight.

大人	おとな	adult
虹	にじ	rainbow
坊や	ぼうや	boy
少年	しょうねん	lad
無事	ぶじ	safety, peace, quietness
騙す	だます	to trick
教える	おしえる	to teach
大切	たいせつ	dear, precious, most important
目	め	eye
指令	しれい	orders, instructions
失礼	しつれい	discourtesy



お茶	おちゃ	tea
みたい	みたい	like...(looks like)
優しい	やさしい	kind, gentle, tender
感情	かんじょう	feeling
顔	かお	face
楽しみ	たのしみ	fun
程	ほど	degree, extent
よりいい	よりいい	better
忌避	きひ	evasion, avoidance
差し上げる	さしあげる	to offer, give
受ける	うける	to receive, get
門	もん	gate
現実	げんじつ	reality
身命	しんめい	one's life
次	つぎ	next
塵	ゴミ	trash, garbage, rubbish, waste
。。。いたい	。。。いたい	verb-stem (want to...)
礼	れい	thanking
。。。あせる	。。。あせる	ver-stem (letting somebody do sth.)
。。。させる	。。。させる	verb-stem (making somebody do sth.)
全て	すべて	all
前文	ぜんぶん	whole passage, phrase, text
案文	あんぶん	draft
古代	こだい	ancient times
勇者	ゆうしゃ	hero



# サニイタウン

## SANNYTOWN

they arrive at the SANNYTOWN inn. while HILDA rests, VEIGUE and his companions discuss her situation.

being a HALF in this world is as hard a life as it can get...so they don't hold too much of a grudge against her...

unfortunately, their journey doesn't allow for a single peaceful moment. MAO detects a very strong FORCE and they all head outside where they meet MILITSA, FORCE-user of rainbow and one of the FOUR STARS. MILITSA is chasing a girl through town, and the party rushes after her. due to MILITSA's powers, however, they have no chance of stopping her.

after a number of encounters, HILDA suddently stands by their side. MILITSA is a HALF, just as HILDA. and the two women did not only grow up together, but share the fate of getting lured into the army with the promise of a better life. HILDA tries to explain to MILITSA that there is no reason to continue fighting for the ROYAL SHIELD, but her former friend won't listen.

"YOU CAST OFF YOUR HORNS! DON'T ACT LIKE WE'RE THE SAME!" is the response. the way MILITSA sees it is that there is no place to belong to for a half, exept within the ROYAL SHIELD.

she demands that the groups gets out of her way and when they oppose her, the situation escalates...

人間	にんげん	people
予感	ぞかん	premonition, hunch
真実	しんじつ	truth
越える	こえる	to cross, exceed



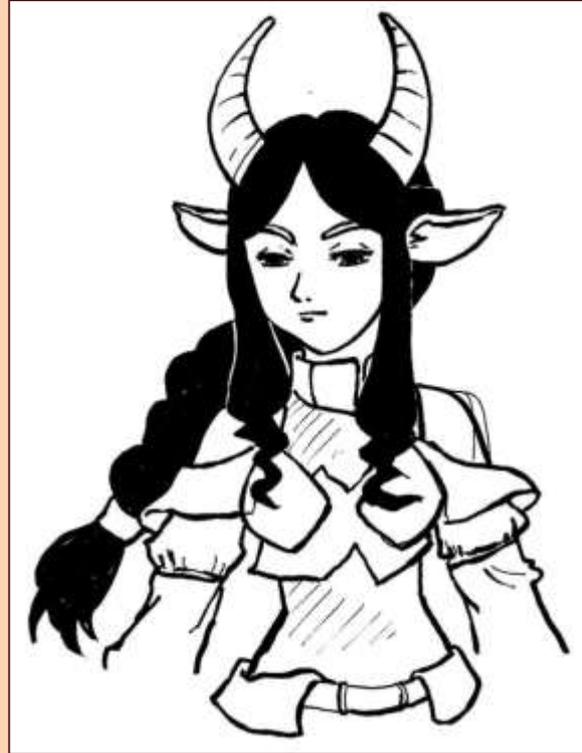
## BOSS 6: MILITSA

HP: 12260

WEAK: -

STRONG: -

MILITSA is able to summon an infinite number of clones. concentrate on her and her alone. when she tries to confuse you by teleporting around the battlefield, try to use the R-button and check if you are still locked on the correct enemy. since her clones have a lot less HP it should be easy to tell which one is the real deal.



after the fight, MILITSA disappears and HILDA is still very much devastated, that she could not get her friend to leave the army.

no place to belong to for a HALF? VEIGUE won't accept that idea. he and his friends offer HILDA to join their little group and while HILDA still has some doubts about it, she agrees.

next up, the party wants to find the girl MILITSA was after. she has to be somewhere around town. they start searching and are able to locate her in one of SANNYTOWN'S houses, hidden under a blanket.

the girl introduces herself as SUSIE, from the town BELSAS. together with a couple of other girls she was brought to CALLEGEA CASTLE, at the captial BALKA. she ensures that non of the girls where harmed in any way, but, unfortunately, doesn't know anything about CLAIRE or SELENA.



### *SUSIE's tale*

*SUSIE was brought before the queen by a woman named ZILVA. what a strange conversation this was...the queen and SUSIE talked about beauty and AGARTE said something about her giving SUSIE her body. without knowing the reason why, SUSIE fainted, only hearing the queen and ZILVA discuss something about the plan having failed. after waking up back in her room, she was terribly afraid of what else could happen to her. so SUSIE faked an illness and used this to escape from the castle.*

after SUSIE leaves, the party notices a commotion at the town square. a soldier announces the coming of the DAY OF GOLDBA. on this day, that exists to celebrate the great hero who founded CALLEGEA, queen AGARTE will have her official crowning ceremony. until then, all harbors, except the one in BABILOGRAD, will stay closed for the public. the party fears that their captured friends are connected to this day, and hurries in the direction of BABILOGRAD when they leave SANNYTOWN, VEIGUE takes a look at the stone CLAIRE gave him and thinks about her.

"Wait for me..." he says, and the scene shifts...

## CLAIRE SIDE

meanwhile, CLAIRE, together with a bunch of girls from different towns, SELENA being one of them, is hold captive in BABILOGRAD. SALEH appears, ensuring the girls that, since they are all very special, no harm will come to them. she remembers a moment with VEIGUE. how he always protected her. VEIGUE...where could he be now. is he on his way?

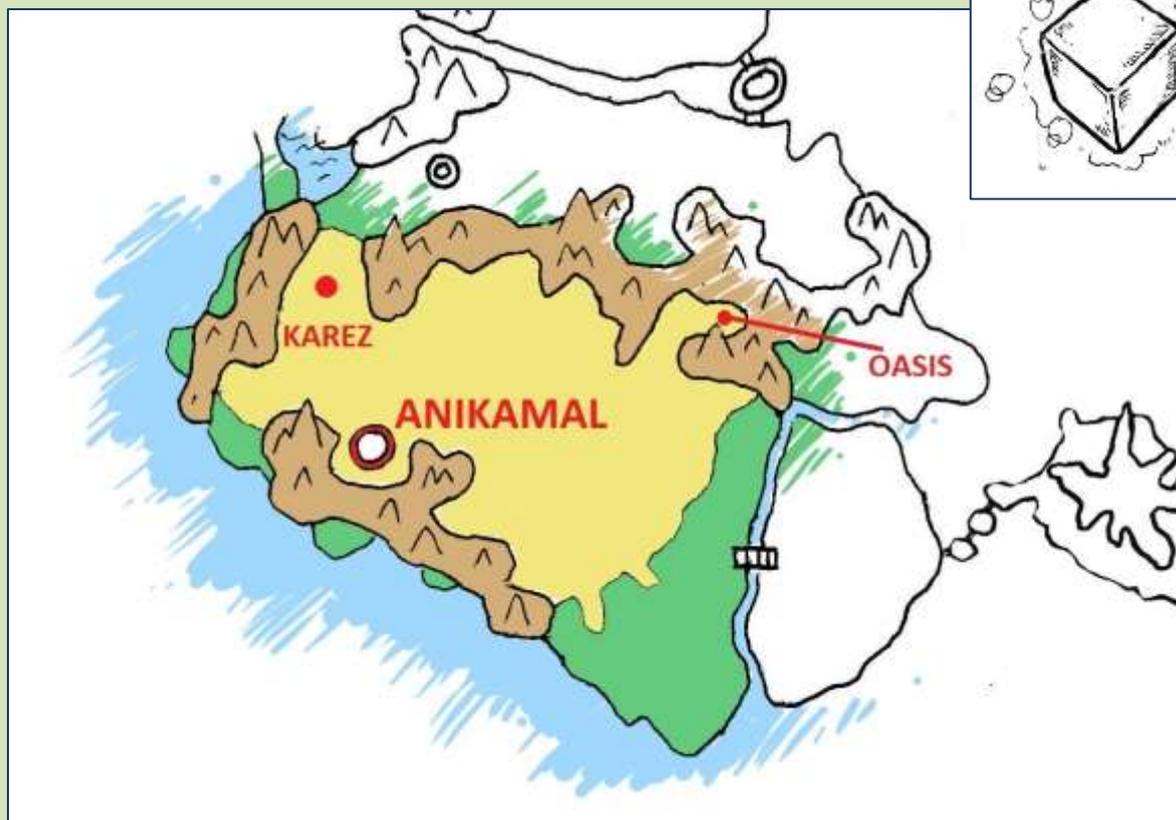




砂漠	さばく	desert
暑い	あつい	hot
不安	ふあん	anxiety, suspense, uneasiness
月	つき	moon
皆	みんな	everyone
仕立て	したて	tailorin, sewing
最後	さいご	last, end, conclusion
嵐	あらし	storm
安心	あんしん	relief, peace of mind
自分	じぶん	myself
巣	す	nest, hive, den, web
意思	いし	will, intent
意味	いみ	meaning
取れる	とれる	to come off, be removed, disappear (pain), be harvested
美味しい	おいしい	tasty
特技	とくぎ	special skill
泣く	なく	to cry
悲しみ	かなしみ	sadness
打ち身	うちみ	bruise
崖	がけ	cliff
いつまでも	いつまでも	forever
困る	こまる	to be in trouble
嬉しい	うれしい	gald, happy
思い	おもい	thought
耐える	たえる	to endure, withstand, be fit for
絶える	たえる	to extinct, be discontinued, die out
歌う	うたう	to sing



# ANIKAMAL AREA



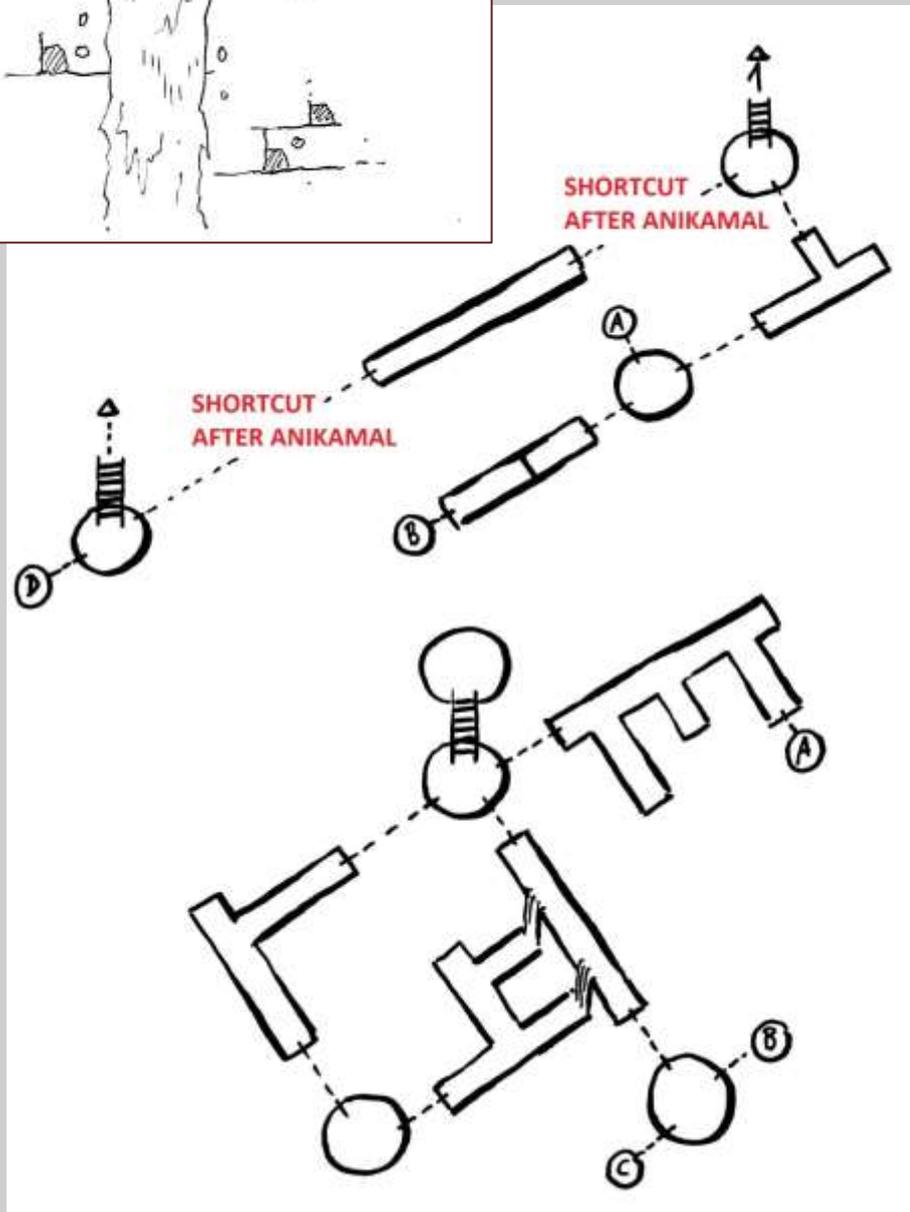
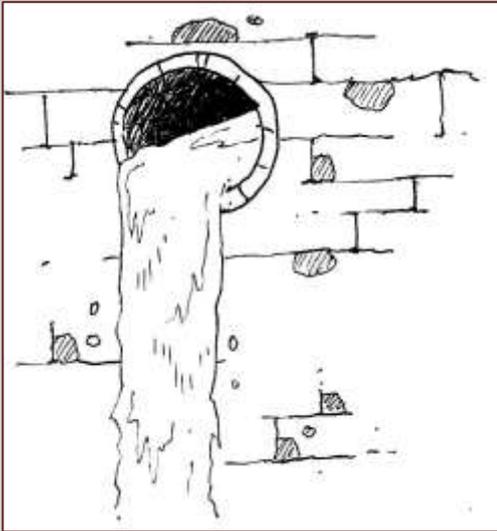
1. reach KURODADAKU DESERT
2. pass through KAREZ via the underground tunnel
3. take the collapsed ANNIE to ANIKAMAL
4. ANIKAMAL: talk to the people in town in order to find a doctor
5. ANIKAMAL: meet FRANZ, the adventurer, at his tent
6. ANIKAMAL: take FRANZ to the inn
7. go to the OASIS and defeat LIFE GARO
8. return to ANIKAMAL and see ANNIE cured

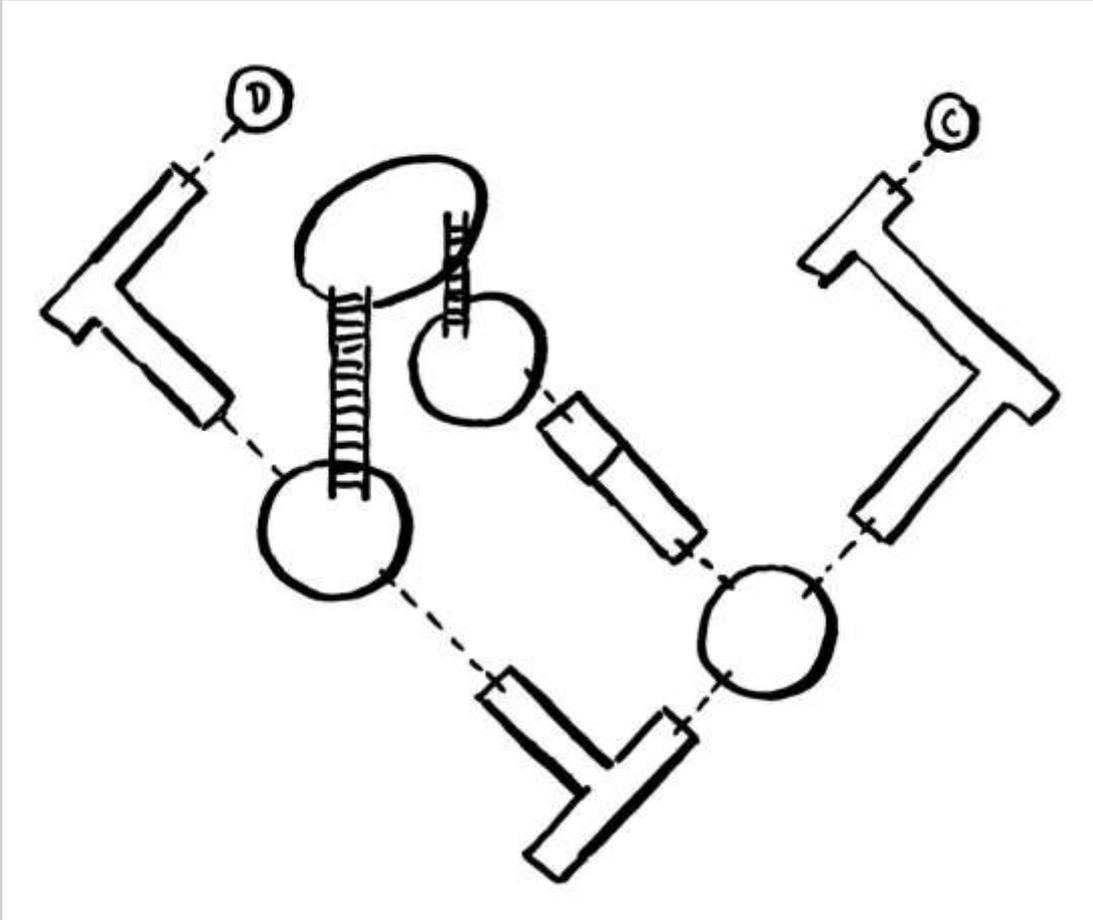
井戸	いど	water well
可笑しい	おかしい	funny, amusing, comical
管	かん	pipe, tube
環形	かんけい	relationship, involvment, connection



# カレーズ

KAREZ





the party reaches KURODADAKU DESERT. in order to get to BABILOGRAD, they have to find a way through this wretched place. the air is hot and everyone is exhausted. luckily there is an underground-passage. while marching through it, ANNIE shows signs of getting sick. after a long trip the southern exit of KAREZ can be reached, but ANNIE's situation gets worse.

she collapses and her friends hurry towards ANIKAMAL, the closest town they know of. hopefully, they can find a doctor there.

岩	いわ	rock, crag
原因	げんいん	cause, origin, source
幻	まぼろし	phantom, vision, illusion
古い	ふるい	old (not person)
砂	すな	sand, grit

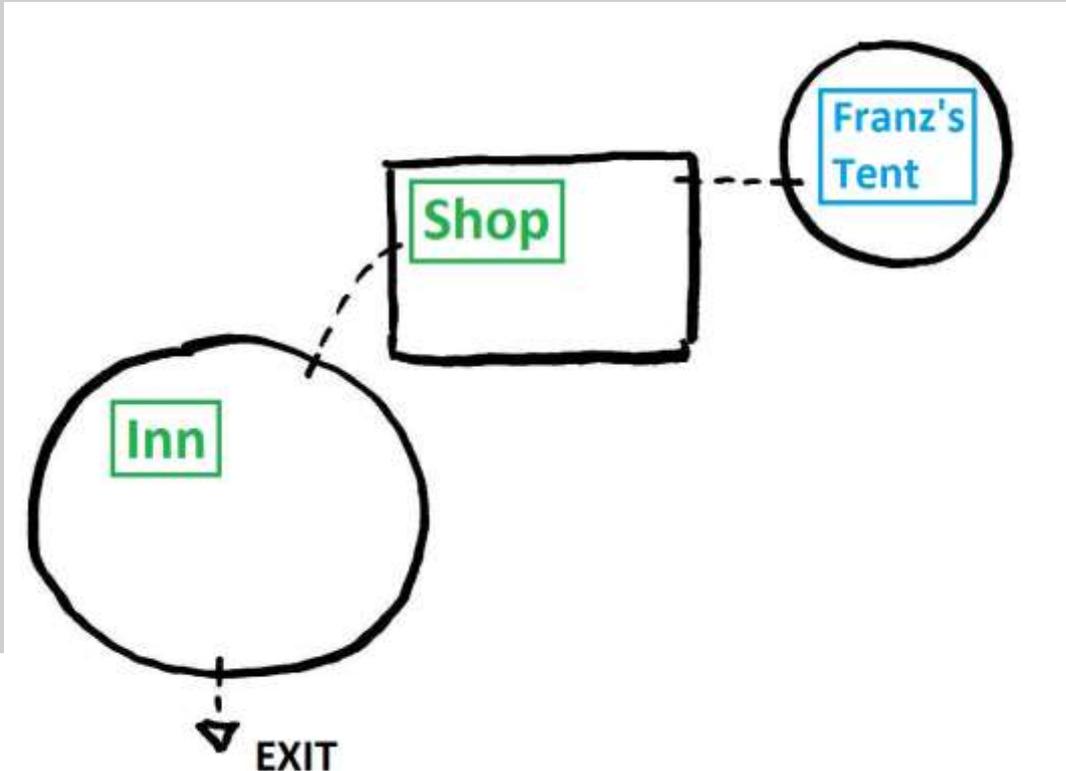


写す	うつす	to duplicate, imitate, transcribe, film
受ける	うける	to receive, catch, be struck
住人	じゅうにん	dweller, inhabitant
初めて	はじめて	for the first time
初代	しょだい	first generation, founder
世	よ	world, age, society, generation
本当に	ほんとうに	really, truly, indeed
相手	あいて	companion, partner
作る	つくる	to make, produce, grow
造る	つくる	to make, produce, grow
打つ	うつ	to hit, strike
断る	ことわる	to refuse, reject
畜生	ちくしょう	damn it!
通る	とおる	to go by, go past, run between
怒る	おこる	to get angry
倒す	たおす	to bring down, kill, defeat
任せる	まかせる	to entrust, leave to
忙しい	いそがしい	busy
未来	みらい	future
命	いのち	life
薬	くすり	medicine
涼しい	すずしい	cool, refreshing
まったく	まったく	indeed...



# アニカマル

ANIKAMAL



the townsfolk of ANIKAMAL is not very open towards foreigners. at the inn ANNIE can get some rest, but her temperature keeps rising and the only doctor in town denies her treatment. too busy, he says.

at the outskirts of ANIKAMAL, the party discovers the tent of an adventurer named FRANZ. he is willing to take a look at ANNIE, but instead of giving the group hope, his diagnosis is pretty unnerving...

ANNIE has what is called the DEATH GARO FEVER, an illness, that, if untreated, means certain death. it is said that the only way to cure it is a mysterious illusinary VIRUS called LIFE GARO. his horns, made into a powder, are ANNIE's only chance of survival. the VIRUS is said to dwell inside the OASIS, north-east of ANIKAMAL, but since no one has ever seen it, chances for ANNIE are slim.



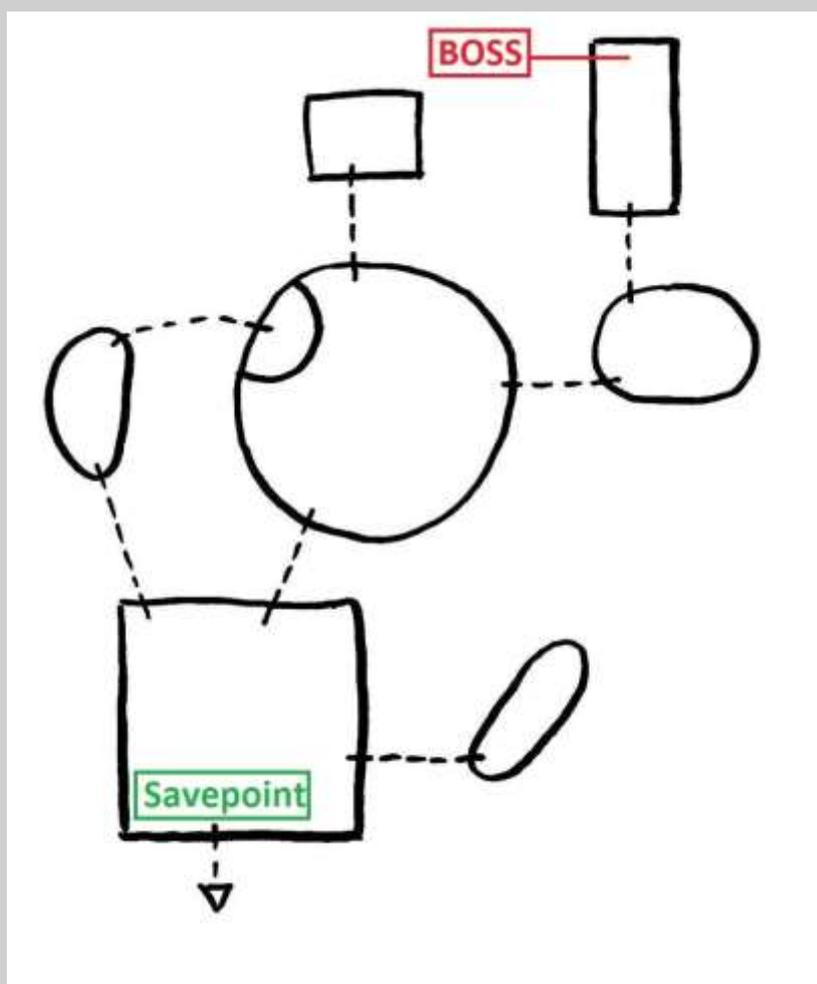
a guide by: SLEEPY RACCOON

the people of ANIKAMAL throw ANNIE out, as soon as they hear about her illness. so VEIGUE and his friends take her with them on the way to the OASIS, the curious adventurer FRANZ right beside them. he is eager to see the VIRUS that is supposed to be one of the SEVEN GREAT ILLUSIONS of this world.

## オアシス

OASIS

deep inside the OASIS, the group eventually finds the LIFE GARO. his appearance ist that of a golden unicorn.



### BOSS 7: LIFE GARO

focus on LIFE GARO above all else. since each fight has a limit of 30 seconds, before it flees, you have to do as much damage as possible to the VIRUS.

but don't worry too much: LIFE GARO'S HP don't regenerate inbetween fights. chase after him each time he escapes and you will eventually finish off the beast.



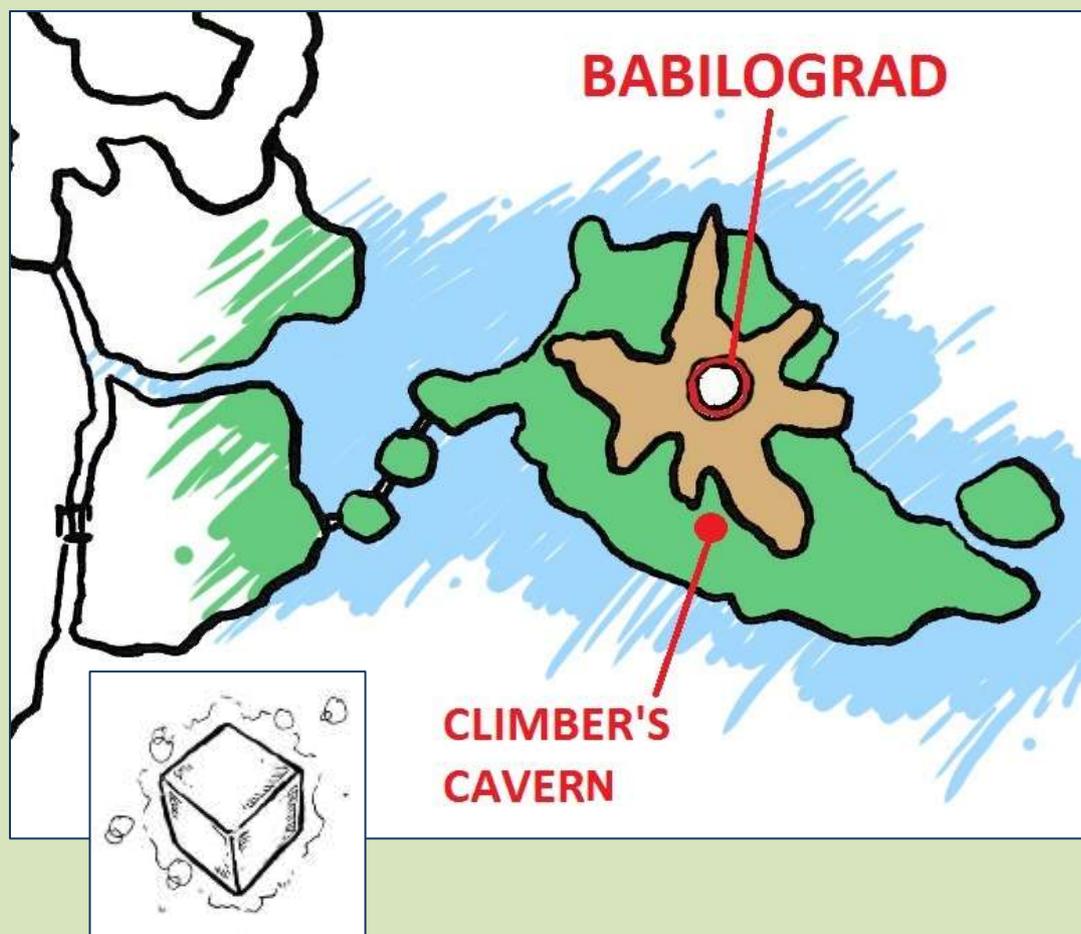
having collected the horn of LIFE GARO, the party returns to ANIKAMAL. with this cure in hand, they make the inhabitants of ANIKAMAL remember an event from the past. that way the group is able to use the inn again and FRANZ can finally heal ANNIE from her illness.

now that that's done, the journey to BABILOGRAD can continue. off to the south-east it is!

女	おんな	woman
妹	いもうと	younger sister
弟	おとうと	older brother
兄弟	きょうだい	siblings
足	あし	leg, foot
踊る	おどる	to dance
見つける	みつける	to discover, find
見る	みる	to see
釣る	つる	to fish
島	しま	island
鳥	とり	bird
馬	うま	horse
狼	おおかみ	wolf
犬	いぬ	dog
猫	ねこ	cat
蛇	へび	snake
竜	りゅう	dragon
鎧	よろい	armor
兜	かぶと	helmet
空	そら	sky
森	もり	forest
残り	のこり	remains
残す	のこす	to leave behind



## BABILOGRAD AREA

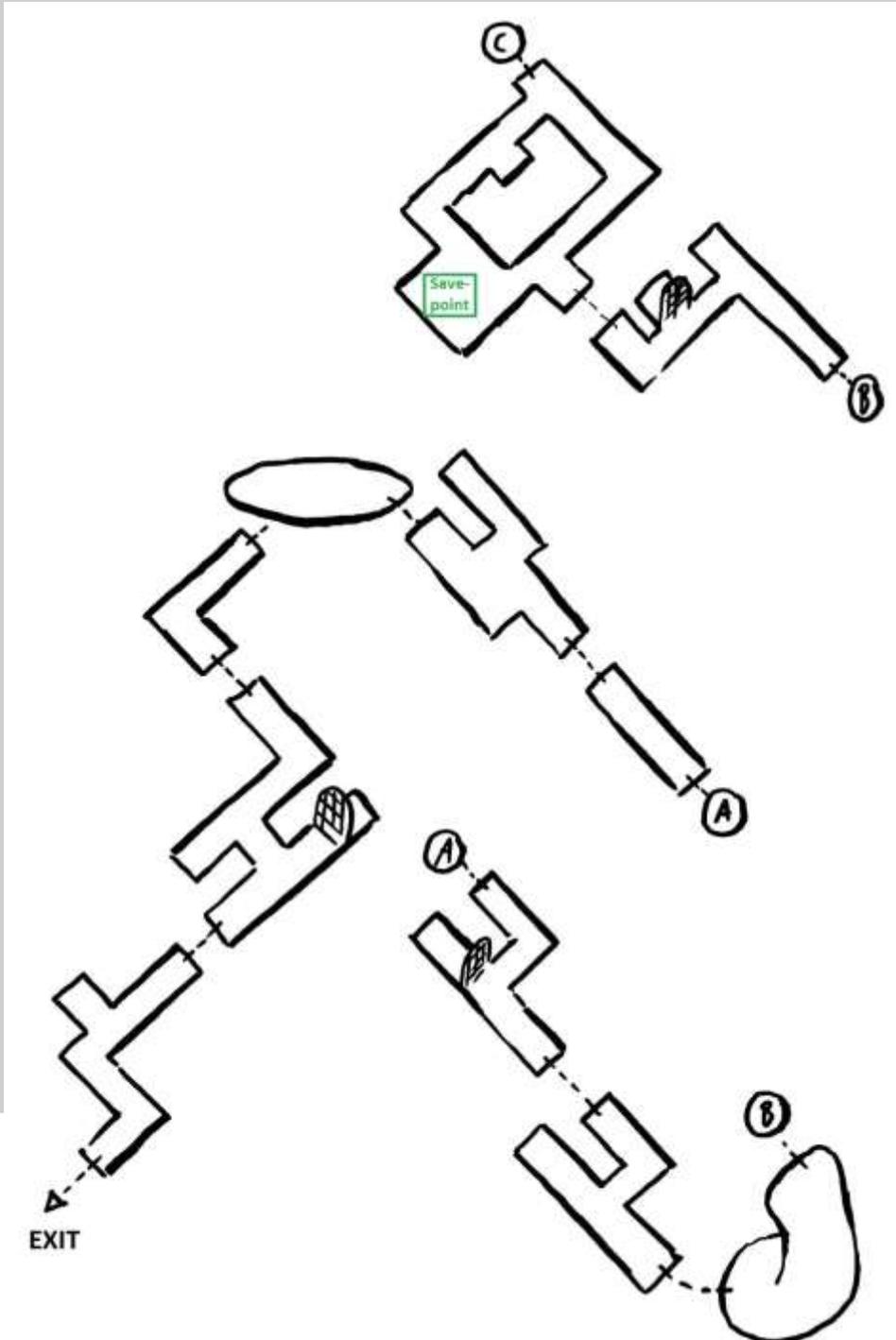


1. enter the CLIMBER's CAVERN
2. CLIMBER'S CAVERN: defeat the BOSS, halfway through the dungeon
3. reach BABILOGRAD
4. BABILOGRAD: go to the lift station
5. BABILOGRAD: to pass time, walk around in town. in front of the inn, you will meet a group of monks
6. BABILOGRAD: go back to the lift station
7. BABILOGRAD: meet with the woman in the house on the right side of the weapon shop. afterwards talk to the man upstairs, then leave the house
8. BABILOGRAD: got to the temple and take a look inside the book on the altar
9. BABILOGRAD: talk to the townsfolk to figure out the keyword
10. BABILOGRAD: use the phrase "ITOSHIKISORA" so dispell WALT'S influence and be able to use the lift
11. BABILOGRAD: reach BABILOGRAD HARBOR and fight the two enemies that appear there
12. BABILOGRAD: take the boat to BALKA

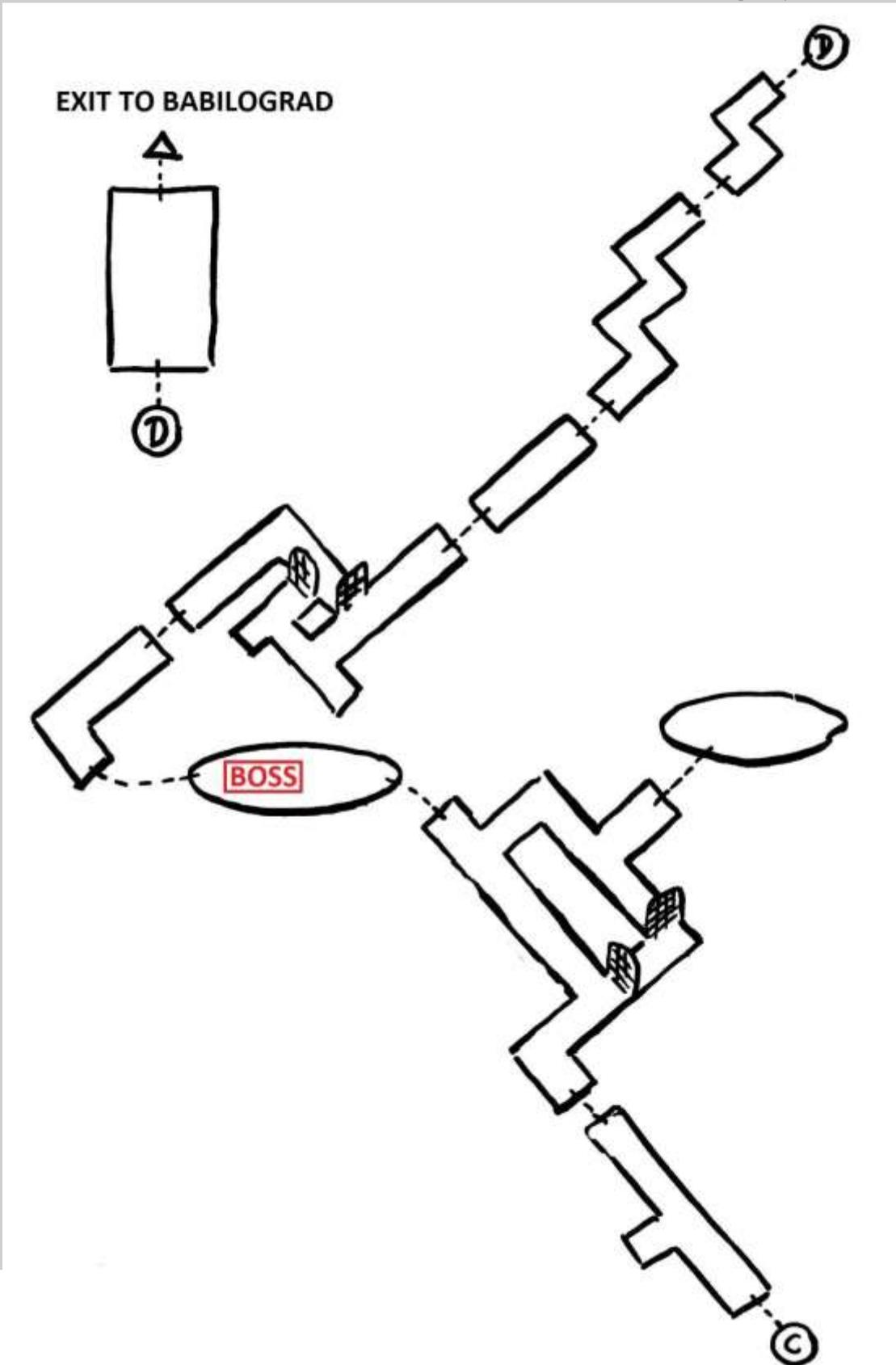


# 登山洞

## CLIMBER'S CAVERN



a dark and creepy dungeon lies on the foot of the mountain that BABILOGARD sits upon. the heroes have to rush through it, since there are demons and ghosts chasing them. standing too long at one place causes those to attack.



luckily, there are only a couple of levers to pull and corridors to maneuver through, to progress through the cavern.



after a while VEIGUE and his friends meet the DARK WINGS again, who are (as always), thinking about a new name for their trio. it's only a short encounter, and a surprisingly pleasant one. a member of the trio is hurt and the heroes manage to help him. those three...they might not be that bad at all...

after a little more running through corridors, there's another encounter - this one being not pleasant at all.

DONELL, an agent of the ROYAL SHIELD and user of the FORCE of earth, appears. his task: to stop the group from reaching BABILOGRAD...

## BOSS 8: DONELL

HP: 37300

WEAK: -

STRONG: -

taking out the two clay-clones of SALEH and THOMA doesn't make too much of a difference in this fight. since DONELL can ressurect them as often as he likes, you should focus on the earth-FORCE-user above all else. his HP is quite high, but luckily DONNELL himself doesn't have much to offer in terms of attack and defense.

this enemy was quite the challenge! the party fears that, the closer they get to BALKKA, the stronger the oppontens they have to face might get. not that this would stop them from reaching their goal...

EUGENE destroys the boulders that block their way and then it's only a hand full of floors through the cavern until they finally reach BABILOGRAD.

上手	じょうず	skillful
逃走	とうそう	flight
立ち去る	たちさる	to take off
乗る	のる	to ride, go by



認める	みとめる	to notice, observe, judge
隠れる	かくれる	to hide
優しい	やさしい	friendly
用	よう	business
洞窟	どうくつ	cave
登る	のぼる	to climb
運ぶ	はこぶ	to transport, take s.o.
動く	うごく	to move
いつ	いつ	when?
焦る	あせる	to be in a hurry, impatient
もう一度	もういちど	once more
鳴る	なる	to sound, sing
以上	いじょう	not less than, anymore, upwards, beyond
湖	みずうみ	lake
調べる	しらべる	to check, investigate
覚える	おぼえる	to remember
思い出す	おもいだす	to recall
去る	さる	to leave, to away (not return)
手紙	てがみ	letter (message)
文字	もじ	letter, character
図書館	としょかん	library
書く	かく	to write
蒼	あお	(azure) blue
生まれる	うまれる	to be born
伝える	つたえる	to report, communicate, transmit
伝え	つたえ	tradition



# バビログラード

## BABILOGRAD

another town, another set of rules to learn. the people of BABILOGRAD have very harsh restrictions when it comes to communication.

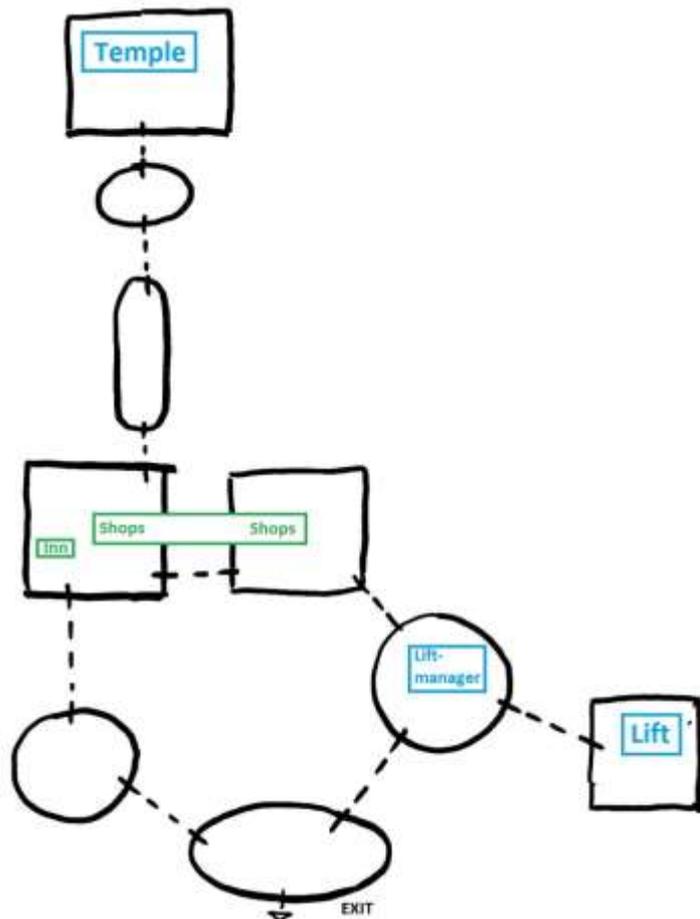
*change your character on screen with X + L, in order to talk to BABILOGRAD'S citizens. (only men can talk to men and only women to women)*

to reach the harbor,

VEIGUE and his friends need to catch a lift. since BABILOGRAD and it's harbor are seperated by the mountains, this lift is their only way of getting to a boat.

when they reach the lift station, there is still some time to kill...so the party heads back into the city, where they meet some strange monks. upon returning to the station, the lift is still not ready and TYTREE gets quite angry about that. when he gets to close to the lift manager, a mysterious power pushes him back...but MAO can't sense any FORCE in the area...

just like that time...





it has to be WALT! the FORCE-user of sound...so one of the FOUR STARS is nearby...to dispell his power over the people of BABILOGRAD the party sets off to find WALT's spy in town as well as the sound that triggered his influence.

after investigating the temple, it turns out that the sound is actually a keyword. from the townspeople they learn that the correct phrase is ITOSHIKISORA (in kana).

## イトシキソラ

with this expression, the lift manager returns to his senses and the group can head to the harbor.

読む	よむ	to read
目星	めぼし	objective, aim, mark
今度	こんど	this time
合図	あいず	signal
仕事	しごと	work
合わせる	あわせる	to match (rhythm), join together
争い	あらそい	dispute
急	きゅう	urgent, sudden, rapid
争う	あらそう	to compete, argue
遊び	あそび	playing
賭ける	かける	to risk, bet, wager
恐れる	おそれる	to die, be defeated, collapse
説明	せつめい	explanation
		to fear, be afraid of
久しぶり	ひさしぶり	it's been a while, since...
互い	たがい	mutual
もとい。。。	もとい。。。	(used in speech to correct oneself)
立つ	たつ	to stand up
夜	よる	night



# バビログラード港

BABILOGRAD HARBOR

right after the heroes arrive at the harbor, they run into SELENA and two of the FOUR STARS: MILITSA and WALT. a fierce battle awaits:

## BOSS 9: WALT + MILITSA

WALT

HP: 27420

WEAK: -

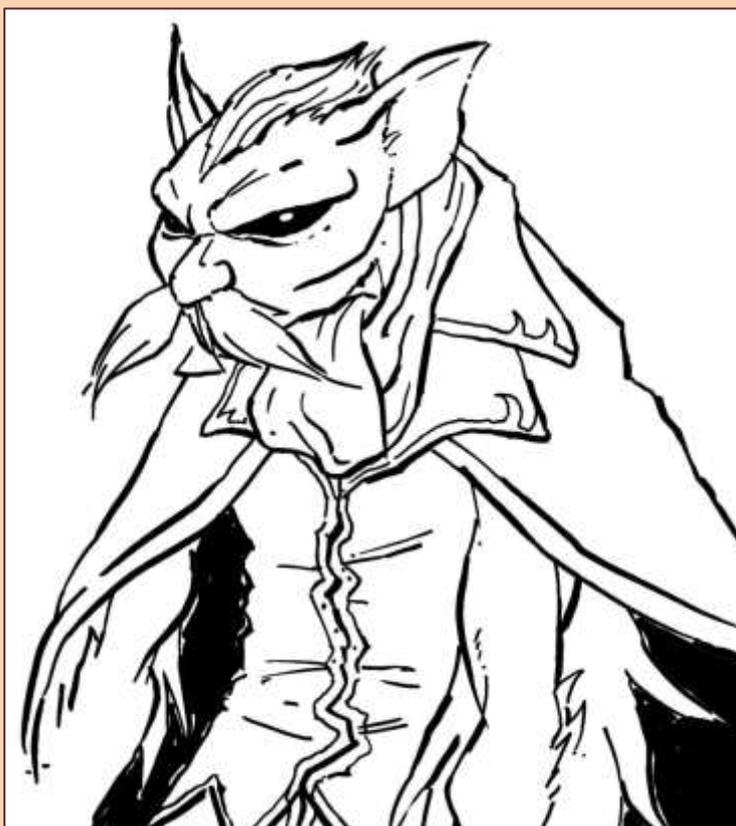
STRONG:

MILITSA

HP: 17050

WEAK: -

STRONG: -



MILITISA's tactics should be quite familiar to you by now. try to bring her down first, since her magic attacks can deal a lot of damage. afterwards, go after WALT. he can inflict PANIC on your team, but when it comes to damage output he's really not a huge threat.



even though the two enemies are defeated, WALT still has some tricks up his sleeve. with his FORCE he brings the party down.

when all hope seems lost, the elite soldier and leader of the CALLEGEAN army, MILHAUST appears. since he's not in the loop about AGARTE'S plans, he doesn't trust WALT's and MILITSA's actions.

so he drives them off, which means SELENA and the girls in her company are save...but what about CLAIRE?

sadly, she is with another group that already left the harbor three days ago...

SELENA also heard some info about the FOUR STAR'S plan. something about the right time...the moon...

what can this mean? can this have something to do with the DAY OF GOLDBA?

SELENA says her goodbyes before heading back home. her brother TYTREE, meanwhile, decides to stay with the party to see things through.

with only 300 GALD the heroes are able to secure a ticket to BALKA.

now it's just a little longer until CLAIRE can be rescued and the queen's schemes uncovered.

同感	どうかん	agreement, same opinion
重い	おもい	heavy
青	あお	blue
影	かげ	shadow
占い者	うらないしゃ	fortuneteller
迷惑	めいわく	trouble, bother
田舎	いなか	rural area, countryside



## BALKA AREA



1. BALKA HARBOR: leave the harbor and head to BALKA
2. BALKA: head to the castle's front gate
3. CLAIRE SIDE: talk to everyone and leave the room to witness CLAIRE's conversation with the queen
4. BALKA: search for the GAJUMA. he is at the train-station that is separated from the town.  
inside the only building that can be found there, investigate the corner behind the wall
5. BALKA: talk to YOTTSUA and follow his advice to visit JIBEL, who lives across the item shop in town
6. BALKA: talk to JIBEL, who offers help in return for a favor
7. BALKA: select party members and head out to MESECHINA CAVE
8. save HACK at MESECHINA CAVE
9. BALKA: return to JIBEL
10. enter the BALKA UNDERGROUND through the secret entrance in JIBEL's study
11. reach CALLEGEA CASTLE and meet the queen
12. BALKA PRISON: escape the prison by solving the puzzle (BLUE, YELLOW, RED, ORANGE, GREY)
13. return to the BALKA UNDERGROUND and use the shortcut to reach the castle again
14. CALLEGEA CASTLE: follow the corridors until you reach the captured girls
15. CALLEGEA CASTLE: continue through the castle until you bump into some familiar enemies
16. CALLEGEA CASTLE: run towards the rooftop and try to save CLAIRE



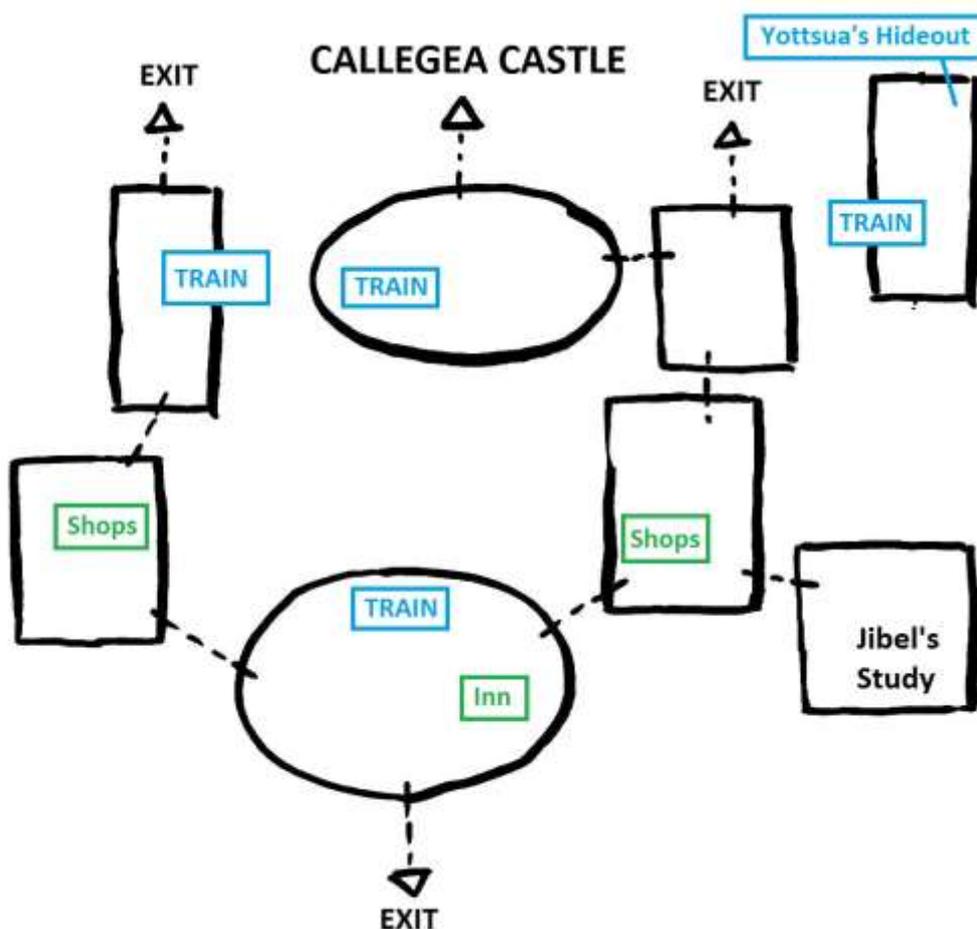
# バルカ 港

BALKA HARBOR

at the harbor the party meets a strange woman. also, HILDA'S cards show the moon again which doesn't seem to be a good omen...there's not much time left. VEIGUE and his friends rush towards BALKA!

# バルカ

BALKA



at the captial, everyone is impressed by this giant city. BALKA, the city of fog. the place where CLAIRE is held captive.

the party immediately tries to enter the castle, but due to the tight security this is no easy feat.



囚人	しゅうじん	prisoner
霧	きり	mist, fog
いくら	いくら	how much
夢	ゆめ	dream
口	くち	mouth
色々	いろいろ	various
消す	けす	to erase
欲しい	ほしい	wanted, wished for
無し	なし	without, not
暗い闇	くらいやみ	great darkness
醜い	みにくい	ugly
下水道	ずすいどう	sewers
地中	ちちゅう	underground
裸	はだか	naked, nude, bare
好き	すき	to like
壁	かべ	wall

## CLAIRE SIDE

CLAIRE, just like SUSIE a while ago, is brought before the queen. she admires the young girls beauty, but CLAIRE tries to open AGARTE'S eyes to the fact that looks and race don't matter. the queen gets angry and when she touches CLAIRE, the strange event that happened with SUSIE happens again. CLAIRE loses consciousness...

QUEEN AGARTE talks with her right hand ZILVA. the ceremony is right around the corner. the queen wants to be reborn. a new beginning for her and for **"him" ...?** for the whole kingdom?

damn it! what is the queen planning?...



back to VEIGUE: the heroes witness a GAJUMA running out of the castle. following EUGENE'S advice they chase after him. after a troublesome search they are able to find the young soldier, who's name is YOTTSUA. he tells the group about CLAIRE, that she apparently caused some huge commotion at the castle and that the queen said she could be saved by her...

he also gives the party a hint on how to get into the castle: a guy named JIBEL could be their way in. VEIGUE and his friends don't hesitate to visit him, although EUGENE isn't a fan of the idea. on the opposite side of the item shop in town, they find JIBEL'S house and ask for his help, which he is glad to give.

however, he himself asks for a small favor in return: to search for his companion HACK, who went of to MESECHINA CAVERN, and hasn't returned in a while.

聖なる	せいなる	holy
世話	せわ	help, assistace
角	かど	corner
世	よ	generation, the world
。。。てやがる	。。。てやがる	ver-suffix indicating hatred and contempt for another's action
事態	じたい	situation, (present) state of affairs
溶解	ようかい	interference, meddling
静	しずか	quiet
足る	たる	to be sufficient, be enough, be worthy of
樽	たる	barrel, cask



# メセチナ 洞窟

MESECHINA CAVERN

the cave lies north-east of BALKA and isn't too big. the group is therefore able to find HACK quickly and, after a small fight with some demons, he returns to JIBEL.



# バルカ

BALKA

back at JIBEL'S house, the secret entrance into the castle is revealed. through a wall in his study the party should be able to enter the BALKA UNDERGROUND.

according to JIBEL, that is the perfect way to sneak into the castle. before they can enter the underground, however, he has some comments about VEIGUE'S charm, the stone that CLAIRE once gave him. to VEIGUE'S surprise, it isn't just some old stone with sentimental values, but also a very special treasure. it's called a **MOONSTONE**, that changes it's colour according to the moon phases.

***it is said that, once it reaches it's full glow, the ancient king will rise.***

KING LADRAS, the ceremony on the DAY OF GOLDBA, the full moon, GAJUMA and HUMA. slowly the pieces of the puzzle all come together...but unfortunately, VEIGUE and his friends are still not able to connect them.



a guide by: SLEEPY RACCOON

VEIGUE thanks his friends for all the help on this journey and asks for their support just a little longer. he also wishes for them to look after CLAIRE, in case something should happen to him in the upcoming fight. but none of his companions want to hear about that. they can make it. CLAIRE'S freedom is in sight and they are going to head back home save and sound...all of them.

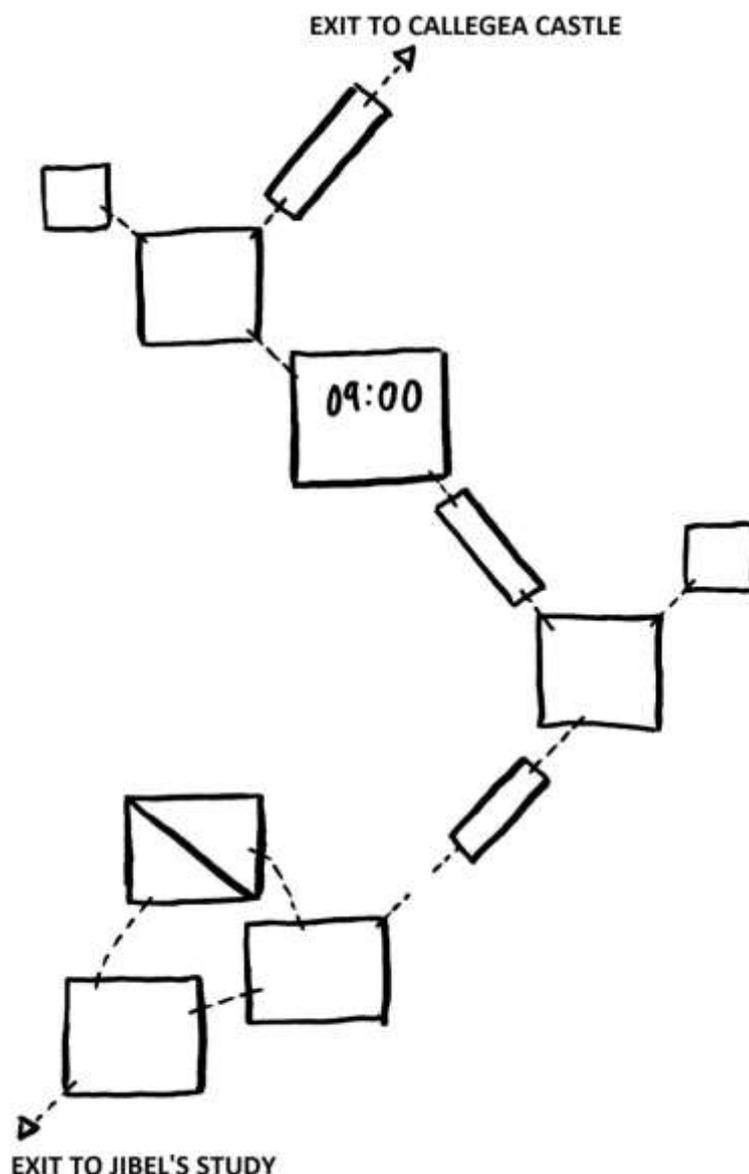
the heroes enter the BALKA UNDERGROUND.

## バルカ 地下

BALKA UNDERGROUND

the route through the underground isn't too long:

pulling a lever and setting two clocks in the puzzle-room to 9 o'clock is all it takes for the party to reach the castle.





# カレギア 城

## CALLEGEA CASTLE

once inside, the party doesn't get too far until the bump into SALEH. soon after, the queen and ZILVA pass by and EUGENE demands to talk to her. the queen agrees and inside the

throne room VEIGUE and his friends finally get a little insight in what she is planning.

AGARTE refers to an old legend:



long ago the **DIVINE KING** reigned together with the 6 SAINTS, each of them possessing a special power. when a fight between the king and the saints broke out, the king was imprisoned inside the earth.

to ressurect him and use his power...this is QUEEN AGARTE'S goal. her kingdom is on the path of ruin and she - with her **FORCE of the moon** - is the only one who can control the secret power of the DIVINE KING and prevent CALLEGEA'S downfall.

what all of this has to do with CLAIRE, she doesn't tell. only that CLAIRE shall not come to harm. the queen promises to return her once the ceremony is over.

"SHE WON'T BE CHANGED. BECAUSE SHE IS ABLE TO CLOSE HER EYES"...



that is all the information the party is able to get. then they are brought down by AGARTE'S FORCE and soon after, a group of soldiers attacks. the heroes manage to drive them off, but more are on their way. in the end, the group faces defeat and ends up in BALKA PRISON.

灰	はい	ash
茶	ちゃ	orange
鉤	かぎ	hook
鏡	かがみ	mirror
羽	はね	feather
肌	はだ	skin
操作	そうさ	operation, management
明るい	あかるい	bright, shiny
眩しい	まぶしい	radiant, dazzling
光	ひかり	light
希望	きぼう	hope
唯一	ゆいいつ	only (the only one)
封	ふう	seal
赤	あか	red
友達	ともだち	friend
やばい	やばい	risky, awful, dangerous
操る	あやつる	to handle, operate, manipulate
社会	しゃかい	society, public, community
捕る	とる	to catch, take, capture
真の	しんの	true..., real..., proper...
付ける	つける	to attach, join, add
強大	きょうだい	mighty, powerful
扉	とびら	opening, door
果て	はて	limit, end
蘇る	よみがえる	to be ressurected
貸す	かす	to lend
お願いします	おねがいします	please!
神	かみ	god



# バルカ 刑務所

BALKA PRISON

„...hm? whats your name?“

„i...i am VEIGUE.“

„nice to meet you.“

inside the cells of BALKA PRISON the party is desperate...

but then a surprising group of visitors appears. the DARK WINGS appear... or whatever name they will decide on, in the end.

to pay their debt from CLIMBER'S CAVERN the trio frees VEIGUE and even gives him a hint on how to solve the puzzle. the note says:

**RED:** on it's left side: **YELLOW**

**GRAY:** on it's left side: **ORANGE**

**YELLOW:** nowhere left of it: **GRAY**

**BLUE:** nowhere left of it is: **YELLOW**

**ORANGE:**...

**SOLUTION:**

**switch the orbs around to get them in the following order:**

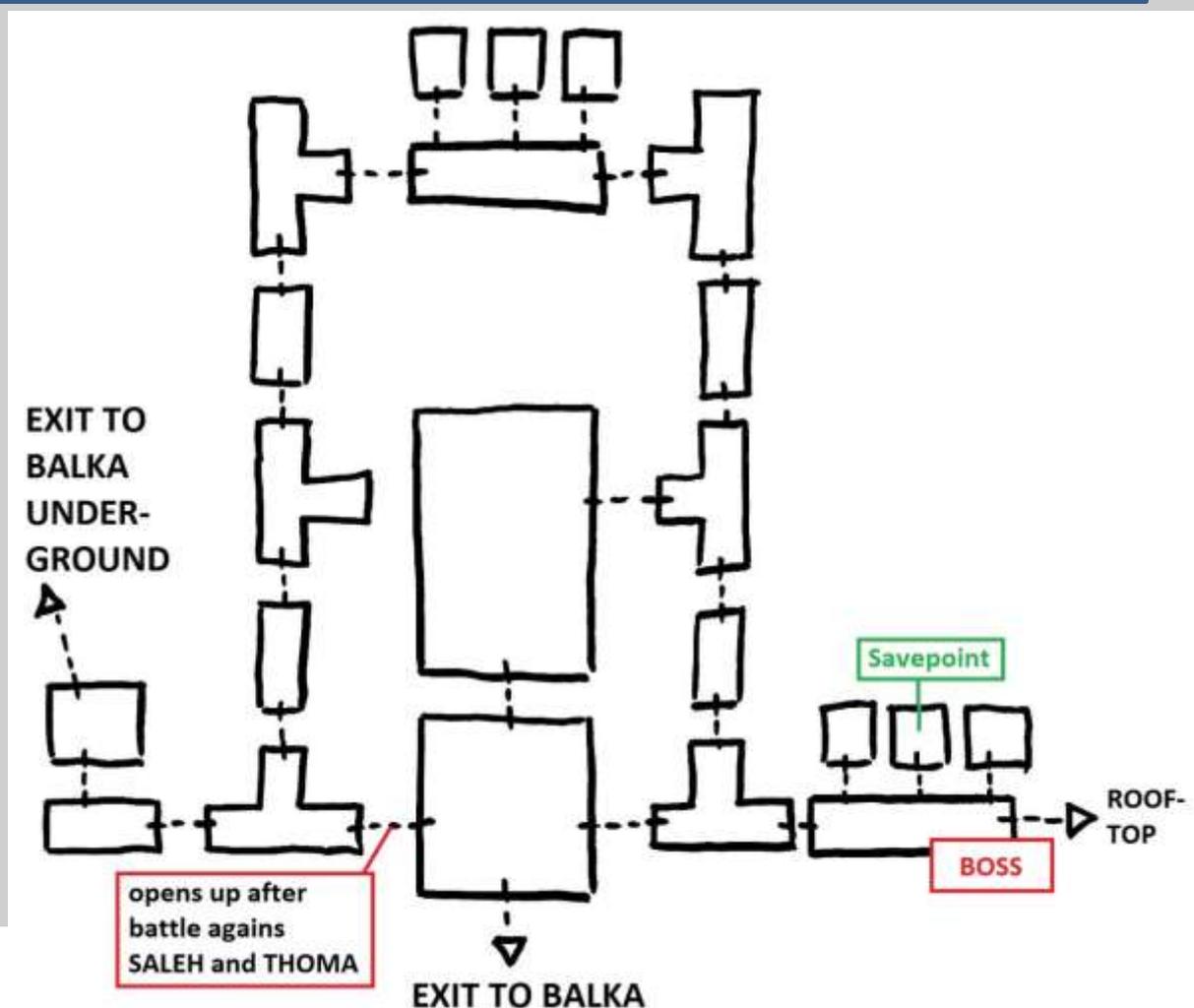
**BLUE, YELLOW, RED, ORANGE, GRAY**

the party is able to escape and after rescuing a couple of soldieres, who where sent to jail for questioning the ROYAL SHIELD, they immediatley return to BALKA. ther, using the secret UNDERGROUND, they reach the castle again.



# カレギア城

CALLEGEA CASTLE



through countless corridors, past countless soldiers, the journey takes them to a group of rooms. it is there that they find the missing girls. all except CLAIRE.

NATSU, the soldier VEIGUE freed in BALKA PRISON, assists in getting the girls out of the castle, so that the heroes can concentrate on finding her captured friend.

some tough encounters later the heroes reach the corridor that leads to the roof. this is where the ritual is going to be conducted. two well known opponents appear and try to prevent the party from advancing: THOMA and SALEH.

it's time to settle the score!



## BOSS 10: SALEH + THOMA

SALEH

HP: 34500

WEAK: EARTH

STRONG: -

THOMA

HP: 51000

WEAK: WATER

STRONG: EARTH

this is definitely the hardest battles so far. since taking down THOMA's an SALEH's HP can take a while, it's good to focus on one of the two. dishing out damage equally only gives them time to heal themselves. since he can be dealt with quicker and his spells can hit everyone on screen, SALEH should be your priority. afterwards go after THOMA. he is actually not that hard to beat. that is, if you watch out for his strong punch-attack. it can kill any party-member with just one hit. change the battle line just in time or try to get enough damage in to stop him from execting the attack.





after a long and hard fight, THOMA and SALEH are beaten. VEIGUE and his friends continue to run towards the roof of CALLEGEA CASTLE, when two more roadblocks enter the stage: WALT and MILITSA.

MAO, EUGENE, ANNIE, TYTREE and HILDA try to hold off the enemies, giving VEIGUE a chance to rush past them.

the ritual is going to start any minute now. VEIGUE can already hear QUEEN AGARTE calling out for the DIVINE KING...it can't be too late. CLAIRE!!!

the events unfolding before VEIGUE's eyes are unbelievable. the queen takes CLAIRE by the hand and together with her enters the light of the full moon. and then something goes terribly wrong. instead of AGARTE gaining power, she and CLAIRE disappear.

with them gone, someone else rises. it might not have happened the way AGARTE had it in mind, but the imprisoned king rises:

"I AM THE DIVINE BEAST KING GEYORKIAS."

by now VEIGUE's friends are at his side again. they, too, can't believe what they are witnessing. the DIVINE KING isn't, as they all thought, a person – but a giant beast. and his mission is to bring peace to this world, which sounds kind of admirable. his method, however, involves eradicating all the HUMA from this world.

no matter how god-like this creature seems, it needs to be stopped!!!

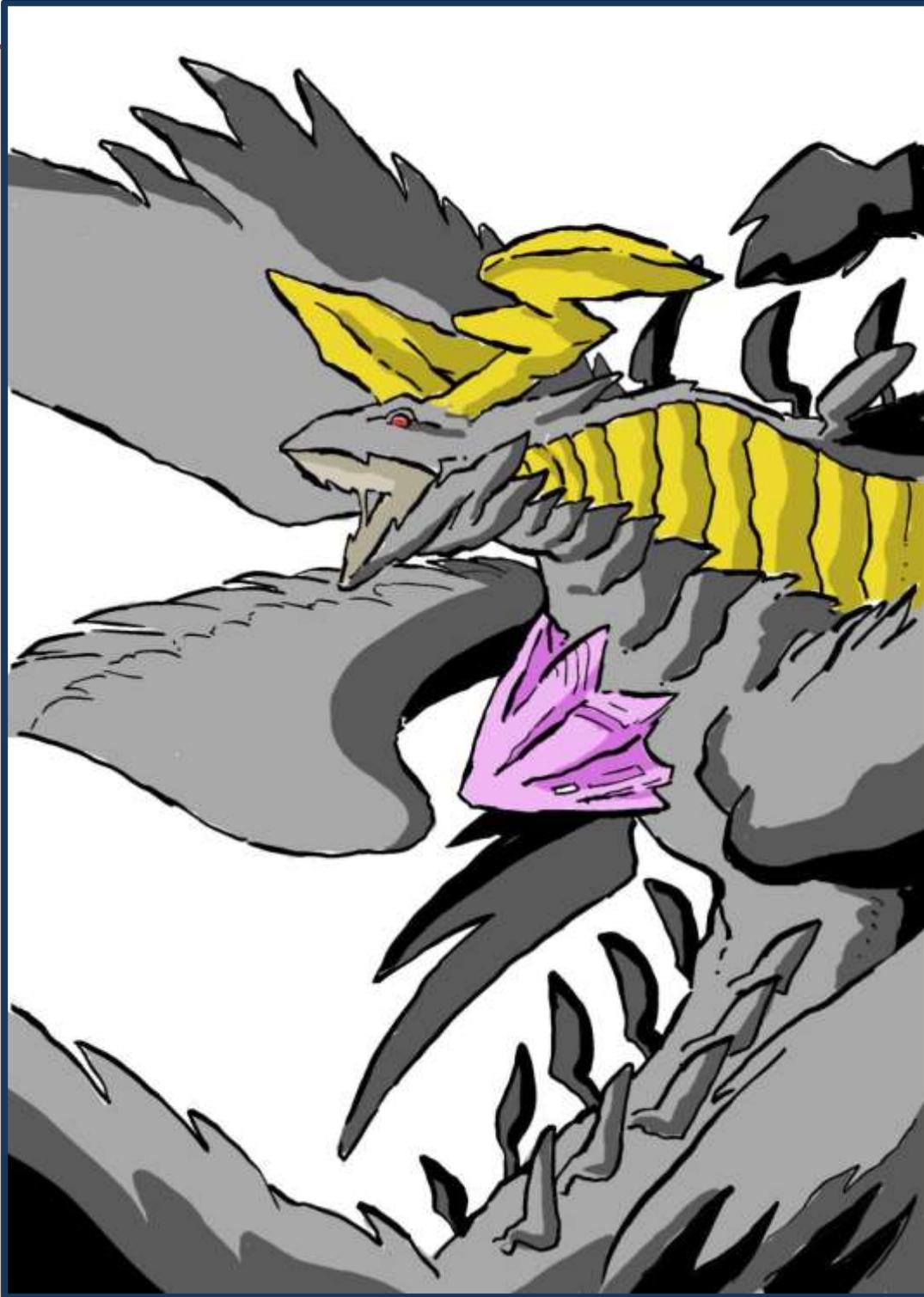
## BOSS 11: GEYORKIAS

HP:100000

WEAK:-

STRONG:-

GEYORKIAS has a giant amount of HP and very strong attacks. he constantly switches between two positions. in the air he is much less dangerous and this time should be used to heal. on the ground he can dish out some serious damage to your party. always defend against his beam-attacks and try to take as much of his HP as possible afterwards. you can hit him with most attacks when he is in the air, but it's a lot harder to do and – to say it once again – this time SHOULD be used for healing. good luck!



after this decisive battle, the queen remains gone. CLAIRE, however, returns into VEIGUE's arms – to everyone's relieve. it is done. in the end, they achieved what they went out to do. they saved CLAIRE and managed to get home. save and sound...

...all of them...



## RAZILDA AREA



1. SULZ: after CLAIRE wakes up, head upstairs and hear about POPURA causing a commotion at the assembly hall
2. SULZ: head towards the assembly hall
3. leave SULZ together with ANNIE
4. rest at KEKETTO HOSTEL
5. head to PETNADJANKA – TYTREE will join the party once again
6. go to MESECHINA CAVE and visit the imprisoned EUGENE
7. take the boat at BALKA HARBOR to RAZILDA HARBOR
8. RAZILDA: talk to the the HUMA mayor of the village (building in southern part of village)
9. RAZILDA: outside, follow ZAPIE to the inn – you will meet HILDE there
10. RAZILDA: leave the village for a small scene.
11. RAZILDA: enter the inn and get the medicine for EUGENE
12. go back to MESECHINA CAVE and fight BOSS
13. MESECHINA CAVE: destroy the unstable wall and find two stone tablets
14. MESECHINA CAVE: examine the left one closer and tap on the strange crest.



15. return to RAZILDA and enter the inn for a scene
16. RAZILDA: examine the tapestry on the 1<sup>st</sup> floor of the inn
17. RAZILDA: talk to the innkeeper
18. RAZILDA: talk to the woman in the central house of the village (bear-like GAJUMA)
19. RAZILDA: go to the northernmost house of the village and get the GAJUMA flag from the GAJUMA mayor
20. RAZILDA: go to the southernmost house of the village and get the HUMA flag from the HUMA mayor
21. RAZILDA: sleep at the inn – during the night, there will be another “word-puzzle”. enter the japanese word for FLAG to advance: ハタ
22. RAZILDA: leave the inn and examine the flower cart in front of it  
(PS2-VERSION: another password is needed to advance: キセツ)
23. RAZILDA: return to the woman in the central house and talk to the florist
24. go east from RAZILDA and cross the giant swamp until you reach the ZEREN WETLANDS SPRING
25. ZEREN WETLANDS SPRING: recite the poem correctly to enter (see page 74)
26. SHRINE OF EPHON: go through the dungeon to complete the trial
27. SHRINE OF EPHON: defeat BOSS and get info on how to continue from here on
28. leave the shrine and head south towards PIPISTA

## スールズ

SULZ

after the ritual, quite some time passes, before CLAIRE finally wakes up again.

she is back in SULZ and VEIGUE is right beside her. but CLAIRE still seems kinda confused. also, ZAPIE reacts really strange to her... they all might just need some time to get back on track.

VEIGUE gives CLAIRE a moment alone with her parents and goes upstairs. there, he hears unnerving news about an old friend: aunt POPURA is causing a commotion at the assembly hall...

when VEIGUE arrives at the scene, aunt POPURA is arguing with the HUMA inhabitants of SULZ, igniting a discussion about race. when VEIGUE tries to get her back to her senses, POPURA attacks him. luckily, ANNIE appears. with her powers she can cool of the angry GAJUMA's head.

back at CLAIRE's place, VEIGUE and ANNE talk. she has bad news: EUGENE has changed, talking just like POPURA did. and they are not the only ones.



to help EUGENE (or as she says: to help MAO), ANNIE is trying to get the group back together. VEIGUE is impressed. that she, out of all people, would go to such length to help EUGENE...

even though he worries about leaving CLAIRE behind, VEIGUE agrees to come with ANNIE. however, soon after, CLAIRE will have followed up on them. at PETNADJANKA, TYTREE also joins the group once again. they all take the boat from BABILOGRAD to reach EUGENE's and MAO's location.

at MESECHINA CAVE, the group finds EUGENE who has imprisoned himself. he is changing more and more – and he's afraid to hurt one of the HUMA – or worse: one of his friends. he asks VEIGUE to kill him, but since this is out of the question, the party decides to find another way to help their friend.

*VEIGUE, TYTREE and ANNIE leave to get medicine for EUGENE. CLAIRE and MAO, meanwhile stay behind to watch after their GAJUMA-friend. but CLAIRE sneaks out of the place and travels to BALKA. in front of the castle she tries to get access, begging MILHAUST to let her in and listen to what she has to say... but to no avail...*

at the village of RAZILDA, where HILDA is researching the rise of GEYORKIAS, with the help of one of the soldiers from BALKA PRISON, the party manages to get their hands on some medicine. back at MESECHINA CAVE, they have to bring down EUGENE, before they are finally able to cure him...

## BOSS 12: EUGENE

EUGENE is another one of those enemies that are very hard to stagger. this, however, is his only outstanding talent. in terms of HP, attack power and defence, he is a real pushover.



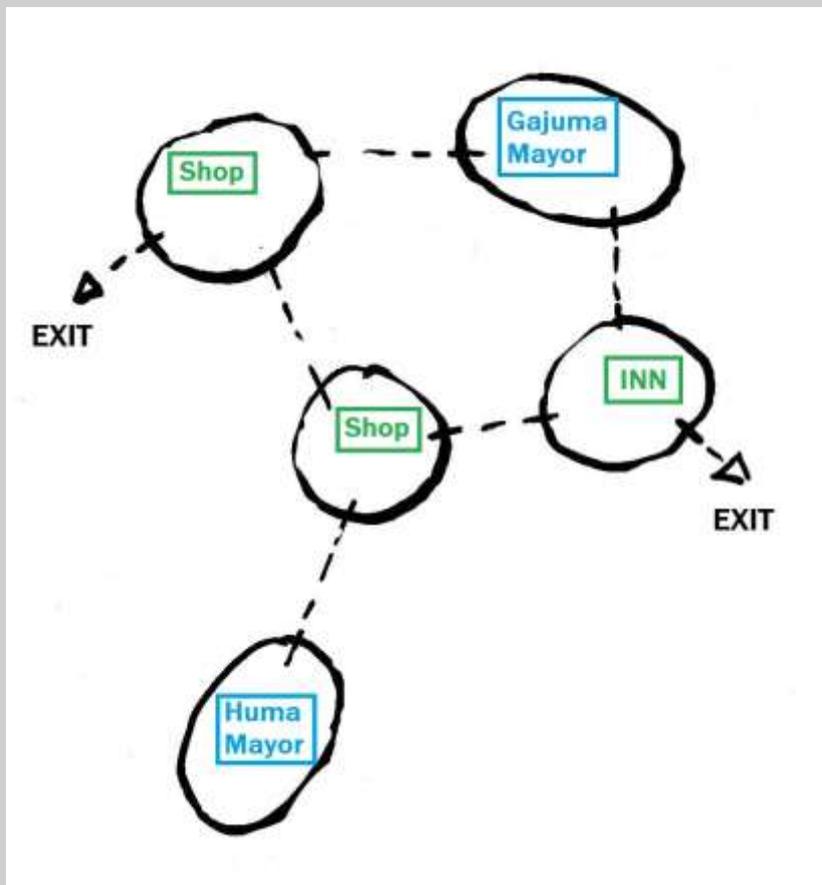


deep inside the cave, VEIGUE's group discovers two strange stone monuments. the symbol depicted on one of them, leads them back to RAZILDA, where they investigate about the ancient POWER OF DARKNESS. that power seems to be connected to the SAINTS of legend who fought the DIVINE KING.

**THE IMPRESSION:** the party is able to get more information about the DIVINE BEAST KING and his fight against the SAINTS. when the king was sealed away, a phenomenon called "THE IMPRESSION" arose: GAJUMA turned more and more hostile which caused a great struggle between the races. just like what is happening right now...

# ラジルダ

RAZILDA





after solving a puzzle that involves RAZILDA's former flags, the party stands in front of the spring where the POWER OF DARKNESS is supposed to be sealed.

they recite the poem of RAZILDA's founders:

within the darkness, we search for HOPE // 闇において、我は希望を求める

within the darkness, we find COURAGE // 闇において、我は勇気を得る

within the darkness, we reach the TRUTH // 闇において、我は真実に至る

within the darkness, we get to know LOVE // 闇において、我は愛を知る

...and from the bottom of the ZEREN WETLANDS SPRING rises an ancient shrine...

## イーフォンの神殿

### SHRINE OF EEPHON

inside the SHRINE OF EEPHON, TYTREE has several strange visions. as it turns out, the young man is tested by EEPHON – one of the SAINTS. TYTREE's test involves his statement that all people, HUMA or GAJUMA, are the same.

at the heart of the shrine, the party learns that EPHON is also a DIVINE BEAST, just like GEYORKIAS. they also learn that there have been many names for those DIVINE BEASTS - "SAINTS" or "POWERS OF DARKNESS" are just two of them.

before the trial can be completed, the party has to face EEPHON directly, and the battle is a tough one:



## BOSS 13: EEPHON



HP:79000

WEAK: LIGHT

EEPHON dishes out tons of damage. the best way to tackle him is to play very defensive. try to use LIGHT based attacks as often as possible, since he is weak to them. and lastly: be sure to go into this fight with a full stack of healing items.

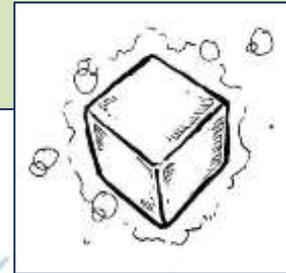
afterwards, the sacred beast grants TYTREE it's legendary power. to get rid of the IMPRESSION the party has to get the power of all the sacred beasts.

EEPHON guides them towards the southern desert and as soon as the party leaves the shrine, they march towards the city that is located there: PIPISTA.

however, on the road a heated discussion arises: HILDA does not want to understand why EEPHON chose to grant TYTREE his power. she envies the young man and claims that none of the group would understand the reason she's upset...



# PIPISTA AREA



1. go to PIPISTA
2. PIPISTA: talk to the villagers in front of the chieftain's house
3. PIPISTA: visit the chieftain and talk about HACK
4. PIPISTA: go to the house near the village's entrance and talk to the GAJUMA who guards HACK (change to EUGENE with "X + L")
5. PIPISTA: talk to HACK about the legendary sleeping bird
6. PIPISTA: talk to the man in the house with an ostrich right in front of it.
7. PIPISTA: get the egg from the ostrich
8. PIPISTA: at the inn, talk to the food vendor and examine the food stall next to him afterwards
9. PIPISTA: return to the chieftain and choose the second option
10. PIPISTA: everyone will head to the sacred altar and try to reveal the sleeping bird
11. PIPISTA: return to HACK and have him released
12. return to the altar and talk to HACK - he will hint towards the wasteland north-west of town
13. activate three of the HOLDERS OF FLAME with MAO's power - look for the image of a bird in the sand:
  - activate the HEART of the bird
  - activate the left tip of the WING
  - activate the right tip of the WING
14. a huge tower will appear - the SHRINE OF FENIA
15. climb the tower and talk with FENIA at the end
16. with the trial completed, head back to PIPISTA and talk to the chieftain
17. PIPISTA: HACK has gone to RAZILDA – follow him there
18. RAZILDA: follow the escaping HACK talk to the angry villager on the way
19. RAZILDA: talk to the GAJUMA mayor in the north of the village (use EUGENE!)
20. RAZILDA: talk to IGOR in front of the inn
21. return to the shrine of EEPHON and go deeper in, until you meet IGA and later HACK
22. return to RAZILDA
23. RAZILDA: head to the western area of the village where the crowd is fighting
24. RAZILDA: go to the inn and enter the vacant room on the 1<sup>st</sup> floor
25. head north and cross the GREAT POKUNAN BRIDGE, soon after you will reach KYOGEN



# ピピスタ

PIPISTA

EEPHON's hint was an ancient poem about a sleeping bird. when the party arrives in the southern village PIPISTA, they immediately spot a bird-statue at the entrance. seems as if they're on the right track.

PIPISTA is a small village, carved in the stones of the canyon. it's inhabited by GAJUMA only; and those aren't fond of HUMA at all. the meet HACK again, who visited the area after finding some clues about a sleeping bird in MESECHINA CAVE. the sacred altar of PIPISTA holds the key to reviving this bird.

unfortunately, HACK can't support the party too much. he himself is in trouble. for sneaking around at the altar, the villagers of PIPISTA imprisoned the poor guy. VEIGUE and his friends try to find out more about the altar and the bird. one villager tells of a RED ORB OF LIFE that seems to be of importance. with it, the altar could be ignited.

eventually, the mystery of the sleeping bird can be solved and the location of the second DIVINE BEAST appears...

it's a giant tower in the middle of the wasteland surrounding PIPISTA: the shrine of FENIA.





# フェニアの神殿

## SHRINE OF FENIA

inside it becomes clear that this time MAO is the one who is tested. he experiences visions of his past. his confusion about his identity, his first encounter with EUGENE... and even a vision from his life before all this...

in the end, MAO is able to find out the truth about his lost memory: he didn't have one to begin with. MAO is an entity created by the DIVINE BEASTS to examine the people of this world. all of this FENIA tells the young man in secret. and he decides to keep the information to himself... for now.

once again, HILDA is desperate to become stronger, as well. she begs FENIA to grant her power... and gets furious when her wish can't be fulfilled...

after the events at the shrine, the party returns to PIPISTA. in order to find HACK who has already left the village, they head back to RAZILDA. there, the situation between the two races escalates. the party then encounters MILHAUST again, who is trying to calm down the crowd. his orders come from SILVA – and they include taking SALEH and THOMA with him...

when VEIGUE and his group meet HACK again, they discuss FENIA's hint towards the next DIVINE BEAST.

**“... a tower reaching to an ocean of clouds...”**

following HACK's advice, they head north towards KYOGEN.

*meanwhile, AGARTE wakes up on the beach near RAZILDA. it slowly becomes clear what is going on with her and CLAIRE... but it's still a little while until VEIGUE and his friends will learn the whole truth...*

# FINISHING THE TRIAL



1. reach KYOGEN and talk to the man in the house on the far west side of the village
2. go to the inn to meet FRANZ the adventurer again
3. go to the big residence in the north-east of the village to meet master WAN GIN
4. return to FRANZ at the inn
5. return to WAN GIN's right hand and choose the first option – "CLAIRE" will be imprisoned and the party has to solve a little puzzle
6. choose two characters to accompany VEIGUE
7. talk to the three visitors from the other regions (switch party members if you can't progress – EUGENE should not be in the party)
8. enter the WAN GIN's residence
9. head to the villages entrance to meet FRANZ
10. leave the village to save CLAIRE from the thieves!
11. return to KYOGEN and – after settling everything with WAN GIN – talk to FRANZ again
12. continue gathering the powers of the SACRED BEASTS... this task will lead you to...
13. NOLZEN: where the party is lead into a trap at the TOWER OF NEREG
14. NOLZEN: where the party is able to grab a boat and reach the SHRINE OF WONTIGA
15. BELSAS: where the party meets SUSIE again and the truth about CLAIRE and AGARTE is revealed
16. BABILOGRAD: where the party enters the SHRINE OF SHAORUNE and is able to get the ultimate means of transportation
17. NOLZEN: where FRANZ guides the group towards a hidden village of HALVES at the northern-most edge of the world
18. MOCRADO VILLAGE and the SHRINE OF GILIONE: where HILDA finally manages to get the power of one of the SACRED BEASTS

## キョゲン

### KYOGEN

after TYTREE and MAO have received their powers from the SACRED BEASTS, the party continues to find the remaining ones. each BEAST hints towards the next destination, which leads the party on a journey around the whole world.

not only is it their only hope of stopping the IMPRESSION from causing more and more conflict between the people of this world – the heroes have to learn



a lot about themselves, as well. confronted with the trials of the SACRED BEASTS, each and everyone of them is able to find their own determination.

after leaving RAZILDA, the party's first stop is the northern village of KYOGEN.

there, they have a rather unpleasant encounter with WAN GIN that involves CLAIRE and QUEEN AGARTE being imprisoned. luckily, everything turns out all right and the journey can go on.

they also run into FRANZ once again. from him the heroes hear about the GARDEN OF ILLUSIONS and the northern city NOLZEN.

## ノルゼン

NOLZEN

the cold harbor city NOLZEN lies north of KYOGEN. following a stranger's advice, the group heads to the TOWER OF NEREG, where they hope to find the next shrine.

## ネレグの塔

TOWER OF NEREG

at the TOWER OF NEREG, VEIGUE and his friends run into a trap. SALEH wanted them out of MILHAUST's reach. so he lured the group to the top of this tower. somehow he is able to control the DARK WINGS and the group is forced to fight the trio once more...

also, the tower they are really searching for, reveals itself to them. they are able to spot the SHRINE OF WONTIGA in an area south of NOLZEN, on the plains surrounded by a mountain range.



# ヴォンティガの神殿

SHRINE OF WONTIGA

while searching for the “tower reaching to the ocean of clouds”, ANNIE finds herself confronted with the past. while she did warm up to EUGENE, she still has trouble dealing with GAJUMA. but she does come closer to understanding her father’s words...

***“THERE IS NO COLOUR IN LIFE”...***

ANNIE assists DR. CURIA with the treatment of a group of GAJUMA soldiers in NOLZEN. she discovers that EUGENE, too, has some deep wounds from the events surrounding her father’s death...

*it only when the group enters the SHRINE OF WONTIGA that ANNIE learns the whole truth: her father, DR. BARRS, was the one responsible for the late king LADRA’s illness. he had poisoned the king over a long period of time...*

*when EUGENE tried to talk to BARRS about the matter, he was attacked by his friend and the struggle lead to the doctor’s death. in his last moment, DR. BARRS seemed to be his old self again. he asked EUGENE to take care of QUEEN AGARTE and his daughter ANNIE...*

the revelation hits ANNIE hard. but because EUGENE gave her the time to find out the truth herself and to realize her own point of view, ANNIE is able to complete the trial. thanks to EUGENE, the young healer has found her own way in life. her own meaning of the phrase “there is no colour in life.”. together with EUGENE, she decides to find out the truth behind the truth – the real reason why a man as kind as her father would do something that cruel to the late king...

ANNE is able to let go of her hatred and receives WONTIGA’s power...



# ベルサス

BELSAS

the next SACRED BEAST – SHAORUNE – doesn't need to be found. directly after WONTIGA grants ANNIE it's powers, SHAORUNE's voice can be heard. the SACRED BEAST starts talking to the group and urges VEIGUE to travel to BELSAS. something very precious to him is in danger...

in BELSAS, the conflict between HUMA and GAJUMA escalates. VEIGUE and his friends are able to stop the evil deeds of SUSIE's father. they also learn the truth about CLAIRE: during the ritual in which GEYORKIAS was summoned, CLAIRE and QUEEN AGARTE switched bodies. so the person travelling with them this whole time, was actually the queen?!

both women have learned a lot while looking through each other's eyes. but instead of talking further about the situation, QUEEN AGARTE (inside CLAIRE's body) flees from the situation.

# ブルーの神殿

SHRINE OF SHAORUNE

SHAORUNE guides VEIGUE to his shrine at the temple of BABILOGRAD. the young man learns a lot about AGARTE and her relationship with MILHAUST. he is also able to overcome his doubts about CLAIRE's identity and is able to finish the SACRED BEAST's trial.

before letting them go, SHAORUNE has one last surprise for the party: from now on, they are able to summon the SACRED BEAST and travel on it's back. getting around the world has suddenly become a whole lot easier.



BOSS 14: SHAORUNE

## モクラド村

MOCRADO VILLAGE

the next hint is aimed directly towards HILDA. she herself is supposed to be the clue to finding the next SACRED BEAST. with the help of FRANZ, who can be found in NOLZEN, the party finds a hidden village inhabited by HALVES: MOCRADO, on the northern coast of the continent.

**HINT:** during the conversation with FRANZ in NOLZEN, another word is required to progress. one of the possible answers is “CARD”, or

カード



here, HILDA gets to meet her mother for the first time... only to lose her by the hands of THOMA. the young woman learns about her past, about her parent's love for each other as well as their daughter. she manages to defeat THOMA and get her revenge. but more important: at the SHRINE OF GILIONE, she learns an important lesson about the word "HALF"...

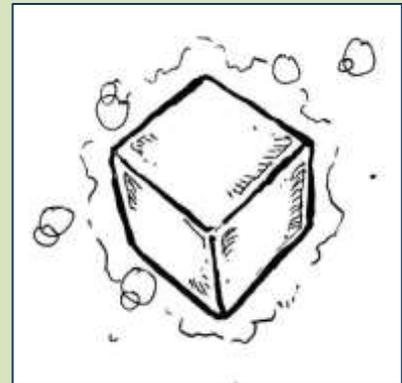


## BOSS 15: THOMA

THOMA hasn't changed much, since the last encounter. his one and only dangerous move is still his punch attack. bring some LIFE BOTTLES in case can't manage to avoid it.

## FINALE

1. acquire the final power of the SACRED BEASTS
2. travel the world to stop the people from fighting
3. enter MOUNT SOVEREIGN and confront the evil mastermind behind everything...
4. ...only to learn that there is more to the story
5. enter YURIS' REALM and head into the final battle to save the world



now, only one SACRED BEAST is left. after a little game of TREASURE HUNTING, the party discovers it's resting place deep under SUNNYTOWN's main square. here, VEIGUE is able to come to terms with his inner battle: no matter how much her appearance changes: CLAIRE is CLAIRE. it's her heart that makes her the person she is. with that, VEIGUE is free from his demons.

all trials have been completed.



# 獸王山

MOUNT SOVEREIGN

even with the power of all six SACRED BEASTS, conflict between the HUMA and GAJUMA doesn't settle down. although the IMPRESSION is gone, the hatred between the two races is too strong. the party travels from town to town in order to bring peace back to the people, but with every fight they are able to end, another one arises. there is only one chance the group has left: they head to MOUNT SOVEREIGN, where GEYORKIAS sleeps. since the DIVINE BEAST KING can't truly be killed, his spirit rests within the mountain. the group plans to wake him up, confincing him that HUMA and GAJUMA can live in peace.

## BOSS 16: FOUR STARS

however, before VEIGUE and his friends can achieve that goal, they have to face the FOUR STARS, as well as the perpetrator behind all the chaos: ZILVA, AGARTE's right hand, reveals that she herself is able to control the FORCE OF THE MOON. with the power to switch bodies, she controlled DR. BARRS and killed KING LADRAS...



## BOSS 17: ZILVA



after a long and hard battle, ZILVA can be brought down. but unfortunately, this is not the end of it. ZILVA herself was merely a puppet for the force behind it all: YURIS, the heinous entity that was once born out of the darkness in people's hearts... the party is able to wake up GEYORKIAS, but even the DIVINE BEAST KING isn't strong enough to beat this new enemy.

## ユリス領域

### YURIS' REALM

on the back of SHAORUNE, the group enters the dark sphere above MOUNT SOVEREIGN. some last puzzles to solve, some last bonds to prove. and one last enemy to defeat. meanwhile, the group's actions during their travels are starting to bear fruit. when more and more people manage to overcome their prejudices, YURIS starts getting weaker and weaker. it's now or never:

VEIGUE, EUGENE, MAO, ANNIE, TYTREE, HILDA, CLAIRE, AGARTE and MILHAUST... they have come so far. after all the struggles - after everything they have learned about the world as well as themselves - their final battle lies ahead:

### FINAL BOSS: YURIS

HP: 210000

since YURIS has such a huge amount of HP, you might be tempted to concentrate on him as much as possible. that however, can get you into trouble quickly. he constantly summons his minions, floating eyes called YURISEYES. while they aren't very dangerous in small numbers, once you've got a big group of them floating around the battlefield, things can go south. try to kill the eyes as fast as possible, attacking YURIS in between. the fight is going to be a long one, but it's surely worth the effort. the people of CALLEGEA are in danger. and they are afraid. all of them. no matter their age or size, their home or their parents.



it's over! with one final strike, VEIGUE is able to bring down the evil entity.

however... just like GEYORKIAS, YURIS can never be truly killed. as long as there is darkness in the hearts of man, there is a chance that the beast might come back. but now that they know the truth, VEIGUE and his friends will do their best to guide humanity towards a better future. that is what makes them who they are.

a guide by: SLEEPY RACCOON





# THE END