

PDF WALKTHROUGH BY



CRIMSON GEM SAGA (PSP)

PDF WALKTHROUGH

by vhayste®

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Author's Note

Welcome dear readers for another project, brought to you by, yours truly. I've wanted to play and write a walkthrough for this game for a while now and I just got a chance to play it since I needed to take care of some contractual and exclusive assignments. I've been craving for a good, traditional RPG and this game really caught my attention. I'll try my best to make a comprehensive and illustrated guide that you won't find from any other authors out there. This guide won't feature Quick Start / Beginners section since the game's pretty standard and any player that played an RPG before will be able to grasp the basics in no time.

EDIT: Sorry for delaying this walkthrough for almost a year. My last contractual project took me six months to finish and I just had the time to resume this walkthrough now.



Walkthrough

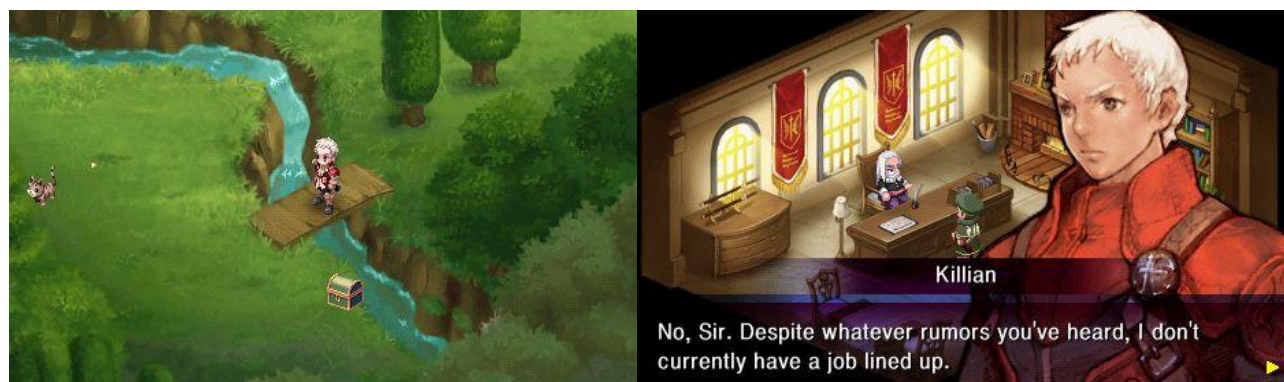
~ Prologue ~

Shern Village

Watch the scene. You'll start the quest "Green Hill Graduation" automatically. Once you're out of the bar/inn enter it again and head to the second floor bedroom. Examine the drawer to get 100 gelders. Exit the inn, go to the right and enter the house there. Examine the mailbox to get Biscuit x5. Grab the chest in the upper right corner of the house to obtain another 5 biscuits. Don't forget to save every once in a while; there's not that many RPGs out there that will give you the freedom to save anywhere.



Anyway, your objective is located in the northwest portion of the village. You can open your map by pressing R. For the meantime, head to the northeast portion of the village to find the weapon shop. Examine the mailbox in front of the weapon shop to obtain 70 gelders. You can't buy anything yet at the moment so ignore the shop for now. Head to the left then north to find a well. Examine it to get Soothing Water. To the lower left of the well is the library. Enter it and head to the second floor. Grab the Tent behind the bookshelf in the middle. Exit the library and exit to the SW. Go to the SW corner of the village, past the wooden footbridge to find a chest containing a Small Bomb. Continue to the northwest to enter the Academy.



Watch the following scenes. Your first quest will be completed during this event automatically. Watch more scenes. You'll acquire a *Letter of Recommendation* in the process. The quest "Join the Excelsior Force" will be triggered at this point. After the scenes, you'll be in control of Killian again. Talk to Englehyde in the middle of the screen to receive the quest "Galorin Hunting". Save your game if you still haven't then exit the village to the southeast.

Shern Entrance - Forest

Open your map and continue to the right to find an abandoned house. Check the door to the right to find a chest beside it. Obtain Light Mana Potion x2 from it. Continue down to the next screen.

From here on, there will be enemies. Engage them to earn some money, items and of course, experience. Consult your map and check the small deadend path to the southwest to find a chest. (600 gelders) Galorins are common enemies in this area of the Shern Forest. They respawn after leaving the screen and returning again so if you want to collect horns quickly, just leave the area and return again over and over again.



Remember that these are random drops so you may need to fight them more before you get the number of horns you need for the quest given to you by Englehyde. Once you delivered the horns and obtained your reward, head to the weapons shop and upgrade your sword and get a new protective gear. Exit the village and continue to the eastern side of the Shern Forest. On the third screen, continue down south to find a chest containing Biscuit x10. Continue east to the fourth screen.



Vardenhoff Field

This area has lots of enemies so carefully sneak up on them to perform ambush attacks to your advantage. The mosquito enemies here are bit stronger than the others so make sure to use your skill attacks to get rid of them. Continue east to the fifth screen, then north to meet the members of Excelsior Force on patrol. Continue heading east to reach the bridge. If you keep on battling Galorins to collect their Horns, then you should have enough SP to learn the Cross Slash skill. Make sure you have at least 45 MP before going to the bridge.

Vardenhoff Bridge

Save first then continue to the bridge. There will be a commotion there so you better not ignore it. After watching the scene with Spinel and some thugs, you'll be thrown in a battle against them.



Enemies: Webber, Williams, Jeffrey

You should fight them with full HP and MP so that you won't waste your turn trying to heal yourself. Just use your Cross Slash at the start of the battle. This should kill Webber and Williams, as well as leaving critical amount of HP to Jeffrey. You should be able to end this battle on the second turn.

Reward: 580 gelder, 30 SP, Bronze Medallion

Watch the following scene. You'll lose 500 gelders after Spinel steals your money pouch. Once in control continue to the right past the bridge to reach Vardenhoff.

Vardenhoff

The Excelsior office is located in the lower right portion of the map. Check your skills and access your skill tree. You should have enough SP to learn and reveal some skills. Grab some new gears you can afford and stock up some healing items. There will be several items to collect in this town so refer to the list below to know the general location of each item.



- **850 gelders** - barrel beside weapon shop
- **Small Bomb** - watering log, middle left.
- **Cayenne powder x3** - chest, second floor of house in middle left.
- **Acetylsalicylic Acid x3** - vase, second floor of house in middle left.
- **670 gelders** – crate, near a tree in the upper right portion of the map
- **Riding Boots** – footlocker, inside the Inn near the entrance
- **Red Bean Bun x7** – drawer, ground floor of the Inn
- **1850 gelders, Small Bomb x5**– chests, second floor of the inn.
- **Caffeine** – locker near the stairs, second floor of the inn
- **Milk x3** – barrel, beside Inn in the middle right of the map.
- **Golden Eel x3** - chest, at the back of the Inn in the middle right of the map.
- **Red Bean Bun x5, Smoke Bomb x3** - chest, lower left corner of the map
- **Liger Balm** – shelf, ground floor of house in the lower left corner of the map
- **Fish Cake x2** – shelf, second floor of house in the lower left corner of the map
- **Hamburger, Milk x2, Spicy Rice Cake x3** - drawer, second floor of house in the lower left corner of the map*
- **Golden Eel x3** – watering log, southeast corner of the map; behind the building

*Examine the drawer three times only. On the fourth attempt, the owner will yell at you and you'll be forced to return all the food you've acquired.

Enter the headquarters of the Excelsior Force. Watch the following scenes. The quest "Join the Excelsior Force" will be updated. Exit the town, and go up the stone steps before the bridge.

Vardenhoff Field

Continue following the winding path north until you reach the next screen. From there, continue north. Before going west towards the Dead Man's Spire, take the stone stairs north to find a chest containing 700 gelders, and Red Bean Bun x5. Go back down and keep going west to find the rest of the Excelsior Force. Watch the following scenes. The quest "Join the Excelsior Force" will be completed at this point. Watch more scenes.

Chapter 1

After the scenes, the quest "Spinel's Friend" becomes available. Spinel also joins your party. A tutorial about Combination attacks will be displayed onscreen as well. Open Spinel's skill tree and have her learn Wave Strike and Deadly Attraction skills if you have enough SP. Wave Strike is her and Killian's combination attack. Remember that the collected SP is shared in between your characters so fight as many battles as you can to ensure that you'll always have access to better skills.

Vardenhoff

Enter the Vardenhoff and head to the bar, in the northeast part of the town. Once inside, take the stairs in the upper right corner of the bar. The quest "Spinel's Friend" will be completed. Approach Stephanie for a scene. You'll receive Master Cane from her. The quest "Reclaim the Wicked Stone" becomes available. Upgrade Spinel's equipment if you can still afford it before you leave. Exit the town and make your way back to the Dead Man's Spire.

Dead Man's Spire

A scene will trigger upon reaching the base of the spire. Before going in the secret entrance, grab two Angel Feathers from the chest in the upper right side of the spire. The enemies in the following area are quite challenging and you can't freely leave the area until your mission is complete so make sure you have lots of healing and recovery items in stock. Enter the hidden entrance afterwards.

Dead Man's Spire 1F

Continue following the path until you reach the next screen. Watch the following scene. A battle will ensue afterwards.

Enemies: Gelatinous Blob, Cal Galorin x2

Use your skills to defeat the enemy. As for the new guy, you must have him use his spells since his physical attacks are very weak; however, his magic attacks are very potent so put them into good use here.

Reward: 580 gelder, 60SP, Platinum Medallion





After the battle, watch the scene and Henson will join your party. Backtrack to the left, then take the lower right exit. Defeat the enemies there and grab the 1200 gelders and Angel Feather x2 from the chest. There will be an enemy ambush after getting the items so be prepared. Return to the previous screen and take the lower left path and follow it until you reach the next screen. Just follow this straightforward path again. Before going to the next screen, heal up your wounds and save your game. A boss battle will trigger in the next screen.



Boss: Undead Knight

Don't expect to win here as this battle is scripted. Just let the boss defeat you for the story to continue.

Reward: NA

After the scene, follow the path and take the upper right path first. It leads to a lone chest with Riding Boots and Sapphire Staff. Equip the staff to Henson and the Riding Boots to any of your characters. Continue following the winding path to the lower left until you reach the exit.

Mirage Village

After welcomed by the villagers, you may freely check out the town. First, we need to gather some free items.

- **Strong Healing Potion x5** – upper left from exit, chest beside house and thickets.
- **5000 gelders** – chest inside house upper left from exit (the house beside the chest containing Strong Healing potions)
- **Fish Cake x3, Spicy Cake x2, Spicy Squid x3** – chest, inside the house in the southwestern corner of the town
- **Gas Mask x2, Smoke Bomb x2** – chest, across the footbridge NW.
- **Milk x10** – chest, second floor of mansion to the NW

Check out the weapon and item shops' inventories and check what you need. Prioritize upgrading your equipment. Enter the Bar for a scene. Killian will be out on his own when an alluring lady wants him to follow her. Just head to the clock tower, in the middle to find her. Talk to her to start the scene. The quest "Message from Aneris" will be added. You'll need to look for the pieces of the message. Fortunately, they'll appear as shining objects on the ground that you can't miss. You must collect all four in the following order:





- East side of the clock tower.
- Beside the Inn, NE part of the village.
- SW corner of the map, near the giant pumpkins.
- NW corner of the map, beside the mansion

Upon collecting all fragments and after Killian put the pieces back together, the "Message from Aneris" will be completed. The Winged Statue is located nearby, just to the left of the mansion. Examine the base of the statue to obtain the Saint Hammer. The quest will be completed afterwards.



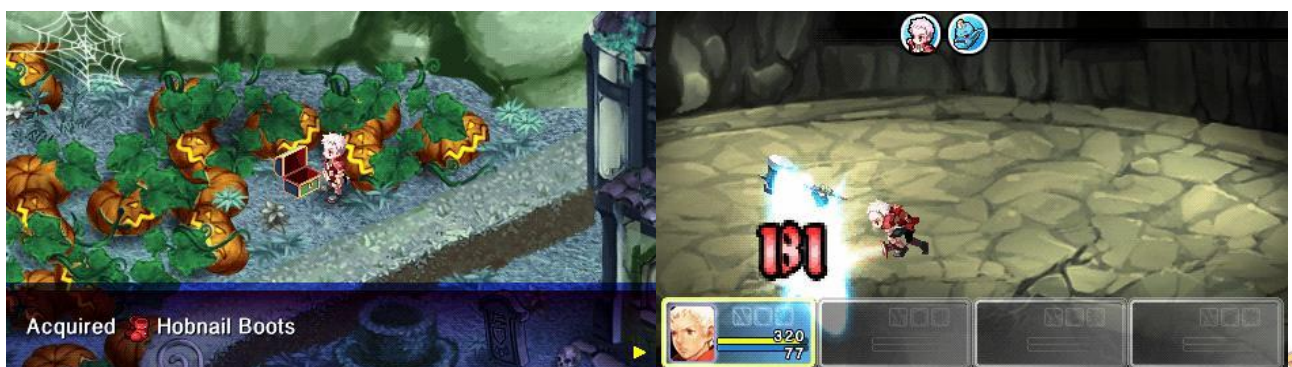
The villagers will confront you and reveal their true forms. You'll need to fight them alone.

Enemies: Zombie x2, Zombie Mayor

Use Killian's Cross Slash to deal damage to everybody then take down the remaining enemies. If your weapon has been upgraded and your level is good, then you should be able to defeat them all in two turns.

Reward: 580G, 80SP, Joker Card, Bronze Medallion

After the battle, the quest "Reclaim the Wicked Stone" will be updated. Save your game and make preparations before leaving the town. The village will be renamed from Mirage Village to Ghost Village and you should see the difference. Take the path to the upper right of the statue and follow it to reach a chest with Hobnail Boots. This wonderful piece of footwear will boost both ATK and DEF ratings. You may also want to check the shops as they contain different inventory items, including some new amulets and accessories. Prepare your team and learn some new skills for everybody. Make sure to save your game first and Killian should have full HP and MP before heading to the next exit.



Dead Man's Spire 1F

As soon as you exit the village, Gelts will confront you guys. Killian must defeat him in a duel.

Enemies: Gelts

This battle shouldn't be that hard so long as you have proper equipment and at least decently leveled as well. Just spam him with Justice Blades and he should go down easy.

Reward: 800G, 100SP, Joker Card, Bronze Medallion

Watch the following scenes and Gelts will join your party. Give him some of your spare equipment if you want. Also, if you have at least 100 SP, have Henson learn one of those all-party spells to help you deal with multiple targets per turn. Take the path upstairs until you reach 4F.

Dead Man's Spire 4F

Continue to the left to trigger a scene with Nephelta. Enter the opening to the left. Continue to the right, grab x5 Small Bomb and x3 Medium Mana Potion from the chest along the way and enter the opening. Continue going upstairs.

Dead Man's Spire 7F

Grab a Claymore and Brigandine from the chest along the way. Check your party's equipment and HP/MP. You may want to use some Bronze Medallions to increase the ranks of your party member's LV1 special skills, especially those you'll use in attacking. Once ready, save your game and continue upstairs.

Dead Man's Spire (Top)

Continue to the left to confront Nephelta. After a short conversation, you'll be battling Larmont Marksai.

Enemies: Larmont Marksai

You should be able to deal fair damage to this boss unlike your first encounter with him. Concentrate in using your skills. His attacks are quite damaging and the fact that his strikes twice per attack should be enough to tell you not to underestimate him. Henson will most likely get killed even at full HP if he's attacked so make sure you have some Angel Feathers to revive him. Larmont is also resistant to Ice magic and uses an all-party ice attack. You may need to use some healing potions just don't forget to have at least 1-2 characters attack per turn.

Reward: 1000G, 150SP, Joker Card, Bronze Medallion, Dark Gem



Watch the following scenes after the battle. The second battle starts, this time against Nephelta and her spider servants

Enemies: Nephelta, Spider Servants x2

Unfortunately, you'll start where you left off so your first turn should be spent in healing everybody – unless most of them have leveled up after the battle with Larmont. Concentrate in taking out her servants of course while occasionally using potions and antidotes to keep the party healthy. Like Larmont, Nephelta's ordinary attacks hits twice, leaving Henson vulnerable to 2-hit deaths. Henson's magic doesn't deal that much damage anyway so you can just leave him unconscious if he's knocked down and just revive him when Nephelta's HP is critically low. She can always inflict poison to one target and she has the ability to cast poison to all party members but with much lower probability. She also resists ice and wind damage so don't waste your MP and turn casting those.

Reward: 2000G, 250SP, Silver Medallion, Ice Gem



Vardenhoff Bridge

Watch the scenes and you'll be taken back to the Vardenhoff Bridge. Before going back to the town, walk all the way back to the Spire and grab the Might Ring and Tent x4. Go south from chest to find a shortcut leading back to Vardenhoff Field, just a short walk away from the town.

Vardenhoff

Head to the bar to complete the quest "Reclaim the Wicked Stone". Watch the following scenes and the chapter will end.

Chapter 2

Habsburg

Watch more scenes. After the Cardinal explains your new mission and getting a new member, you'll be in free control. Explore the town and grab yourself some freebies.

- **Milk x5, Takoyaki x4** - Library, from the entrance of the Order, follow the street southwest then turn southeast. Enter the first building with a sign and mailbox.
- **Medium Bomb x3** - Warehouse, south of the Order of Light entrance.
- **Gas Mask** – planter near the door of the bar. (If you talk to the singer inside the bar... you'll hear a pig squealing instead)
- **Takoyaki x8, Hamburger x10** – Examine the furnace inside the house behind the bar. Go upstairs afterwards to find a chest.
- **Emergency Potion x3** – Open your map. From the bar, go past two houses (you should go past two lover NPCs named Romeo and Juliet) to find a chest in a corner just beside the inn. You'll initially get 50 but because of Killian's clumsiness, he'll drop the box, leaving you only 3 potions.
- **Throat Lozenge x3** – Find the westernmost house in the map then examine one of the plant pots south

Make sure to prioritize getting good equipment for your characters first then stock up with some recovery items. The accessories and the items sold in the item shop may be expensive so try to get the ones you'll really need (like HP/ MP and Status Recovery) Make sure to get a Monster Compendium as well. Having it in your inventory will allow you to view the basics stats of the target. You can give Lahduk some of equipment if you're planning to take him for a spin.

Enter the Thomas' Mirror Shop just west of the weapon shop and enter the basement from the back of the counter. Thomas will request you to get rid of the Brownies. Accept his request and defeat the critters in the ensuing battle.



Enemies: Brownie Captain, Brownie x3

Although they're low leveled, their HP is rather high to take up considerable beating. Don't worry about their attacks though; they won't won't your party. Just keep attacking them until they're all down.

Reward: 580G, 150SP, Neutrality Gem

After the battle, there's more chatting then you'll get your 20000 gelders reward. When ready, exit the town.





There will be a Warp Corps which will take you to the Ziggurat. It is a tower-dungeon where you can train your characters. For more details, see the [Ziggurat](#) section of this walkthrough. If you want to take a shortcut, you can just head south from Habsburg's entrance then walk over the well in the southwest corner of the barn. You'll end up in Latein Bridge with a travelling merchant nearby. He sells really awesome items but I doubt that you can afford most of them for the meantime. Just exit east and you should be in Latein Desert. St. Gergeous Monastery should be directly down south. You can do some exploring and grinding in the nearby areas if you wish. Head to the Monastery when ready.

St. Gergeous Monastery

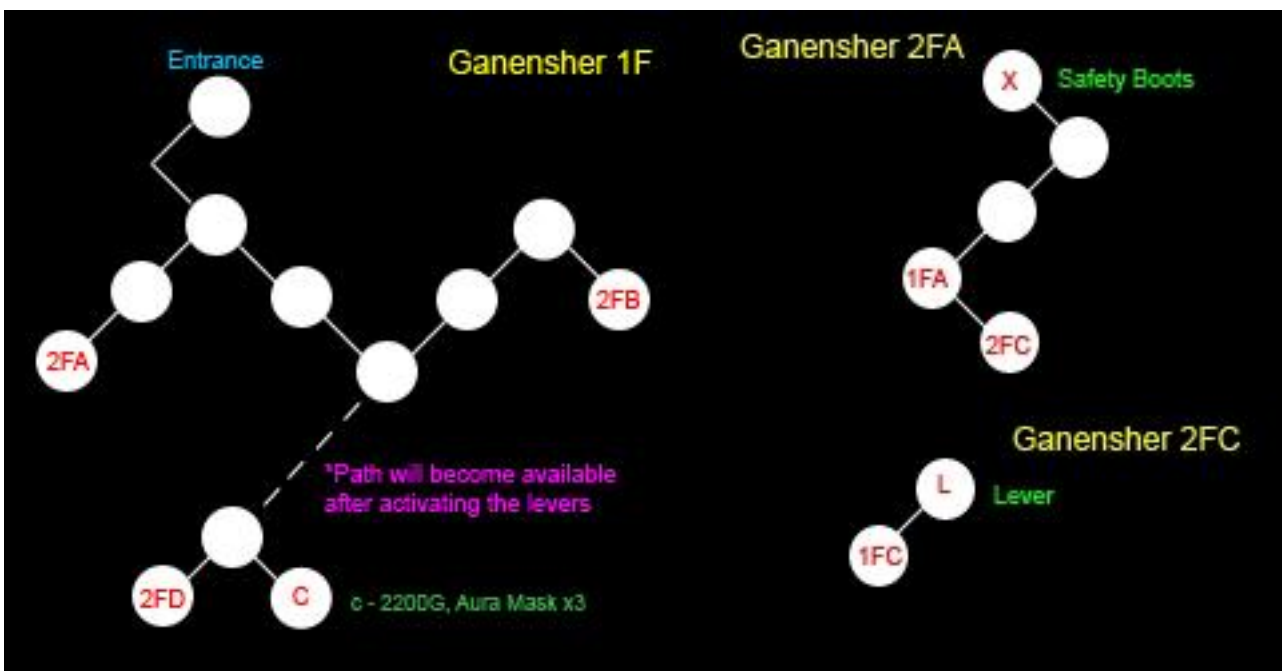
Enter the Monastery and enter the door to the northwest. Grab Holy Arrow x5 from the chest near the stairs. Go upstairs and follow the corridor to the next area. Enter the door at the end of the corridor. Talk to the Abbot. Once in control again, go outside and talk to the Crazy Monk by the entrance. The quest Monastery's Wicked Stone will be completed. Now exit the monastery then head north of the desert to reach Ganellon Village.

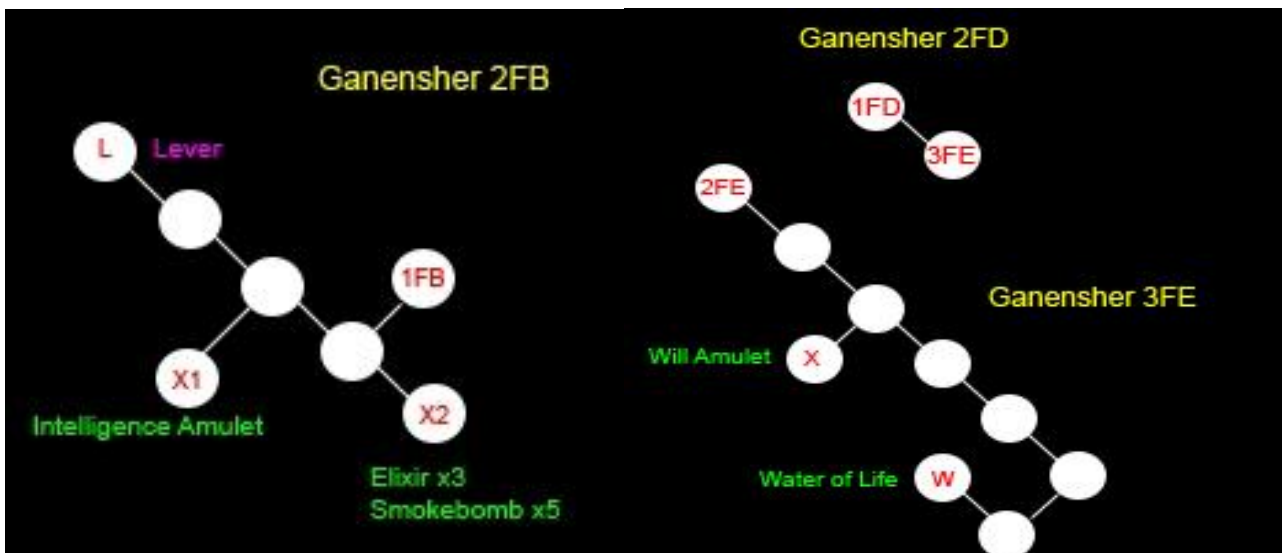
Ganellon Village

There is a chest to the west (next screen) of the village entrance that contains Tent x5. Enter the first house near the entrance and go to the second floor. Open the chest to obtain **Medium Bomb x3**. You can find Domingo inside the house to the northeastern corner. Just talk to him to proceed with the story. Next, head to the inn and talk to the girl there. And so before you can use the inn, you'll need to take on another quest. "Water of Life" will be added. Exit the village and head to Ganensher Dungeon. You can find it on your map immediately once you open your map. Since you can't use the inn, use a tent instead if you need to recover the health of your party. Head east back to the forest then north of the large tree to reach the dungeon.

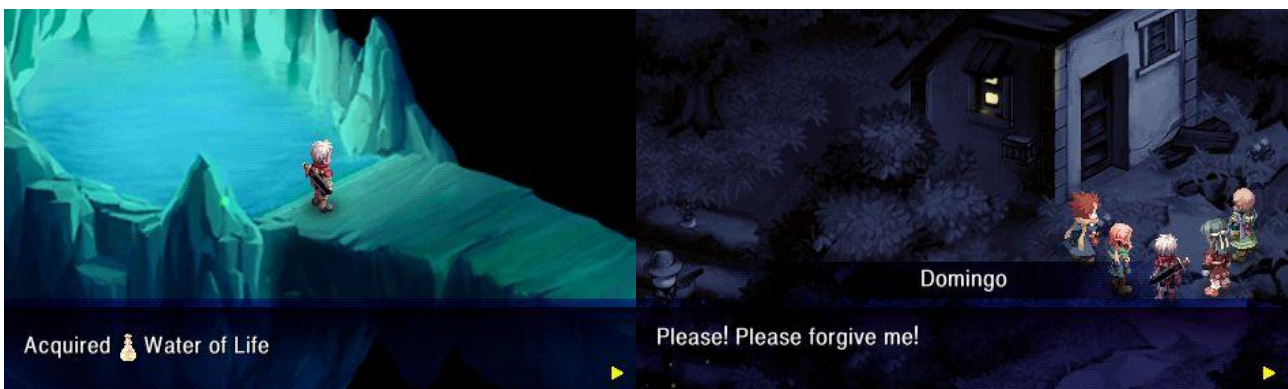
Ganensher Dungeon 1F

There aren't any items in this floor and two exits leading to 2F.





First, may take either the stairs leading to 2FA and 2FB since the two levers are located on those two floors. Just refer to the map about what items you can get along the way. After activating both levers, the new path (broken line in Ganensher 1F map) will become available; which is very straight forward and will lead you directly to the spring where you can obtain the Water of Life. There are no bosses in this dungeon so grab the Water of Life and you'll be taken back to the entrance. Make sure you have acquired all the items in the are before you do that though. Walk all the way back the Ganellon Village.



Ganellon Village

Deliver the Water of Life to Melka inside the inn. Exit the inn and enter again as instructed, pay 150 g to use the inn. It should be evening at this time so head back to the house where Domingo is resting. Watch the scenes. "Fugitive of Ganellon" quest will be completed. Watch more scenes and the "Mirror of Moonlight" quest will be started. Head back to Habsburg.

Habsburg

Head to the first establishment to the left, with a red mailbox. Talk to Thomas to proceed with the story. Learn that you'll need to go to Mt. Bloodyhorn next. Fortunately, there is a secret shortcut you can use. If you used it before to reach St. Gergeous Monastery, then go. If not, this is the best time to use it. Make sure to prepare your team for the journey though.

Mt. Bloodyhorn

Go left to the next screen, then head to the upper right. Keep going right to reach the chest with Alarm Clock x2 and Medium Mana Potion x3. Backtrack to the previous screen then go to the left this time to find a bridge. Continue following the path up to the next screen. Now there are two paths here, both leading to the mountain top. Save your game and approach the large ogre to proceed.

Enemies: Pitak

If you have the Monster Compendium with you, then you should know already that this is an unwinnable battle. Don't waste any items reviving your allies as this battle is part of the story. Just let him defeat you and the story will proceed.

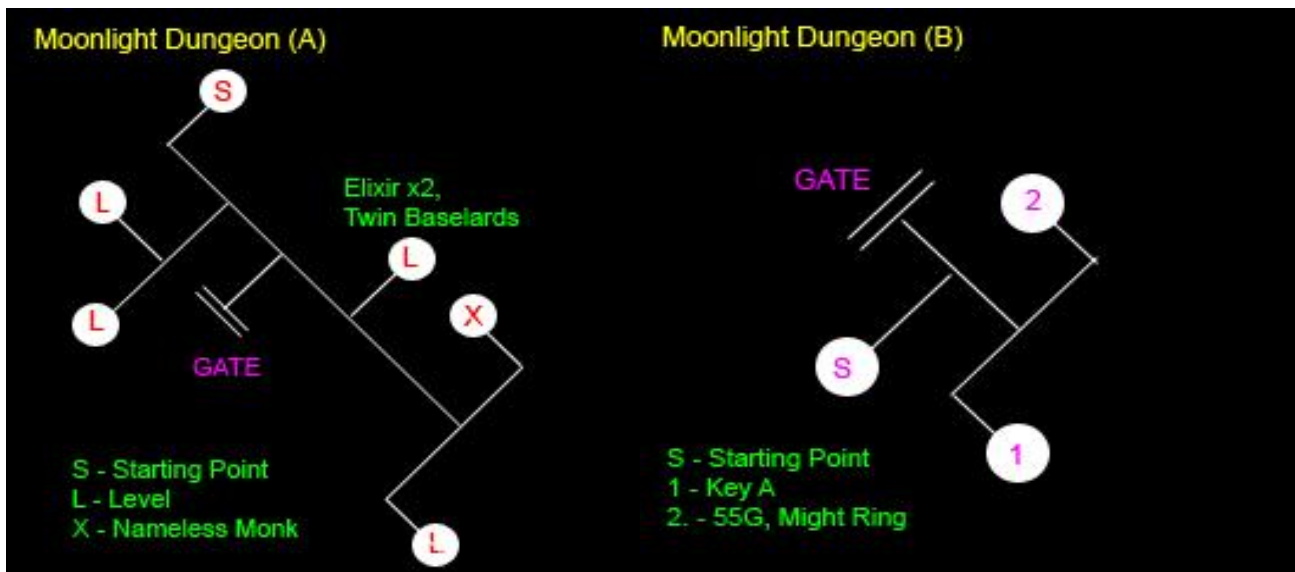
Reward: NA



You'll learn that you'll need the lost Ogre Slayer.

Moonlight Dungeon

The enemies here are weak to fire so if you have some Fire Elementals and Fire Gems then you can use that to enchant at least one of your main attackers' weapons to deal extra dmg.



Refer to the maps above to fully navigate this small dungeon. Basically, you'll only need to activate 3 out of 4 levers in the area to unlock the gate. Once you found Nameless, approach him to start a scene. Lahduk will battle him one on one in order to obtain the Ogre Slayer.



Enemies: Nameless

Nameless is weak against fire so if you want to have an advantage, you may want to enchant Lahduk's weapon with a Fire Gem. It will also help if you have him learn Meditation to increase his critical hit rate. Keep on using Tiger's Fist and heal if necessary to win this battle.

Reward: 500G, 30SP, Silver Medallion, Holy Elemental

You'll get the Ogre Slayer as well after the battle. Equip it immediately to Lahduk. Activate 3 out of 4 levers in the area then head to the previously closed gate. Follow the winding path (ignore the locked chest for the meantime) to the next maze-like part of the dungeon. (Moonlight Dungeon B)

After getting Key A, head back to the winding path and open the chest to get Key B. Backtrack to the previous screen and take the path to the left. Use the key to open the gate. Save your game and prepare your party. Pitak will be blocking the entrance and this time, you'll need to fight him for real.





Enemies: Pitak

The easiest way to win this battle is to fully buff Lahduk and assign one of your allies to concentrate in healing your characters. Pitak hits hard and with multiple hits, expect your allies to have at least 40-50% of their HP remaining after each attack. Spinel's new weapon won't have any effect against Pitak. Since Henson most likely won't survive Pitak's combo attack, remove him from your party and just use your frontline fighters. Lahduk will be the one that will deal the most damage here so keep him alive and buffed up.

Reward: 3000G, 70SP, Silver Medallion, Neutrality Gem

The angels will give you a Moonlight Stone as a token of appreciation. Now all you need to do is walk all the way back to Habsburg.

Habsburg

Deliver the stone to the mirrorsmith to complete the quest. You'll obtain the Mirror of Moonlight and the quest "Secret of the Monastery" will become available. Head back to Ganellon Village.

Ganellon Village

Head to the inn and sleep. Visit Domingo again at night to proceed with the story. A battle will ensue.



Enemies: Nightmare x3

These guys are weak against fire so Henson's fire-based spells should help in this battle. These guys are just particularly weak and won't be that much of a problem, especially if your characters are a few levels above them.

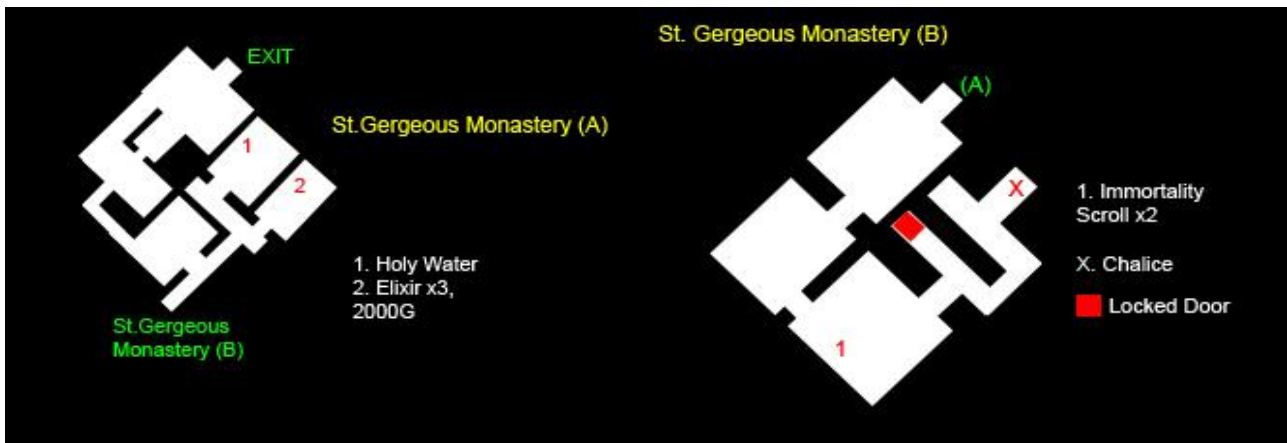
Reward: 3000G, 50SP, Silver Medallion, Lightning Gem

After the scene, learn more about the secret of the Monastery. Head there the next morning.

St. Gergeous Monastery

Head to the Abbot's room and confront him. Follow him after the scenes. There will be a dungeon area behind the secret door.





You must at least enchant one of your character's weapons with a Holy Gem to deal extra damage to the creatures here. Also if possible, try to ambush them to always have an edge in every encounter. The dungeon part of the monastery is really straightforward and crawling with enemies. Once you've reached the stairs leading down, don't go in there yet. Take the corridor to the upper right to the next screen. There will be two rooms here; the one on the northeast contains a chest with 2000G and Elixir x3 while the other room contains a coffin (has an obvious glowing spark) where you can get the holy water.



Just make your way to the stairs leading down to the dungeons where a scene will take place. The quest "Secret of the Monastery" will be completed. The new quest "Evil Englergoth" will start. The path is straightforward so just follow the only corridors. In this floor you'll meet the Succubus enemies which can heal their allies; make sure to take them out first. Just follow the path and you'll soon encounter a locked door. To unlock it, you must find an altar nearby and examine it with the holy water in hand. After pouring the holy water to the chalices, the locked door will now be opened. Heal your characters, learn some new skills and save your game. Have Gelts learn some of his party-based buffs as they'll prove indispensable for this battle. When ready, enter the door and head to the large room for a scene.



Enemies: Imposter Abbot

This boss is particularly weak against holy-based attacks. Start the battle with the usual buffs. If you have Lahduk in the party, the better. Have him use Meditation to increase his crit rate then have Gelts increase the party's attack with his War Blessing skill. If done correctly, expect this battle to end quickly as Lahduk's Tiger's Fist attack may deal 2000 worth of damage per critical hit. If not, then you must rely on the character whose weapon is imbued with holy gems. This boss doesn't hit that hard compared to the last major boss you've faced (Pitak) but keep your party healthy by occasional healing.

Reward: 2000G, 70SP, Gold Medallion, Dark Gem



After defeating the first boss, there will be a short scene. Guess what... he has another form!



Enemies: Englergoth

This boss is also weak to holy attacks as well. Since you'll start where you left off, you may spend your first turn healing and buffing. Treat this as a normal battle except for the fact that this boss may occasionally instantly kill your characters. However, if you're careful enough not to let your characters die from common battles before this boss, you should still have some Immortality Scrolls left. These invaluable items will automatically revive fallen characters. Just keep pounding him with your special attacks; if a particular character doesn't deal that much damage, assign him/her to take care of the healing via items.

Reward: 5000G, 100SP, Gold Medallion, Joker Card, Dark Gem

Watch the following scenes. You'll be teleported by Abbot Enrique to upper floor of the Monastery. The "Evil Englergoth" quest will now be completed. You'll be taken back to Habsburg after the scenes.

Habsburg

Enter the Order of Light and the current chapter will end.

Chapter 3

Habsburg

Watch the following scenes. Henson will some temporarily leave the party.

Fharenthor

After all the action, you'll find yourself in a new city. Try to check some of the new gears they have to offer. Just don't buy new weapons for Spinel and Gelts as you can get them for free. Buy the ones you can afford; sell your old equipment to recycle some cash. Remember to restock some items as well. You can now start hunting the free items scattered across town.

Golden Eel x7, Safe Haven x2 – Chest behind the house in the top left corner of the town.

Mithril Dagger, Obsidian Hammer – Bedroom, 2nd floor of the colonel's house (northwest building). Examine the weapon racks.

8000G, Mighty Medicine x5 – Chest, northernmost part of the town. Behind some crates in the woody area.

Spicy Squid x8, Medium Bomb x5 – Chest, inside the northernmost house

10000G, Takoyaki x5 – Chest, southeastern house.

Head to the inn when ready. Watch the scenes. You'll get the quest "The Witch Arfhar" afterwards. Now you'll need to leave the town and head to Riverton next. From there, a boat ride must be taken to finally reach Arfhar's Castle. Outside the town is another Warp Corps that may take you to the [Ziggurat](#). Train there if you still haven't to give your characters the much needed SP boost. You should try clearing at least Zone 1 or better yet, Zone 2.



Riverton Jungle

Just go through the narrow forest until you reach the Graystone Gate. Don't forget to get the Miracle Potion x5 from the chest in the middle of the last pond before leaving the jungle area. (You may use the lilies as pathway) There will be a scene once you reach the gate.

Graystone Gate

After the scene, the quest "Destruction of Graystone" will become available. Head back to Fharenthor. On the way back to town, you'll see a girl passing by and you'll encounter Jeffrey and gang. You'll have a battle against them afterwards.

Enemies: Webber, Williams, Jeffrey

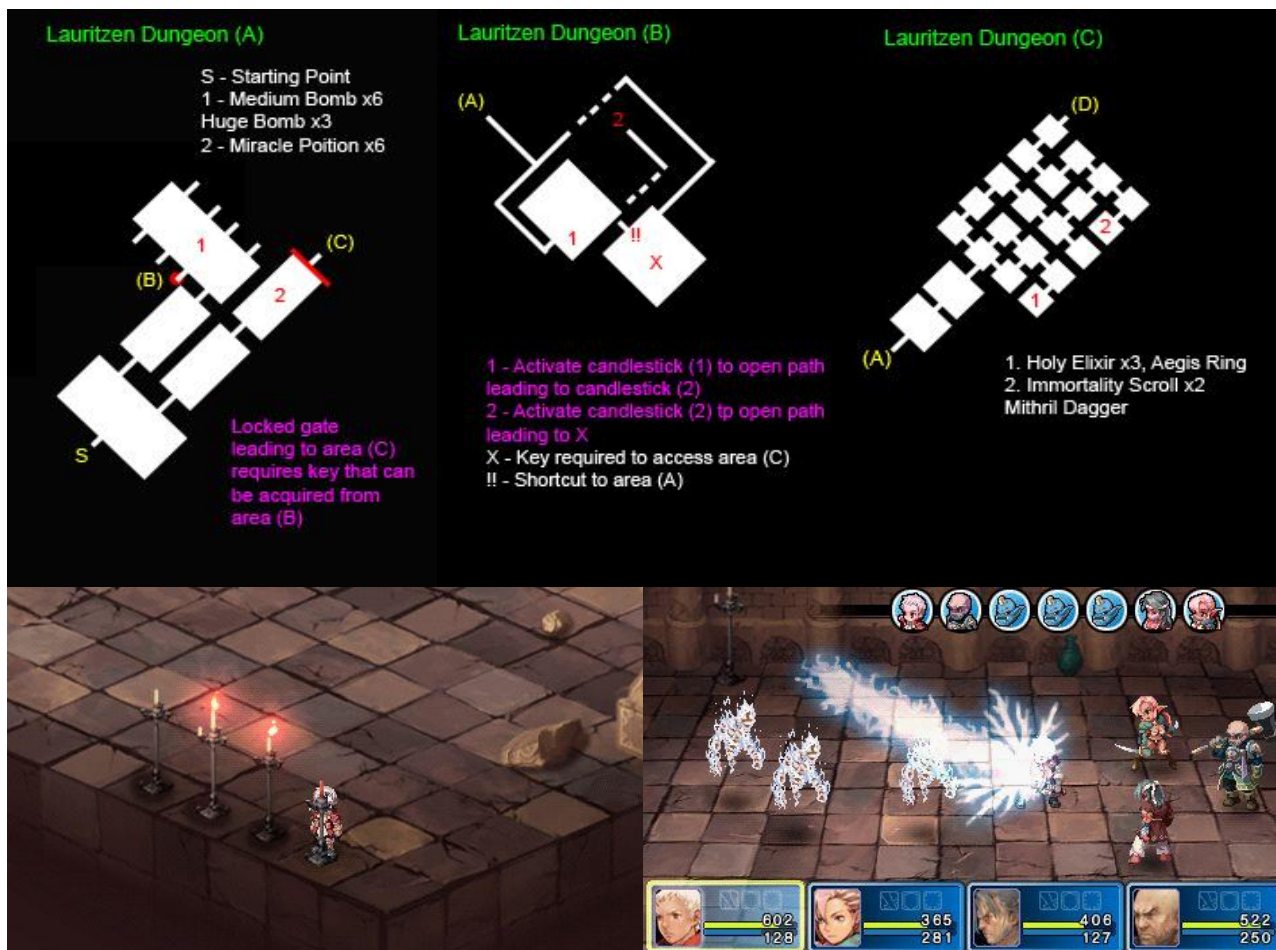
This fight shouldn't be that hard, considering the party you have right now. This is just your normal battle so no special tactics are needed.

Reward: 1000 gelder, 100 SP, Gold Medallion, Joker Card, Neutrality Gem

The quest will be updated after the battle. Now you must head to Lauritzen Dungeon.

Lauritzen Dungeon

Just before the dungeon entrance, you should find Englehyde. And lo, he has another special quest for you. If you accept it, "The 30000 Sword" quest will be added to your list.



Make sure you have a good stock of healing, recovery and revival items in your inventory – especially Holy Arrows. The Specter enemies deep in the dungeon can cast party-based poison and sleep spells – which can really devastate your party.



Refer to the first map. The gate leading to area (C) is locked so you'll need to get the key from area (B) first. Go grab chest (1) and take the opening with the red dot in the map. The other entrances will just loop you around so ignore them. In area (B) examine the ominous looking candlestick in the corner of the first room to unlock a hidden path leading to another candlestick. Follow the newly opened path and grab the Key. You can return to area (A)'s starting room by exiting to (!!). Grab chest (2) and unlock the door leading to area (C). This area should be pretty straightforward so you shouldn't have problems navigating it. Continue following the hallways until you reach the stairs leading to area (D).

This is a pretty tricky area to navigate since entering the wrong door will transport you back to the area's starting point, which makes it annoying if you don't have a map. Fortunately, I won't let you get through that same nuisance so refer to the map for this area. Just follow the plotted course to get all the items and reach the boss without getting aggravated of trying out the myriad of oblivious doors.

Once you've reached the last main area, save your game and proceed ahead. Watch the following scenes and you'll need to fight Stormghor Stormhyde.



Boss: Stormghor

Fortunately, this boss is a pushover. As long as you enchant someone's weapon with a Holy Gem, that character should be able to deal 1000+ dmg per turn to this boss. This boss doesn't deal that much damage in return so a few strong healing potions should keep your party's HP throughout the battle. Cast the usual buffs and debuffs, whatever skills you have unlocked and learned.

Reward: 20000 gelder, 200 SP, Joker Card, Gold Medallion, Fire Gem

You'll obtain the Metatron Cannon afterwards. Watch the following scenes.

Fharenthor

Once in control, go downstairs and check the basement through the upper left door. Obtain the "Letter from Hannibal" during the scenes. (He will also mention some info regarding some great armor. Talk to the chief of Fhargen when you go there) You'll find yourselves in the sewers.

Sewers

Just follow the path down then enter the opening to the next area. Follow the path south and on the second screen down you should find two paths. The path up leads to a chest containing Miracle Potion x4. The other one leads to the ladder leading in the middle of the pond in Riverton Jungle.

Before going anywhere else, head back east to Lauritzen Dungeon and make your way back to the boss area. Go through the opening in the wall to find the Rusted Sword inside a red chest. Deliver it to Englehyde who is standing outside of the dungeon entrance. Fortunately, you'll be taken back to the entrance afterwards. Talk to him to complete the quest and to obtain the 30000 Sword as reward. Equip it as an upgrade to your current sword, then head west this time. Don't be fooled with the 30,000 damage displayed when you're attacking. Your 'real' damage is still based on your attack parameters. However, its still cool to see 5-digit damage in the game.



Graystone Gate

Continue west until you reach Graystone Gate. Watch the following scenes. Head west once in control.

Riverton Jungle

Take the curved path to the west to find a chest containing Tent x5. Follow the path south to reach the town of Riverton.

Riverton

- **Aura Mask x5, Hamburger x5** – 2F chest, first house southeast of the town entrance.
- **10,000G** – chest inside the house southeast corner of the map

There will be a handful of equipment upgrades for everybody so purchase some new gears for them. You can also resupply if you're low on items. You may want to buy some Super Healing Potions and Holy Arrows for the next dungeon. Once ready, head to the docks west of the inn and talk to the man named Benjamin. Learn about the ravaging Leviathan that prevents them from launching any ship. After the conversation, make your way back to the house in the southeast corner of the map to trigger more scenes. Once that's done, head back to the inn and rest there. Before heading to the docks, try to learn some new skills, especially new party-based buffs and heals. This will help a lot in the upcoming battle. Exit the inn and head to the docks. You'll be in battle against the sea monster afterwards.



Boss: Leviathan

This monster is strong against ice and weak against Holy. Start by the usual defense/ attack party buffs then use your most powerful skills available. Don't hesitate to use potions as needed. This boss deals heavy damage but to one person at a time. Keep everybody's HP up by using potent potions or party-based healing spells. This battle should be easy since you don't need to worry about any status effects.

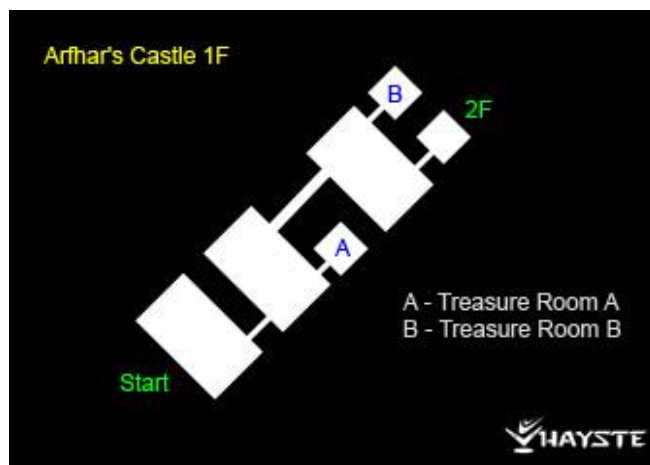
Rewards: 20000G, 200SP, Joker Card, Gold Medallion, Ice Gem

After the battle, you'll be taken in Arfhar's Castle.

Arfhar's Castle

You'll also find the trader Ling Ling which sells really good accessories. You can get the Guardian Amulet at least since it grants Status Ailment immunity, which is a tremendous help in the upcoming boss battle. If possible, you may want to grind in the first floor to earn enough cash to buy another Guardian Amulet or two, as well as earning enough skill points to unlock and learn Gelt's status ailment recovery/ prevention skills.

Enter the castle afterwards. The castle itself is a dungeon but its not that large so refer to the maps and images provided.



Treasure Room 1

1. Dragon Dust x5
2. Ambrosia
3. Super Healing Potion x5
4. Immortality Scroll
5. Super Mana Potion x5
6. Hanabero Pepper x5
7. Huge Bomb x3

You can only get 3 of those items; the other chests will explode open as you open the chests.



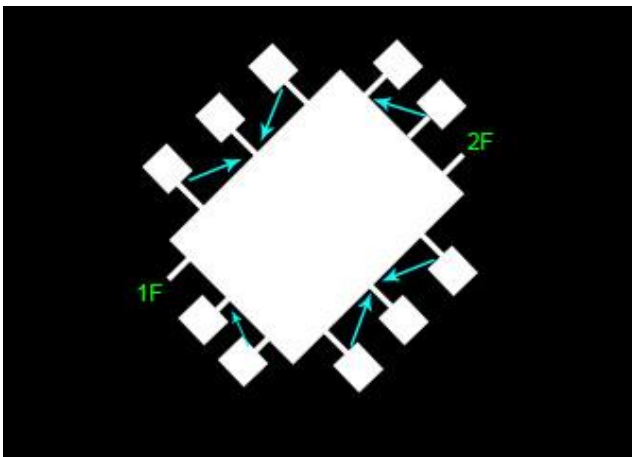
Treasure Room 2

Same as before; but this time, if you open one chest, all the other boxes will explode. Refer to the screenshot below for the marked chests and their individual contents. You should know already which one to open.

1. 700G
2. 200G
3. 14000G
4. 1000G
5. 30000G
6. 60000G
7. 10G
8. 5000G



Once you reached the second floor, you need to solve a statue puzzle. There are only 4 statues but too many rooms. You can get Holy Elixir x2 from the chest in the western room. The rooms in the west and east sides both have the middle room as an exit that are meant to confuse you. The arrows in the map below indicate the "exit" rooms. Rotate the statues so they all show their "angry" faces east/ to the right. The door in the top right corner of the room should be opened. Continue upstairs.



Grab the Ambrosia from the chest in the middle of the room. Head north of the room and take the upper left stairs. In the next floor, its pretty much straightforward so all you need to do is follow the path across different floors until you finally reach the large room with the chest containing a key. You don't need to backtrack; just take the exit north of the chest and you'll be back in the entrance of 3F. Take the lower left stairs and follow it up to the 5th floor to find a chest containing a Vitality Amulet. The door leads to the boss room. Before you enter, make sure your characters are equipped with the Guardian Amulet. If you don't have enough for all of them, equip one to Gelts at least. Also, unlock Gelts status effect removal/ prevention skills, especially those that are party-based. When ready, enter the room. Watch the following scenes and you'll be thrown in a boss battle.



Boss: (x2) Radiant Crusaders

These guys are weak to Ice. These guys are not pushovers for sure. Start by the usual buff/ debuff then have Killian use Cross Slash or Blade of Fury while Spinel and Lahduk use their most powerful, single-target attacks possible. Concentrate on one target at a time. Gelts will probably be busy healing and buffing so have him attack only when there is a chance. Believe it or not, Spinel's Eviscerate (instant kill, low chance) skill works on them.

Reward: 10000G, 150SP, Joker Card, Gold Medallion, Holy Gem

Watch the following scenes, Acelora will join your party and this chapter will end.

Chapter 9

Wolfen Fortress

Now that you have Acelora in your group, try to have her learn new skills. Share some of your spare equipment with her too. Head north to the next screen. Follow the path until you reach the top of the hill. Open your map and head directly north to the woods to find a chest containing Dragon Dust x5. Continue to the fortress. After the conversation, go back all the way south to the town of Fhargen.



Continue east from the fortress. You'll find Nero, the peddler by the snow bridge. This fella sells really wonderful items so get the ones that you think will benefit you the most (as long as you can afford it). Right after the snow bridge and before crossing the wooden footbridge, south the stream south to find a chest containing Emergency Potion x4. Continue east then north towards the village. You'll find another warp point here leading to the Ziggurat tower. Run past the portal and continue east to find a chest containing 13000G and Aura Mask 3. Take note that this is the last portal leading to the Ziggurat Tower. If you haven't cleared Zone 2 yet, now is your last chance. You should clear at least Zone 2 at this moment. Consult the [Ziggurat](#) section of this guide for further details.



Fhargen

There will be new weapons and armor for everybody here but they are all expensive. Sell your old junk and try getting the stuff you can afford for now. Gather the treasures you can find around town.

12500G, Takoyaki x10 – middle western house, beside the inn.

Tent x2, Kitsune Udon - 2nd floor, inn

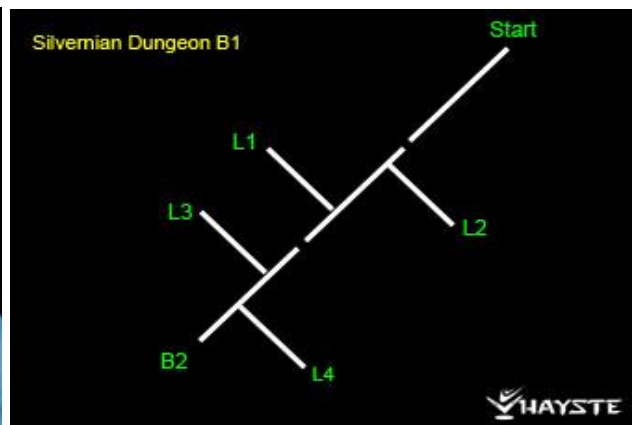
Huge Bomb x5, Elixir x2 – Northeast of fish cake stall

Royal Bento x5 – 2nd floor, mayor's eyes

After collecting the treasures, go to the mayor's house to the northeast. Learn that you'll need the Giant Scroll to reach the top of the Ziggurat and it can be found in the depths of the Silvernian Dungeon. Make some preparations and head there when ready. The dungeon just lies further east of the town. Grab Ginseng x7 south of the curve before reaching the dungeon.



Silvernian Dungeon



[B1] Follow the path to the next screen. Grab the 30000G and Mighty Medicine x5 from the chest. Follow the diagram below and activate the levers in the following order. If done correctly, your screen will flash and you'll hear a sound. Continue southwest then downstairs to B2.

[B2] Go to the left to find a chest containing Safe Haven x5. Continue south then go downstairs.

[B3] Follow the path to the left as it goes around then go north to find Key 1 from the chest. Continue along the path to the southwest until you reach another fork in the path. Take the left first to reach Key 2. Backtrack to the intersection then take the path southwest to the next floor.

[B4] Follow the path south till you reach another intersection. The chest containing the Schiavona should be immediately visible to the southeast. Equip it immediately to Acelora, then continue west. When you reach the next fork, follow the path northeast to find Key 3. Take the next path to the left and it will lead you to Key 4. Once done, continue southwest to the next floor.





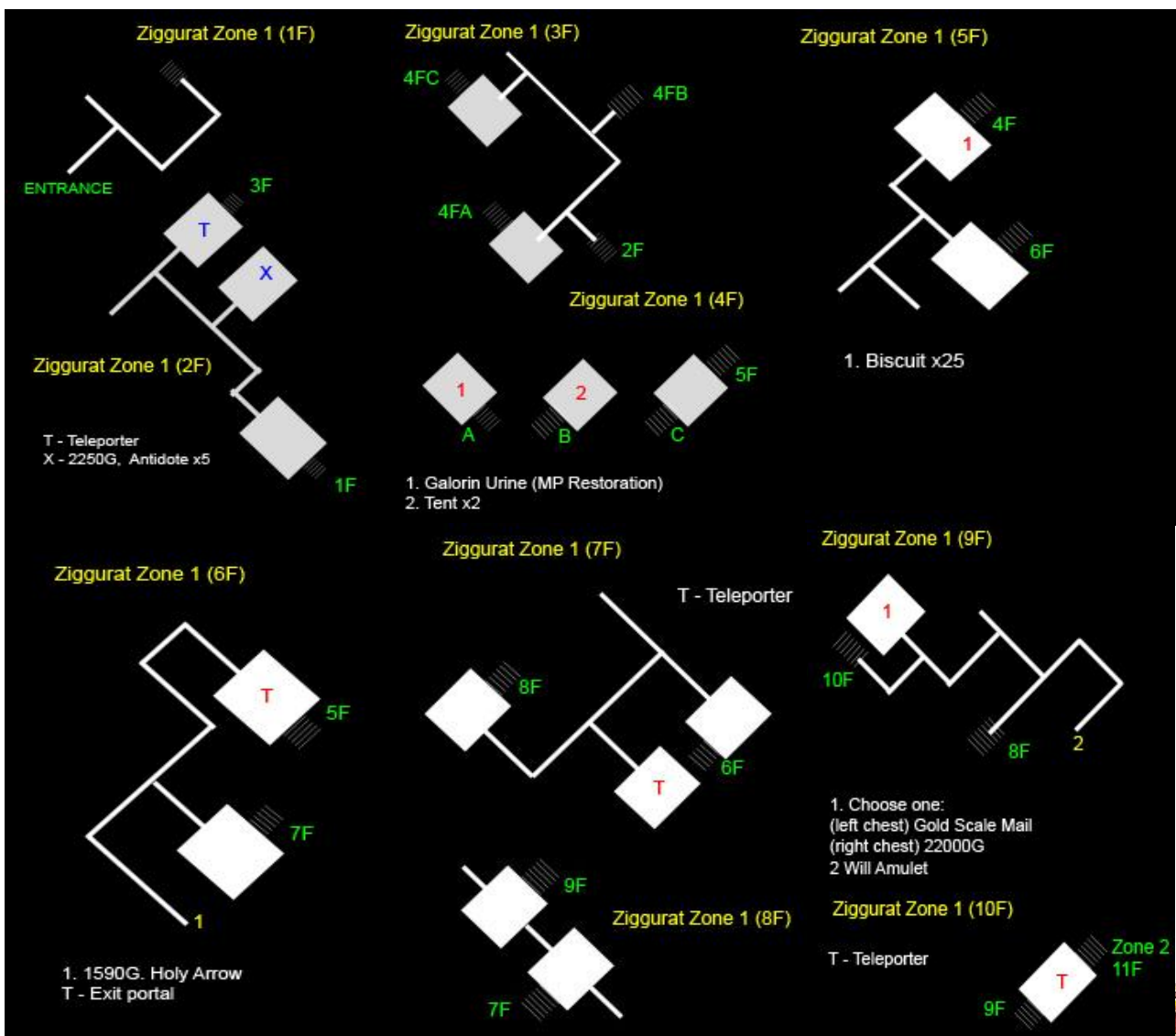
[B5] There is a hidden path down south from the starting point but you can't go through here for now. Just ignore it for the meantime. It should be pretty straightforward path. Just go through the dates and grab the Strength Amulet along the way. After going through the last gate, continue to the next screen to find the Giant Scroll from the chest. Lead the dungeon using the nearby teleporter, then head back to the village. Use the portal to visit the Ziggurat. Check the appropriate section below for directions.

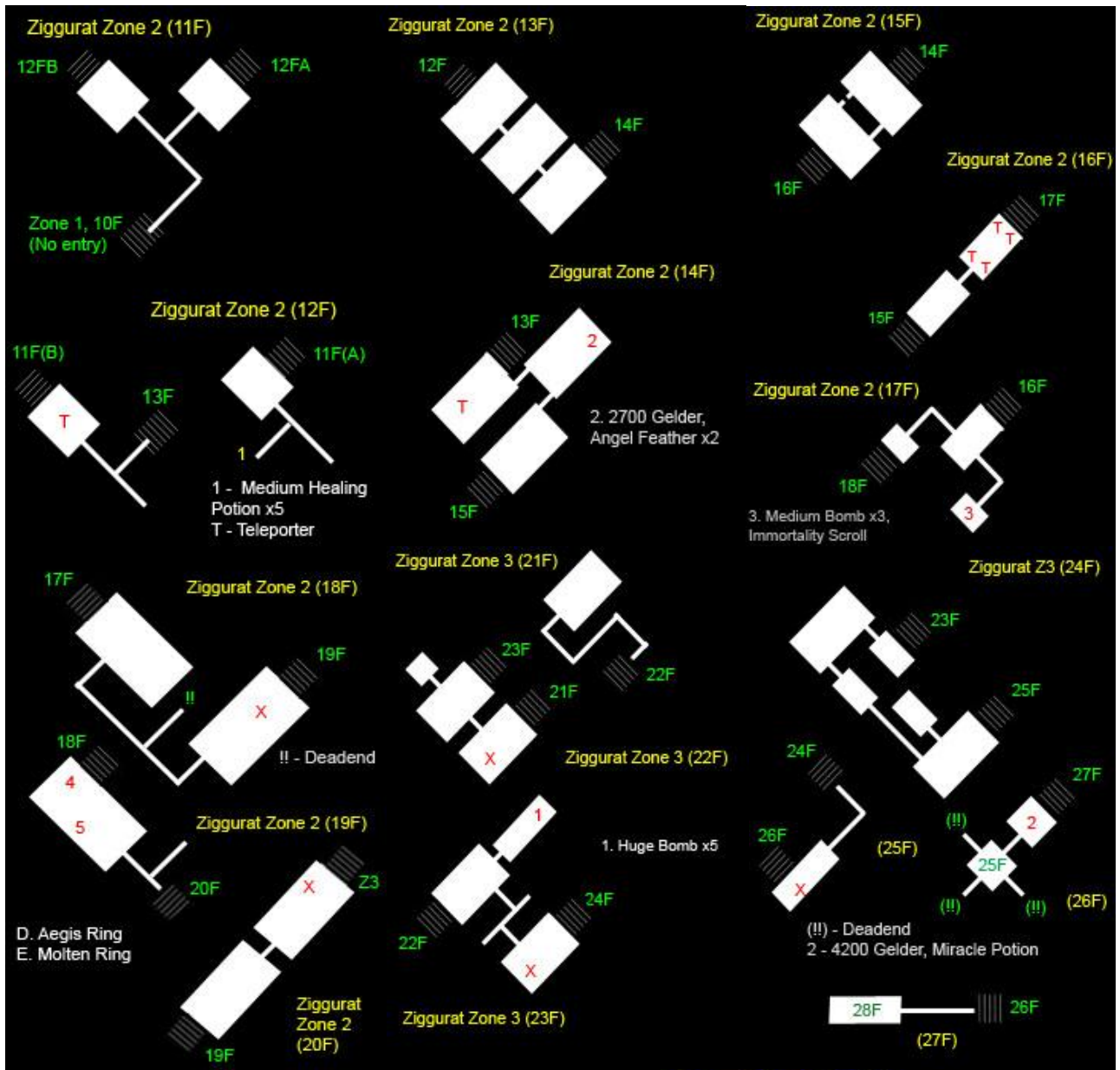
Ziggurat

Expect that the enemies here are tougher than usual but pretty much manageable. The good thing about this is that they drop higher amounts of SP, so if you're planning to grind your way to unlock most/ all of your skills in your skill tree, this is the best place. Also, they have a higher chance of dropping Medallions, which can be used to upgrade or power up your skills.

The tower is divided to different zones, in which some zones are locked until you progress in the story. Each zone has 10 floors. There will be warp points in the tower that will allow you to go back down and resupply. However, if you ever leave the tower and return to the village without finishing it, you'll start again from the zone's first floor. (e.g for Zone 2, its "first" floor is 11F) If you also cleared the zone, you won't be able to go back to it again.

Zone 1 (1F-10F)





NOTE: If you're planning to continue level grinding in this area, you must not set foot to the "real" path in 29F. You won't be allowed to go back to the previous floors.



Once you reached the correct path to the top of the tower of 29F, you'll find LaForge along the way. Ask for your gift and you'll receive a Clown Mask. This basically clears Zone 3 so you can't go back there anymore. If you managed to clear Zone 3 without the Giant Scroll in your possession, you'll need to wait until you get it as part of the story quest in Chapter 4. Once you have it, just continue to the top to trigger some scenes.

Top Floor



Enter the newly revealed part of the tower and continue upstairs. Just continue along the corridor for more scenes to trigger. You'll need to fight a handful of normal monsters as well. Just finish them off and after a short conversation, Henson will join the group again after an awfully long time. Upgrade his equipment if you plan to include him in your active group, and have him learn some new skills as well. Henson commands the most powerful elemental spells in the game. He will be an invaluable member for your future battles if you managed to unlock and learn his top tier spells. Its a shame that he appears only very late in the game.

After regrouping with Henson, continue following the path and when you reach the top of the tower, a scene will trigger. You'll obtain the Sage Key during this event, as well as the Amulet of Hope and Despair. These two will lead you to Killian's best sword and armor but these are entirely optional. If you're confident about your party's current stats and equipment, then you can just skip the following two sections of this guide and go to Wolfen Fortress for the final battle.

[Hero's Sword] Silvernian Dungeon: Hidden Path

Go all the way back to the Silvernian Dungeon and to B5 where you found the Giant Scroll. There is a hidden path south of the starting point of this floor. You should be able to go in deeper. If possible, try to have everybody (or at least your main players) to learn Grace of God. This is best defensive party combination skill that renders the whole turn invincible for 3 turns. This will greatly increase your survivability in the upcoming boss battles.

[B6] You need to activate six magical circles scattered around the floor. Just step on them to activate them. Don't forget to grab the 45000G from one of the chests there. After activating all of them, you'll be transported in another area. Just go downstairs to fight the boss. Make sure to use a Tent to replenish everybody's HP/MP. Try to upgrade your main player's techniques by using medallions you have collected so far. Also, change the affinity of your main attackers' weapons to holy using Holy Gems. Approach Elle Kaiser up north.



Boss: Elle Kaiser

Start the battle by using Grace of God. Then, immediately use party-based buffs and your most powerful moves to deal damage to her. Just be warned; this boss attacks twice sometimes, usually starts by a high-damage attack to one character then followed by an average, multi-hit party-based attack. In these cases, immediately use Soul Stones or Holy Elixirs if you have them, then keep your party's HP with Ambrosia or Emergency Potions. Having some Immortality or Indomitable Scrolls will help out as well. Keep both your HP and MP up at all times so you can use Grace of God whenever its available.

This boss' ultimate attack is when she summons a dragon. This deals 9999 damage and there's no way to prevent that damage unless Grace of God is active. She casts all types of Ice Magic, including Deep Freeze, the ultimate ice spell. These magic deal damage to everybody in the party which can pretty much eliminate you if you're caught in a wrong timing. For the offensive, you can trust Spinel's Illusion Assault or Lahduk's Way of the Dragon. Don't think of bringing Henson in this fight since his low defense and HP will just make him a regular casualty. Gelts can be handy when it comes to assisting in buffing, healing and resurrection. Acelora is a good addition as well since her weapon provides additional defense, making her more resilient than the others.

If you're having problems surviving her attacks or even dealing decent damage to her, that means you're pretty much underleveled or equipped. You may want to train in the first floor of Inverse Babel where you can get great Exp and SP.

Rewards: 50000G, 800SP, Miracle Amulet, Joker Card, Platinum Medallion

You'll receive the Sword of Soonsin after the battle. Equip this immediately to Killian.

[Legendary Chevalier Armor] Inverse Babel

Treasure List:

- A. Holy Elixir x5
- B. Huge Bomb x3
- C. Emergency Potion x10, Molten Ring, Scrap of Paper (?)
- D. Ambrosia x4
- E. Mandate of Heaven x3, Ginseng x5
- F. 55000G, Tent x10
- G. Super Healing Potion x15, Super Mana Potion x15
- H. Necromancer Staff
- I. Amulet of Protection

The next time that you ask the Warp Corp to teleport you, you'll be taken to Inverse Babel. This has only 10 floors and pretty much straightforward so I won't bother creating a map for this area. The enemies here may drop up to 200SP per battle, making it the best place to grind for SP at this point of the game. However, you need to careful since the normal enemies here are not that pushovers either.

Upon reaching LV10, you'll find Henson's best weapon, the Necromancer Staff. Make sure you're party is fully healed before going downstairs and facing, probably the hardest boss in the game. The Ziggurat will collapse after defeating the boss so make sure you have done all the grinding you want here before finishing off the boss. Make sure you level up Lahduk and Acelora since they'll be mandatory characters in the last battles.





Boss: Il Diavolo

The bad thing about this boss is that it attacks 2 to 4 times in a row. Not only that, the damage from his fire attacks are relentless so you'll be in a pinch in no time. Expect that you'll be wiped out anytime during this battle. Hopefully, the three Mandates of Heaven (revive all party with full HP/ MP) you got earlier will be enough to keep your afloat until you defeat the boss (if you have several stock of them other than the 3 pieces you got from this dungeon, then the better). The annoying thing about this devil is that he will heal himself with around 22000 to 25000 worth of HP. He will also use Wheel of Fate that will cause random status effects to everybody. Use Holy Arrows or better yet Ambrosias if you need healing as well.



When you managed to bring the boss' HP down to 50%, he will use Hellfire in addition to his normal attacks EVERY TURN. Not only that, he has this ultimate attack that deals 9999 damage to everybody. This will probably be the most crucial part; hopefully, you'll get Grace of God up as often as possible.

Reward: 100000, 1000SP, Invincible Amulet, Joker Card, Platinum Medallion

You'll also obtain Armor of Eternium, Killian's best armor. Not only that this gives him the best protection available, it also changes his appearance/ character sprite during combat. The Invincible Amulet is also the best accessory in the game since it is able to absorb 95% of damage to the wearer – both magical and physical. Have another character equip it, I suggest Lahduk since he'll be a mandatory character for the last battles. Now we're all done; we can now head to the final dungeon.

Wolfen Fortress

Before heading there, create a separate backup save; this is just in case the last few battles are too hard for you and you need to train your characters more. When ready head to the fortress entrance. This should trigger a scene but the party will decide to regroup since they can't figure out where to use the key. Now, walk back to the town (this even should trigger not far from the fortress entrance) and you should trigger the next cutscene involving the douches from the Order. After the conversation, you'll learn that you need to head to Rombrigetton first. Now walk all the way back to Fhargen and talk to the Warp Corps there to be transported to your next location.





Rombrigetton

Continue along to trigger another scene. After this event, the barrier in Wolfen Fortress should be gone; from here, just return to the warp point and you'll be back in Fhargen. Make your final preparations then head to the fortress.

Wolfen Fortress

From the first floor, enter the room under the stairs to get The Admonisher, a new weapon for Gelts. Take the stairs this time and follow the paths until you reach the 3rd floor. Cross the bridge, then go upstairs to find a chest containing Emergency Potion x5 and Habanero Pepper x5. Go downstairs then enter the path on the lower left. Cross the bridge and go upstairs in the next room to reach 4F.

Continue upstairs and when you reach the narrow corridor, continue southeast to find a chest containing a Mandate of Heaven. Before heading to the next screen, use a tent to fully recover everybody's HP/MP and save your game on a separate file just to be safe. Continue to the next screen to trigger a scene. Lahduk and Spinel will leave the team. If they were part of your active party, make sure to arrange your formation so the vacated slot is assigned with. Continue to the next room and you'll face the first boss in this dungeon.



Boss: Sketz

To get started, use Grace of God, then spend the next turns buffing your team with Gelts and Henson's magic. This boss attacks three times in a turn so make sure you keep everybody healed up. Have Acelora and Killian unleash their most powerful moves and have Gelts attack when you have the chance. This battle shouldn't be that hard compared to what you've been through with the two optional bosses.

Rewards: 1000G, 200SP, Joker Card, Platinum Medallion, Dark Gem

Examine the rat-man's corpse to obtain the Dusk Pearl. It protects its wearer from dark magic, as well as providing additional defense rating as well. Equip it to Killian. At this point, Acelora should have already learned her passive skill called Divine Aura. It works the same way as the Durk Pearl but without the defense boost.





Continue upstairs, grab the Miracle Potion x6 and Sacred Stone x2 from the chest along the way. Continue going upstairs until you reach the top of the fortress. Take the last flight of stairs and you'll be asked if you're ready to face the boss or not. If you're ready, continue and you'll fight...



Boss: Vampread

This battle shouldn't be that hard either. Cast Grace of God if its available, then increase everybody's attack and critical rate by using Gelts and Henson's spells. This boss has high magical resistance so don't bother wasting Henson's MP. The good thing in the other hand, is that this boss has fairly low HP. He also casts high-level Ice magic, as well as instant death spells. Killian and Acelora should be able to deal decent damage with their ultimate attacks. If you're decently leveled, then you can easily kill this boss just after Grace of God loses its effect.

Reward: 1000G, 200SP, Platinum Medallion, Dark Gem

After the short scene, Henson and Gelts will leave the party but Lahduk will come back. There will be three of you against the next boss...



Boss: Spinel

You can't use Grace of God in this battle and you're short one combatant so expect a rough ride. Have Lahduk use Inspire to boost your team's defenses. If you followed my suggestion earlier to equip the Invincible Amulet to Lahduk and the Dusk Pearl to Killian, then that should make this battle a bit manageable. Spinel's attacks are mostly dark and lightning based, not to mention that she also has instant-kill spells that has a high possibility to instantly kill your characters. You'll need to rely on your stock of Immortality Scrolls or Mandate of Heaven. Lahduk will provide most of the support spells. Just unleash Acelora and Killian's best skills and use high-quality potions such as Miracle or Emergency potions to keep everybody's HP and MP up. Like Vampread, Spinel doesn't have that much HP so expect her to be down after a few turns.

Rewards: 1000G, 100SP, Platinum Medallion, Dark Gem

Watch more scenes. However, don't think its done yet... you got one more boss to defeat.



Boss: Phariankes

You'll probably start this battle battered unless your characters did not level up from the last battle. This boss will use Wheel of Fate regularly to inflict random status ailments to your party. Holy arrows should be enough to alleviate these ailments or use Safe Haven to protect you for a few seconds; better yet, you can use Ambrosia's to recover HP/MP as well. This boss' normal attacks are also devastating and he will use ultimate elemental spells from time to time.

Lahduk's low defense rating will make him useless in this battle, unless you equipped him with the Invincible Amulet as suggested earlier. Once this boss is down to 50% of his HP, expect his more frequent usage of party-damaging, ultimate elemental spells. If your levels are high enough, you should be able to withstand considerable damage before any of your characters succumb to the boss' assault. Since this is the last battle, don't hold off and use your best items.

Reward: 1000G, 100SP, Joker Card, Platinum Medallion, Dark Gem

Watch the following scenes and the credits will roll. Let to credits to finish to witness the ending scenes.

Congratulations for finishing the game!

Clearing the game will allow you to access the Bonus content of the game, which can be selected from the title screen. As an added bonus, I patched up some of the concept illustrations, cleaned them up and uploaded them. You can download them from [here](#).



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5. Showing your appreciation

This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)

Credits

- Thanks to Atlus, IronNos and SK Telecom for the wonderful game.
- Thanks to you for reading this guide up to this part.
- Thanks to my family, friends and readers for supporting me in what I do.
-

Compiled by Vhayste
Illust by Park Hye MI

