

Farland Story (Import) FAQ

by ritchie

Updated to v1.0 on Sep 5, 2007

FARLAND STORY

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Guide

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

Gold 7E03A6FF
 7E03A7FF
EXP After Battle 7E0886FF

About the game

The software that brings the popular 'Farland Story' of the Personal Computer version and the sequel 'Farland Story Biography - King Ark's Expedition' together in one. Good feelings are popular with the comprehensible game system. The bright comical battle scene of the deform characters are attractive.

THE CONTROLS

Y button - movement, weapon, tools, exchange, gather
Y button - end turn, whole map, unit summary, save, load, environment setup
A button - one's status

BATTLE COMMAND

1. Attack/Recovery 2. Shopping 3. Do you end the turn? yes / no
 Stand By Weapon
 Tools
 Exchange
 Gather

Note

* Boss

STAGE 01 Magic Awakening

Companions

Ark Lord (LV1)
Rantia Knight (LV1)
Alicia Cleric (LV1)

Enemies

Magun Soldier Soldier (LV1) ×8
* Magun Leader Knight (LV1) ×1

Treasure Chests (Covered by a flower)

200GOLD

100GOLD
Medical Herb

Shopping

Town

Whisky (1200GOLD)
Long Sword (800GOLD) Fighter, Lord, Lady Knight
Medical Herb (100GOLD)

Note

Liberate the Town. After defeating Magun Leader - Knight (LV1), "STAGE 02 Dwarf Town" begins.

STAGE 02 Dwarf Town

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf (LV1)

Enemies

Magun Soldier Fighter (LV2) ×16
Magun Soldier Knight (LV2) ×3
* Docati Berserker (LV1) ×1

Treasure Chests (Covered by a flower)

Medical Herb
400GOLD
600GOLD

Shopping

Town

Whisky (1200GOLD)
War Hammer (800GOLD) Cleric, Bishop, Priest
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Medical Herb (100GOLD)

Dwarf Town

Whisky (1200GOLD)
War Hammer (800GOLD) Cleric, Bishop, Priest
Broad Axe (1200GOLD) Berserker
Medical Herb (100GOLD)

Town

Whisky (1200GOLD)
War Hammer (800GOLD) Cleric, Bishop, Priest
Broad Axe (1400GOLD) Berserker
Medical Herb (100GOLD)

Town

Whisky (1200GOLD)
Broad Axe (1400GOLD) Berserker
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Medical Herb (100GOLD)

Note

Liberate the Towns. Godard who is a dwarf is in Dwarf Town that's nearby the road where the bridge is going to be built. A Magun Soldier is also on Dwarf Town. After defeating Magun Soldiers who is on Dwarf Town, move one of the companions onto the edge of the road into the river, and then a new bridge will be built by the dwarves. While trying to cross over the new bridge, the reinforcement of enemies (Magun Soldier - Knight (LV2), Magun Soldier - Fighter (LV2)) will appear. Only Ark can attack Docati. After defeating Docati, Docati - Berserker (LV1) joins the group, and "STAGE 03 To the Outskirts of Betrayal" begins.

STAGE 03 To the Outskirts of Betrayal

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker (LV1)
Dino Wizard (LV2)

Enemies

Magun Soldier Fighter (LV5) x2
Magun Leader Knight (LV4) x4
Magun Soldier Magician (LV3) x9
Magun Soldier Magician (LV4) x2
Magun Soldier Sorcerer (LV5) x8
Magun Soldier Skeleton (LV3) x10
* Megadeath Knight (LV7) x1

Treasure Chests (Covered by a flower)

Amulet Note
Protection Stone
3000GOLD
1000GOLD

Shopping

Town

War Hammer (800GOLD) Cleric, Bishop, Priest
Broad Axe (1400GOLD) Berserker
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Medical Herb (100GOLD)

Town

Broad Axe (1400GOLD) Berserker
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight

Long Sword (800GOLD) Fighter, Lord, Lady Knight
Medical Herb (100GOLD)

Town

War Hammer (800GOLD) Cleric, Bishop, Priest
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Amulet Note (3000GOLD)
Medical Herb (100GOLD)

Town

Whisky (1200GOLD)
Protection Stone (3000GOLD)
Medical Herb (100GOLD)
Power Fruit (3000GOLD)

Town

Whisky (1200GOLD)
Protection Stone (3000GOLD)
Medical Herb (100GOLD)
Power Fruit (3000GOLD)

Note

Liberate the Towns. Whenever the fourth turn ends, the reinforcement of enemies (Skeleton (LV3), Magun Soldier - Sorcerer (LV5)) will appear nearby the northwest Town. Dino is in the southwest Town. Make sure to have three companions nearby the northwest Town to protect it from the reinforcement of enemies who appear on every four turns. Now, move three of the companions southeast, and cross over the shallow waters onto the southern island. The Magun Soldier - Sorcerer (LV5) x5 are troublesome with their magic attack. Try to remove the Magun Soldier - Sorcerer (LV5) x5 that are around Megadeth - Knight (LV7) one by one. After defeating Megadeth, "STAGE 04 Spirit Forest" begins.

STAGE 04 Spirit Forest

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf (LV5)

Enemies

Dark Elf Elf (LV5) x4
Dark Elf Elemental Master (LV6) x2
Fairy Fairy (LV5) x9
Magun Soldier Jack O' Lantern (LV7) x?
Magun Soldier Will O' Wisp (LV7) x?
Magun Soldier Fighter (LV5) x7
* Dark Elf Elemental Master (LV7) x1

Treasure Chests (Covered by a flower)

Holy Bishop's Staff Bishop
2000GOLD
Heavy Mace Bishop, Priest
1000GOLD

Shopping

Town

Whisky (1200GOLD)
Silver Lance (2000GOLD) Knight
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Medical Herb (100GOLD)

Town

Ice Rod (1400GOLD) Wizard, Sorcerer, Mage, Magician
Fire Rod (1000GOLD) Wizard, Sorcerer, Mage, Magician
Medical Herb (100GOLD)
Fairy's Tears (200GOLD)

Town

Whisky (1200GOLD)
Shoes of Luck (3000GOLD)
Medical Herb (100GOLD)
Fairy's Tears (200GOLD)

Note

Liberate the Towns. Some of the flowers are traps. Lisa who is an elf is in the Town that's nearby. The Dark Elf - Elemental Master will frequently summon reinforcement of enemies (Magun Soldier - Jack O' Lantern (LV7), Magun Soldier - Will O' Wisp (LV7), Magun Soldier - Fighter (LV5)). Remove all enemies. After defeating Dark Elf - Elemental Master (LV7), Lushedada - High Elf (LV5) joins the group, and "STAGE 05 Offense and Defense of Rame Nikuto's Castle" begins.

STAGE 05 Offense and Defense of Rame Nikuto's Castle

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lushedada High Elf (LV5)
Iwan Fighter (LV9)

Enemies

Magun Soldier Fighter (LV6) ×6
Magun Soldier Knight (LV6) ×6
Magun Soldier Magician (LV7) ×2
Magun Soldier Sorcerer (LV6) ×1
Magun Soldier Skeleton (LV6) ×5

* Demitos Ninja (LV9) x1

Treasure Chests (Covered by a flower)

Book of Knowledge
Herculean Strength Axe Berserker

Shopping

Town

Ice Rod (1400GOLD) Wizard, Sorcerer, Mage, Magician
Heavy Mace (1400GOLD) Bishop, Priest
Long Bow (1400GOLD) Elf, Elemental Master
Fairy's Tears (200GOLD)

Town

Silver Lance (2000GOLD) Knight
Broad Axe (1400GOLD) Berserker
Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Fairy's Tears (200GOLD)

Town

Whisky (1200GOLD)
Protection Stone (3000GOLD)
Book of Knowledge (3000GOLD)
Amulet Note (3000GOLD)

Note

Liberate the Towns. Iwan who is a fighter is in the northeast Town. After Iwan joins the group, make one of the companion go into the corner area of the mountain that is nearby on leftside of the northeast Town which Iwan came from to find a hidden road which is closeby the fortress. When the hidden road is opened, you can now defeat the enemies of Magun Soldier - Skeletons, Magun Soldier - Knight and Magun Soldier - Fighter who are blocking the way. After defeating Demitos - Ninja (LV9) twice, "STAGE 06 Sealed Island" begins.

STAGE 06 Sealed Island

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard (LV7)
Pamela Seiren (LV7)
Arena Valkyrie (LV7)

Enemies

Magun Soldier Fighter (LV8) x3
Magun Leader Knight (LV7) x1
Magun Soldier Sorcerer (LV8) x1
Magun Soldier Harpy (LV7) x6
Magun Soldier Skeleton (LV7) x3
Arena Valkyrie (LV7) x1
* Golem Golem (LV11) x1

Treasure Chests (Covered by a flower)

Protection Stone

Shopping

Town

Broad Sword (1200GOLD) Fighter, Lord, Lady Knight
Book of Knowledge (3000GOLD)
Amulet Note (3000GOLD)
Fairy's Tears (200GOLD)

Town

Whisky (1200GOLD)
Javelin (2000GOLD) Valkyrie, Seiren
Spear (200GOLD) Valkyrie, Seiren
Fairy's Tears (200GOLD)

Town

Ice Rod (1400GOLD) Wizard, Sorcerer, Mage, Magician
Stoc (2500GOLD) High Elf
Sylvain Bow (3500GOLD) Elf, Elemental Master
Fairy's Tears (200GOLD)

Note

Liberate the Towns. Pamela who is a seiren is in the southwest Town. After Pamela joins the group, go back to the southeast and speak to Arena. Cross over the shallow waters onto the other small islands counter clockwise. Magic attack is useless against Golem - Golem (LV11). After defeating Golem, "STAGE 07 Sleepy Town" begins.

STAGE 07 Sleepy Town

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie

Enemies

Magun Soldier	Fighter	(LV7)	×9
One Citizen	Fighter	(LV1)	×16
Magun Leader	Knight	(LV7)	×1
Magun Leader	Sorcerer	(LV7)	×1
Mumal	Succubus	(LV11)	×1
Magun Soldier	Ghost	(LV6)	×?
Magun Soldier	Will O' Wisp	(LV7)	×?
Magun Soldier	Jack O' Lantern	(LV7)	×?
Magun Soldier	Harpy	(LV7)	×2
Dark Elf	Elf	(LV7)	×1
Fairy	Fairy	(LV7)	×2
* Mumal	Succubus	(LV12)	×1

Treasure Chests (Covered by a flower)

Javelin Valkyrie, Seiren
2000GOLD
Knight's Lance Knight

Shopping

Town

Whisky (1200GOLD)
Stoc (2500GOLD) High Elf
Sylvain Bow (3500GOLD) Elf, Elemental Master
Fairy's Tears (200GOLD)

Town

Bastard Sword (2700GOLD) Fighter, Lord, Lady Knight
Broad Axe (1200GOLD) Berserker
Heavy Mace (1400GOLD) Bishop, Priest
Fairy's Tears (200GOLD)

Town

Protection Stone (3000GOLD)
Book of Knowledge (3000GOLD)
Fairy's Tears (200GOLD)
Power Fruit (3000GOLD)

Note

Liberate the Towns. The Magun Leader - Sorcerer will frequently summon reinforcement of enemies (Evil Spirit - Ghost (LV6), Magun Soldier - Will O' Wisp (LV7), Magun Soldier - Jack O' Lantern (LV7)). On every fifth turn, a reinforcement of five enemies (Magun Soldier - Harpy (LV7), Dark Elf - Elf (LV7), Fairy - Fairy (LV7)) will appear nearby the southeast Town. Since the road is closed off by the invincible enemies (One Citizen - Fighter (LV1)), move the wing companions of Miria, Pamela, and Arena across the water, and fight Mumal - Succubus (LV11) who is nearby by those invincible enemies (One Citizen - Fighter (LV1)). After defeating Mumal - Succubus (LV11), the invincible enemies (One Citizen - Fighter (LV1)) will be removed from the road. Make a female companion fight Mumal - Succubus (LV12). After defeating Mumal - Succubus (LV12), Will - Magician (LV8) joins the group, and "STAGE 08 Awake the One from the Ancient" begins.

 Companions

Ark Lord
 Rantia Knight
 Alicia Cleric
 Godard Dwarf
 Docati Berserker
 Dino Wizard
 Lisa Elf
 Lusheda High Elf
 Iwan Fighter
 Miria Bard
 Pamela Seiren
 Arena Valkyrie
 Will Magician (LV8)

 Enemies

Magun Soldier Fighter (LV8) x5
 Magun Soldier Knight (LV7) x4
 Magun Soldier Sorcerer (LV9) x9
 Magun Leader Knight (LV10) x3
 Magun Soldier Ninja (LV9) x4
 * Medusa Medusa (LV14) x1

 Treasure Chests (Covered by a flower)

La Flare Elemental Master, High Elf
 Sylvain Bow Elf, Elemental Master
 Minstrel's Harp

 Shopping

Town

Silver Lance (2000GOLD) Knight
 Battle Axe (2400GOLD) Berserker
 Heavy Mace (1400GOLD) Bishop, Priest
 Fairy's Tears (200GOLD)

 Town

Stoc (2500GOLD) High Elf
 Flail (2000GOLD) Bishop, Priest
 Paul Axe (2700GOLD) Dwarf, Spartan, Berserker
 Fairy's Tears (200GOLD)

 Town

Whisky (1200GOLD)
 Bastard Sword (2700GOLD) Fighter, Lord, Lady Knight
 Lightning (2000GOLD) Wizard, Sorcerer, Mage, Magician
 Fairy's Tears (200GOLD)

 Town

Whisky (1200GOLD)
 Elixir (3000GOLD)

Amulet Note (3000GOLD)

Fairy's Tears (200GOLD)

Note

Liberate the Towns. On the fourth, sixth and eleventh turn, the reinforcement of enemies (Magun Soldier - Ninja (LV9)) will appear nearby the southwest Town. There is an old man who knows Kai - Fighter (LV9) is in the southwest Town. Make sure to buy a lot of fairy's tears to recover a companion's HP. The Magun Soldier - Sorcerer (LV9) who are around Medusa - Medusa (LV14) are troublesome with their magic attack. Remove all Magun Soldier - Sorcerer (LV9). After defeating Medusa - Medusa (LV14), Kai - Fighter (LV9) joins the group, and "STAGE 09 Castle of Hesitation" begins.

STAGE 09 Castle of Hesitation

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie
Will Magician
Kai Fighter (LV9)
Mel Priest (LV10)

Enemies

Magun Soldier Sorcerer (LV9) x1
Dark Elf Elf (LV7) x10
Evil Spirit Ghost (LV6) x1
Golem Golem (LV9) x1
Magun Soldier Skeleton (LV7) x2
* Black Knight Black Knight (LV15) x1

Treasure Chests

Sylphide
Magician's Staff
Spirit Bow
Holy Bishop's Staff
Knight's Lance
5000GOLD
2000GOLD
Lute
Gungnir

Shopping

None.

Note

The Evil Spirit - Ghost (LV6) will summon reinforcement of enemies (Evil Spirit - Ghost (LV9)). Go to the upper left, and remove the Magun Soldier Skeleton (LV7)×2. After Mel - Priest (LV10) joins the group, go to the upper right, and walk onto the switch that's on the floor to remove a section of the wall. Defeat Golem - Golem (LV9) to free Girl - Girl (LV10). After speaking to Girl, go to the front of the prison door that's nearby, and there is a scene. After defeating Black Knight (LV15), "STAGE 10 The Black Dark Fang" begins.

STAGE 10 The Black Dark Fang

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie
Will Magician
Kai Fighter
Mel Priest

Enemies

Magun Soldier Sorcerer (LV9) ×6
Magun Soldier Skeleton (LV9) ×12
Evil Spirit Ghost (LV12) ×?
Magun Soldier Jack O' Lantern (LV12) ×?
Magun Soldier Fighter (LV12) ×?
Dark Elf Elf (LV7) ×1
* Haizen Vampire (LV18) ×5

Treasure Chests (Covered by a flower)

1000GOLD
Herculean Strength Axe
Knight's Lance
Spirit Bow

Shopping

Town

Pill (800GOLD)
Protection Stone (3000GOLD)
Amulet Note (3000GOLD)
Power Fruit (3000GOLD)

Town

Sylvain Bow (4800GOLD) Elf, Elemental Master
Trident (3300GOLD) Valkyrie

Frail (2000GOLD) Bishop, Priest
Holy Lance (2700GOLD) Knight

Town

Whisky (1200GOLD)
Great Sword (4200GOLD) Lord, Lady Knight
Battle Axe (2400GOLD) Berserker
Pill (800GOLD)

Note

Liberate the Towns. Make sure to buy a lot of pills to recover a companion's HP. The Magun Soldier - Sorcerer (LV9) will summon reinforcement of enemies (Evil Spirit - Ghost (LV9) and Magun Soldier - Jack O' Lantern (LV12)). The reinforcement of enemies (Magun Soldier - Fighter (LV12) Dark Elf - Elf (LV7) will appear after three turns. After defeating Haizen - Vampire (LV18) x5, "STAGE 11 The Holy Ones" begins.

STAGE 11 The Holy Ones

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie
Will Magician
Kai Fighter
Mel Priest

Enemies

Golem Golem (LV11) x12
Magun Soldier Ninja (LV7) x6
Devil Vampire (LV18) x2
Devil Succubus (LV16) x2
* Devil Demon (LV18) x2

Treasure Chests

Knight's Lance
Minstrel's Harp
Magician's Staff
Sylpheed
Amulet Note
4000GOLD
4000GOLD

Shopping

Town

Whisky (1200GOLD)
Paul Axe (2700GOLD) Dwarf, Spartan, Berserker
Morningstar (2900GOLD) Bishop, Priest
Pill (800GOLD)

Note

Move one of the flying companions toward the northwest onto the small island, and move that companion onto the tree that's on the island to get Docati's key. Walk onto the switch that's on the top left and top right side of the castle to open the entrance and to remove sections of the wall. After opening the entrance, the reinforcement of enemies (Magun Soldier - Ninja (LV6)) will appear. Defeat Golem - Golem (LV11) x6. Walk onto the three switches that's on the left and right side to remove sections of the wall. Defeat Golem - Golem (LV11) x6 who are around a switch. Walk onto that switch to remove a section of the wall, and then the reinforcement of enemies (Vampire (LV18) and Succubus (LV16)) appear. Use the companions of women (exclude elves) and dwarf to defeat Vampire and Succubus. After defeating Devil - Demon (LV18), move Ark onto the treasure chest that's on the red carpet to get Felsaria's sword, and "STAGE 12 Those Who Request Power" begins.

STAGE 12 Those Who Request Power

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie
Will Magician
Kai Fighter
Mel Priest

Enemies

Magun Soldier Sorcerer (LV12) x7
Magun Leader Ninja (LV14) x5
Magun Soldier Fairy (LV12) x3
Golem Golem (LV12) x3
Golem Golem (LV14) x12
Evil Spirit Ghost (LV12) x?
Magun Soldier Jack O' Lantern (LV12) x?
* Black Knight Black Knight (LV19) x1

Treasure Chests (Covered by a flower)

4000GOLD (Southwest - Hidden in a tree that's nearby two small trees)
Dragon Lance Knight
Flame Bird
Odin's Spear Valkyrie (Northwest - Hidden nearby one of Magun Soldier - Sorcerer (LV12))

Tomahawk Berserker

Shopping

Town

Tomahawk (7000GOLD) Berserker
Burnin' Rod (3500GOLD) Wizard, Sorcerer, Mage
Holy Lance (2700GOLD) Knight
Lira (4600GOLD) Bard

Town

Mushroom (5000GOLD)
Protection Stone (3000GOLD)
Amulet Note (3000GOLD)
Power Fruit (3000GOLD)

Town

Gungnir (3500GOLD) Elemental Master, High Elf
Sylpheed (3500GOLD) Elemental Master, High Elf
Titania Sword (3500GOLD) Elemental Master, High Elf
La Flare (3500GOLD) Elemental Master, High Elf

Note

Equip Ark with Felsaria's sword. Liberate the Towns. The Magun Soldier - Sorcerer (LV12) will summon reinforcement of enemies (Evil Spirit - Ghost (LV12) and Magun Soldier - Jack O' Lantern (LV12)). Remove Golem - Golem (LV14) x11 that are around Black Knight - Black Knight (LV19). After defeating Black Knight - Black Knight (LV19), "STAGE 13 Demon Castle" begins.

STAGE 13 Demon Castle

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie
Will Magician
Kai Fighter
Mel Priest

Enemies

Magun Soldier Sorcerer (LV14) x4
Magun Soldier Elemental Master (LV14) x1
Magun Soldier Fairy (LV14) x?
Magun Soldier Harpy (LV14) x?
Evil Spirit Ghost (LV14) x?

Magun Soldier Vampire	(LV18)	x4
Magun Soldier Jack O' Lantern	(LV14)	x?
Devil Demon	(LV18)	x3
Magun Soldier Succubus	(LV16)	x2
Golem Golem	(LV16)	x5
Magun Soldier Skeleton	(LV14)	x1
Dragon Dragon	(LV18)	x2
Elenoa Dark Princess	(LV18)	x1
* Queen Dark Queen	(LV19)	x1

Treasure Chests

Minstrel's Harp
Herculean Strength Axe
10000GOLD
Holy Bishop's Staff
Magician's Cane
Spirit Bow
Dragon Lance
Shoes of Luck

Shopping

Town

Whisky (1200GOLD)
Elixir (3000GOLD)
Mushroom (5000GOLD)
Pill (800GOLD)

Town (Hidden in the center tree that's northwest of the castle)

Protection Stone (3000GOLD)
Book of Knowledge (3000GOLD)
Amulet Note (3000GOLD)
Power Fruit (3000GOLD)

Note

Walk onto the four switches that's are nearby to open the prison doors. The Magun Soldier - Elemental Master (LV14) will summon reinforcement of enemies (Magun Soldier - Fairy (LV14)). The Magun Soldier - Succubus (LV16) will summon reinforcement of enemies (Magun Soldier - Fairy (LV14) and Magun Soldier - Harpy (LV14)). The Magun Soldier - Sorcerer (LV14) will summon reinforcement of enemies (Evil Spirit - Ghost (LV14) and Magun Soldier - Jack O' Lantern (LV14)). Use the female companions to defeat the Magun Soldier - Succubus (LV16). The Magun Soldier - Vampire (LV18) will summon reinforcement of enemies (Evil Spirit - Ghost (LV14)). Walk onto the other switches to open prison doors and remove sections of the wall. Make sure to buy a lot of power fruit to recover a companion's HP at the Town that's hidden. Since Elenoa - Dark Princess' magic attack and defense are high, use Ark, Arena, Pamela, and Miria. Defeat Elenoa - Dark Princess (LV18) to remove a section of the wall. Since Queen - Dark Queen's magic attack and defense are very high, use Ark, Arena, Pamela, and Miria. After defeating Queen - Dark Queen (LV19), Ferio - Bishop (LV15) joins the group, and "STAGE 14 Hell" begins.

STAGE 14 Hell

Companions

Ark Lord
Rantia Knight
Alicia Cleric
Godard Dwarf
Docati Berserker
Dino Wizard
Lisa Elf
Lusheda High Elf
Iwan Fighter
Miria Bard
Pamela Seiren
Arena Valkyrie
Will Magician
Kai Fighter
Mel Priest
Ferio Bishop (LV15)

Enemies

Devil Demon (LV18) ×8
Devil Succubus (LV16) x?
Golem Golem (LV16) ×2
Dragon Dragon (LV18) ×3
* Zavel Ghost General (LV50) ×1

Treasure Chests

None.

Shopping

None.

Note

The Devil - Demon (LV18) will summon reinforcement of enemies (Devil - Succubus (LV16)). Use the companion of females to fight Devil - Succubus (LV16)). Use Ark, Arena, Pamela, and Miria to fight Devil - Demon (LV18). Use Arena to lower the HP of Zavel - Ghost General (LV50) who is annoying and troublesome. After defeating Zavel - Ghost General, there is a scene, and "STAGE 15 A New Start" begins.

STAGE 15 A New Start

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight (LV6)

Enemies

Magun Soldier Knight (LV20) ×3
Magun Soldier Sorcerer (LV20) ×2
Magun Soldier Lizard man (LV20) ×6
* Devil Demon (LV5) ×3

Treasure Chest (Covered by a flower)

1000GOLD

Shopping

Town

Whisky (1200GOLD)
Pill (800GOLD)
Medical Herb (100GOLD)
Fairy's Tears (200GOLD)

Town

Whisky (1200GOLD)
Pill (800GOLD)
Medical Herb (100GOLD)
Fairy's Tears (200GOLD)

Note

The companions have been reset, and their powerful weapons have been removed.
Liberate the Town. After defeating Devil - Demon (LV5) x3, there is a scene,
and "STAGE 16 The Demons who Revive" begins.

STAGE 16 The Demons who Revive

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard

Enemies

Magun Soldier Knight (LV20) x4
Magun Soldier Ninja (LV20) x3 (He hides himself)
Magun Soldier Sorcerer (LV20) x4
Magun Soldier Lizard man (LV20) x4
* Kaiser Vampire (LV20) x1

Treasure Chests (Covered by a flower)

Herculean Strength Axe
Holy Bishop's Staff
Power Fruit
Protection Stone
2000GOLD

Shopping

Town

Whisky (1200GOLD)

Silver Lance (2000GOLD) Knight
Lightning (2000GOLD) Wizard, Sorcerer, Mage
Fairy's Tears (200GOLD)

Town

Whisky (1200GOLD)
War Hammer (800GOLD) Cleric, Bishop, Priest
Medical Herb (100GOLD)
Fairy's Tears (200GOLD)

Note

Liberate the Towns. The reinforcement of enemies (Magun Soldier - Ninja (LV20)) will appear. Approach the castle that's in the northwest to make Kaiser - Vampire (LV20) appear. After defeating Kaiser - Vampire (LV20), Rantia - Knight joins the group, and "STAGE 17 The Front Base" begins.

STAGE 17 The Front Base

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren

Enemies

Magun Soldier Knight (LV24) x2
Magun Soldier Ninja (LV24) x2 (He hides himself)
Magun Soldier Sorcerer (LV24) x1
Magun Soldier Fairy (LV23) x1
Magun Soldier Succubus (LV23) x2
Golem Golem (LV25) x4
Golem Golem (LV20) x4
Magun Soldier Jack O' Lantern (LV23) x1
* Magun Leader Assassin (LV28) x5

Treasure Chests (Covered by a flower)

Amulet Note
Magician's Staff
Minstrel's Harp
3000GOLD

Shopping

Town

Whisky (1200GOLD)
Lute (3300GOLD)
Pill (800GOLD)

Fairy's Tears (200GOLD)

Note

Liberate the Town. The reinforcement of enemies (Magun Soldier - Ninja (LV24)) will appear. Use the female companions to defeat Magun Soldier - Succubus (LV23) x2. Approach the five forts to make the Magun Leader - Assassin (LV28) x5. After defeating Magun Leader - Assassin (LV28) x5, "STAGE 18 Grief Town" begins.

STAGE 18 Grief Town

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren
Raia Mage (LV12)

Enemies

Evil Spirit Ghost (LV20) x12
Magun Leader Assassin (LV21) x1
Magun Leader Assassin (LV28) x1
* Specter Specter (LV25) x1

Treasure Chests (Covered by a flower)

Odin's Spear Valkyrie (Hidden in a tree that's in the southeast)
Protection Stone
Power Fruit
Spirit Bow
3000GOLD

Shopping

Town

Whisky (1200GOLD)
Lightning (2000GOLD) Wizard, Sorcerer, Mage
Pill (800GOLD)
Rira (4600GOLD) Bard

Note

Liberate the Town and Fort. Raia who Mage is in the west Town. After that, a small island will appear in the lake nearby the Fort (in the northwest) with Specter - Specter (LV25) on a castle. After defeating Specter - Specter (LV25), "STAGE 19 Castle of Vision" begins.

STAGE 19 Castle of Vision

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren
Raia Mage

Enemies

Magun Soldier Knight (LV25) x4
Magun Soldier Elemental Master (LV25) x5
Magun Soldier Specter (LV25) x6
Doppelganger ?? (LV?) x5
Magun Soldier Assassin (LV25) x4 (He hides himself)
* Rich Rich (LV22) x1

Treasure Chests (Hidden on the floor)

Protection Stone (Its nearby the picture that's on the lower left)
Heavy Lance Knight (Its nearby the picture that's on the lower right)
Mushroom (Its nearby the picture that's on the left in the center area)
Amulet Note (Its nearby the picture that's on the right in the center area)
Mushroom (Its nearby the yellow object that's in the upper left)

Shopping

None.

Note

As each of the compaions approaches the top area, a copies of themselves (Doppelgangers) with the same level of that companion will appear. The reinforcement of enemies (Magun Soldier - Assassin (LV25)) will appear. Use a Mage, Magician, and Wizard to fight Rich - Rich (LV22). After defeating Rich - Rich (LV22), "STAGE 20 Snowfield of Disturbance" begins.

STAGE 20 Snowfield of Disturbance

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight

Arena Valkyrie
Pamela Seiren
Raia Mage
Lisa Elf
Lusheda High Elf

Enemies

Magun Soldier Knight (LV26) x2
Magun Soldier Sorcerer (LV26) x1
Magun Soldier Sorcerer (LV16) x1
Magun Soldier Elemental Master (LV27) x2
Magun Soldier Jack O' Lantern (LV26) x9
Magun Soldier Lizardman (LV26) x1
Magun Soldier Assassin (LV28) x9
* Snow Fairy Snow Fairy (LV16) x1

Treasure Chests (Hidden in the Snowman x2 and Snowbunny x1)

Neptune's Spear Valkyrie
Mirage Sword High Elf
Artemis' Bow Elemental Master

Shopping

Town

Whisky (1200GOLD)
Fail (2000GOLD) Bishop, Priest
Great Sword (4200GOLD) Lord, Lady Knight
Pill (800GOLD)

Town

Pill (800GOLD)
Whisky (1200GOLD)
Sylvain Bow (4800GOLD) Elf, Elemental Master
Stoc (2500GOLD) High Elf

Note

Liberate the Town and Forts. Lisa - Elf and Lusheda - High Elf are in the northeast Fort. After defeating Snow Fairy - Snow Fairy (LV16), Snow Fairy (LV16) joins the group, and "STAGE 21 Dragon Lord" begins.

STAGE 21 Dragon Lord

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren

Raia Mage
Lisa Elf
Lusheda High Elf
Snow Fairy Snow Fairy (LV16)

Enemies

Magun Soldier Knight (LV28) ×11
Magun Soldier Sorcerer (LV28) ×5
Magun Soldier Demon (LV29) ×1
Magun Soldier Jack O' Lantern (LV29) ×2
Magun Soldier Assassin (LV29) ×6

Treasure Chests (Hidden)

Star Rod Mage (Southwest, hidden in a tree)
Dragon Sword Lady Knight (Northeast, hidden in the Snowman)
Gungnir Elemental Master, High Elf (Northwest, hidden in the Snowbunny)

Shopping

Town

Whisky (1200GOLD)
Heavy Lance (2500GOLD) Knight
Morningstar (2900GOLD) Priest, Bishop
Pill (800GOLD)

Town (Igloo in the southwest)

Whisky (1200GOLD)
Trident (3300GOLD) Valkyrie
Burnin' Rod (3500GOLD) Wizard, Sorcerer, Mage
Pill (800GOLD)

Note

Liberate the Town. Defeating the enemies, and approach the Fort in the northwest. There is a scene, and "STAGE 22 Last Fortress" begins.

STAGE 22 Last Fortress

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren
Raia Mage
Lisa Elf
Lusheda High Elf

Enemies

Magun Soldier Demon (LV29) x1
Magun Soldier Dragon (LV18) x1
Magun Soldier Cyclops (LV28) x4
Magun Soldier Specter (LV28) x4
Magun Soldier Lizardman (LV29) x4
Magun Soldier Assassin (LV29) x5
Rich Rich (LV22) x1
* Dragon Dragon (LV20)x1

Treasure Chests (Hidden in the Snowman x3 and Snowbunny x2)

Mysterious Bishop's Staff Priest
Sylpheed Elemental Master, High Elf
Titania Sword Elemental Master, High Elf
La Flare Elemental Master, High Elf
Amulet Note

Shopping

Town

Whisky (1200GOLD)
Halberd (3500GOLD) Spartan, Berserker
Holy Lance (2700GOLD) Knight
Pill (800GOLD)

Note

Liberate the Town. Make sure to stock up on the recovery item of pills since there won't be anymore shopping. When the group approaches the castle, Rich - Rich (LV22) runs away, and Dragon - Dragon (LV20) appears. After defeating Dragon - Dragon (LV20), "STAGE 23 Sadness of Hesitation Castle" begins.

STAGE 23 Sadness of Hesitation Castle

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren
Raia Mage
Lisa Elf
Lusheda High Elf

Enemies

Magun Soldier Specter (LV28) x2
Magun Soldier Assassin (LV30) x9
Doppelganger ?? (LV?) x18
* Queen Dark Queen (LV22) x1

Treasure Chests (Covered by a flower)

5000GOLD

God of Lightning Cane	Sorcerer
Crimson Ax	Spartan
Berserker Ax	Berserker
Electric Guitar	Bard
God Lance	Knight
Shoes of Luck	
Flame Star	Wizard

Shopping

None.

Note

As each of the compaions approaches the top area, a copies of themselves (Doppelgangers) with the same level of that companion will appear. When the group approaches the throne that's in the room at the top, Queen - Dark Queen (LV22) appears. After defeating Dark Queen - Dark Queen (LV22), "STAGE 24 Hell of Bubbles" begins.

STAGE 24 Hell of Bubbles

Companions

Ark	Lord
Docati	Berserker
Will	Magician
Ferio	Bishop
Godard	Dwarf
Eleanor	Lady Knight
Alicia	Cleric
Dino	Wizard
Rantia	Knight
Arena	Valkyrie
Pamela	Seiren
Raia	Mage
Lisa	Elf
Lusheda	High Elf

Enemies

Magun Soldier	Sorcerer	(LV29)	x2
Magun Soldier	Demon	(LV29)	x3
Magun Soldier	Succubus	(LV29)	x2
Magun Soldier	Dragon	(LV23)	x1
Magun Soldier	Cyclops	(LV28)	x12
Magun Soldier	Specter	(LV28)	x10
Magun Soldier	Lizardman	(LV29)	x2
* Black Knight	Black Knight	(LV19)	x1
* Rich	Rich	(LV22)	x1

Treasure Chests (Hidden on the floor)

Burnin' Rod	Wizard, Sorcerer, Mage	(Hidden, southwest)
Amulet Note		(Hidden, southeast)
Shoes of Luck		??
Book of Knowledge		??

Power Fruit (Hidden, northwest)
Protection Stone (Hidden, northeast)

Shopping

None.

Note

Unequip Felsaria's sword from Ark - Lord, and exchange that sword from Ark - Lord to Eleanor - Lady Knight. Now, move Eleanor - Lady Knight to the front of Black Knight - Black Knight (LV19), and there is a scene. After defeating Black Knight - Black Knight (LV19), Rich - Rich (LV22) appears. After defeating Rich - Rich (LV22), "STAGE 25 Devil's Hell" begins.

STAGE 25 Devil's Hell

Companions

Ark Lord
Docati Berserker
Will Magician
Ferio Bishop
Godard Dwarf
Eleanor Lady Knight
Alicia Cleric
Dino Wizard
Rantia Knight
Arena Valkyrie
Pamela Seiren
Raia Mage
Lisa Elf
Lusheda High Elf

Enemies

Magun Soldier Dragon (LV29) x3
Rich Rich (LV22) x4
Magun Soldier Cyclops (LV30) x3
Black Knight Black Knight (LV19) x3
* Imaira Devil (LV80) x1

Treasure Chests

None.

Shopping

None.

Note

Use Valkyrie to remove the Magun Soldier - Dragon (LV29) x3. Fight the final boss Imaira - Devil (LV80).

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THE END
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Version 1.0

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