


Ephemeral fantasia character guide

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Game: Ephemeral Fantasia is an absurdly complex playstation 2 game (see wiki) that we can't stop playing. Seriously, we are on our 5th or 6th passage and still haven't managed to beat it. We're not even quite sure that this game can be completed in its entirety. To quote the Wikipedia page (which for some reason is still updated?) the game itself is not an easy thing to pick up and play for the first time gamer. This is a difficult and taxable experience if the player does not know exactly when and where to go to cause certain events that allow the story to progress, or characters that will be awakened from the spell of time. It is this initial disappointment that often means that the game is harshly criticized. It's as if someone has made an emotionally abusive relationship in a video game - complete with poor communication between parties and waiting for mind reading skills. Why don't you know to talk to an artist at dusk on the fifth day? You should have known! I shouldn't have told you these things! Plot: The generalized Evil Sorcerer King is trapped in a tropical island inside a five-day loop that ends on his wedding day. He invites a musician-thief (the main character) who plays a sensible sword guitar to be the entertainment of the event. The main character must wake up other playable characters to topple the king and stop the cycle of time. Crazy: There are so many strange things in this game. We're not quite sure how many because of strange translations, confusing design choices, or too heavy reliance on rpg tropes. They all intersect in this strange fever dream of the game. The game is almost not played, the player is not given any information about what can be done for further development of the story. Presumably, you should just spend hours wandering around the island waiting for something to happen? It's actually impossible without a step-by-step guide - talking about which: There is no step-by-step guide that documents everything to do in the game. We assume that means that no one has actually finished this game. Religious ceremonies around the world seem to consist of half-naked men in snake masks dry humping air in unison. There are numerous examples of strange English translations (e.g.: Tambourine - Tarbina) When trying to add a character to your party, if you miss any particular event (usually standing in a certain place for a 5 minute window) you should wait until the next cycle again and repeat every time you do. Until you wake up a character that just happens to own a time vault (?), you don't hold any items throughout the cycle time. This is not mentioned in the dialogue or any other information available to the player. Guitar-heroes mini-games play an integral role in Every 30 Yards Player -Hits the 2-Second Load ScreenAfter The Download in the demonic reactor (??:?) being demons (??:?) with unique names like Alex and Doug settled in the royal castle. No guards seem to notice. Midi loops accompany you throughout the game. Earworms will never go away, even years later. (5AXI 5AXI 5A-DA-DA-DA 5A-DA-DAI 5YX 5YX 5YX) Characters often use weapons that are only weapons in the vaguest sense of the word. Despite living in a world with a plethora of swords. There is no way to miss cutscenes, despite the fact that the whole game is based on re-performing the same actions over and over again. There is only a fast forward to not particularly helpful Benny Hill speed button. Although the map is important for beating the game, and the location of the world can only be described as a maze-like, the player is responsible for finding each of the 30-plus sections of the map hidden throughout the island. Aside from the main character and villain, the only creatures that seem naturally immune to the cycle of time are the (never mentioned in the dialogue) collectible battle chickens that sport Moquios and pirate hats. There is an extensive backstory mentioned without any corroborating content. Such as a 300-year-old live guitar that is a member of the Romel clan. What does that mean? Is there an unpublished manga premise for this game? Lloyd is a robotic mystery created by magic science. A fairly predictable character for a game set on a medieval tropical island. Title: Ephemeral Fantasy Walkthru (NA version) Author: charjer0 Email: charjer@gmail.com Version: 0.1 Date: March 03, 2002 - Contents of Lloyd Loreille Mouse Pattimo Plosi Rinna Rinmi Twinboom Xelpherpolis Walkthru Week one week ----- two weeks three weeks four next week Alternative Next week or next week next week next week the world of darkness to save the princess Preparing for the final version of the Battle of History Copyright Credits and other LED light stuff on D-Pad - Moving around; LED light from Select - Show map (this will show you a map of the area if you have, otherwise it will show you the entire map of the island) Start - Pause X - Take; On the map, if you look at the map area by clicking on this button brings up the entire map of the island of O - Cancel, skip through the dialogue - Shows the compass / clock; Raises the menu; Closes the menu /- Fast forward through CGs; Camera zoom R1/L1 - Rotating camera ----- Battle ----- Up/Down - Scroll menu Right/X - Take left/O - Cancellation /- Changing camera view L1/R1 - Changing the finished character L2 - Semi-automatic AI R2 mode - Full AI Start mode - Pause ----- Music Mini-game ----- Song O - Choose L2 - Red L1 - Green Right - Blue - A Little About This Walkthru and a little about this Walkthru won't include a list of magical spells, skills, skills, secrets. He also won't have boss-fighting tips. With the exception of boss-fighting tips, the rest of the information can be found in Banderson's Ephemeral Fantasies/Walkthru. This walkthru just make it a little easier to keep an eye on what to do in the game and when and how to recruit characters. - A little bit about the game, it's not an ordinary, swollen RPG. The game is based on a five-day week. Not seven, but five. At the end of five days, the time loops. Or, you start back on the first day, but count it next week. For example, if you've gone through the first week and the time cycles, don't count it as the first day of the first week. Instead, count it day one for week two. Confused? Go through this a couple of times and you will lose count of what week you are on. Then it doesn't matter what week it is. There is also a concept of time in this game that I want to tell you about. I have plenty of time to get to my next destination. Well, you're wrong. One hour of gaming (if you follow a watch/compass) is roughly equal to one real world (as in the world you and I are at right now) a minute. So please be careful with that. You don't want to miss the key events that you need to see to complete the game. In addition, there is the ability to let the computer take over your battles. You can do it if you like, although it is not recommended by me. And don't forget to pause the game when you need to go to the bathroom or get something to eat. It stops the clock from running and during battles. Unlike RPGs such as the Final Fantasy series, there is no Wait. All the battles in this game are active. During a step-by-step evening, don't worry if you don't follow what I've done word for word. I'm just putting what I did. Characters and characters - mouse ----- mouse ----- the main character of the game. Thief and traveling musician. Renamed. ----- musks. Talking guitar. ----- Lore ----- Princess of Pandule Island. ----- Kselferpolis ----- Prince Pandule. He is going to marry Laurel to become the new King of Pandula. ----- Rummy ----- captain of the guards who protect the princess. ----- Bagot ----- General of the Pandule Army. ----- Claire ----- Resident Watchmaker. Often visits the bar. --- Ano --- the best magic scientist of the palace. --- Kite --- captain of the old sea. --- Grantus --- an artist. A perverted artist. --- Rinna --- daughter of a hotelier. --- Beak --- a mouse friend and another thief. Renamed. --- Fang --- a mouse friend and another thief. Renamed. Gallihnt --- another thief. Its fortress is located on the eastern part of Pandule. ----- Lloyd ----- a robot, reviving with magic. ----- Grantus ----- one of the three priests of the time of Kselferpolis. He's got a bull's head. ----- Twinboom ----- one of the three priests of the time of Cselferpolis. He's got a bird's head. ----- Javaro ----- one of the three priests of the time of Xelpherpolis. You'll find out what this man looks like. ----- the heavenly people who live in the clouds above the island of Pandule. Confused? You'll see later in the game. Walkthru and ----- Week One ----- Day One- Congratulations, you were invited to play for Prince Xelpherpolis at his wedding. blah, blah, blah... You (the mouse, or as you choose to call it) start on the boat. After talking to the captain, you'll talk to Pattimo. He asks you a question, so answer as you like. I don't think it affects the story at all. Opening the credits come out and you get dropped off at the docks on Pandule Island. Rummy (you read the Characters section, didn't you?) meets you there. She drops you off at the hotel and invites you to explore the city a bit. After she leaves, the hotel owner comes and starts talking, talking and talking. When it finally finishes, you get your first piece of the card. You can sleep if you like, or you can explore the city. If you want to relax at any time, go to a single bed and inspect it and choose how many hours you would like to relax. I suggest exploring the city. You can enter people's homes and rob them belongings. At this point, just stay within the map that you have now. Eventually, the game will stop and Rummy will arrive and pick you up to meet the prince and princess. You meet them and you get your first song in the game. Don't worry about not doing a good job on it, you just have to finish playing it. If you've played Guitar Freaks before, this mini-game shouldn't be too complicated. After the meeting, you will be free to go and do as you please again. Some time during that night you will be magically taken to the castle. Okay, not magical, but the game will take you there. Feel free to look around, take things and what not. When it reaches a certain time, you will be automatically taken into the princess room. After the conversation, you'll get away with it. You should be tasted back at the hotel. -Day two - Witness is amazing... Snake dance? Welcome to the second day of your stay on Pandule Island. Like? Anyway, the hotel owner comes and offers to watch the call of one of the sacred stones. When Pattimo says you can make a different decision (doesn't you like making these, feels like you have your own mind, right?). I chose yes. After you leave, Rinna comes and discovers that We've already left. You're being sent to the where you will find Rummy Swimming. She changes clothes and joins your party, which consists only of you and her. Wander around, get into a couple of battles, search chests. The game will automatically take you to the ceremony. There you meet General Bagot, who makes you a request. After the ceremony, feel free to wander around again. When the time comes, you'll be taken to the castle and meet Bagot. During the conversation, when I could, I chose No. He's happy, and then we'll go. Be careful now because the castle has become a dungeon. Random battles are taking place here now. Anyway, make your way down two floors and out of the castle (the main entrance/exit to the castle is on the second floor). Rummy meets you on the street and asks you to meet at the restaurant at 7:30pm that night. It gives you a map for the area. Look at this. I know you don't have a map showing the route, so follow my directions. It's best to do this now before you run out of time. Go south down the bridge to the city centre. You will see buildings in the west. The buildings are so that they go north. Continue to go north until the path turns to the northeast and continue to follow it in an easterly direction. Following this path, you return to the hotel. Now, in front of the hotel, there will be a way north. Follow this path and follow it to the east. The screen will change to black and you will now see the download in the bottom right corner. Now you're on a new card block. Continue east past the ramp. Go up the first northbound path past the ramp and continue north until you get a black Now Loading screen. If you check the map, you will see that you have a map for that area. This is the one Rummy just gave you. Now that you've found a restaurant, feel free to do what you like. Just don't forget where the restaurant is. Around 7:30 p.m., go to the restaurant and Rummy should be on the second floor. When you two talk, you'll have a list of topics to talk about. If you want information, choose the last-minute version of Princess Lorell. Otherwise, just choose that one and the story progresses. Dinner is over and you can do what you like. -Day Three - If you want to go on a city tour with Rinna, make sure you are in the hotel between 6 and 10am. This is Rinna's time working. If you don't want to, don't sweat. What you're doing is go to the hotel owner and talk to him. Rinna eavesdrops on the conversation and asks if you want her to take you on a tour. I chose Yes. She leads you through parts of the city, you play a song for her and you can see another ceremony take place. After the ceremony, step out of the gate and head northeast to find the chest. It's another part of the map. Sooner or later, Rinna will have to leave, get back to work. Take a look at the map to see how to get back into town. Once you get back on the map that has the City on it, there's be the word Mall west of downtown. Go over there and you'll find a bunch of shops. There's also a blacksmith here that will upgrade Pattimo. Remember this place for future reference. If you are on this map around 3:15 pm that day, you will get to see another ceremony in the city center. Not a sacred stone ceremony, but it still includes dancing. Later, the maid from the castle meets you and tells you that she must accompany you to the castle for the wedding dress ceremony. During the ceremony, Gallihnt and his bandits attack. Watch the event, then you'll be free to do what you want. Let's go get another part of the map. Remember the route you're taking to get to the restaurant? Let's take a piece of map for an area you don't have yet, one between a restaurant map and a city center map. Take the same route, but instead of going north to the restaurant map, you should see a different path to the east. Go down this path and enter the first house in the south. Talk to one of the people next to the door inside and they will give you a piece of the card. -Day Four - The problem of brewing ... You have to get a cut scene featuring Ano, Laurel, and Xelpherpolis. Not all of them are together at once, but one with them. Anyone who, head up to the castle some time in the morning and you'll have a run in with Xelpherpolis and its priests. Ano comes in during a conversation and then you are invited to dinner later that night at the castle. Next, if you want to take part in a scene featuring Laurel, go to the other side of the castle. If you don't want to, move on to the next part. Walk past the front and go to the tower on this side. You get into a car event with Princess Laurel. When you have to choose an option, choose which one you want. It shouldn't matter which one you choose. You just get a different answer. Let's take more parts of the map. Why do we get them? Well, you need to be able to find things easier. And secondly, you will find out later when you start forming your party. Cm. map of the city centre. Take a look at the map for this area and you will see there are two exits to go west. Wasn't the northwest exit from this map. Go south-west on the way until you come to a building that looks like a temple. Go inside and search the bookshelves to find a piece of the map. Leave the temple and head northwest to the map west of the map of the city center. Look for another temple-like building and come in. Inside the fortune teller. Pay the man, he'll give you a fortune and offer you a piece of the card. Now you are free until about 7:30 pm when someone from the castle comes to pick you up for dinner that Xelpherpolis invited you. See what happens during dinner. After all this, there's an explosion. Watch him play. Once all this is done, you're free again. If you have enough time, I suggest visiting You'll get there to 12 12 if you don't get out, it's fine. Just do it for the rest of the second week from 8 p.m. to 12 a.m. To get there, start with a map of the city center and go south of this large statue. Follow the path east and you change to another block of the map. Continue east on the bridge and across the Bazaar. Then go south and you have to see the cobblestone path. Follow him for a while. If you come to see a square block of water surrounded by a fence (it's a pond, keep it in mind for now), you've gone too far. You will need to return one block of cards. Go a little east and one of the buildings here is a bar. You get a cut scene where you meet Claire. After this is done, go to the lady behind the counter to the west and buy some liquor. Go back and talk to Claire again and watch the scene play. -Day five - Wedding Day is finally here... At 6 a.m., you'll be shown a scene with Kselferpolis and Laurel. And then you have free time until 9am. Why not spend that time getting another part of the card? Just follow the same route you went to go to the pub, but keep heading south, following the cobbled path to the next block of the map. Continue on the path until you reach the pond. There must be a man on the north side of the pond. Talk to him and he'll give you a piece of the card. If it's between 12 and 6pm and if you want to learn a new song, go back to the castle. Go west after passing through the gate while Pattimo says something. When he says something, don't move. Stay where you are. Go to the item screen and select Pattimo and play the song. The princess comes out, says something, and you learn a new song. If you play this song, it will give you an object. Now let's take another piece of the map. Go to the castle. On this floor, in a room in the southeast, talk to the soldiers. One of them will give you a piece of the card. Around 8pm, you will be shown another event, so look at it. Around 9pm, you will be taken to the wedding ceremony where you will have to play. Go ahead and choose the newest song that's on this list. Once it's over, see what happens next. ----- two weeks ----- Day One- What the hell?... You're on a boat en route to Pandula. Prince Kselferpolis invited you to play at his wedding ceremony, and you wonder: What the hell? Basically what happens is Rummy comes and picks you up and drops you off at the hotel. You're having a conversation with Pattimo. He tells you what happens to the best of his knowledge and you get the lead from there before the hotel host comes in and starts babbling. Around 5pm, Rummy comes to pick you up to meet with Xelpherpolis and Loreille, again. You can use the button / to quickly forward through events if you don't want to watch them (you read Management, isn't it?). After this event, leave the castle and head to the city centre. Do you remember that building building Looks like one of those city hall-type buildings that you pass by when you go to a hotel from downtown? To get your money, it has to be before 8pm. Go in there and talk to the guy sitting down, and he'll give you your payment. Why not start recruiting people for your party? Let's start with what they called Kite. If it's between 6 and 10pm on days one, two or three, follow these directions. Take the same route you took to go to the bar, but continue as you are going to map the piece. Keep going and you will eventually reach the docks where you arrived. Walk east this to the building, it has a rowing boat. Once inside, the event will happen. So play them a song and drink this drink. Then he will tell you his name and when you can go after him. For those of you who can't remember, it's days from one to three. If you're here before midnight, go back to the bar and talk to Claire. She will tell you to visit her watch shop later. Remember this bit of information. Now comes the hard part. I suggest you do this right after you leave the bar. -Day two - You have to go through a map with the ruins of the forest on it. You had to go north. Follow the path and cross the bridge. Now travel in a northeasterly direction until you change the map blocks again. This time, go east until you hit the beach and just wait here until around 7am where the event will happen to Rummy. As a note, this area should look like the area where you were during the first week when you were delivered to that area as an automatic event. After getting it into your party, go north to the ruins of the sea and watch the ceremony again. Bagt's going to talk to you again, blah, blah. You will be automatically brought to the meeting when the time comes. Choose No again. After the meeting, sit on the second floor and go to the northwest zone. Enter the room in the north and talk to the soldiers there, then go to the room to the west and talk to Ano. Once you're done there, run out of the castle. Rummy can come and find you here and ask you to meet her at the restaurant again. Anyway, go east around at the back of the castle and talk to the guy next to the factory. His name is Gilson. Once you talk to him, inspect the plant and you will fight it. After the fight, examine Gilson's body to find the key. Return to the castle, turn east, then north, and Gilson's room should be on the first door on the left. Look for Jilson's clothes. If you have them, go back to the area before you enter the room that Ano is in and choose Jailson's clothes at your point screen. You will see the event and get the key to Ano. Now make your way to go to the restaurant and wait outside until about 7:25pm. Go, and Rummy will You'll dine again, but this time it will be a little different. When she asks if you think she she she Than a princess, choose No. You can choose Yes if you like, but no better. Then you'll take her home. Get ready for the next day. -Day Three - If it's between 6am and 12pm, and if you remember the path, go back to the docks and get Kite. It will be east of the docks. Talk to him and he will join your group. Now you need to convince him, so go back to the castle and head east after passing through the gate. Go as if you're going to talk to Gilson, but instead you're going to walk through the first door you'll see. You get into battle to convince Kite and you will be able to recruit him at any time from now on. To upgrade his weapons, you will have to buy different types of fish. Don't ask. I barely used it. It's still before 12pm, and if you have at least 2000 G, go to the map just south of the city center. For future reference, Rummy's house is a second home in the west when you enter this map. Anyway, go to the first building on the right, and get out across the northeast to get to the beach. Go south to the building with a blue roof. Inside, buy something from the store owner. You don't have to buy much, just something. Get out of the menu and you should get the chance to purchase a piece of the card. Buy it. Now go to Rummy's house between 12 and 6 p.m. You have to get some kind of event where you hear her talk. Okay, that's it. If it's before 6pm, pay for Claire's visit. Follow these directions. From Rummy's house, head north to the city center map. From there, go west until you change to another block of the map. Continue to the west and you have to get to the building. It's Claire's watch shop. Remember where this building is. It will serve as your base of operations later in the game. The door has to be unlocked, so come in. You'll be shown the event. Once this is done, get out of the building. You will be shown another event, and now you will be able to recruit Claire in your party as Kite. Go back to your store and you will be shown another event and be able to recruit it. Her gun modernization store is located in two buildings west of the restaurant. -Day Four - Between 12 and 6pm you need to go to Rummy's room in the castle. It is located on the ground floor so you need to walk one floor down from the entrance. Once on the ground floor, head to the southeast corner. Her room is located east in the southeast corner. You'll see the event. After she leaves, read the note on the table and then examine the flower. You're fighting. Kill it and you get the item. Next, you need to find the kitchen. It's on the same floor, but in the northwest corner. You'll find it. It has two chefs. Between 7 and 8pm, make sure you're there. Talk to the chefs then and they will forever take you to the cups. Explore the cups, choose the middle option and you will fight the flower again. Not an uphill struggle. After it will cut before lunch. Then you'll see what happens going on. After that, you'll be able to recruit Rummy. As a side note, the Rummy Arms Rise Store is on the map of the city center. It's east of the big statue thing and a little south. The entrance to the building is to the west. -Day Five - Nothing really important here except the wedding and the time loops again. ----- Week three ----- Day One- Just a summary, if you've seen a ray of light and a message that so-and-so has been released from the cycle of time or something that's the equivalent of following the steps above for Rummy, Kite, and Claire, then you've actually been able to recruit them. Okay, let's move on. Someone has come to meet you at the docks when you first arrive. In my game, it was Claire. You go back to the hotel and we talk, and you'll see Rinna listen. After this event, head down and talk to the hotel owner. After this event, check your items. If you don't have the spare key that was given to you by Ano from the previous week, then you will have to do these events again. Just go back on the second day of the second week for a reminder. Anyway, let's go get another character. Follow these steps. From the hotel, go west and up the ramp. From the ramp to go east until you change the map blocks. From here go east until you see the ramp. Go up the ramp and head west until you change the map blocks again. Keep going west until you change the block map again. On this map block, you should see the monument in the middle. Walk past this in the northwest part of the area. It should lead to the forest path. Follow this path to the southwest until you reach the house. If there is someone in your party, you should remove them. Make sure the time between 12 and 6pm then talk to the guy outside and he will tell you that this house belongs to Plosi, the name of the character you will type on. You'll see the event. After the event, go get either Rummy or Claire. Claire's probably easier to find right now, so go after her. You remember where her watch shop is, don't you? As soon as you have it, go back to Plozi's house. It's best to do it in one day. Anyway, once you come back and watch the event, remember that you have to come back here on the third day between 6 and 9am. -Day two - Nothing special here. You should get a meeting with General Bagot event again around 1pm. Again, answer No when you get the chance. This event will be a little different. Also, if you find that you didn't have a spare key, make the events higher again. Have some fun with this stuff. -Day three - Okay, now some action. Return to Plozi's house that day between 6 and 9 a.m. Watch the event here and you will be able to recruit it from now on. Once you dial Plozi, go back to Claire's watch shop and you have to get an event involving a magic mirror This thing allows you to recruit members that you have freed from the cycle of time that has engulfed the island in your party, not to go hunting hunting down. Drink it. It's going to make life easier. Also, I would like to add a reminder of the Time Sanctuary. Keep items on you that are perishable. The key elements and elements equipped will not be affected by the time cycle. The rest of the stuff will disappear. Around 7pm, return to the hotel and talk to the hotel owner to see the event. Then open the map and look at the block of the map, which has the Ruins of the Forest. If you notice, on the southern side of the map there is a footpath that has a small pond at the end of it. This is your destination, so get there as fast as you can. As soon as you arrive, you will be shown the event introducing Grantus. You may or may not get to see the fight. I can't remember. After the event you will be shown another event, and you have to finish in the hotel. -Day four - During the day, do almost anything you like. Around 7pm, come to the castle. Once you pass through the gate, turn west and follow this path around towards the castle. This should lead you to the door from which General Bagot came out during the first week where he died. What you need to do is go through that door, walk up a huge flight of stairs and wait at the door until 8pm. When the time comes, Bagot should be there. Talk to him, and then walk in the door. You will be shown the event, lie in a fight (not with Bagot), and then be able to recruit a general. To get to your weapons modernization store, you need to walk past the rammy house, past the building after, turn in and follow the path, going west after building past the Rammi house. Follow it west until you change the map blocks and upgrade it to shop first house on the house. -Day Five - Nothing interesting on this day except Rinna waking up and time loops again. ----- four weeks ----- Day One- Good, sum up again. The members you should already have: Claire, Rummy, and Kite. New people: Plozi, Bagot and Rinna. Well, Rinna should meet you at the docks when you dock again. Now I propose to level and explore the island outside the city. Go back to Claire's watch shop and use a magic mirror. Don't forget to put Rummy in your party. You will need to learn a certain skill called Power Jump. What this skill does is force jumping you off the card you are on any other card that you already have. The skills are required for their training at Walkthru BAnderson, but I roll over the steps here. With Rummy, use her Hard Punch attack until you learn a move called High Kick. Now use this until she learns a move called Diving Kick. Use this move in combat and you (meaning mouse) must learn the Power Jump skill. The only downside to this step is that you lose 100 HP every time you use it. Anyway moments, I suggest putting Rummy and Bagot in your party. Once they're there, go to the map block south of downtown and follow the path all the way down until you get to two two two Go between the buildings and then go west until you see the guard. Talk to him with Rummy and Bagot in your party and he should let you through. You're out of town now. Once you get to the next block of maps, random battles will begin to occur. Try not to miss any chests, as some of them will have card pieces in them. If you get lost, you can always check your card. You have to try to find the hunter's village that day. It is located on the west side of the island. You will need to move north, go west as soon as you can't go north to any farther and then go south. If you reach the forest, you are on the right track. Follow the forest to the beach, continue south, but stick close to the bush. He's got to take you to the Hunter Village. If you do it there between 12 and 6pm, talk to everyone. One person will sell you a piece of card for this block for 1000 G. Another person has to tell you about the Golden Bird and where you can find it. And the other person has to tell you what time the bird is. Remember, the golden bird lands in the old church in the cemetery between 12 and 5:59 am. Hey, let's get another part of the map and we'll have time. On the east side of the Village of Hunter is the exit to the north. Take it and follow the path to its end. At the end is a house that belongs to a witch. Search the house for a piece of map and talk to it if you want to recover any HP and MP. Now return to the village of Hunter and return two blocks from the map to the north. On this map block, look for a sign that has a West - a cemetery or something in that equivalent on it. Take it and go all the way. You have to see the guard. If you followed my advice and put Rummy and Bagot in your party, you shouldn't have a problem getting past the guard. Enter the building and look for some items. Talk to the person there to get a piece of the card. -Day Two - Around midnight, you will see the Golden Bird fly in. Once this happens, explore it and you get into battle. Win, and you'll get a golden pen. Okay, you just finished the hardest part in recruiting Ano, the magic scientist. You can keep wandering around and find more card parts if you like. If you leave this block map to the north and continue eastwards, you should run to another witch house. There's another piece of map in there, so just look around. There's a swamp in the east. There's at least three parts of the map. Just explore, they're not all in the same place. When you get out of the east exit of the swamp, talk to the guard there if it is still a day time to get a piece of card for this block. To the east of the swamp is another house that has inside. There's also a piece of map in her house. If you continue south from here to map the block south of the block that has the witch's house, you can find another map map to the chest. A little to the east of where you found a piece of map, there must be some dirt. This leads to the path. Take and follow the eastern fork. When you reach another fork, take the east again. (I'm not too sure about that last sentence. Follow the path until you find one house. Yes, another witch house. Go get a map inside. Well, it's as far away as you need to go on this side of the map at the moment. Back to the map block that has a sign with a cemetery on it, if you go south from there and follow the path going east (you'll also go north and east again), you have to find another town called Coalmine. In one of the buildings there is a piece of map for this block of map. Okay, let's get back to town now. Power jump if you learn it, otherwise, it's a long way for you. Otherwise you can just wander around the AHD level a little more. -Day Three - Okay, I hope you remember where Ano's office in the castle was. You have to go there between 12 and 6pm that day. Go there, talk to him and watch the conversation. Then go to the next room and talk to the security guard sitting at the table. Now leave the castle and return to the map of the city center. You will have to go looking for a pen shop now. Follow these directions. Go as if you're going to the Bagot gun store, but instead of entering this building, keep going. You have to go west, then north, up the ramp and south. One of these buildings shows a pen pen. It is on the east side of the street/path. It's a pen shop. Go and talk to this guy. Since you already have a golden pen, it will just skip the mediation part. Anyway, come back in six hours. If you have a pen, there's not much more to do that day. -Day Four - If you want to recruit a beast and a fang, follow these directions. They are not essential for the passing of the game, but you can recruit them if you like. Otherwise skip this day completely and do something different like level people or upgrade weapons or learn new skills. Or, if you want to see different endings, I suggest creating a save file now. One for recruiting Beak and Fang and the other without them. First, make sure kite is not in your current party. Now, you should be on the map block four blocks north and one block west of downtown between 12 and 6 p.m. It's a northern beach. When you arrive between these times, you will see an event with Kite. And that's it. Do what you like for the rest of the day. -Day five - Nothing really interesting here. Time cycles again. As a note, from here on out, I will no longer name what week I'm just going to put up with what day you have to do what and what's going to happen, blah, blah, blah. ----- next week ----- Day -Day If you want to still dial your beak and canine, follow the step-by-step this week. Otherwise go to Alternative next week or next week. When you arrive at the docks again, go east of them where kite is usually. You'll notice he's not there, but someone else is in his usual place. Talk to him. Now the power move to map the block southeast of the block with the eastern exit of the swamp. If you haven't learned this skill yet, you will have to walk. Take the south exit and, when you reach the fork, take the western path. When you reach another fork, take the eastern path and follow it all the way to the village. Welcome to the village of Lessoruba. Talk to everyone. If it's before 12pm, go to the house closest to the elevator and there has to be a person inside. Talk to him to get a map piece of this block. Now talk to the people west of the elevator. One of them will ask you to go to the blacksmith to get the broken parts of the elevator. Accept the request. Now, jump power (otherwise you'll have to go all the way back to town) downtown and go to the blacksmith. Talk to the person behind the counter to get the parts. Unfortunately, you have to pay out of pocket. Now jump the power (or walk) back to the woodcutter's village if you were able to get the card. Talk to this guy again and he'll give you an item. If it's still before 12pm, go right east of these guys and you have to find a guy chopping wood. If it's after 12pm, you'll find two guys standing on the east side of the elevator. Anyway, talk to people and one of them should give you a new song. If it's already past 12pm that day, then wait until the next day to go make the next steps. -Day two - Now jump power (from now on, I'm going to assume you have this skill) in the very northern block of the map of the swamp that you find and get out of the northern exit of the swamp. Follow the path to the village. It's an abandoned village. Find a tree in the northern part of this village that has kinda big mushrooms. Play a new song that you received before it and you will be shown the event. Go into the light and you will enter the Celestial Empire (not sure if it is a name, but it is a village with celestial citizens). Talk to everyone outside first. One of the people will be selling a map of the block for 1000 G. Find a house in the southwest corner and you should see the event. Now find the building that has a shed behind it. Go and talk to whoever's there. He'll make you an offer of 10,000 G. If you have the means, go for it. You will be shown the event, and you will be on a small island near Pandule. Go west and you will see some designs. Go to the door. Be prepared for this dungeon. It can get confusing, so remember where you entered it. Once inside, you will need to go to corner of this giant maze and activate four foor I suggest you walk clockwise from the southwest, because once you activate the four switches, you need to go down to the level through the stairs closest to the southeast switch. You will also find a pool at this level. You can recover the HP/MP and save on this stuff. Don't forget how to get out of here. Well, I'm going to go down one floor up the stairs closest to the southeast stairs. You'll find four stairs. Down each one has a chest with a switch inside. You will need to go down each of the stairs and activate all the switches. Once you've done that, you'll need to go back to the first floor. Cm. stairs to the northeast down. Follow the path and you will come to the strain. Take it and you will appear in the rocky terrain. Follow the only path you have. When you reach the fork, head south. When you reach another fork, go east. You should automatically be shown the event and then get into the boss fight with Kite in your party. Once you beat the boss, you need to manually make your way back to the surface. Come on the street, watch the event. When you see a name input screen, just type in the names you would like for Beak and Fang. You won't be able to get them dialed now, but you'll see them later. You will also get a two-part card from Kite for this island you were on. -Days three to five - There's nothing left to do for the remaining days, so just level up, upgrade weapons, and next week should come soon enough. ----- next week or next week ----- Day One- For those of you who aren't recruiting beaks and canines, this is an alternative next week. For those of you continuing after going through this dungeon on the island, this is next week. Either way, you're going to go to the hotel. Around 12 p.m., talk to the hotel host and he should give you an item. After he does, go to Claire's store and talk to her. You have to see the event. Put a few people in your party, step outside the store, and power jump on the map block east of the block that has a lumberjack village. If you're not past the witch's house, walk past it and just follow the path. When you reach the forest, you will see the event and get into a fight. After the fight, you're going with Gallihnt. After the event, continue until the next block of the map and make your way up the map in a northeasterly direction and you have to arrive at the Fortress of Gallihnt. Gallihnt in one of the buildings: In the building in which it is located, search around, and you will find part of the map of this block. That's pretty much it for the day. -Day two - Not much to do that day. -Day three - Between 12 and 6 p.m., return to the fortress of Gallihnt and talk to Gallihnt. You'll be shown the event, the most important thing today. After that, I suggest going to a map block north of this block. Look for this area for part of the map. There is also an entrance to the dungeon. I suggest you do it now while you're you it's time. Besides, it'll make it easier for you later. Don't forget to go there without other people in your party. Unfortunately, I won't be able to give you exact directions for this dungeon, especially if you want to get all the items in the chests. If the enemies here are giving you trouble, then you haven't aligned enough yet. Well, when you do that, just follow the path and grab a map piece in the only chest on this block. On the next block is the house of another witch. Go and talk to her. I'm not quite sure, but either a card piece in her house somewhere in the furniture or you have to buy it from her. -Days four and five are nothing really important except time cycle again. ----- next week ----- Day One- Nothing really important is happening here. Do whatever you want today. -Day Two - If you're in town between 1 and 4 p.m., you'll see an event featuring you, Rinna, and Senn, Gallihnt's girlfriend. After the conversation is over, head to Gallihnt's fortress and talk to him. Once this conversation is over, you'll be pretty much free until the next day. -Day three - The whole day is pretty much open. When at 7pm, make your way to the castle and wait until 7:45pm. At the time, you will see the event with Gallihnt crashing the wedding dress ceremony, only it is a little different this time. Then you get into battle with Xelpherpolis. After the fight, watch out for the next event. Follow Rummy. -Day? Watch the event play. When it's over, go outside and you'll see another event. Once it is finished, you can go down to the docks. Unfortunately, you can't jump from a height. Also, if you look at the watch/compass, you will see that the day number has been replaced by a question mark. Anyway, head to the docks and you can talk to the swimmer. Beat him in a swimming race and he will reward you with a D.H. egg. It can take a few tries if you do that damn well. Another place to visit the gym. It's east of the hotel. Stop by and you can take look at the tournament they are holding. You have to go through five rounds and it's not hard. Once you're done with this, you'll see the event. Don't you hate things when things happen? If you haven't got to do a swimming race yet, go ahead and try it out. Otherwise go to Claire to watch the store. Go to the time store and dislocate an object called Princess Watch. Keep an eye on the event. You'll be on the beach with Rummy. Watch this event, and when you have to choose a choice, I suggest choosing the first. For those of you who have gone through the steps above where you have named the beak and fang, this part is for you. Go back to the hotel and get it upstairs. Otherwise, you will see an event involving a beak, a mouse (or your chosen name for it) a friend and colleague thief. He part of your party and uses a single bed. So if you want to rest from now on, you will have to use a double sleep. I shouldn't remember that it was, so just do what you want for the rest of the week. ----- next ----- Day One- you will see the event. Watch him play. After it's over, go to Ano's room in the castle and talk to him. After you're done talking to him, go to the witch's house, which is five blocks north and two blocks east of the city center map. Remember this place? Go and talk to her. She'll ask you to rank her daughter by the most beautiful. Their names are Lilac, Alumeria, Lupinas (or maybe Lupinus) and Helenum. It

doesn't have to be in that order, but spelling matters. If you get one name written incorrectly, you will have to start over. Anyway, once you're done with this, it will give you the book you need, so go back and talk to Ano. He'll tell you to come back in 24 hours. So go play or something. -Day two - After 24 hours have passed, go visit Ano again and watch the event play. Follow the party members. Put whoever you want in there, but you have to have Rummy. Now jump power to jump into the ruins of Ano (in my opinion, this is the fastest dungeon to complete, but also the hardest in terms of enemies). It is on the same map as the village of Woodcatter. Go and look at the wall. Then leave and power to jump on the map block south of the city center. Make your way to Rummy's house and instead of going inside, walk into the backyard. Then head to the southeast corner, past the laundry room and look for. You have to find an item. If you have an item, go back to the ruins of Ano and explore the wall again. Come back after the explosion. It's like a giant labyrinth. There is a staircase on the west side of the floor, so go there and go to one floor. The rooms here are set up like clockwork. So go into the room at 3:00 and find the switch. Now go to the room at 10:00 and find two switches. Go back to the room at 3:00 and find another switch and you have to get a message saying something like something moved or something in that equivalent. Now go to the room at 12:00. Go to the pedestal and right as you reach it, you will get into the boss fight. When you win, grab a point. You'll see the event. Now go back to the street. Once you're outside, power jump to the east exit swamp. Look for a path that goes west in the bush/forest on the west side of the map block. Go and follow the path. Make your way to the wall and explore. Come back after the explosion. Welcome to the Ruins of the Forest. It's confusing, and the enemies are annoying. I can't remember him, but I'll do my best to guide you. Go north until you hit the bush wall, and then head east. Your destination is a carved rock thing you can talk to. Answer the questions in this order: no, no, choose the answer Now you have to go south, then west, then south again, then east, and when you can head north to another block of map. If you find another other rock, don't talk to him. If you've already done, choose No. Anyway, look here at the next item on the pedestal. The same thing will happen. You approach him and get into the boss fight. Once you win, take the item and you will see the event. Now you will need to go back to that first rock you spoke to and choose Yes to dump the trees so you can leave the ruins of the forest. -Day Three - As soon as you return to the eastern swamp exit card block, power jump into the village of Coalmine. As soon as you're there, go to the mine. You need to go down two or three floors. On the southwest side, you will find the entrance to the ruins of the water. Look at the wall and come back after the explosion. You need to go down to one floor. Once you're at this level, you'll need to find two switches. One is in the northwest and the other is in the southeast. Go northwest one first. Then the southeast. The deformation will appear north of the southeast switch as soon as they are both activated. Take it. This floor has a nice tile pattern. It also has four switches. You will need to push in order with the southeast counterclockwise switch. Once you've done that, get out of the northeast path to the next room. If you see blue (it's water) in the middle, then you need to go back and hit the switches in order again. The water must then be cleaned. In this room, just follow the path down collecting items in your chest. Once you get to the bottom, you need to go up that little hill in the middle. Go to the pedestal, and you'll fight another boss fight. Once you win, grab the item and you will see another event. Now you have the long and tedious task of making your way back from the ruins of the water and out of the mine. Now you can do whatever you want for the rest of the day. Nothing interesting will happen until the next day. -Day Four - Don't forget to hang around the city today. Around 8pm, the soldier will tell you to go to the hotel. Once there, watch the events. Choose Yes when you get the option. Now, just do all that until day five. Go down to the beach. You remember getting there, don't you? When you get there, go north and one of the buildings here is an item called Wish Flower. Buy that if you want to dial Grantus. If not, don't worry about this item. If you buy it, put it in the time store so you don't have to go buy it again. You can sleep, making time pass faster. -Day Five - At 5am, you will automatically be taken to the ruins of Ano. Watch the event and then you get into battle with Grantus. Watch the stage after the victory. Grantus has to give you the key. You have to be delivered to the lock automatically, if not, jump power there. You have to have an event with everyone outside the eastern door. Rummy is coming with you, so choose another person. Once you're inside, you'll need to go for two floors (third floor). Enter the throne room and walk through the western door. Just follow the path from there to get to Princess Lore's room. Once you have it, make your way back just as you came in in watch the event and then you get into the fray. After the fight, watch out for the next event. ----- next ----- -Day One- Early in the day, you should be showing the event from the beginning. After the conversation is over, you'll be giving these options: Change party members Use Time Vault Exit Claire's Shop or something like that. Make sure you have two other people with you before you leave The Clare Watch Store because you won't be able to get back here until the third day. -Day two - Not much to do here. -Day three - Back to Claire's store some time in the morning and watch the event. If you've already done all three dungeons above, then talk to Claire two more times to give her two other treasures. Unfortunately, you won't be able to go into the world of darkness just yet. We have time, so let's talk to an old friend. Power jumps into the fortress of Gallhit and goes to the southern building. You'll see the event. Once this is done, you really won't have much left to do. -Days four and five- Not much to do. ----- Next week ----- From now on, I will no longer be listing days. I'm just going to list the events. And I think I'll also stop doing next week's thing as well. ----- world of darkness ----- you will see an event with you, Claire, and your new friend Lloyd. After this event and go to Claire's shop. If you want to recruit Grantus, take the flower of desire out of the time vault, jump the power to the ruins of Ano and place the flower on his grave, facing his grave and selecting the flower of desire in your menu item. Go back to Claire's shop and talk to her to get into the World of Darkness. I hope she asks you who you want to take. Pick someone and she has to say no, that's not the right person. Gallhidit must appear and he and Claire must join the party and you are whooshed into the world of darkness. The World of Darkness is the mirror of Pandule Island, except now it is one large dungeon. I hope you remembered the way to Plozi's house, because we're going in that direction. But instead of walking along the forest path, go to the statue of the bird and examine it. You're going to fight Twinbum. Then go back to Claire's shop and inspect the mirror to get back to the real Pandule. Use the mirror again to put the beak in your party if you hired it. Otherwise just make your way to the bird statue here in the real Pandule. Examine the statue and you'll get into a fight with the real Twinbum. If you have a beak, after a few rounds you will see an event showing fang's entrance and you will continue to fight it in your party. After the fight, mouse (you) or canine (if you hired a beak) Twinboom and you have to find a find in his remains. You should see the next event involving snow. ----- save the princess and ----- you will be shown another event featuring Javarro and Princess Loril. Now you have to get to the castle. Take your party members and let's go. Go to the map that has a restaurant on it and walk past it into the woods. Go northwest to the next block of the map. Then enter the eastern door of the castle. From here you need to go down to the basement. Go west of the stairs until you reach two doors, one to the north and the other to the south. Enter the southern doors. There are three more rooms in this room with carpets on them. Once you step on the carpet, you get into the boss fight. After each boss fight, open your chest and grab the item. Once you have received all three keys, get out of this room and walk through the north doors and continue outside. This is the area where the wedding is held every week. Go through the doors on the other side and continue to the next room. This place is confusing, so the best advice - I can give for this area to follow the left wall. The first pedestal you will need to insert one of the items into should be in the west. Just face the pedestal and choose one of the three keys to your items. One of them has to work. Just follow the left wall, as it will lead you to the other two. Please note: don't get ready for the stairs. Once you put in the last key, just make your way east then to the south and you should see other party members waiting at the door. If you go east and south of them, you will find a healing pool. Heal and save if you need to, then go back to them and you'll go to the room. You will see three dragons and fight them one at a time. In between fights, you get to choose members of your party. After the fight, go up the stairs in this room. From here, just keep going up. Don't miss the chests on the way up. Once you make it to the top, you will be shown the event. Then you get into three fights with Javarro. In the first fight, don't aim at her. Just kill other things around her. In the second fight, not the target of her, but the hands on the back. In the third fight, now you can aim at it. Once you win, you will be shown another event. Then Xelperpolis will come in and you'll be shown another event. You'll wake up in front of the ruins of Ano. If you place a flower of desire on Grantus' grave, he will join your party now. Claire and Gallhidit are there, too. After the conversation is over, select the third participant and then drive to the village of Woodcut. Unfortunately, you are no longer able to power jump. ----- preparations for the final battle ----- When you reach the village of Lesoruba, you will be shown an event with a celestial elder. He'll give you an item. Now you have to go other party members. Party. You don't have to, really, but you can. Parts of the city are currently blocked by water, so finding a bunch of people will be relatively easy now. Rinna's in her secret place. This pond on Forest Ruin is a map east of the city center. Everyone else in town. You should be able to find Kite, Cuck, Fang, Bagt, Rummy, and Plozi without much difficulty. You'll notice that there are celestial people in the city. Some of them upgrade weapons, while others sell items. Use them to your advantage. One heavenly citizen to celebrate is the one in Plozi's house. It sells a recovery element that restores 100% health. Once you think you've got enough people, go back to the place where you found Bagot. In the south you will see a board, a different way around the house. Use this to get to the bridge to the castle. Once there, enter the eastern door again and go down to the basement. Exit through the north door and continue outside. Go to the opposite door and continue through the next door. Here you will see the people you found. If you want to change people in your party, talk to the person you want to have in your party. Otherwise, just make your way down. You have to end up sub-healing pool as soon as you make it all the way to the bottom. This place should look familiar. It's east of where you fought these three dragons. Go to this room again and step on the symbol in the middle. You will see the event and get into battle with Xelperpolis. Don't worry about losing in this battle, you have to. Once you lose, you will be shown an event with Loreille powering you and members of your party up. Now you will have the last battle with Kselferpolis. If you've been aligning people and learning skills and recovering spells, this battle should be a piece of cake. After the victory you will be shown another event. Then came the ending. If you have a beak and a fancies, the ending will have them in it. Then the credits roll and that's the end of the game. Congratulations on the work done well. Story 1.1 - Updated guide to enable links for quick navigation. Added subsections for Walkthru and characters. Added a version history section. 0.1 - Leadership created. Credits and credits - Konami Computer Entertainment Japan, for the development of the game. BAnderson, for writing a great walkthru for the Japanese version of the game. GameFA, to accommodate this walkthru. Video Game Strategies, for also posting this walkthru. 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