A TALE OF TWO FRIENDS
ACCEPTANCE AND BETRAYAL
"GIVE ME YOUR TIRED..."
A TALE OF TWO ALLIES
JOURNEYS TO DISTANT LANDS
RETURN OF THE NECLOD
THE BEGINNING OF THE END?
THE CAST OF CHARACTERS
MONSTER & BOSS COMPRENDUM
WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES
UNITE ATTACKS
THE HEADQUARTERS SYSTEM
MINI-GAMES
SUIKODEN II SECRETS

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CHARACTERS YOU CAN RECRUIT

Mukunuku: Investigate the big tree behind Hero's House in Kryo until the hero circles the tree. Mukunuku will follow him around the tree and then join his group. This must be done before you speak with Nanami. (Mukunuku also appears later on in the game.)

Kikimara: You find him collapsed near the Inn in Ryube. Feed him 3,000 or more of food and he'll join your cause.

Zamia: This braggart can be found hanging around the Inn in Toto Village. Bring Zamia along to appeal to his vanity and he'll join your group.

Millie: This pretty pet can be found wandering around the entrance to the forested path in Ryube Village. Help her catch her lost pet, chocolates, and she'll join your group.

Kimmiso: While on the forested path in the northeast of Ryube, put the block near a nearby tree and Kimmiso will appear at short notice. Admit to doing this, good deed and Kimmiso and Shara will join you.

Shiro: When you meet Kimmiso, his canine companion Shiro joins automatically.

Hanna: This Amazonian warrior can be found hanging around the Inn in Ilyro Village. She will just join your cause until selecting either Millie or Shara instead.

A TALE OF TWO FRIENDS

SUIKODEN II

CHARACTERS WHO JOIN AUTOMATICALLY

Hero: This is the main character of the game (whom you yourself name). This guide refers to him as Hero.

Joel: Hero's best friend. He automatically joins you at the start of the game while escaping from the Unicorn Camp.

Gregen: This confident young man is destined to lead you to Ryube Village.

Trista: This young girl also wants to join you and Gregen on your trip to Ryube Village.

Elle: Member of a traveling troupe of circus performers. Elle joins your party with Rina and Bolgam once you volunteer to participate in one of their tricks.

Rina: Member of a traveling troupe of circus performers. Rina joins your party with Elle and Bolgam once you volunteer to participate in one of their tricks.

Bolgam: Member of a traveling troupe of circus performers. Bolgam joins your party with Rina and Elle once you volunteer to participate in one of their tricks.

Nanami: Hero's older sister. Nanami joins after the events in Kryo in order to protect her adopted brother.

Viktor: One of the leaders of the Mercenaries. Viktor joins your party after the events in Kryo.

Fisch: One of the leaders of the Mercenaries. Fisch joins your party after the events in Kryo.

Leona: The Barkeep in the Mercenary Fortress. She lends your hero the hero and helps you manage your party members.

Barbara: Works in the storeroom in the Mercenary Fortress. Talk to her if you need to store items.

Apple: A brilliant strategist who joins your party after the events in Toto Village.

Tatt: Creator of the Fine Spears. He joins the party once you are sent to find him.

PRIMA'S OFFICIAL STRATEGY GUIDE

Beginnings

Suikoden II begins in the camp of the Unicorn Brigade, a division of the Highland Youth's Army. It is the evening before the troops are supposed to return to their home of Kyros and goods. The hero makes camp for the night as dawn rises.

You have the option of going to bed or wandering around the area. Choosing to go to bed will mean you will not get into any danger and allows you to talk to people and get your bearings. Leaving the camp from the eastern gate takes you north to a cell overlooking a mountainside. Exploring the area in this area is one of the main tasks in the first part of the game, which leads to the beginning of a dark forest. You will not allow you to wander any further even after you see a strange person in the bushes.
Hero and Joe's Unite Attack is extremely effective at taking out large groups in a single blow. In the battles that occur in this section of the game, their Unite Attack is guaranteed to take out everyone except for the Commander. One more attack by either character will finish him off easily in the next round.

To the North: your escape route ends in thin air. Before you and Joe can decide what to do, Rowlt notices you, and sends more of his soldiers to attack you. Defeat them and Rowlt rages out for reinforcements. Your only option is to jump into the river below.

You're trapped!

At the North: your escape route ends in thin air. Before you and Joe can decide what to do, Rowlt notices you, and sends more of his soldiers to attack you. Defeat them and Rowlt rages out for reinforcements. Your only option is to jump into the river below.

You're trapped!

A Chance Meeting

After the opening credits, Hero is found by a strange group of mercenaries. If you played the original Suikoden, you'll recognize the leader as Viktor. He questions you to find out exactly who you are and what you're doing floating downstream. Whether you reveal everything or keep silent, you find yourself transported to the Mercenaries' Fortress.

Regardless of how you answer, Viktor makes you his prisoner.

Barrier and Tami replace the thighs.

RYUIBE VILLAGE: AT A GLANCE

Item Shop

Armor Shop

Bandanna (500P)

Leather Hat (1000P)

Vest (1000P)

Shirt (1000P)

Leggings (2000P)

Rare Finds

Karate Uniform (700P)

Brass Armor (1000P)

Item Shop

Mercenaries

Medicine (100P)

Antidote (200P)

Escape Toll (300P)

Check Guards (1000P)

Amber Jars (200P)

Miscellaneous Comments

When you first arrive here, you're a prisoner and your access is somewhat limited. However, after the events in Kyaro, you return as an ally and this becomes a main headquarters for a while. Leona at the bar handles all of the party management while Barbara provides a secure place for disposing of your extra goods.
**SUIKODEN II**

**Characters You Can Recruit**
- Eltie
- Rinna
- Belgan
- Mihimaru
- Vickle

**Miscellaneous Comments**
Ryube Village is a great center of commerce and conversation for the first level of the game. When it burns down, don't write it off. Later on in the game, the townspeople return and try to carve some sort of order out of the ashes.

**A Visitor in the Night**
Your next job is to the Mercenary Fortress is to clean-up the Oil on the floor. Potl gives you a Rag and asks you to clean it up in the fort. There are two areas to clean up, including one in Elke and Vikor's command room. Get them all and you end up with an Old Rag and a surprise.

**North Swallow Pass**

**NORTH SWALLOW PASS: AT A GLANCE**

**Treasure Data**
1. Fire Wall Scroll x1
2. Escape Salvation
3. Brass Armor
4. Feathered Hat

**Monster Data**
- Bandit A
- Bandit B
- Bandit C
- Bear
- Cut Rabbit 2
- KillerBee
- Wolf
- Boss: Mist Shade (Male and Female Forms)

**Homeward Bound!**
Before you head to the entrance of North Smarrow Pass, which will lead you home to Kyaro City, return to Ryube Village for supplies and companionship. The circus performers you saw earlier need a volunteer, and you're just what they're looking for! Don't flinch during the knife-throwing exhibition! When the show is over, you'll have the opportunity to invite Elkie, Rinna, and Belgan to travel along with you. It's safer to travel in large numbers, so don't hesitate to recruit them!

**A Tale of Two Friends**

The entrance to the pass leading to the Kyaro region is guarded by guards with orders not to let anyone pass. Fortunately, you have Rinna on your side. She manages to sweet-talk one of the guards into letting you go, but you'll never manage to get by.

Rinna is the key to gaining entrance to North Smarrow Pass.

North Swallow Pass is pretty straightforward. About a quarter of the way through the pass, you find a pool of water with Ealing propped against three-quarters of the wall. You find a Journeysman's Crystal in a Safe Point. Be sure to save your game there before you meet up with the Mist Shade.

These are the two most important locations in the Pass.
**SUIKODEN II**

**Home Sweet Home**

**Kyarø City: At a Glance**

**Building Information**

- Inn (200P/Person a night)

**Item Shop Merchandise**

- Medicine (100P)
- Antitoxin (200P)
- Escape Tunnels (500P)
- Gloves (500P)
- Check Guards (1,000P)

**Rare Finds**

- Bolt of Rarity Card (700P)
- Wing Boots (10,000P)

**Characters You Can Recruit**

- Mukumuku
- Nanami

**Miscellaneous Comments**

Because a rumor is going about that you are traitors and murderers, most people will keep their distance. The merchants aren't that picky, so feel free to buy anything you like as long as the guards don't catch you.

Gensaku's dojo is filled with nice merchandise if you know where to look. A table in the south bedroom holds a book and Nanami's favorite vases are on a table in the dojo proper. Grab one on your way out for some quick cash!

After a harrowing trip through North Sparrow Pass, it feels good to be home, doesn't it? Unfortunately, all sorts of rumors are floating about regarding two boys who betrayed and helped massacre the entire Unicorn Youth Brigade. I feel bad for his home to the north of town and you are encouraged to visit yours as well. Gensaku's dojo, your only home, is located to the west of the gate through which you entered.

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**TALE OF TWO FRIENDS**

**Recruitment Drive!**

Return to the Mercenary Fortress near North Sparrow Pass. When you arrive, you will be given the choice of the Fortress so that you can select the party members you want to bring with you. You can also give leave to go and recruit new members. First head over to Rybke Village where you find two people in need of your help.

At this point in the game, the Mercenary Fortress becomes your permanent Headquarters. Talk to Leon when you want to change party members, and Barbara should you need to leave anything in storage.

The only danger to starting things with Barbara lies in the events soon to come. Once the Mercenary Fortress is expanded and you have friends all flee to safety, it will take a while before you manage to gather them all up again. In other words, the start you leave with Barbara while the war breaks out will stay with her, out of your reach, until you set up your permanent Headquarters at the end of Level 3.
The Path to Tsai’s House

AT A GLANCE

Treasure Data
1. Gauntlet
2. Leather Cope

Monster Data
GiantSnail
Spiders 2
Wolflion
Woodpecker 2
Boss: Bunotapike

Characters You Can Recruit
Millie
T maize
Toma (Level 5)

Head back to Ruine Village with your favorite party members and enter the forest through the northeast corner of the village. You should be familiar with this area from your recruiting earlier. If you haven’t done so already, take this opportunity (it’s your last!) to recruit Millie, Kinnison, and T maize.

Take the path northeast to Tsai’s house and take a look inside. When he returns and finds you there, he won’t exactly be pleased, but he will decide to return to the Ruine with you. On the way back to Ruine, you see the Chaos army in pursuit, burning the village to the ground.

A Test of Loyalty

After you return to the Mercenary Fortress with Tsai, Hill and Aico will try to teat you along to Maise. If you ask to join the crew (instead of fleeting to Maise), Hill will test your might in a Duel Battle.

Will you fight or run?

Duel Battles are interesting challenges. Each of your opponent’s attacks is performed with a series of attacks. If you can learn to sense what each target means, then you’ll find that you can easily emerge from these duels victorious. The following is an example of some of Hill’s tactics. As you can see, Wild Attacks are usually introduced by a blow, while Defend enemies try to guard you into rash attacks.

During the battle itself, Apple will explain the basic command that you’ll be using in later battles. Because most of the other troops are controlled by the computer, your only goal is to hit and watch. Win the battle and you can Hope you can handle it, but! Wild Attack.

Counter Defends with Attacks and Wild Attacks with Defends. Defending against an opponent’s Attack will most likely result in a friendly fire attack, while Defending against the Wild Attack adds up a major advantage. The most difficult attack in a battle is usually under the Defend Wild Attack situation.

If you win the duel, Aico will allow you to start your own expedition. We’ve already returned to the Ruine and now decide upon our name. Orange Company is Peter’s favorite, but the choice is yours.
**Major Battle 2**

Once again, this battle is live for training and narrative purposes, and not playable. General Filka commands the battle this time for Highland and sworn foes join him, seeking revenge. Victor orders everyone to stay in the fort. This is good advice and you should follow it.

This time, to everyone's surprise, the Fire Spins have no effect on the enemy troops. In addition, Luca's own forces makes a surprise attack from behind, cutting off any chance of victory or even orderly retreat.

This battle can't be won, so the mercenaries split up and take to the road. The idea is to meet up in Muse City.

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**The Refugees**

You can escape in time enough to watch the Fire Spins earlier and engage the Fire Knight. As part of your convoy, and Nii notices that Filka can no longer speak from the shock. Continue to Tozo with your randomly chosen team.

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**Recognition**

In Tozo, Filka leads you to the mysterious shrine in the northeast corner of town. Inside you find a pillar that bears an inscription signed by Hero's adoptive father, Genkeka, and a man named Han. Reading this, you and Filo are transported to another part of the shrine. In the shrine, a part of the Fire Knight, appears and encourages you to go further inside to recover your destiny. Your character is finally revealed and recognized by the Fire Knight. Hero receives the power of the Bright Shield Rune and Filo receives the power of the Black Sword Rune.

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**Escape to Muse**

When you reach Tozo, the Fire Knight tries to return to the city to keep people of Highland spots use. Nii tries to overcome the goal and ends up annoying him. A seduction like Rhea... She's not.

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**Characters Who Join Automatically**

Gilbert: Gains him to change sides during the battle against Shino and then protect him from enemy attack. He surpasses the battle, he's yours!

Ellie: Joins you along with Bolgan and Rina once you get transportation in Lorret.

Kiza: Joins you along with Bolgan and Ellie once you get transportation in Lorret.

Bolgán: Joins you along with Ellie and Kizá once you get transportation in Lorret.

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**Refuge in the Forest**

Noted in the woods to the east of Muse City lies a small, hidden inn. When you go there to contemplate your options, you are cheerfully greeted by Hilda. Soon thereafter her husband, Alex, fresh from exploring the nearby ruins, comes in. After a brief chat, talk to the people in the inn.
**Inside the Sindar Ruins**

**Sindar Ruins: At a Glance**

**Treasure Data**
1. Mass Medicine
2. Stone of Magic
3. Bolt of Fury Scroll
4. Water Rune
5. Hammer
6. Square Plate
7. Round Plate
8. Shoulder Pads
9. Triangle Plate
10. Chain Mail
11. Fire Lizard Rune
12. Magic Drain Rune
13. Old Book Vol. 2

**Monster Data**
- Copper
- MegaWatt
- MegaNemesis
- Dragon
- Stone Golem
- Bone Double Head

**White Deer Inn: At a Glance**

**Rune Engraver Merchandise**
- Fire (6,000 GP)
- Earth (4,000 GP)
- Air (5,000 GP)
- Water (6,000 GP)

**Item Shop Merchandise**
- Medicine (100 GP)
- Throat Drops (200 GP)
- Leather Cap (1,300 GP)
- Leggings (2,000 GP)

**Rare Finds**
- Sacrificial Ibis (5,000 GP)
- Belt of Strength (4,800 GP)

**Alex's Proposition**

During a conversation with his wife, Alex makes mention of his Mine Entry Pass. Naram jumps on it and makes a deal with Alex. Because he couldn't find any willing people in Minas, the passes with help Alex excavate the same treasure in return for the use of his Entry Pass.

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[Image of a map with labeled areas]
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**Leaf the Inn with Alex in your party (be resides in the corner slot) and go south down the path on the eastern side of the map. The entrance is at the end of the paved path. Alex opens the door and you enter the ruins.**

**To get to the Sindar Treasure, you need to collect the variously shaped plates found around the ruins and use them to open up the sealed doors and drain the water from the ditches. Two of the three plates are used once and remain in their slots. The Square Plate, however, can be used in two places: a gate on the eastern side of the complex (which leads to a nice collection of rare and valuable treasure) and the door to the treasure and boos room.**

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[Image of a map with labeled areas and a note about the plates]
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Entry at Last!

Nanami’s latest brainstorm has you, Joel, and herself pretending to be Alex and his family in order to get into the city with Alex’s Entry Pass. Unfortunately, it doesn’t work and the gang is tossed into a cell for the night. Joel looks at the moon and vows to make their world safe for children like Puck again.

Unfortunately, you can’t say no to Nanami.

In the morning Vikar and Hik arrive to confirm your identities. They encourage you to go to Leena’s new tavern and ask you to meet them in the City Hall later on.

MUSE CITY: AT A GLANCE

Building Information
- Inn (1000p/night)
- Armorer
- Item Shop
- Rune Engraver

Armorer Merchandise
- Bandana (50p)
- Leather Hat (100p)
- Feathered Hat (500p)
- Pointed Hat (1,200p)
- Tunica (200p)
- Leather Coat (700p)
- Brass Armor (1,000p)
- Wooden Shield (300p)
- Boots (900p)
- Gauntlet (1,700p)

Item Shop Merchandise
- Medium (100p)
- Arrowroot (200p)
- Noodles (300p)
- Bread (200p)
- Escape Talisman (500p)
- Secret Stash Jizo (5,000p)

Rare Finds
- Poison Jar (1,200p)
- Guile (700p)
- Charm (3,500p)

Rare Finds
- Leggings (200p)
- Fleming Arrow Scroll (700p)
- Sun Ridge (1,700p)

Rare Finds
- Port (6,000p)
- Earth (4,000p)
- Sun (6,000p)
- Unicorn (6,000p)

Characters You Can Recruit
- Anna
- Talus

Miscellaneous Comments
- Leena has opened her own tavern in the inn. If you speak with her, she’ll let you change your party members, etc. Keep an eye out for unusual items. The records room in the City Hall building has an Old Book of Interest and people will give you unique items if you talk with them or help them out.

Before You Leave the City
- Final boss encounter, make sure the city is tolerant and check the City Hall building. In the event of an emergency, Leena will automatically follow you to the demon tower. Give her your Reset when you speak to him again.

PRIMA’S OFFICIAL STRATEGY GUIDE
Highland Garrison Recon

Meet up with Einaruh and she asks you to carry a couple of packages for her because she's been robbed. Then she appears sorting the clothes she left behind. When you return to the entrance of the city, Einaruh exchanges the packages for Sound Set 5. When Olive arrives on the seventh floor, things get a bit dicey.

Treasure Data
1. Belt of Strength
2. Cloak

Monster Data
- Armadilloon
- Armadilloon
- Highlands (Bow) 4
- Highlands (Spear) 4
- Highlands (Sword) 4
- Kiluleabut

Where Is Joel?

Back in Blue Ridge, Joel and Amata are in a meeting to return to the Alm. Meet up with Vitalian and File. Everyone returns to the City gate, where young Kazun enters in a grand fashion. There you'll find that Joel's absence weighs heavily on everyone's mind.

Nothing much for a tough mission.

Kazun and Joel receive the mission to take out a castle in the ruins. He returns to the site for the Hilton Conference. The theme of the main battle is the final battle with Joel and Vitalian.

A tough experience.

As expected, the representatives of all the cities that form the Eastern City Alliance are present. Lady Vitalian had just come to help against Luca Night and the Highland Army. Most of the city representatives express their doubts until a messenger appears and informs the audience that Highland has already won the battle at the border and is marching upon Muse. The conference breaks up and you all head back to Leonos.

Major Battle 3

A member of Armadora asks Vitalian and Joel to try to delay the Highland Army for a couple of days while the rest of the Alliance gather its forces. Expect this to be a difficult battle because you are outnumbered and have many objectives to fulfill before its end.

Apple delays the battle.
SUKIHEN II

First of all, you can't win—so don't bother trying (especially because you can only control your unit). But you do need to recruit Gilbert and take him alive until the battle's end. To do this, either Blith or Flü must sound Gilbert; first, then persuade him to join your group. He joins easily enough, but unfortunately, two to three rounds will have elapsed, giving Sowon's forces enough time to close the gap between the two armies. This is where you come in! You must work fast to move Hero's main group up towards Gilbert's army so that you can heal him (and any one else in the vicinity from the Fireball Shield Rune). You must recruit and shield Gilbert in order to have all the Stars. If he dies in this battle, you will not have another chance to recruit him.

You are also joined by Milford, leader of the Blue Knights, and two of his troops for two-thirds of the battle. At that point, his countryman Carus enters and delivers orders from Lord Goradica to withdraw from the battle. When that happens, only one troop remains in the battle. You need to keep all of your main troops (Viktor, Flü, Gilbert, and yourself) alive until free surrenders.

Unfortunately, Goradica's order for Milford's army to withdraw from battle sparks suspicion about the Alliance's true allegiances. This is furthered by signs that Goradica's men are deserting; their presence at the Alliance is witnessed by signs that Goradica is betraying the Alliance.

After the battle, Jot, Naum, and Hero ask that Annabella be shot. After the battle, the news about Grannam's actions spreads throughout the Alliance. Viktor asks for Grannam's help to resist Goradica from Tinto and Geramymar from South Window arguing about the former's decision not to commit his troops until Goradica's motives are known. Annabella asks the three of you to resist, but then later in the evening. Jot asks her why she's fighting this war and Annabella can provide no reason other than her loyalty to her city.

Acceptance and Betrayal

Running Away Again

Running away again.

Coronet Town: At a Glance

Building Information

Inn (900P) / Person a night / Blacksmith (to LV 5)

Item Shop

Item Shop Merchandise

Medicine (100P) /Antidote (200P) /Sword/Drops Scroll (200P) /Spider Puff (1,000P) /Lute (200P)

Rare Finds

Tuna (200P) /Magic Uniform (3,000P)

Characters You Can Recruit

Eila, Rina, Naum, Kojima, Geradica Geradica (Level 6)

Miscellaneous Comments

Coronet Town remains out of bounds for much of the game, so try to use it while you can. This is a good place to sharpen your weapons in the first two sections of the game. Also, a guy in the house will give you some cooking tips.

Wanted: Transportation to Kuskus!

Coronet Town is located due north of Smug City. You run by the port only to find it closed out by Highroad's guards. Lord Highroad has ordered that no ships should leave coronet town and everyone seems willing to abide to that decision. Head back to the inn and you will enter your old traveling buddy, Eila, Rina, and Rolan again.
**Characters Who Join Automatically**

- **Freed Y:** When you speak to Lord Grammeyer in South Wind, he asks you to take Freed with you when you return with North Wind.
- **Kahn:** He joins your party for a short time to help you defeat the Nefale. You find him in the depths of the Cave of the Wind.
- **Shu:** A master strategist who teaches under Mathias with Apple. He now resides in Radat where he encourages killing in trade. You have him quickly on your feet to persuade him to join your cause.

**PRIMA'S OFFICIAL STRATEGY GUIDE**

**SUIKODEN II**

"GIVE ME YOUR TIRED..."

**THIS LEVEL AT A GLANCE**

**Location Flowchart**

- **KUSKUS TOWN**
- **SOUTH WINDOW CITY**
- **NORTH WINDOW CITY**
- **CAVE OF THE WIND**
- **NORTH WINDOW CITY**
- **RADAT TOWN**
- **HEADQUARTERS**
- **KUSKUS TOWN**
- **HEADQUARTERS**

**Charactes You Can Recruit**

- **Zamna:** If you missed out on this character in Toko Village, you have another chance to recruit him in Radat.
- **Takio:** Return to Kuskus when you need a sailor to take you to Lakequist and Two River (once you've won your Headquarters) and win him by being in a few of Chinchicorn.
- **Yamiko:** This female headguard appears when you enter Kuskus with an entirely female party and explore the western part of the village. After she rescues you, invite her to join your army.
- **Osham:** This female headguard appears when you enter Kuskus with an entirely female party and explore the western part of the village. After she rescues you, invite her to join your army.
- **Hidos:** Alex and Hidos have taken refuge in the South Window Inn. Once you've acquired a Headquarters for your army, return and ask them to join you.
- **Alex:** Alex and Hidos have taken refuge in the South Window Inn. Once you've acquired a Headquarters for your army, return and ask them to join you.

**Miscellaneous Comments**

The fun in Kuskus starts later on, once you've founded your Headquarters. You'll need to take care of a band of bullies that's roaming around the town picking on women, and later on, there's a dance contest to win. Note that the local Blacksmith sharpens his skills after your first visit to Greenhill City. Be sure to sharpen your weapons there often!

**KUSKUS TOWN: AT A GLANCE**

**Building Information**

- Item Shop Merchandise
  - Medicine (100P)
  - Escape Tosskill (500P)
  - Flaming Arrows Card (700P)
  - Summit (1,000P)

- Rare Finds
  - Mega Medicine (500P)
  - Scimitar Jiro (5000P)
  - Recipe 11 (2,000P)

**Reunion in South Window City**

Follow the dirt road south to the city of South Window. Inside its walls you find Viktor waiting for the arrival of refugees like yourself. He leads you to the inn where Foks is waiting patiently.

**Level Grammeyer's Office**

- **Level Grammeyer's Office**
  - **Level Grammeyer**
    - The content of your party is decided. You: Viktor, Namari, Freed, and Foks go to north Kuskus. You: Foks, Namari, and Foko go to the inn and drink hot tea. Make whatever preparations are necessary (embarking Runes, sharpening weapons, upgrading equipment, etc.) and then head to the northwest corner of the region.
Trade Center Merchandise*
Salt (270P)
Mayonnaise (400P)
Crystal Ball (400P)
Candle (500P)
Wooden Amulet (700P)
Fur (800P)
Native Costume (1,900P)
Chinese Dish (12,000P)
Flower Painting (14,000P)
Persian Lamp (18,000P)
Blue Dragon Urn (16,000P)
Peeling Bag (12,000P)
Corall (40,000P)
*Average Value

Characters
Zamam
Nats
Hitida
Adam
Chen
Kalley (Level 5)
Maximillian (Level 5)
Annalise (Level 5)
Gantessa (Level 6)

Miscellaneous Comments
After you return from the Matilda Kingdom, you’ll find that the shops have upgraded their merchandise. Because you’ll be returning here often to procure items, be sure to check out their wares!

A Blast from the Past
North Window turns out to be an old but deserted town. The mindset of graves near the entrance gives your entire party reason to pause. Within reveals that this used to be his hometown and explains the reason for the unusually large cemetery.

An old enemy reemerges
After meleeing Viktor, North Window draws his Zombie minions from the ground and attacks. Defeating the Zombies is easy, but your attacks will not harm the North Window Smile. To break his impervious protection barrier, you need the enchanting powers of the Star Dragon Sword. Housed conveniently nearby in the Cave of the Wind.

Only the Star Dragon Sword can defeat North Window’s protection.

Cave of the Wind

Treasure Data
1. Star Badge
2. Fish Badge
3. Fire Wall Scroll
4. 5000 Pitch
5. Blue Gate Rune
6. Medicine
7. Stone of Defense
8. Half Helmet

Monster Data
Griffin 1
Minos
Sorcerer 1
Sun King
Boss: Star Dragon Sword

Characters You Can Recruit
Pseudora (Level 6)
The Cave of the Wind used to be the place where young North Windok boys would go to prove their manhood. Now the cave is filled with monsters and is highly dangerous to enter. It appears to have the ingredients for the entrance. Suikoden II

It's a good idea to save before entering the Cave of the Wind.

As far as caves go, the Cave of the Wind is pretty straightforward. It's a tunnel that leads to a entrance which you enter the wind tunnel areas. Large boulders block the mouth of the cave. You'll need to push in front of the wind tunnel blocking the wind and allowing you to pass by safely. There are three sections in the cave, with each one becoming larger and more complex.

Before you reach the Cave of the Wind, you encounter a man hiding in the shadows. He introduces himself as Kahn. Kahn is a Vampyre Hunter from a long line of Vampyre Hunters, who is attempting to put an end to the North Windok Vampyres. He wants your party (temporarily) so you can go to fetch the Star Dragon Sword.

At the end of the cave lies a massive rock formation. The towering Star Dragon Sword doesn't seem pleased to see his old friend, Victor. In fact, he's so displeased that he attacks the party.

Get ready to rumble! It's your opponent. His attacks are per round using a combination of physical and magic attacks. His high attack strength ensures that his physical attacks, which affect only one part of your party, inflict a great amount of damage. His two magical attacks affect the whole party. Even Medicine and Healing spells at hand you may also find yourself using Kahn's ability to resurrect fallen conscripts. If you have a Lightning or Ice Rune equipped on someone, you'll find that the spell does quite well against the Star Dragon Sword. Supplemented with strong physical and magic attacks by Vidor, you should be able to defeat this battle with grace.
Back to North Window

Highly recommend that you return to this location at least twice before you head to the North Window Castle and talk on the Nect. Remember, sleeping at an inn refreshes your Magic Points in addition to your Hit Points, so you'll need them in the battle ahead. The North Window Castle has no food, so stock up now.

NORTH WINDOW CASTLE

Treasure Data
- Fire Rune
- Stone of Mag-Def
- Darkness Rune
- Blue Ribbon
- Necklace
- Chath Mail

Monster Data
- Shadowman
- Sorcerer 2
- Zombie (A) 2
- Boss: Abomination

In North Window, enter the Castle through a door in the northeast corner. If you explored the area after the Necoford left the first time, you'll notice that the opening is now unblocked. Necoford stays in a room at the top of the Castle.

A Strange arrangement of stones in the changes color depending on the time of day. Matches the arrangement with the clock and the stones, marked door will open.

Light the bottom row of torches to open the door in the far right. The succubus can't open enchanted doors. Once you light the torches as shown,

At the top of the Castle, Necoford calmly plays the organ. When you assemble in his room, he supposes Viknor with a glance from his post. He promises to grant you a wish. But before you can attack Necoford disappears, leaving an Abomination in his place.

Abomination is the most difficult boss that you've met so far. He has three attacks. A Breath Attack that affects the whole party and does the most damage and two physical attacks. The Jump Attack affects everyone and his scratch attack harms one. With two attacks per round, he can decimate your whole party easily.

In North Window... enter the Castle through a door in the northeast corner. If you explored the area after the Necoford left the first time, you'll notice that the opening is now unblocked. Necoford stays in a room at the top of the Castle.

A Strange arrangement of stones in the changes color depending on the time of day. Matches the arrangement with the clock and the stones, marked door will open.

Use Fire Rune attacks and resurrection spells as much as possible. They deal the most damage to the Boss. Hero or someone with a Water Rune heal constantly is also a good idea.

After you defeat Abomination, Viknor leaves the party to pursue Necoford on his own. Before you can return to South Window, Flink et al. arrive at North Window with bad news.

A Temporary Home

The scene from South Window is bad. While you were training to defeat Necoford, Highland managed to capture South Window and Soletan etc. had Lord Grimnir use put to death. Flink takes the news hard and the rest of you convene in the Castle to hold a discussion. The situation is bleak and everyone is finding a way to defend your meager rebellion against the Highland Army and retake South Window.

This delivers the bad news.

Apple suggests that this is possible with the right strategy. She recommends that the group try to recruit an old acquaintance. She is summoned to live in Radat Town, on the eastern coast of the South Window region. Flink and Viknor decide that it's up to you to get this open to help the group out.

It's up to you what happens next. Is it possible to defeat Highland under these conditions?

Apple has an idea.

Radat Town

Building Information
- Inn (50P/Person a night)
- Appraiser (50P/Item)
- Item Shop

Item Shop Merchandise
- Medicine (250P)
- Antitoxin (200P)
- Needle (200P)
- Throat Drops (200P)
- Book of Diary Scroll (100P)
- Great Harp Tonic (750P)

Rare Finds
- Speed Ring (15,000P)
- Sound Set 5 (12,500P)
- Magic Robe (20,000P)
- Recipe 18 (3,000P)

Characters You Can Recruit
- Shu
- Amada
- Yoshino
- Richmond
- Stallion (Level 4)
- Lebrants (Level 4)
- Simone Veronci (Level 4)
- Gol (Level 4)
- Vincent De Boule (Level 4)

Miscellaneous Comments
Radat Town is the gateway to two areas: the Fronbe Village region and Banister Village/Forest Republic. There are many events to see here, so be sure to stop by at least once during each level. Also, be sure to check out the blocked staircase in the Item Shop. Rumor has it that there's a way to teleport up there.

Shu

Put together a traveling party and head over towards Radat. The first time you talk to Shu, he's wearing an Apple Coin. Now that he's become a successful trader, he doesn't care which side wins as long as he continues to make money. Detected, you know, but difficult to find out some more about Shu in hopes of discovering another way of getting to him.

Shu explains his situation.
PRIMA'S OFFICIAL STRATEGY GUIDE

MAJOR BATTLE 4

Your goal in this battle is to attack Salon Fees's main unit with the flag, while the remaining forces defend the castle. The moment you attack Salon Fees, Freud will join you in the Middle and South Window units as a new ally to the rebellion army. This causes Saloon Fees to withdraw all remaining troops instantly, causing a win for your side.

A NEW LEADER AND A NEW HEADQUARTERS

The next morning, if the condition is met, the leader of the Ulithinian army will appear in the castle. You can choose the leader you want to be the new leader of the Ulithinian army, and you can choose to name the castle you are now adopted in as Ulithin.

Choose whatever name you like from here. Here's Ulithia for this book.

Before you can have the party talk, it wants another surprise attack that you can do from the castle. This is the point where you can stop the battle, and you can choose to either continue the battle or not. In the next chapter, you will face the boss of this battle.

WANTED: HERO

When you return to the castle, you are offered a mission. When she decides that a new leader is needed to punch up the Alliance, it's only natural that you be his first choice. The mission will be on your hand and your connection with Gentluk. The castle will be sealed.

The battle to defeat the current castle is over, and you will face the new castle. This is the end of this chapter.

Pleas from Another Alliance Member

When you try to leave the castle the following morning, you're approached by Saloon. He offers you to leave, but he wants you to talk to what he has to say. After the capture of Macht, he tells you that you can talk to the Ulithinian army. This is the end of this chapter.

Finding a good Sailor

Tal Ho, the owner of a new sailboat, offers you a mission to find a new sailboat. When you return to the castle, you find Tal Ho's sailboat and the new sailboat in the waters.

Talk to Tal Ho and he'll challenge you to a battle. You can either accept or decline. If you accept, he'll join your party, and sail to the ship.

Not again!
## A Tale of Two Allies

### Characters Who Join Automatically:

- **Fischer:** Lady Anabella's ex-squire is now working for the Mayor of Two River City. He shows up at your castle to ask for help on their behalf.
- **Chase:** One of the more outspoken members of the Wingers community in Two River. This boy plagues you throughout your visit to Two River.
- **Ridley:** The leader of the Kobold section of Two River. This commander joins your army after the battle against Highland in Two River.
- **Nina:** One of the students at the New Leaf Academy in Greenhill. This precocious teenager joins the army only to follow her true love, Fikl.
- **Teressa:** The Mayor of Greenhill. If you can convince her to leave Greenhill, she'll lend her army its strength.
- **Shin:** Lady Teressa's bodyguard and joins your army at the same time as Teressa.

### Characters You Can Recruit:

- **Takera:** Speak to this grandmotherly woman in her house in the northwest corner of Lakeside. Ask her three to four questions and she'll agree to your request.
- **Shilo:** When your castle is at Level 2, you can find this gardener in the inn in Lakeside. Tell him to recruit a new army for you.
- **Ianta:** You can find this entrepreneur in the inn in Two River. Invite him to create a new army for you.

### Tengara:
Join your party along with Hix after you complete the Unicorn quest.

### Mekna:
1. Visit an unoccupied village.
2. Talk to the villager.
3. Recruit them to your army.

**The Trip to Two River City**

When you've recruited all of these characters, you can head to Two River City. Head north to Shin's residence and ask her to join your party. She'll join your army, along with many other characters. You can then proceed to Two River City to recruit more characters. Good luck!
Items Shop Merchandise

Medicine (1,000P)
Throat Candy (2,000P)
Escape Talisman (5,000P)
Sacred Irons (5,000P)
Fish Fudge (4,000P)

Rare Finds
Anti-toxin (200P)
Head Gear (12,000P)
Earth Rune (4,000P)

Characters You Can Recruit
Taki
Tetsu
Shila

Miscellaneous Comments
Until you recruit Vite and her teleportation skills, you’ll be seeing a lot of Lakewest’s wharf. Be sure to investigate every bookshelf, barrel, and box that you see, because this town is teeming with unusual items. Once you recruit Yuna, keep checking the wharf area for a tiny chick. Grab it and bring it to Yuna to raise.

Stop Thief!
Once you arrive in Two River City, a strange thief counts down on you and steals your money and a Note from Letter. What are you going to do now? The guards will not let you in until you finish the quest. There are several ways to get your money back, but most of them are difficult to accomplish.

Living without money is not easy in the city of Two River. There’s lots that you’ll want to buy, especially before venturing down into the mines. The easiest way to refurbish your wallet is to come prepared with items to sell. Unwanted Kanes and Scrolls will net you enough cash to get by for awhile. Another way to get easy money (although not very quick) is to charge Hans to open a shop in your castle. Hans, found in one of the rooms in the Inn, is so desperate to have his own shop that he’s willing to pay you up to 300,000P for the privilege. It just takes time for him to come up with that much money. Settle for 30,000P and keep checking back until he returns.

Without a Reference Letter they won’t budge!

Likely, Chato likes a good chance and leads you on a merry one throughout the Winger section of Two River. Before you can catch him, though, he flies off and you’re stuck.

Chato doesn’t like humanz much and likes to see the importance of your pleas.

Two River City: A Glance

Building Information
Inn (100P/person a night)
Armorer (Kobold Section)
Item Shop (Human Section)
Item Shop (Wingers Section)
Item Shop (Kobold Section)
Runo Engraver (Human Section)

Item Shop (Human Section)

Merchandise
Medicine (1,000P)
Throat Candy (2,000P)
Sacred Irons (5,000P)
Escape Talisman (5,000P)

Rare Finds
Guard Ring (6,000P)
Recipe (2) (4,000P)

Runenmaster (Human Section)

Merchandise
Water Rune (2,000P)
Viper Rune (5,000P)
Lava Rune (10,000P)

Rare Finds
Winged Rune (3,000P)
Warrior Rune (3,000P)

Item Shop (Wingers Section)

Merchandise
Medicine (1,000P)
Anti-toxin (200P)

Rare Finds
Ving Ornament (10,000P)

Armorer (Kobold Section)

Merchandise
Crown (2,000P)
Helmet (8,000P)
Koan Uniform (3,000P)
Leather Armor (5,000P)
Chain Mail (6,000P)

Rare Finds
Silver Hat (34,000P)
Leather Coat (700P)

Item Shop (Kobold Section)

Merchandise
Medicine (100P)
Throat Drops (200P)
Sweet Salad (60P)
Dirt Chowder (120P)
Fried Tacos (170P)
Red Pepper Ice (200P)
Kobold Pie (160P)

Characters You Can Recruit
Chico
Gobochu
Hans
Ridley
Sail
Inane (Level 3)
Rob (Level 3)

Miscellaneous Comments
Two River City is populated by three different races: Humans, Kobolds, and the Wingers. The two rivers that flow through the city divide the land into three natural sections. Each section is home to one of the races and has shops indigenous to that race. Check all of them out while you’re visiting. I hear that Kobold cuisine is especially refreshing.

Fitcher’s Punishment
Return to the Human section of town and revisit the City Hall. There you find Fitcher being...encouraged by Ridley, the Lender of the Kobolds. Watch for Fitcher’s loyalty and good intentions and then introduce yourself. Ridley also finds it hard to believe that you are the Hero until he sees the Bright Shield Rune on your hand.

Will you now come to help Fitcher?
Ridley says you arrived just in time with Lord Makai. Makai praises you and then sends you off to the inn for a night of rest in your room, you are greeted once again by Chato, who grills you on the finer details of introduction...and that he still won’t budge.
Rumors of Betrayal

The next evening, Fica tells you up with an urgent request that you investigate a dispute between Ridley and Mokai. You arrive too late to stop the argument and Lord Mokai asks that you speak with the hunting Ridley on his behalf. Ridley is sheltering under the fake Impor that Lord Mokai and the humans are using to set up everyone, and surrender to the Highland Army.

Two River Sewers

TWO RIVER SEWERS: AT A GLANCE
Treasure Data
1. Head Gear
2. Resurrection Rune
3. Healing Wind Scroll
4. Fire Emblem
5. Stone of Defense

Monster Data
Devil Eye
Lava Shark
Shadows
Stones
Boss: Pest Rat

Characters You Can Recruit
Std

The Sewers, while not overly confusing, are well-guarded by large groups of monsters. The danger these monsters present comes from two fronts. First, they attack in large groups of five or more. Their strength and ability to dodge and attack from multiple directions guarantees that each battle will take a few rounds if you're relying on physical offense alone. The other problem is that their attacks (and counterattacks) must be precise. Don't go crazy with unnecessary abilities. Remember to return to the first several times you use a lot of magic.

Follow the path around the perimeter of the entire sewer until you reach the Jomun's grave. In the top row of the entrance. Save before heading down the darkened hallway. At the end of the hall, there is a giant passageway. The path will lead you to the exit.

The Pest Rat is a massive beast on many fronts. If you can keep the poison he spreads under control (any Heal spell should cure it), then you stand a chance. Otherwise, be prepared for a long fight. Mokai has three major attacks: a poisoned mist that causes both damage and the possibility of Poison; a nasty Headbutt attack versus a single person (very painful); and the evil Earthquake attack (which also attacks everyone).
A Surprising Promotion

Back in the Highland Camp, Luca takes on the role of a protagonist. He is offered a chance to work for the enemy. He asks for someone to undertake the capture of Greenhill City. Iori steps up with a daring plan.

The Unicorn Curse

On your way to Greenhill City, be sure to stop at the Inn to talk to the people there. You may find a young couple in a heated argument. They refer to themselves as the Blade and the Rose. They are part of the Bellsmoon Campaign. After a brief conversation, they leave for the Kobold Village to the south. If you want to recruit them, catch up with them at the Kobold Village Inn.

Kobold Village

Building Information
Inn (500/person a night) Item Shop Trade Center

Item Shop Merchandise
- Medicine (100P)
- Wooden Shoes (200P)
- Gloves (300P)
- Cape (400P)
- Necklace (800P)

Rare Finds
- Gold Treasure 6 (3000P)
- Heavy Necklace (5700P)
- Recipe 31 (4500P)

Trade Center Merchandise
- Sword (1500P)
- Mace (1500P)
- Bone Amulet (3000P)
- Pick (3000P)
- Cape (6000P)
- Ancient Text (700P)
- Crystal Ball (7000P)
- Failed Urn (1000P)
- Grail (800P)

*Prices are subject to change.*

Characters You Can Recruit

- Tenshi
- Yami

Miscellaneous Comments

The Trade Center is a great place to sell Schemady obtained items. Trade them for an Ancient Book that you can then sell for a great deal more in the Forest Village. This is another great city for finding rare items. Collect all of them and sell them in the Forest Village.
The Greenhill Region

The Greenhill Region is north of Two Rivers City. During the day from the Kobold section but far south of Greenhill City. However, before you go there, you might want to check the first out first. To the west lies a sleepy village named in the west. This is a good place for finding and buying new armor.

To the east is the Muse Greenhill Checkpoint, which is now manned and closed off. North you find a forested path leading into the Kingdom of Mattila.

KOBOLD FOREST: AT A GLANCE

Treasure Data
1. Necklace
2. Necklace
3. Necklace
4. Necklace
5. Mangost
6. Guard Ring

Monster Data
Engilofon
Mithra

Characters You Can Recruit
Sigfried

FOREST VILLAGE: AT A GLANCE

Building Information
Item Shop (40P/pers. a night)
Armorer
Trade Center

Armorer Merchandise
Chain Mail (6,500P)
Helm Plate (12,000P)
Steel Shield (2,500P)

Rare Finds
Sickle Mail(2,000P)

Trade Center Merchandise*
Sugar (50P)
Salt (50P)
Fruit (100P)
Crystal Bell (500P)
Flute (500P)
Help Berry (500P)
Wine (1,000P)
Iron Armor (1,000P)
Noble Costume (1,000P)
Bread (5,000P)
Ancient Text (5,000P)
Vote (6,000P)
Wax Urn (9,000P)

Average Value

Characters You Can Recruit
Warloda
Tony
Feather
Aria
Creswell

Miscellaneous Comments
Forest City is the place to buy Furs cheaply and sell Ancient Texts for a lot of money. Speak to the townspeople for chances to buy or obtain rare items.

GREENHILL CITY: AT A GLANCE

Building Information
Item Shop (50P/pers. a night)
Appraiser (150P/1 item)
Blacksmith (up to 4 items)

Item Shop Merchandise
Medicine (100P)
Mega Medcine (100P)

Rare Finds
Healing Wind Scroll (1,000P)
Recipe 25 (5,000P)

Rune Engraver
Resurrection Rune (1,000P)
Kle Rune (6,000P)

Rare Finds
Dancing Rune (20,000P)

Characters You Can Recruit
Tobias
Shin
Emilia
Pico
Jude

Miscellaneous Comments
You can visit this beautiful city while you're in the Muse Area before the borders are sealed off, if you decide to adventure this far. Most likely though, this is your first visit. Greenhill is the proud home of the New Leaf Academy and there you find, most of the town's services and shops (Appraiser, Blacksmith and Rune Engraver), run by appren- ticed students.

This is another city that gets a merchandise facelift once it's liberated from Highland rule, so be sure to check back. The Item Shop in particular is a treasure trove of Rare Finds!
First Day at School

The guards buy your story, but barely. Save your game at the inn and then go register at the academy in the north end of town.

Morning briefing with Flik.
On the way there you spot a young girl being teased by one of the Highland soldiers. Run to intervene, and Flik bullies the guard away. As you walk away, Nini looks at Flik with hearts in her eyes.

Day Two

Meet Flik outside the dorm. He tells you to keep an eye out for Shin because he thinks that Shin is the key to finding Terra. Before you can ask for more details, Flik runs off just as Nini catches him.

Trouble is brewing.
Once a week, the woman behind the desk at school speaks with the woman behind the desk in the great hall. A turbaned man walks by and Flik kicks the headmistress. Emilia, who is the woman who is in charge of the building.

Talk to Emilia anytime to find out what's going on.
Flik decides to walk you all to the dorms, when you run into Nini telling her friends about her hero. Spring Flik.

Nini shares her self as a personal guide of the school. Being the rest of you to your own destiny. You can wander around town or continue to the dorms, where you are given a room and leave it for the night.

Day Three

Look for Nini in the shadows in front of the Academy building. Shin tracks the whole thing but mentions that people have been seeing and hearing weird things. Ah, a clue.

Terra's hut again to warn the Nini and Shin are already in the cabin with Teresa. You explain the situation and Terra decides to give herself up.

Back in the city, Shin protects Teresa from Rold as she goes to surrender. Defend them against the soldiers ordered to kill them! Nini appears with reinforcements.

Terra follows the story behind the Academy and tries to get to the dorms. She shock to the body and orders her to stay behind and fight so that Terra can escape with you.

Travel north into the forest and you cross a small cabin hidden in the brush. Finally, Terra's hiding place before you can approach her. However, Shin comes out and threaten the UNIX. Terra steps back before things get violent. Shin still has an opportunity to appeal for her help. Terra refuses offering the story of Greenland and all she wants is her immunity. Shin orders you to leave.

Shin orders to stay behind and take on Rold.
JOURNEYS TO DISTANT LANDS

THIS LEVEL AT A GLANCE

Location Flowchart

ROCKAXE

OPTIONAL QUEST: HIGHWAY VILLAGE

RAKULI MOUNTAIN

HIGHWAY VILLAGE (END OPTIONAL QUEST)

MUSE: MATILDA CHECKPOINT

MUSE CITY

ROCKAXE

HEADQUARTERS

RADA TOWN

HEADQUARTERS

BANNER VILLAGE

BANNER PASS

GREGMISTIN CITY

BANNER PASS

HEADQUARTERS

PRIMA'S OFFICIAL STRATEGY GUIDE

KAREN: Best Karen in a dance contest when she appears in the inn in Raskin and she will join your army. The dance combination is: C-0-0-0-0-0-0.

CONNIE: Once your castle reaches Level 3, take a shot at Connie in Forest Village. Show the Sound Set to him and he'll join your party.

BADEAN: Ring Shou or get the Letterbox (in Mission) with you on a visit to the Forest Path to Matilda. If your castle is at Level 3, Badena will desire to speak with you (because of the animals) and join your army. He will also give you two Lettering Books.

AYDA: Once your castle has reached Level 3 and you've recruited Badena, return to Forest Village and help Ayda rescue the wounded Griffin.

FUTHER: If you help Ayda rescue this wounded Griffin from his foe, Compassionate Fredrick, you'll have the opportunity to recruit him. You must have a Listening Crystal in order to invite him into your party!

SIRIUS: Return to the Rambool Forest with a girl in your party (Matuna, 17) and a letter that moves once your castle has reached Level 3 and you'll have an opportunity to recruit this unicorn.

A MEETING WITH GORUDO

On the other side of the Forest Path, Mikenso and his army meet you and escort you to Rockaxel Castle. There you meet with Gorudo, who has adapted a band of followers around his entire army. As long as the war doesn't take over the island, he perfectly happy to remain (ideally) Gorudo rescues you to a guest party for the night.

JOURNEYS TO DISTANT LANDS

CHARACTERS WHO JOIN AUTOMATICALLY

Characters: Automatically joins after the events in Rockaxel.

Miklotov: If you kill the dragon, then you may recruit him in Raska in Rockaxel.

Kiba: He is automatically recruited after the events in Rockaxel.

Klaus: After the death of King Agate, you may recruit him in Raska in Rockaxel.

Kasumi: If you recruit Kasumi, then you may recruit her in Gregminster City.

Valeria: Once you recruit Kasumi, then you may recruit her in Gregminster City.

Sleena: If you recruit Sleena, then you may recruit her in Gregminster City.

Characters You Can Recruit

Fuchi: A Dragon Knight who lives in the Dragon Village. You may recruit him in the Dragon Village with Humphrey. If you give him the quest, he will join your party. If you do not recruit him in this chapter, you will have to wait until Level 2 before you can recruit him.

Humphrey: A mysterious traveler accompanying Fuchi. If you help the two of them, they will join your army. If you do not recruit them in this chapter, you will have to wait until Level 2 before you can recruit them.

Lebrante: A Fauve, found in Rada Town, is looking for a feline to add to his monstrous collection. If you recruit him in Rockaxel, he will bring him one. He will make his headquarters in Rockaxel.

Simplo: Lives in Rada Town; he is a merchant you can buy money in Rada Town. He cannot be recruited until you have recruited his friend, Lebrante.
Characters You Can Recruit

Cassius
 Miklotov
 Long Chan-Chan (Level 7)

Miscellaneous Comments
Once you complete your tasks here, the city of Rockaxe as well as the Midulla Region, becomes off-limits to you until Level 7. Once you liberate Rockaxe, you'll notice that the stores have upgraded their stock, the Trade Center is finally open, and you have more access to certain areas. However, while you're here the first time, you'll have to soak up on some of Rockaxe's nice merchandise. Of particular note is the Down Rune. This Rune, when embedded on your weapon, gives you a good chance of knocking out your opponent. It even works on bosses!

Major Battle 5

In the morning, Miklotov brings alarming news from Muske. It seems that there are refugees heading toward the border with Highland Army troops in hot pursuit. Geruda surprisingly allows Miklotov to persuade him to send Midulla troops to assist with the refugees' escape.

Miklotov's Plan

Seek Rockaxe, you overhear Miklotov telling Cassius that he plans to travel to Muske and infiltrate the city to use the rumors of human sacrifice are true. After he storms off, Cassius pleads with you to intervene, or at least accompany him and into the city. Agree and head out to the southern part of the city.

Another Side Quest

If you stop in Highway Village, located between Rockaxe and the border, you'll find another mission unfolding that will eventually give you two more of the 100 Stars. People there are trying to recruit all 100 Stars in time for it to affect your ending possibilities. You must complete this side quest now, before Rockaxe becomes off-limits to you. Continuing on Muske, with Miklotov puts动力 into motion the events that cause this area off to you, preventing you from recruiting these two characters until the deadline has passed in Level 7.

At the inn in the Highway Village you'll meet a reticent man named Humphrey. Talk to him for awhile and he'll pay for your accommodations for the evening. Humphrey is traveling with his trusting companion named Futch. Recently Futch lost his dragon and hasn't been the same since. During their stay, Futch has befriended a young girl named Keni, who is working the ground. Futch walks around, talking to the locals and he hears a rumor about a dragon's egg in the nearby Ramiere Mountains. He decides to go there and bring it back for his growing friend.

Highway Village: At a Glance

Building Information
-room (100P/person a night)
-Appraiser (200P/item)
-Armorer
-Item Shop
-Rune Engraver
-Trade Center

Item Shop Merchandise
-Medicine (100P)
-Antitoxin (100P)
-Scarf of Fire (500P)
-Bolt of Fury Scroll (700P)

Rare Finds
-Blue Armis (7,000P)
-Thunder God's Garb (23,000P)

Rune Engraver Merchandise
-Dawn Rune
-Echo Rune
-Gnaw Rune

Trade Center Merchandise*
-Red Pepper (1,000P)
-Holly Berry (1,000P)
-Wine (1,000P)
-Book (7,300P)
-Pearl (15,000P)
-Chinese Dish (12,000P)
-Persimmon Lamp (22,000P)
-Other Runes (43,000P)
-Comet (55,000P)
*Average Value

Characters You Can Recruit

Futch
 Humphrey

Miscellaneous Comments

Be sure to stop here on your way to help Miklotov investigate Muske. Two men in the inn could use your help and will join you if you're successful. If you don't get them now, your only other option is to wait until Level 7. In addition, if you've recruited Yuzu already, you can buy a cow here, in addition to the great Rare Finds in the Item Shop.
The Rakutei Mountains

**Treasure Data**
1. Far Cape
2. Run Lightning Card
3. Thunder Amulet
4. Stone of Power
5. Dragon Plains 2
6. 2,000 Pitschi
7. Medicine Rune
8. Unicorn Plains 2
9. Skull Ring

**Monster Data**
Assassin
HawkMan
Iron Claw
Pike
Pike 2
Razorclaw
Sky Knight
Spike/Spike Boss: Harpy

When you enter the Rakutei Mountains, you'll immediately notice that the mist is thicker than you've ever seen before. Its protective layer is to prevent intruders from entering, so only the Flock's Dragon's Scale is able to dispel it. With its visibility much improved, you can enter the mountain path.

**JOURNEYS TO DISTANT LANDS**

**PRIMA'S OFFICIAL STRATEGY GUIDE**

**The Harpy**
- The Harpy has two attacks: the Sound and the Magic attacks. In the physical attack, the Harpy swoops down and picks up a rock or one of its enemies and drops it hard from a high distance causing damage and Paralyses. Its magic attack is used to heal and attack the whole party. Keeping up to speed with the party is important, so it's a good constant strategy.
- You'll find yourself healing your party (at least certain members) often.

Once you've defeated the Harpy, you can concentrate on healing Kent. Kent reports hearing a dragon's call in the night, which is what prompted him to come here. Continue north to the next street where a large fog stands for a long time, becoming a dragon.

Humphrey and Flock argue over whether or not to destroy it—Especially since it would be cruel to leave it unattended. In the end, you decide to defeat the dragon.

**Feeding the Beast Rune**
- Catch up with Mikolto at the Moss-Mataki Checkpoint.
- He joins your party and the game's, under Camius's orders.
- First, you must drive to the city. As you enter the city, a strange light starts glowing over the city, forming a strange, wool-like apparition. Enter the city to investigate further.
- Mikolto expresses his surprise at the described state of the city. Windsor, seeing this, sends out the last 20 of the Highland soldiers, until you run into a survivor who collapses and your feet mumble about the deaths of his family at the hands of a silver monster.

**The Harpy attacks!**

**Something makes the mist disappear.**

If you do this quest now and then try to return in Level 7, you'll find that the mist has returned and will not allow you to enter the mountains.

**Feeding the Beast Rune**
- The Harpy has a Smoke Dragon's Scale, and you can use it to dispel the mist.
- Once the mist is dispelled, you can return to the highway village and talk to the townsperson for your currency and success in bringing Kent home safely. In addition, you can collect the monster's scale and take it to the town for more information.

**Journey's End**
- Travel to the Highway Village and the townsperson will present you for your currency and success in bringing Kent home safely. In addition, you can collect the monster's scale and take it to the town for more information.

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The Last Straw

You return to Blackmoon with Midketer to report your findings. Midketer requests that Garofo allow him to take his troops to invade Myske and rescue the townspeople. Garofo refuses and Midketer requests his commission in the army. When Caimi comes in, Midketer orders him to arrest Midketer and is surprised when not only Caimi resigns but also both of their armies. Both knights ask permission to join your army.

Radat Falls Too

Shu is saddened by the news of Garofo's stubbornness, but happy with the news of the reunion. After a period of rest (when a unexpected Shu's real self), Leon Silverburg has joined the Highland Army as its strategist. News comes from Radat town that it has been invaded by General Kiba's division and fallen under Highland control. Shu sends you and Lilac to investigate.

Major Battle 7

The Highland Army is on thesameagain this time, approaching your Headquarters from South Window City. The plan this time is to have Shu and Kiba's troops arrive and surround the General's troops. The goal this time is to defeat Kiba.

The Death of King Agares

King Agares, king of Agares, is killed in battle. Preparations for your wedding are in full swing. After Agares' death, the wedding ceremony is held for his daughter, the brave and true. A battle for the throne is fought, and the final battle is fought amidst the ruins.

Lilac congratulates herself.

Major Battle 6

Outside of Radat Town, the New Alliance Army takes on Kiba's Company. The presence of the Kentosd troops at the front line means Kiba, who then decides to pull his troops out before you can see the situation. Without Kiba's help, your troops cannot compete, especially once Kiba's reinforcements arrive.

Bullet winners and the battle ends.

You cannot win this battle, and don't feel bad when your troops are ordered to retreat.

What to Do?

When you return to your Headquarters, you have to make a decision regarding the fate of your own empire. However, the events that unfold in your journey will change the course of history. Kiba's death leaves a vacuum in the High- lands, and the people of the town are left to wonder what will happen next. The choice you make will have a significant impact on the outcome of the game.

However, you are told that Kiba and Xanato.

The Search for More Allies

Kiba's knowledge of the Highland Army confirms everyone's worst fears. You cannot survive a combined attack of all of Highland's divisions. If you search for more allies, Bart in Lycky for you that Shumeta, the son of Appt, the person who helped the Amed Republic is in need of a place of refuge. When he appears in your word, he has no idea what to make of the situation. Many people, including Fried Y, will have nightmarish dreams about the Scared Moon Empire, and the thought of facing them as your allies is repugnant. Still, really, you need all the help you can get.

Shume makes a startling suggestion.

Friede says it's true.

Friede Y is sent along with.

It is to allow you the support that the Scared Moon Republic is in need of. Choose the rest of your traveling party according to your needs. Choose the rest of your traveling party according to your needs. Choose the rest of your traveling party according to your needs.
At the end of the pass you’ll find a well-guarded gate. Talk to Yorros, and with Shionas’s intervention your party will be escorted to Gregminster for an audience with President Leyant. In the future, you will be assigned to Gregminster in the same way, but without the conflict.

**GREGMINSTER CITY:**

**AT A GLANCE**

**Building Information**

- Inn (1000 Gp/Person a night)
- Armor Shop
- Rune Engraver
- Trade Center

**Armor Shop Merchandise**

- Holy Great (4500 Gp)
- Holy Helm (7800 Gp)
- Magic Robe (20000 Gp)
- Scale Mail (22000 Gp)
- Dragon Armor (25000 Gp)
- Guard Ring (60000 Gp)
- Thunder Amulet (75000 Gp)

**Rune Engraver Merchandise**

- Water Rune (60000 Gp)
- Lightning Rune (60000 Gp)
- Titan Rune (60000 Gp)
- Unicorn Rune (60000 Gp)
- Gaza Rune (70000 Gp)

**Rare Finds**

- Mother Earth Rune (150000 Gp)
- Flowing Rune (220000 Gp)

**Trade Center Merchandise**

- Soy Sauce (5000 Gp)
- Wooden Amulet (6000 Gp)
- Wine (6000 Gp)
- Native Costume (8000 Gp)
- Red Pepper (25000 Gp)
- Ancient Text (220000 Gp)
- Pearl (20000 Gp)
- Persian Lamp (150000 Gp)
- Flower Painting (100000 Gp)
- Celadon Urn (230000 Gp)

**Average Value**

**Characters You Can Recruit**

- Sheana
- Valteria or Kasumi
- Gai
- Loeloi

**Miscellaneous Comments**

If you’ve played Suikoden before, this city will look very familiar. If you loaded your old save data, then you’ll find traces of your old hero all over the place.

**A Meeting with the President**

Freed was ill-tempered to be standing in the company of the people he considered his enemies. Just the meeting with Leyant goes very well. Leyant sees a lot of Hope McDouall’s spirit in you and considers it wise to give you whatever help he can. His offer is 5000 soldiers and a general to guard them, and a seat on his council. The two top offers are Valteria and the ninja Kasumi. Sheena will offer him another female (let you see their stats), but the choice is ultimately yours. Yorros is broken in and a good soldier in general. Kasumi possesses both a greater state and the added bonus of early entrance into the ninja village of Rokkaku.
Rokkaku Town: At a Glance

**Trade Center Merchandise**

- Soy Sauce (100P)
- Salt (100P)
- Candle (200P)
- Rice (500P)
- Crystal Ball (400P)
- Mask (7,000P)
- Silk (17,000P)
- Pearls (4,500P)
- Japanese Dish (8,500P)

*Average Value

**Characters You Can Recruit**

- Susumu
- Mondou

**Miscellaneous Comments**

There is a well-hidden passage to this town in Banner Pass. If you find it, you must meet certain requirements before you can enter. If you decide to recruit Susumu, you may enter here when your castle is at the Level 3 stage. If you choose Mondou, you must wait until your castle reaches Level 4. When you do get to enter, be sure to pick up as much gold bars as possible from the Trade Center. Selling them at the center in Highway Village will net you lots of money.

Luca Blight’s Last Stand

Apple and Ridley transport you immediately to your castle, where plans are underway to counter Zolanda’s latest battle plans. With the help of Leol Silverburn and troops from Marmakia, Luca plans an all-out attack against the Zolanda Alliance Army. The new reinforcements from Toxas have helped fill out your army, but you are still greatly outnumbered by the Zolanda Army.

Rokkaku Town: A Glance

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Major Battle 8

Before Ridley can return to your castle, he is ambushed by the Highland Army. If you get a healing-aidable character close enough to Ridley and prevent him from being surrounded and defeated, you stand a chance of winning this battle. However, if the odds are stacked against you, and it is most likely that the battle will end with Ridley’s capture.

The Prisoner

If you cannot prevent Ridley’s capture, he will face an encounter with Luca Blight who asks him to betray your army. When he refuses, Luca sends him away.

Ridley’s Family, Too?

Back at home: Ridley makes plans to attack Luca’s right flank with strength equal to the forces in Eon and... Ridley is dispatched to find out their true intentions.

Luca Outlines His Strategy

In the Command Tent, Leol Silverburn reveals Highland’s plan of attack. When news arrives at your Headquarters, Luca requests that you come to the castle to meet with him. He conveys that he has been working on a plan to attack the castle itself. He believes that if he can lure out the enemy, he can attack the castle itself with a force composed of his entire army.

Shiro’s Next Plan

Shiro’s plan calls for a direct confrontation with Leol Silverburn. He believes that he can lure out the enemy, and then attack the castle itself. If this plan fails, Leol Silverburn will turn to attacking the castle directly. Shiro believes that his forces can handle this situation, and he is confident in his ability to defeat Leol Silverburn.

A Daring Plan

Shea is surprised by Leol Silverburn’s strength and seems to be lost as to what to do next. As you watch through their castle, you see Leol Silverburn. He comes bearing a surprising piece of information: a letter from Leol Silverburn detailing Luca’s plan for a surprise attack. Shiro immediately responds by planning his own surprise.
The Duel

Even after you defeat Luca Blight, he still manages to get up and run away. Hero goes in pursuit, hopefully remembering to fully heal himself first. The influence of Luca's plan is revealed when Luca gets distracted by a shining amulet. He opens it up and freebies fly out and illuminate the area long enough for Allied archers to shoot him down.

Luca falls for the bait!

When you arrive at the scene, he's still prepared to take you on in a Duel Battle.

The odds of winning are in your favor if you remembered to heal yourself immediately after your last battle. Luca on the other hand will have very little left on his Health meter. There is a good chance that his first attack will be a Wild Attack. Watch for the clues in his speech and respond accordingly. After the last battle, this duel should seem ridiculously one-sided.

Lose defensive spells to shield you from his magic!

A Wedding and a Truce

After the battle with Luca, Hero collapses in exhaustion. Back in Highland, a wedding is taking place and Joel Atreides becomes Joel Blight, King of Highland.

Joel becomes king.

When Hero recovers, he and Nanami are given clearance to go wander around the area. In Rinskus they meet with Column who informs the Alliance to attend a peace treaty signing with King Joel at Joston Hill in Muse. Teresa, Nanami, Choco, and Hero travel to Muse and Shu calls Viktor and Filip aside.

Join orders a surrender.

Luca loses the first round.

Since his party has inflicted enough damage, Luca will attempt to flee the area, where he'll end up running into Viktor. Once Viktor has had his turn with Luca, Hero's party gets to finish the battle up.

Once Filip's party has inflicted enough damage, Luca will attempt to flee the area, where he'll end up running into Viktor. Once Viktor has had his turn with Luca, Hero's party gets to finish the battle up.

The game continues. If not, it's Game Over! I hope you managed to get a save in before this all started.

Journey's to distant lands.

SUIKODEN II

Journey's to distant lands.
**PRIMA'S OFFICIAL STRATEGY GUIDE**

**RETURN OF THE NECLORD**

**SUIKODEN II**

**RETURN OF THE NECLORD**

**Characters Who Join Automatically**

- **Koyu**: After the events in Mune with him, Koyu shows up at your Headquarters to ask for your help with a treacherous situation in the Tinto region.

- **Kahn**: After the Neclord's arrival in Tinto, Kahn shows up in Tito to help you find him.

- **Serra**: The pale and sleepy inhabitants of the Tigrinmouth Fan are none other than Serra the Vampire. If you defeat her in battle, she will join your army to help you defeat the Neclord once and for all.

- **Gimli**: You run into him in the Mountain Pass while trying to get back to Royu's village. After a few days, you defeat the Neclord, he will automatically join your army.

- **Lo Wen**: Royu's sister. She shows up in Tito as one of the Neclord's retainers. Once you defeat them, she will join the army with both Royu and Gimli.

- **Marlowe**: Joins automatically after the events in Tinto.

- **Husser**: Joins automatically after the events in Tinto.

**Characters You Can Recruit**

- **Raura**: A friend of Jeanne's who has a terrible sense of direction. If you've already recruited Jeanne, you can easily convince Raura (after the event with the Tigrinmouth Fan) to meet her friend at your Headquarters. She may take a while to find the army.

- **Tenki**: When your caste is at Level 3, you'll find this person in the Tigrinmouth Fan. Present him with a Window Set and he'll join your party immediately.

- **Long Chun-Chun**: First meet him in the inn in Beakane. You won't be able to recruit him, but later on, with Wazaka in your party, enter the inn in Cretm Village and watch the manhunt that results. Afterwards, look for Long Chun-Chun behind the Iron Shop. If your caste is at Level 3, he'll join up with you.

- **Jesse**: The assistant mayor of Mune has a big shop on his shoulders that allows you to recruit the Neclord. If you change his tune and you'll have the chance to recruit him.

**Aribosha**: You can find this kraken in the watery depths of Tito Mine but only if you have a Listening Rune in your inventory. Your caste must be at Level 3.

**Roladis**: Return to the spot where you recruited Aribosha in Tinto Mine with another Listening Rune. Roladis is not one of the 800 Heroes and is given up your last Listening Rune. In this game, you cannot recruit one of the other non-Heroes who is.

**Chukachula**: After you've recruited Aribosha and Roladis, return to your castle and visit the docks.

**Georg Prime**: He appears in a scattered area in the Mountain Pass after the events in Tinto if your caste is at Level 3. Talk to him and ask him to join your army.

**Ganrobux**: Once you defeat the Neclord for good, return to South Wind Village and speak to the merchant to receive a bone of strength. When you wish, he'll join the party.

**Judge**: After you've liberated Greenhill City, talk to him in the Blacksmith's classroom in the same building and find out about his clay equipment. Bring him more from Forest Village and he'll join your party.

**Pino**: If you've liberated Greenhill City after you've recruited Amadis, speak to Pino in the Greenhill Inn and then find the blacksmith's whereabouts.

**Albert**: Once you've recruited both Amadis and Pino, return to Tito City and tell Albert in the Armor Shop where he can find them.

**Tateo**: After the liberation of Greenhill, take Tateo to the Blacksmith in Konan and talk to Isuru. He'll join as the new Blacksmith.

**Gensha**: Once your caste reaches Level 4, después your weapons to Level 4 and take a boat over to Koran Town. Show Gensha your very sharp weapon and he'll join. Gensha can be found on the docks before the lined guards.

**Sasuke**: If you didn't recruit Sasuke earlier in the game (with Kazumi), you have to defeat him. Once your caste reaches Level 4 and you are allowed entrance into Rokkaku without Kazumi.

**Monday**: If you didn't recruit Monday earlier in the game (with Kazumi), you have another shot once your caste reaches Level 4 and you are allowed entrance into Rokkaku without Kazumi.

**Familia**: If you didn't recruit her before Greenhill fell, you can do so now after you've liberated the step.
And Now, Back to the Story...

The events in Maine put everyone on edge, especially Ko. As Ko is preparing his force, he decides to go to the Netherworld for an important meeting. He travels to the Save Point and then to the Save Point, and at last he reaches the Save Point... He finds the strange little village. However, this village is not alone. A dark cloud hangs over it. Ko realizes that something is wrong and decides to investigate.

Unfortunately, Ko has been critically poisoned and needs medical attention ASAP. Hero McDohl and Gremio suggest taking him to Dr. Lumina in Gruninester.

Dr. Lumina cares for the boy, but before you can return to your duties, President Lepanto tries to hand over the title of President over to his rightful son, Hero McDohl. After McDohl reliably says no, the President hands over the responsibility to another group. The President then tells everyone that they are gathered by all of Hero McDohl's friends from the original Suikoden. Now and relax before heading back to the castle and picking up Ko.

Into the Mountain Pass

Before your traveling party and build upon Draikemouth, located to the south of Moonlight Village. The entrance to the Mountain Pass leading into the Tinto region is closed off to travelers, but KoYa manages to slide under an old legend and letting you pass.

Return to McDohl's house

KoYa schemes to get your way past the guard.

DRAIKEMOUTH VILLAGE:
At A Glance

Building
Information
15 (800/person a night)

Miscellaneous Comments
This very deep town functions mainly as the entrance to the Mountain Pass that leads to the Tinto area. As you might expect, this little village is a great place to find livestock and seedlings.

Mountain Pass to Tinto:
At A Glance

MOUNTAIN PASS TO TINTO

Treasure Data
1. Master Robe

Monster Data
Airiaard
Killer Dog
Zombie (A) 3
Zombie (B) 3

Characters You Can Recruit
Georg Prime
Gijima

After the mountain pass, choose to go north or to the east. KoYa manages to slide under an old legend and lets you pass. Be sure to follow his directions.

Lampadia Village is located high in the mountains, to the northeast of where you are now.
TIGERMOUTH VILLAGE: AT A GLANCE

Building Information
- Inn (400P/person a night)
- Blacksmith (1200P/item)
- Armorer
- Item Shop

Characters You Can Recruit
- Sierra
- Blacksmith (1200P/item)
- Armorer
- Item Shop

Tinto City is the place to buy armor! Be sure to save up your Poitich so you can outfit your team in style here. Two Guardian Deity plants can be found if you search the two houses below the Armorer and remember to return to Tinto after the events here are finished. Gustavo has a Mother Earth Rune for you.

TIGERMOUTH VILLAGE:

Lord Gustav and the Neclord

When you reach the top of the path, Jewash's brother, Gustavo and his friends run into you. The Zombies are attacked. Lashendam and the bandit were forced to destroy the village and burn the bridge crossing over there. There's nothing else you can do here, so Gustavo points you in the direction of Tinto. He has a garrison of the city's soldiers on his front door. Inside, Gustavo gives you and Nouma a letter that he needs your army to provide reinforcements against the Neclord's horde. Gustavo gives you a map of the city to go and assist him.

Gustavo sends you to Tinto.

Decision Time

Save the game when you arrive at the station at this point. You must make a decision that will affect the course of the game. Do you run away with Nanami, or stay here and fight with your friends?

After more discussions about the next day's battle, it's time to go. Outside the meeting room, Lashendam tells you to take care and fight with the right spirit. Nanami, who is still sad about Pitika, Upstart, and You, try to go to sleep but are interrupted by the appearance of Lashendam, who warns that the day is near when you and your friends will fight.

Miscellaneous Comments

Tinto is another small village set in the grassy and dusty Tinto region. This is another town that is low in creature comforts like shops, but high in agricultural riches and other rare finds.

Lord Gustav's house is located in the center of town. Take the stairs next to the blue flag in a shop and you'll end up there. At the front door, inside, Gustavo gives you and Nanami a letter that he needs your army to provide reinforcements against the Neclord's horde. Gustavo gives you a map of the city to go and assist him.

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Gustavo sends you to Tinto.
The troops head out of Timo, leaving you all alone with nothing to do but protect Tinto City itself. Walk over to the inner-city entrance of Timo Mine (by Gustave's house) and you'll hear the miners talking about a mine collapse from which no one returned. Could this possibly be a clue to the Neceld's true location?

A chance encounter with the miners makes your chore easier.

You and Nanami enter into the mine to check things out and meet up with the Nekelds once again. After reaching the inner mine of Jesu's spy, he attacks. Once again, without the house of the Star Dragon Sword, Nanami is invulnerable to all forms of attack. The fight continues for only a few rounds before the Nekeld pulls out. He decrees that this fight would have made the perfect cap to his 10th person sacrifice in his Rune, but the Bight Shield Rune protects you once again.

If You Choose to Stay and Fight
If you choose to stay and fight with your name, Nanami will hog all the battle singing. Of course, you have to stay. With this decision, you can go back to sleep.

Nanami's advice:
The next morning, you guide the troops that Jesu has decided to take his troops and attack the Nekeld. He tells the Nekeld that his men have managed to capture his spy. The other generals are concerned about the attack's risks but cannot talk less out of his potential military wisdom. Thus reports that he has kept the Nekeld standing at just 8,000 men "men.

Nanami's advice:
Building Information

Item Shop: Trade Center

Sukoden II

If You Choose to Run Away with Nanami
If you choose to run away with Nanami, she'll write a note and insist that you leave the bolting mirror in the room for the next game. Two of your other party members (except Wilhelmina), over at the door and decide to join you part of the way.

Crom Village: At a Glance

Item Shop Merchandise

Medicine (500 P)
Medicine (2000 P)
Antistasis (2000 P)
Potion of Scind (1000 P)
Kaye of Darkness (6000 P)
Wing Ornament (8000 P)

Rare Finds

Magic Ring (13000 P)

Trade Center Merchandise

Red Pepper (1000 P)
Crystal Ball (5000 P)
Candle (7500 P)
Wooden Armor (8000 P)
Holy Berry (9000 P)
Wea (10000 P)
Dess (50000 P)
Mark (50000 P)
Gold Bar (30000 P)
Wak Kun (130000 P)
Star Dragon Urn (220000 P)

Average Value

Characters You Can Recruit

Kahn
Leng Chuan-Chuan
Traven

Miscellaneous Comments

The gold bar trade between Crom and Raikokou is truly thriving. Although you'll make more money trading at Harun Village, its inaccessibility for much of the game makes it a good place to shop while trying to trade enough to impress Gordon in Gremmister.

We decide the few days later in the town of Crom to the next that Tinto has fallen in the Nekeld. To make matters worse, Lilley has not been seen since. Go downtown and visit the Great Greta there to handle all of your party management needs.

You may not be able to return.

On your way out of town you find Kahn, who has tricked the Nekeld here and is now running to Timo City. Kahn says that he has found the person who can help them with sealing up the Nekeld's power and that that person is in Timo Town right now.
**SUKODEN II**

**Nanami makes you leave the banquet.**

In Cron, you are stopped at the entrance by villagers accusing you of being a spy. You are shocked to learn that Tanto is off! The villagers threaten to drive you out of the village where they identify you. The king hopes that you managed to escape and hopes that Klaus and Vitor are all right too. He gives you his boon and insists that you spend the night there.

**If you try to return to Tanto, you'll be chased away by Zembes.**

**Bouo gives you the location of the devil.**

Nanami makes plans to slip away in the night, but you are interrupted by Marlowe and Koya telling you of Mari's death. Nanami realizes that escape is not possible the following morning.

**Let Ben and Liliane accompany Nanami and to her brothers.**

The next morning, Nanami awakens, and the group is late in starting off. When you leave the house, you see Zembes lurking among the villagers. Gen in a shifty mood, you can choose to follow him or run. Marlowe and Koya meet you at the edge of town and help you escape.

**Merleane and Makoto try to hold the Zembes off while you escape.**

**Tanto Mine**

**Nanami runs through the Mountain Pass with Tanto on her back.**

Nanami runs through the Mountain Pass with Tanto on her back. The path is strenuous and dangerous. When the group meets a certain place, Nanami stops to catch her breath. The other party members offer to help carry Tanto. But Nanami insists on protecting her brother. When another Zembes appears, a strange plot is set. The group continues.

**A strange man appears and says, "Come here."**

In a quiet area, Haro run up to Nanami and says, "Nanami, come here..." Haro explains that he is the leader of the Zembes. Nanami learns that Haro has many years of experience and is a strong opponent. She agrees to work together.

**Genro gives you a spell to think about.**

You run to Draken. With the help of Epop, you try to destroy thefläche. The plan is solid, but it takes time. Nanami urges you to leave them alone and come to Draken. She says that she will help you.

**Prima’s Official Strategy Guide**

**RETURN OF THE NELFORD**

If you decide to return to Cron, Flik will join your party and travel with you. Flik greets you and tells you to get ready. The next day, the party returns to the Draken Mine. In the morning, Sierra and Rahn follow you down the steep and treacherous paths. All the exits are blocked, and you cannot escape.

**If you want to end the game, first defeat Vitor with Village with Nanami.**

If you decide to return to Cron, Flik will join your party and travel with you. Flik greets you and tells you to get ready. The next day, the party returns to the Draken Mine. In the morning, Sierra and Rahn follow you down the steep and treacherous paths. All the exits are blocked, and you cannot escape.

**Tanto Mine**

**If you're with Nanami, when she's about to leave, she asks you to...**

**If you're with Nanami, when she's about to leave, she asks you to...**

Nanami asks you to...
**JINTO MINE: AT A GLANCE**

**Treasure Data**
- Dancing Flames Scroll
- Stone of Mog-Def
- Full Helmet
- Master Garb
- Old Book Vol. 9
- Window Set 5
- Silver Necklace
- Mega Medallion
- Double Strike Rune
- Star Earrings
- Wind Hat
- Cape of Darkness

**Monster Data**
- Niedernspal
  - Skeleton (Spear) 2
  - Skeleton (Sword) 2
  - Undead
  - Zombie (A) 4
  - Zombie (B) 4
  - Zombie (A) 7
  - Boss: Necropolis (2nd Fight)
  - Boss: Stone Golem

**Characters You Can Recruit**
-.Urban
-.Creatures
-.Zebras

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**The Stone Golem**
The Stone Golem is a formidable foe that you will encounter in the Jinto Mine. It is a massive statue that must be defeated in order to progress. The key to defeating it lies in understanding its movement patterns and vulnerabilities. You will need to use a combination of attacks and strategic positioning to overpower it. Remember to conserve your Stalwart abilities, as they will be crucial in the final confrontation.

**Jinto Mine**
Jinto Mine is a dark and eerie location filled with dangerous monsters and deadly traps. It is advisable to approach with caution and be prepared for a challenging battle. Make sure to check all corners and crevices for hidden enemies and items that may aid in your quest.

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**Return of the Neclud**

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**Sierra**
Sierra serves as the guide for the Jinto Mine, offering tips and strategies for success. Pay close attention to her advice and follow her lead to ensure a successful journey through this dangerous location.
The Final Battle with the Neclord

Inside the main hall, Vikorong and the Star Dragon Sword were captured by the Neclord's special protection teams and held at a safe distance. The only way to save them is to attack the Neclord's special protection teams and free them. Once their spirits are freed, the Neclord will be defeated.

Counterattack!

When you return from Tintin, Shi决议s that it's time for the Aeon Alliance Army to stage some attacks of their own. The army's first target is the liberation of Greenhill.

Shi, having defeated his opponent, describes his strategy:

Shi orders you to wait, for when you get here, a surprise attack is waiting. A woman named Long has been waiting for you in a Dark Battle. Defeat her and Eiki, Viki, and Shi will run in time to arrest her. Whether you choose to look her up or not, she will have escaped by the time you get here.

A strange utensil waits in your inventory.

The next day, Shi marshals the troops for the Greenhill Campaign. He decides to send Eiki and Moody to Greenhill to fight against Ularre, while Viki and Shi decide to head down to Highland. Support troops are coming from Tintin, and Shi can easily arrange the counter of your chosen teams. Make sure that one of them is carrying Ularre and his Fire Staff, and the other carries the Heat Up Gadget.

Major Battle 10 (Pattern A: Greenhill-Muse Checkpoint)

This battle starts with your forces (Exile, Eiki, Hero, Eiki, Tesla, and two others) lined up against foes and three Highland support teams. The combination of the墙壁s and the advantage of Long and Shi means a hard battle. Seeds' troops arrive about three turns into the battle, and then Cogin's forces will also move into the battle. By the end of the following turn, Seeds' troops will be reinforced, and you should have an easy time of defeating Cogin and what remains of his troops. Expect him to concede shortly thereafter.

The secret to winning this battle is to, at least, approaching it not immediately, to stick in the strength of your own troops. With the aid of your troops, your troops can accomplish a surprise attack. With the help of Long and Shi, you can easily arrange the counter of your units to your advantage. Make sure that one of them is carrying Ularre and his Fire Staff, and that another carries the Heat Up Gadget.

Major Battle 10 (Pattern B: Greenhill City)

This battle takes place outside of Greenhill against troops led by the recently escaped Tesla and Yuber. The goal is to defeat Greenhill and take out Tesla's machine. Even with the help of Highland support troops and the advantage of Long and Shi, this battle is a long battle. Your best bet is to rearrange your troop arrangements so that your field forces and Tesla's are high on defense, as well as offense. Be sure to bring along these Fire Staffs and Heat Up spells.

Defeat Tesla and his forces, and he will concede the war.

Greenhill Forest Part Two

All three battles end with Tintin meeting up with Long, Tesla, and Shi in front of Greenhill City. Although Shi was successful in his attack, Tintin and Long belong to Highland. As a result, Shi's victory is being sabotaged. Make sure that one of them is carrying Ularre and his Fire Staff, and that another carries the Heat Up Gadget.

Major Battle 10 (Pattern C: Headquarters)

This battle is the most intense of the three, if only because you get to see what your foes besides the Seeds, basically you get to see Apple and the Harris family. As usual, you should have an easy time of defeating them. Expect them to concede shortly thereafter.

The secret of winning this battle is to, at least, approaching it not immediately, to stick in the strength of your own troops. With the aid of your troops, your troops can accomplish a surprise attack. With the help of Long and Shi, you can easily arrange the counter of your units to your advantage. Make sure that one of them is carrying Ularre and his Fire Staff, and that another carries the Heat Up Gadget.
**SUICODEN II**

Once the battle is over, Tarnia tries to soothe her with a heartful promise to investigate the matter thoroughly, even if it means distancing her family's name. Lucina is unperturbed but feels the rainy pass by.

When you arrive in Greenhill, you have a chance to rest and save your game before going up against Yuber. Yuber is unimpressed by your feats and summons a clone of Dragon to challenge you. This boss is the strongest one yet and will require diligence to defeat. It is weak to holy. Wind and the bright shield Usage and attacks only once per round. Those are the only advantages you have.

Yuber greets you with great respect.

**Matilda Falls**

Nanami comes to Matilda and now fallen to Highland, which explains the initial tactics employed to feel out your last battle. As a result, she suggests going after Muse next.

Nanami is surprised to see you in the ruins.

You and the others return to Greenhill to deploy the troops. After setting up a temporary barracks in the dominion, you venture outside with Nanami only to see Lucina disappear into the academy building. Nanami follows her through the secret doors and into the forest behind. A few yards away, she waits in the forest with you.

Fei once again pleads with you to quit the battle, but you know now that you cannot. Both sides remain in agreement to lay down the dominion buildings and start the next battle.

**Battle 11 Versus Muse**

The battle of the battle is to resecure Muse by moving one of your units into the city itself. This is not really a battle that Highland wants to win, so it will be rather easy for you to resecure Muse. One concentrates some of your forces on Lucina's troops (the remainder of the Highland forces retreat in the third round once their "preparations" are complete), while the other two units being sent around them toward Muse. You win either by eliminating all of the enemies or by entering Muse.

Outside you spot three men of these heroes as they mention your feelings. Run past them to the front gate where Apple, still awaits your report. Lucina explains that they are part of the Beast Kame that has destroyed the Highland army and that the citizens of Muse must have been saved. Read it.
THE BEGINNING OF THE END?

This Level at a Glance

Location Flowchart

HEADQUARTERS

ROCKAME CASTLE

HEADQUARTERS

LENOUILLE CASTLE

TENGEN PASS

The Beginning of the End?

The Turning Point

Died

After the Gold Wolf debacle at Musie, return to the castle at rest and regroup. Head up to Susu's room where you overhear Shu speaking to General Kita. Shu's latest idea calls for Kito to take his men to the old Mercenary Fortress and provide a distraction while the remaining party faces to rescue Malitaa. This battle is for all the money and will determine whether or not your rebellion is successful.

After Kito leaves, go in and talk to Shu to trigger the Rockaxe Mission briefing in the main hall. If you still have some recruiting to do, don't speak to Shu or agree with his proposal yet.

Do You Have All 108 Stars?

Before you walk into the briefing about the Rockaxe Mission, take the time to talk to everyone and survey your list of Status. If you have already recruited all 108 Stars or if you don't care about seeing the third ending, go on to the next chapter. If you haven't recruited all 108 Stars, now is the time to complete your dream.

The Rockaxe Mission briefing is the game's "time of reckoning," and the strength of your following is measured and rewarded accordingly. If you have all 108 Stars alive and well in your camp, then you will receive the ability to use the Holy Key from the God's Palace. Prepare your army and the ability to see all three endings to the game. If you choose not to gather all 108 Stars at this time or have lost some to the previous encounters, then level eight: Shizu (Selph) and not be trained and only be limited to two possible endings.

The Briefing

Mission Requirements

Shu requests to crush your army, but then changes his mind when you propose terms.

With General Kita harassing half of Highland's forces at the old Mercenary Fortress, you and the other half of the army can focus on the forces at the Malitaa Greenhill border. You have heard through Shu's ears and have a sense of the odds in the works. Your major goal here is to keep every one alive until you see Shu's countertack. With Malitaa forces attacking you from the north and Highland forces attacking from the east, this will be tough. stupid Calgoft

Infiltrating Rockaxe

Shu's plan appears to explain more of the dynamics between the Highland, Shizu (Selph) and black sword band. She also gives you the power to see the Prologue, the 4th level spell of the Bright Shield Flame. This is your reward for different trains. If you do not have all 108 Stars, she will not appear and the rest will not be unlocked.

Major Battle 12

The Need for Shadow

Just as you prepare to crush your army, but then changes his mind when you propose terms.

With General Kita harassing half of Highland's forces at the old Mercenary Fortress, you and the other half of the army can focus on the forces at the Malitaa Greenhill border. You have heard through Shu's ears and have a sense of the odds in the works. Your major goal here is to keep every one alive until you see Shu's countertack. With Malitaa forces attacking you from the north and Highland forces attacking from the east, this will be tough. stupid Calgoft.

Rockaxe Castle

Treasure Data

- Stone of Speed
- Stone of Defense
- Crimson Cape
- Earth Shield
- Power Gloves
- Flame Helmet
- Mega Medicine
- Gold Necklace
- Dragon Plume 4
- Unicorn Plume 4
- Earth Armor

Monster Data

- Commander 7
- Highlanders (Bows) 13
- Highlanders (Spears) 11
- Highlanders (Swords) 11
- Hippogrip
- Malitaa Knight
- Boss: Gorudo

Outside the city, a mighty wind brings dust to your forces.
For the most part, Bousque Castle is pretty straightforward. The average level of the monsters in the castle is AM 4. Lots of treasure can be found, so explore everywhere. You also want to look out for groups of Mantis Knights patrolling the buildings. After you clear a group of Mantis Knights, they'll attack you and you won't be able to run. If you're lucky, the Highland wrestlers will drop a copy of Recipe so for your cooking pleasure. If you miss it your first time through, you'll get it later, and it won't disappear once you've cleared the castle.

Be sure to save at the Save Point when you reach it. A boss battle will follow shortly, the start of a traumatic event that can have a large effect depending upon the speed of your responses. If you miss out the first time, this is a good save point to restart from.

The party fights the Bowsermen's crystal, the rest of your party will split off to take care of any stray patrols, leaving you and Nanami to tackle the Bowsermen. You follow the stairs and straight ahead through the doors onto a long balcony. Jot appears with another. His goal is to fight you and put an end to this sort of thing and for all. At this point not both of you that a duel is inevitable. However, before you can join swords, Genoda and his men appear.

Genoda's strategy: Pleased with the chance to Genoda, the leader of both strikes, he has his troops fire arrows. If the attack, Nanami will leap to defend both you and Jot. She successfully bots away all but the last arrow, which wounds her deeply. Genoda moves in to attack and Jot runs you in battle one last time.
If you don’t want the story to be spoiled, skip ahead to the next section! The speed of your reaction to Nanami’s daring can save her from certain death. As she leaps into position, a dialogue box opens, so you can call out to her. Choose whichever option you like—the important thing is to choose it as quickly as possible. You’ll know if you were fast enough on the button if Hero jumps into a fighting stance with Twin Fangs at the ready. If not, he’ll stay in place and watch in horror as his sister is brought down. The story line remains the same (she is still greatly wounded) except that Nanami recovers and you have the opportunity to see the ‘best’ ending. You must already successfully gathered all 108 Stars before this event for her rescue to take place.

**Battle against Gorudo**

Even though there are only two of you, Gorudo and his foot soldiers should prove no match against the power of the White Shield and Black Sword (at least if you have and keep them). In fact, it should only take you about two and a half rounds to defeat them all if you play smart. Think of Gorudo as the most powerful level 2 unit available to you. His Hungry Friend spell will easily take out all of Gorudo’s Matilda Knights while following Gorudo at one-quarter of his HP. Once you’ve gotten the battle down to the two of you against Gorudo himself, think of your Purging Spell (if Lekanu unlocked it for you before this Rockaxe battle, it neither of you has taken much damage; the brunt of this spell will be borne by Gorudo himself, causing about 200 HP damage. Not too bad, huh?

**Aftermath**

Once you’ve defeated Gorudo, the story proceeds to the next section! Hero names Nanami as best he can until Shu arrives to take over. The flag swap occurs, and down on the Mt. Matilda border everyone watches as your army proudly announces its own version of Rockaxe. Your army wins another battle.

And, In Other News...

While you’re fighting from Nanami’s death, Shu asks you if you want a small group of friends with you on your next plan. He then asks you to make a direct attack on Gorudo’s army. Shu’s army is small, but the battle ends quickly.

Shu’s (Not Quite) Last Stand

Shu’s battle plan calls for Heroes and Ruhmer leading troops on the left and right flanks of the Highland Army. The major point, however, is to have Shu go in and take them into the forest where he’s hid a trap. You want actively participate in this battle (the action is handled by the CPU), so set back and watch the show. Once Leon Silverberg’s army reaches the forest, Shu gives the signal to ignite the traps, taking both the Highland Army (and Leon Silverberg) and Shu. This is decided victory for your army, but it’s quite a loss.

**Major Battle 13**

Leora Silverberg Talks after battle, etc...
SUIKODEN II

In the burning forest, Sum and Lenn merit for the last time and argue over their roles in this war and history in general. Before they can go off, however, a burning tree cuts them off and separates them back at camp. Apple saves Sum from the flames, but a fire nearby still threatens to spread and needs to be put out. Apple offers to help, and you agree.

**Major Battle 14**

This battle marks the end of the strongest battle section of the game. This time, your job is to lead L’Renouille, much like you did earlier with Muso. Moving one of your troops into the city itself is sufficient to end the battle, so make that your primary goal, before you enter this battle. Look at your troop formations and verify that everyone is where you want them to be. This time around, it will be up against one of the game's strongest forces led by Sessi, Sakakura, and the game's last boss. Don't expect to defeat them outright, but you will be able to push them away from the castle's opening.

With the Enemy in such cropped quarters, you'll find Mana Fire spell incredibly effective at causing the maximum number of Enemies the maximum amount of pain. In fact, it's good luck if the other side doesn't get this far into the battle. Good luck to the castle's east is that he can cast the spell without having to worry about it harming any of your other allied troops. In addition, make sure that you have plenty of mana in the sub-lander and keep spells charged up in battle too, as you will be able to do both.

To make things more challenging for you, if you use mana, you'll be able to go back to L’Renouille, but there's a hint! When presented with a fork in the road, you can instead choose to go south and west over the castle, but the first time you do, you must choose to go south. After this, you'll be able to choose which direction to go.

**L’Renouille Castle**

**L’Renouille Castle: At a Glance**

**Treasure Data**
- Bell of Wraith Screech
- Champion's Rune
- Lucky Rune
- Blue Rune
- Ruby of Mist
- Stone of Defense
- Stone of Power
- Wind Card
- Mandala Window Set

**Monster Data**

- Bronzeborn
- Chimera
- Commander 8
- Highlanders (Row) 12
- Highlanders (Spear) 12
- Highlanders (Sword) 12
- Magus
- Boss: Lucia
- Boss: Sessi
- Boss: Calimen
- Boss: Silver Wolf (Left Head, Right Head, Left Leg, Right Leg, and Rune)

**Building Information**

- Item Shop
  - Rune Engraver (after L’Renouille is cleared)
- Item Shop
  - Rune Engraver

**Item Shop Merchandise**

- Medicine (100P)
- Mega Medicine (500P)
- Escape Talisman (600P)
- Carolan Cape (9,000P)

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**Rare Items**
- Horned Helmet (65,000P)
- Windship Armor (120,000P)
- Golden Hammer (6,500P)
- Earth (4,000P)

**Rune Engraver Merchandise**
- Rage Rune (18,000P)
- Flying Rune (22,000P)
- Cyclone Rune (18,000P)
- Mother Earth Rune (16,000P)
- Thunder Rune (19,000P)

**Rare Finds**
- Blue Gate Rune (50,000P)
- Phero Rune (50,000P)
- Star Tattoos (12,000P)
- Power Ring (14,000P)

**Miscellaneous Comments**

The best thing about Sapphier is that you can buy the Golden Hammer here. This item, when given to Tessa, gives him the ability to sharpen his weapons to Lv 16, the highest level. In addition to the treasures to be found at the Item Shop, you can also shop at the Rune Engraver's, which appears once you've defeated the final Boss of the game.

**Battle Against Lucia**

Waiting for you at the entrance of L’Renouille Castle is the strongest foe yet. This is the fight against the last, but it shouldn't differ too much from the last two. Lucia now attacks three times each round, with a combination of High and Fire-based spells and the main attack. However, if you add the strength of mages, they should last until the end of the battle.
SUIKODEN II

The Final Boss: The Silver Wolf

The Silver Wolf is made up of two magical parts: Left and Right Legs. The Silver Wolf is a whole creature, but it has the power to attack twice per turn. The Right Leg can attack twice per turn, while the Left Leg can only attack once per turn. The Right Leg has the power to resist physical attacks and use magic spells that deal damage. The Left Leg can attack with its own magic spells.

Leon and the Beast Rune

If you are on Silver Wolf's back, you can hit the Beast Rune to hit yourself. The Right Leg can also attack with its own magic spells.

Getting Closer!

Follow the hallways in the west wing of the castle to the main hall, where you will find the Beast Rune. The Beast Rune is a magical artifact that can be used to attack the Silver Wolf. If you have the Beast Rune, you can use it to hit the Silver Wolf.

Hero vs. Han

Han is a very strong character who can deal a lot of damage. He has a very fast attack speed and can hit multiple times in one turn. Han is a very powerful character who can deal a lot of damage.

Well, are you ready?

Once you have defeated the Silver Wolf, you can use the Beast Rune to attack the Silver Wolf again. The Right Leg can also attack with its own magic spells.

When you see the gold coins in the treasure chest, you can see Han's eyes glowing.

A Tale of Three Endings

Your party will receive the crowning achievement for defeating the Silver Wolf. You will receive the completed story of Suijoden II.
Ending One

You can also decide not to take the leadership role that’s offered. Instead, leave the castle and head back to Kyo.

It should come as no surprise to learn that your army wants you to become the leader of the new country that they are founding. Everyone is assembled in your main hall and they await your answer. Will you take the leadership of this new country named after your triumphant army?

Ending Two

Head to Tanegah Pass in the northwest corner of the Kyo region. Follow the path until it splits, then take the western path. The area should look somewhat familiar—i.e., after all, the site of the Unicorn Brigade Massacre. Continue up the path until you meet up with Joel at the meeting place by the waterfall.

If you did not recruit all 106 Stars in time, or if you did not react in time to save Nanami, the game automatically defaults to the second ending regardless of what you do during the Duel Battle. When offered the choice of recruiting or refusing the Black Sword Rune, you will find yourself unable to decline—no matter how hard you try!

Ending Three

Whether you attack Joel once or twice (don’t defeat him!) or simply defend against him throughout the entire duel, the duel ends between the two sides. Depending on your choice to take or refuse Joel’s Rune, the story will have a variety of outcomes.

The transfer of the Black Sword Rune signals the true end of the war.

At the end of the duel, Joel begs you to take possession of the Black Sword Rune. When you do, he dies peacefully and you end up returning to your Headquarters and becoming the leader of your newly revitalized kingdom.

The image shown at the very end of the credits changes to a sepia-toned picture of Hero, Joel, and Nanami, a clue of what the third ending has to offer.

Do this and the power of the Bright Shield Rune will heal Joel’s wounds, prompting another visit from Eckhart. The text is for you to discover.
**The Cast of Characters**

**Main Characters**

**Hero**
- Star: Tenka St.
- Age: Unknown
- Gender: Male
- **How to Obtain:** He’s the Hero of the story and you start out with him at the beginning of the game.
- **Equipment Classes:** Cap, Light Armor
- **Runes:** Bright Shield Rune, Resurrection Rune, Fire Breath Rune
- **Recommended Runes:** Blue Drops Rune

**Joel**
- Star: N.A.
- Age: 17
- Gender: Male
- **How to Obtain:** Hero’s best friend from childhood, the two are very much attuned to each other.
- **Equipment Classes:** Cap, Light Armor
- **Rune:** Black Sword Rune
- **Recommended Runes:** Black Sword Rune, Fire Rune, Lightning Rune

**Nanami**
- Star: Tenji St.
- Age: 16
- Gender: Female
- **How to Obtain:** The Hero’s adopted sister, an innocent girl who automatically joins your party when you reach Bereh Island.
- **Equipment Classes:** Cap, Light Armor
- **Rune:** Spark Rune, Balance Rune
- **Recommended Runes:** Spark Rune, Balance Rune

**Active Stars (71)**

These characters are the members of the 101 Stars who you can use in your traveling parties. If you are trying to get the best ending of the game, you must recruit all of them before you invade Rokka in Level 7 of the game.

**Abizboah**
- Star: Tenja St./Tenjo St.
- Age: 20
- Gender: Male
- **How to Obtain:** He’s the Hero’s best friend from childhood, the two are very much attuned to each other.
- **Equipment Classes:** Cap, Light Armor
- **Rune:** Black Sword Rune
- **Recommended Runes:** Black Sword Rune, Fire Rune, Lightning Rune

**Amada**
- Star: Chinmi St.
- Age: 25
- Gender: Male
- **How to Obtain:** Hero’s best friend from childhood, the two are very much attuned to each other.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Unicorn Rune

**Anita**
- Star: Tenjo St.
- Age: 20
- Gender: Female
- **How to Obtain:** You’ll find this woman in the Hero’s bar in Akita or the bar in Banjo. Do two of these three things for her and she’ll decide to join your party.
- **Equipment Classes:** Cap, Light Armor, Shields
- **Rune:** Falcon Rune
- **Recommended Runes:** Falcon Rune, Lightning Rune

**Ayda**
- Star: Chito St.
- Age: 28
- Gender: Female
- **How to Obtain:** Once your Castle has reached level 4, your party will recruit her.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** Great Hawk Rune, Earth Rune
- **Recommended Runes:** Great Hawk Rune, Earth Rune

**Badeaux**
- Star: Chito St.
- Age: 28
- Gender: Male
- **How to Obtain:** A sign on one of the gates (Makoto, etc.) tells you that she will recruit you in the Tower 3 in Makoto. If you defeat her, she will depart from your party.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Resurrection Rune, Killer Rune, Heaven Rune

**Bob**
- Star: Chito St.
- Age: 28
- Gender: Male
- **How to Obtain:** Once you complete the mission in the Tower 3 in Makoto, she will join your party.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Resurrection Rune, Killer Rune, Heaven Rune

**Clive**
- Star: Tenjo St.
- Age: 28
- Gender: Male
- **How to Obtain:** If you complete the mission in the Tower 3 in Makoto, she will join your party.
- **Equipment Classes:** Cap, Light Armor
- **Rune:** N.A.
- **Recommended Runes:** Resurrection Rune, Killer Rune

**Boligan**
- Star: Dingo St.
- Age: 28
- Gender: Male
- **How to Obtain:** A member of a traveling troop of Great Harps, he is the most powerful Great Harp in the game. He is recruited during the Great Harp battle in the Tower 3 in Makoto.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Fire Breath Rune

**Eilie**
- Star: Tenjo St.
- Age: 12
- Gender: Female
- **How to Obtain:** A member of a traveling troop of Great Harps, she is the most powerful Great Harp in the game. She is recruited during the Great Harp battle in the Tower 3 in Makoto.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Fire Rune, Lightning Rune

**Camus**
- Star: Chito St.
- Age: 28
- Gender: Male
- **How to Obtain:** He’s the Hero’s best friend from childhood, the two are very much attuned to each other.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Resurrection Rune, Killer Rune, Heaven Rune

**Chaco**
- Star: Tenjo St.
- Age: 12
- Gender: Male
- **How to Obtain:** You’ll find her in the Tower 3 in Makoto, she will join your party.
- **Equipment Classes:** Cap, Karate Uniform
- **Rune:** N.A.
- **Recommended Runes:** Resurrection Rune, Killer Rune, Heaven Rune
**Mondo**

**Star:** Chaos Star

**Age:** 35

**Gender:** Male

**How to Obtain:** You can enter Mondo's castle at Level 4 before your Castle reaches Level 5. Mondo is located in a high location and will not appear until you have defeated him. He is also encountered in the secret location of the game. To obtain Mondo, enter the castle at Level 4 and defeat him to gain access to the secret location.

**Recommended Runes:** Fire Rune, Earth Rune, Lightning Rune

---

**Oulan**

**Star:** Chakku Star

**Age:** 27

**Gender:** Female

**How to Obtain:** If you decide to take

**How to Obtain:** You can enter Zanpa's castle at Level 4 before your Castle reaches Level 5. To obtain Zanpa, enter his castle at Level 4 and defeat him to gain access to the secret location.

**Recommended Runes:** Ice Rune, Water Rune, Lightning Rune

---

**Pesmerga**

**Star:** Tenku Star

**Age:** Unknown

**Gender:** Male

**How to Obtain:** Once your Castle has reached Level 4, enter the Cave of the Wind and reach the area past the waterfall.

**Equipment Classes:** Helmet, Light Armor, Shield

**Recommended Runes:** Counter Rune

---

**Rikimaru**

**Star:** Chakku Star

**Age:** 31

**Gender:** Male

**How to Obtain:** First, you can find him

**How to Obtain:** After defeating Kaia, you can find him later in the game in Cochin Town.

**Recommended Runes:** Tira Rune

---

**Nina**

**Star:** Tenku Star

**Age:** 27

**Gender:** Female

**How to Obtain:** One of the students at

**How to Obtain:** Nina is located in the middle of the game. To obtain her, you must defeat her in battle or use the Fire Rune.

**Recommended Runes:** Ice Rune, Earth Rune

---

**Rina**

**Star:** Tenku Star

**Age:** 27

**Gender:** Female

**How to Obtain:** Members of a traveling

**How to Obtain:** To obtain Rina, you must defeat her in battle or use the Ice Rune.

**Recommended Runes:** Ice Rune, Water Rune, Lightning Rune

---

**Sasuke**

**Star:** Chakku Star

**Age:** 31

**Gender:** Male

**How to Obtain:** If you decide to take

**How to Obtain:** Sasuke is located in the secret location of the game. To obtain him, enter his castle at Level 4 and defeat him to gain access to the secret location.

**Recommended Runes:** Ice Rune, Water Rune, Phoenix Rune

---

**Shiro**

**Star:** Chakku Star

**Age:** 27

**Gender:** Female

**How to Obtain:** You can enter Shiro's castle at Level 4 before your Castle reaches Level 5. To obtain Shiro, enter his castle at Level 4 and defeat him to gain access to the secret location.

**Recommended Runes:** Counter Rune

---

**Sid**

**Star:** Chakku Star

**Age:** 31

**Gender:** Male

**How to Obtain:** Once you've recruited

**How to Obtain:** To obtain Sid, you must defeat him in battle or use the Earth Rune.

**Recommended Runes:** Resurrection Rune, Darkness Rune, Unicorn Rune

---

**Sheena**

**Star:** Chiyou Star

**Age:** 31

**Gender:** Male

**How to Obtain:** When your castle is at

**How to Obtain:** To obtain Sheena, you must defeat him in battle or use the Ice Rune.

**Recommended Runes:** Resurrection Rune, Fire Rune, Water Rune, Phoenix Rune

---

**Shino**

**Star:** Chiyou Star

**Age:** 27

**Gender:** Female

**How to Obtain:** You can enter Shinn's

**How to Obtain:** To obtain Shino, you must defeat her in battle or use the Ice Rune.

**Recommended Runes:** Ice Rune, Water Rune, Lightning Rune

---

**Sigfried**

**Star:** Tenku Star

**Age:** 31

**Gender:** Male

**How to Obtain:** Return to the Dandelion

**How to Obtain:** To obtain Sigfried, you must defeat him in battle or use the Fire Rune.

**Recommended Runes:** White Saint Rune

---

**Sierra**

**Star:** Tenku Star

**Age:** Unknown

**Gender:** Female

**How to Obtain:** The pale and sleepy

**How to Obtain:** To obtain Sierra, you must defeat her in battle or use the Ice Rune.

**Recommended Runes:** Dandelion Rune, Lightning Rune

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The Cast of Characters

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**SuiKODEN II**

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**PRIMA'S OFFICIAL STRATEGY GUIDE**
Simone Verdreci

Star: Chinlin Star
Age: 53
Gender: Female

How to Obtain: Once your Castle reaches Level 5, you will find him at
a tavern in a town near your Castle. Help him find his missing rune, and he will join your party.

Equipment Classes: Cap, Light Armor
Runes: NA
Recommended Runes: Double-Beat Rune

Tomo

Star: Tengu Star, Chinlin Star
Age: 41
Gender: Female

How to Obtain: After an event in which
Tomo asks you to return with him to his
home near Ryube, you will find her waiting
for her father's return. She will insist on joining
his fight against the upcoming threats.

Equipment Classes: Cap, Karate Uniform
Runes: Unicorn Rune
Recommended Runes: Unicorn Rune, Earth Rune

Stallion

Star: Tenkoku Star
Age: 28
Gender: Male

How to Obtain: Stallion claims to be
the finest person in the world. To recruit him, you'll
need to possess your running spells by fleeting (successfully)
so quickly. Stallion will keep track of how many you
have taken.

Equipment Classes: Cap, Light Armor
Runes: Thrive Rune
Recommended Runes: True Holy Rune, Wind Rune

Tai Ho

Star: Tenkoku Star
Age: 37
Gender: Male

How to Obtain: Return to Kasakha when
you need a warrior to take you to Lukowest
and Tenkoku (once you've won your Headquarters) and
win his help by looking him in a game of
Childsplay.

Equipment Classes: Cap, Karate Uniform
Runes: Thrive Rune
Recommended Runes: Jitter Rune

Tengaar

Star: Tenkoku Star
Age: 18
Gender: Female

How to Obtain: She automatically joins
your party alongside Gin after you win
your Headquarters.

Equipment Classes: Cap, Robe
Runes: Earth Rune
Recommended Runes: Earth Rune, Fire Rune

Valeria

Star: Tenkyo Star
Age: 39
Gender: Female

How to Obtain: Once you meet with
Lejlan in Grumithm, he offers you the use of either
Kuang or Valeria. You can only choose one; so choose
wisely.

Equipment Classes: Helm, Light Armor, Shields
Runes: Falcon Rune
Recommended Runes: Falcon Rune, Fire Rune

Viki

Star: Chinlin Star
Age: 21
Gender: Female

How to Obtain: This dark mage teleports
sights of you near the end of the forest
path in Malladi. Recruit her, and she'll help you teleport
to castles in your castle.

Equipment Classes: Cap, Robe
Rune: Blinking Rune
Recommended Runes: Blue Gate Rune, Blinking Rune

Viktor

Star: Tenkyo Star
Age: 22
Gender: Male

How to Obtain: One of the leaders of the
Mecchanic Fortress, Viktor automatically joins your party
after the first event in Ky stos City.

Equipment Classes: Cap, Light Armor
Runes: NA
Recommended Runes: Double-Joint Rune, Gate Rune

Vincent De Boule

Star: Chinlin Star
Age: 38
Gender: Unknown

How to Obtain: When your Castle reaches
Level 4, return to where you found
his statue in Kolu. Fill him in your party and he'll join
your army.

Equipment Classes: Cap, Light Armor, Shields
Rune: Wind Rune
Recommended Runes: Thrive Rune

Wakaba

Star: Chinlin Star
Age: 25
Gender: Female

How to Obtain: You will find this martial
artist outside the Armory in the
Forest Village. Once you reach Level 10 and your
Castle Level 2, she will join your party.

Equipment Classes: Cap, Karate Uniform
Rune: White Tiger Rune
Recommended Runes: White Tiger Rune, Fire Rune

Yoshino

Star: Tenkoku Star
Age: 23
Gender: Female

How to Obtain: Yoshino, Kyotos wife,
lives in her home in Kyotos where she can
often be found hanging out with her husband. If you
bring the two together after you've defeated your
Headquarters, she'll insist on joining the army to
honor her husband.

Equipment Classes: Cap, Karate Uniform
Rune: NA
Recommended Runes: Water Rune, Wind Rune

Zamza

Star: Chinlin Star
Age: 25
Gender: Male

How to Obtain: This strongman can be
found hanging out in the Inn in the Town Village or South
Windown City. Bring him along to increase your family
and he'll join your party.

Equipment Classes: Cap, Robe
Rune: Fire Dragon Rune
Recommended Runes: Fire Dragon Rune, Fire-Healing Rune
Support Stars

These characters cannot participate in your traveling parties (except in a very small capacity) but they are important nonetheless. Many of them are as Commanders of troops in your Army, while others run stores or provide other services in your Headquarters. Don’t forget to collect these characters in your quest to gather the 25 Stars.

Adlai
Star: Citizen Star
Age: 22
Gender: Male
How to Obtain: This wacky inventor lives in South Window. Once you’ve gained a Headquarters, talk to him and bring him the three items he asks for (Sacrificial Iron, Wooden Shield, and Wind Bane). Be sure to throw the third item at him and hopefully join your party!

Alberto
Star: Citizen Star
Age: 31
Gender: Male
How to Obtain: Once you’ve recruited both Annalize and Pero, return to Tinto City and tell Alberto in the Armored where he can find them.

Alex
Star: Citizen Star
Age: 36
Gender: Male
How to Obtain: After the fall of Music, Alex and Hilda take refuge in the South Window Inn. Once you’ve acquired a Headquarters for your army, return there and ask them to join you.

Annalize
Star: Citizen Star
Age: 17
Gender: Female
How to Obtain: When your Castle is Level 5, after you return from the Toran Republic, check Inns at the inn in South Window. Follow her to the gate in front of the city hall and ask her to join your party. You will only face her in battle as her Headquarters.

Apple
Star: Citizen Star
Age: 18
Gender: Female
How to Obtain: This skilled strategist appears in Tino after the burning and asks to be taken to Victor and Flik at the Mercenary Fortress. She joins automatically and manages your Army troops.

Barbara
Star: Citizen Star
Age: 36
Gender: Female
How to Obtain: This dedicated marksman weeks in the storkhouse in the Mercenary Fortress. After the fire, she will return the party after you’ve defeated Solen thee and obtained your Castle.

Boris
Star: Citizen Star
Age: 45
Gender: Male
How to Obtain: After the fall of Music, Boris is found in Forest Village. Talk to him and he’ll join your party.

Connell
Star: Citizen Star
Age: 45
Gender: Male
How to Obtain: Once your Castle reaches Level 10, take one of your Sound Senses and try to Connell in Forest Village. Allow the Sound Set to him and he’ll join your party.

Emelia
Star: Citizen Star
Age: 25
Gender: Female
How to Obtain: Emeila is the member of the New Leaf Academy. If you continue in her during your initial days there, she’ll appear on your Castle along with Shik and Jexes. If not, you’ll have to wait until you can liberate Greenhill before recruiting her.

Fitcher
Star: Citizen Star
Age: 30
Gender: Male
How to Obtain: After the fall of Music, Fitcher can be found in the Mercenary Fortress. He joins automatically and manages your Army troops.

Gilbert
Star: Citizen Star
Age: 30
Gender: Male
How to Obtain: Gilbert is a mercenary friend of Flik and Victor’s. Cook him for three days during the battle against Music. Flik and Music will first attack him and then direct him to your enemy attack. If he survives the battle, he’s yours!

Hans
Star: Citizen Star
Age: 42
Gender: Male
How to Obtain: You can find the entire story in Two Kingdoms. Invite him to create a shop at your Headquarters. If you require him to give you any money, remember to look for him in the inn again later on.

Hilda
Star: Citizen Star
Age: 35
Gender: Female
How to Obtain: After the fall of Music, Alex and Hilda take refuge in the South Window Inn. Once you’ve acquired a Headquarters for your army, return there and ask them to join your party.

Huan
Star: Citizen Star
Age: 35
Gender: Male
How to Obtain: Once you’ve acquired your Headquarters, this high-born automatically joins your army. You recruited it in South Window.

Jeane
Star: Citizen Star
Age: Unknown
Gender: Female
How to Obtain: After Greenhill falls to your army, you can find her in the Blaizewa Gate’s Shop in Two River. Speak to her to recite her.

Jess
Star: Citizen Star
Age: 24
Gender: Male
How to Obtain: The story of Jess is the same as the story of Alex and Hilda. Talk to him in the Blaizewa Gate’s classroom in the Academy and find out about the caplet shortage. Bring him more from Forest Village and he’ll join your party.

Jude
Star: Citizen Star
Age: 22
Gender: Male
How to Obtain: After you’ve located Greenhill City, talk to Jude in the Blaizewa Gate’s classroom in the Academy and find out about the caplet shortage. Bring him more from Forest Village and he’ll join your party.

Kiba
Star: Citizen Star
Age: 37
Gender: Male
How to Obtain: After the death of King Agger, you capture Kiba and Klaus in battle. Don’t put them to death and they will join your army.
**SUIKODEN II**

**Klaus**
- **Star:** Chibi Star
- **Age:** 19
- **Gender:** Male
- **How to Obtain:** After the death of King Agarest, you gather Johns and Kous in Suicide. Don’t pursue them to death and they will join your army.

**Lebrante**
- **Star:** Chibi Star
- **Age:** 60
- **Gender:** Male
- **How to Obtain:** This Apprentice found in Kita-Town is looking for a Leonardo Muse to add to his enormous collection. If your Castle is at Level 3 and you bring him one, he’ll move his operations to your Headquarters.

**Leona**
- **Star:** Chibi Star
- **Age:** 22
- **Gender:** Female
- **How to Obtain:** Leona automatically joins your party once your return from Ryaro City with Flik and Valero. She follows you to Maze and later to your New Castle automatically, where she is always available to help you choose members for your traveling parties.

**Marlowe**
- **Star:** Chibi Star
- **Age:** 20
- **Gender:** Male
- **How to Obtain:** Marlowe joins automatically after the events in Tinta.

**Maximillian**
- **Star:** Chibi Star
- **Age:** 63
- **Gender:** Male
- **How to Obtain:** This good squire meets you at the main entrance to Settou-Wada City once your Castle is at Level 3 and asks if you’ve defeated the Pirate. Listen to him and ask him to join you.

**Pico**
- **Star:** Chibi Star
- **Age:** 24
- **Gender:** Male
- **How to Obtain:** Once you’ve liberated Greerhill City, after you’ve recruited Yomare, speak to Pico in the Greerhill Inn and tell him of Annette’s whereabouts.

**Raura**
- **Star:** Chibi Star
- **Age:** Unknown
- **Gender:** Female
- **How to Obtain:** Raura is a friend of Leona’s who has traveled a long way. If you’ve already recruited Leona, you can easily convince Raura (who can turn Rune Crystals into Scrolls) to meet her friend at your Headquarters. Just make sure she’s still alive to find it.

**Richmond**
- **Star:** Chibi Star
- **Age:** 24
- **Gender:** Male
- **How to Obtain:** Once you’ve set up your Headquarters, return to Radat and talk to Richmond. If you can figure out why he keeps winning the coin toss (hint: talk to people in the bar), he’ll become your own personal informer.

**Ridley**
- **Star:** Chibi Star
- **Age:** 23
- **Gender:** Male
- **How to Obtain:** The leader of the Tensei faction, this commander joins your army after the battle against Highland in Toza River.

**Shu**
- **Star:** Chibi Star
- **Age:** 24
- **Gender:** Male
- **How to Obtain:** A master strategist who, assisted under Mathias with Apple, he now resides in Radat where he hidden a village. To activate him, follow him around town (going Richmond to help you find his next location), then search for the special coin he throws into the sluice.

**Taki**
- **Star:** Chibi Star
- **Age:** 42
- **Gender:** Male
- **How to Obtain:** Speak to this grandmama-potato woman in the house in the northwest corner of Leberme. Ask her three to four questions and she’ll infatiate that you want to let her join your army.

**Templeton**
- **Star:** Chibi Star
- **Age:** 14
- **Gender:** Male
- **How to Obtain:** Return to the wench who sold the Mercenary boss to you and find this young cartographer attempting to persuade the Highland guard to let him survey the land. Follow him to Tora Village and recruit him there.

**Tenkou**
- **Star:** Chibi Star
- **Age:** 97
- **Gender:** Male
- **How to Obtain:** When your Castle reaches Level 3, you can recruit this mage from his remnant in the house of the village of Tora Village. In return, he will tend to your Castle’s vegetable garden.

**Yam Koo**
- **Star:** Chibi Star
- **Age:** 26
- **Gender:** Male
- **How to Obtain:** Yam Koo automatically joins your party along with Tadoz when you defeat him in Chisittouin in Karloss Town.

**Yuzu**
- **Star:** Chibi Star
- **Age:** 10
- **Gender:** Female
- **How to Obtain:** Once you’ve recruited him and Tendo, this hero is now a candidate in the Seibvaan election. Help her catch them in the Kordel Forest and she’ll offer to lend you back your Castle.

**PRIMA’S OFFICIAL STRATEGY GUIDE**

**Tetsu**
- **Star:** Chibi Star
- **Age:** 42
- **Gender:** Male
- **How to Obtain:** While you are in the isolated portion of Two River City, fill a Fred Tacos. When you eat these, there is a probability of you becoming Teddy. Talk to Tetsu in Liverpool while suffering him at a positive status anomaly and 1% chance of finding Tetsu in your Castle.
**Extra Characters**

**Chukachula**
- **Age:** 6
- **How to Obtain:** After you've recruited Ahbwech and L'Roladia, return to your Castle and visit the docks.
- **Equipment:** N/A
- **Recommended Runes:** Water Rune

**Makumaku**
- **Age:** 6
- **How to Obtain:** Once you've recruited Makumiku, follow the same instructions and travel along the road between Greenhill City and a River. Eventually Makumaku will join you in battle.
- **Equipment:** N/A
- **Recommended Runes:** Blue Gate Rune, Water Rune

**Mikumiku**
- **Age:** 6
- **How to Obtain:** After you've recruited Makumiku and Makumaku, travel alone on the road between Greenhill City and Forest Village to find this capped squirrel.
- **Equipment:** N/A
- **Recommended Runes:** Wind Rune

**Mekumeku**
- **Age:** 6
- **How to Obtain:** To get the fourth squirrel you need to follow the road between Greenhill and the Forest Path to Matilda. He only appears once you've gotten the previous three to exist.
- **Equipment:** N/A
- **Recommended Runes:** Lightning Rune

**Mokumoku**
- **Age:** 6
- **How to Obtain:** The fifth squirrel is in the woods, one of them all to recruit. You'll find him wandering around the area south of Forest Village. (Be patient) He will show up—eventually!
- **Equipment:** N/A
- **Recommended Runes:** Earth Rune

**L'Roladia**
- **Age:** 68
- **How to Obtain:** Return to the island where you recruited Ahbwech in Timbo Mine with another Listening Rune. L'Roladia is not one of the 108 Stars and giving up your last Listening Rune to him means that you cannot recruit one of the other monsters who is (i.e., Skilled or Feather).
- **Equipment:** N/A
- **Rune:** Floating Rune, Blue Drops Rune
- **Recommended Runes:** Floating Rune, Blue Drops Rune
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<tr>
<th>Monster Name</th>
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**MONSTER & BOSS COMPENDIUM**

**SUlkoden II**

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**PRIMA'S OFFICIAL STRATEGY GUIDE**

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### PRIMA'S OFFICIAL STRATEGY GUIDE

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**MONSTER & BOSS COMPENDIUM**

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**MONSTER & BOSS COMPENDIUM**
**SUICODEN II**

**WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES**

## Weapons

All of your active characters bring their own weapons when they join your army. This saves you from having to find and buy expensive weapons. You will, however, have to upgrade their weapons periodically at the Blacksmiths scattered throughout the world of Suicoden II. Sharpening weapons is expensive, but the increase in power is worth it.

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<td>54</td>
<td></td>
</tr>
</tbody>
</table>

## PRIMA'S OFFICIAL STRATEGY GUIDE

### Two-Handed Swords

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Strength</th>
<th>Type</th>
<th>Damage</th>
<th>Earth</th>
<th>Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>Single</td>
<td>12</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>Single</td>
<td>18</td>
<td>54</td>
<td></td>
</tr>
</tbody>
</table>

### Spears

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Strength</th>
<th>Type</th>
<th>Damage</th>
<th>Earth</th>
<th>Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>Oak</td>
<td>12</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>Oak</td>
<td>18</td>
<td>54</td>
<td></td>
</tr>
</tbody>
</table>

### Axes

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Strength</th>
<th>Type</th>
<th>Damage</th>
<th>Earth</th>
<th>Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>Oak</td>
<td>12</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>Oak</td>
<td>18</td>
<td>54</td>
<td></td>
</tr>
</tbody>
</table>

### Claws

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Strength</th>
<th>Type</th>
<th>Damage</th>
<th>Earth</th>
<th>Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>Oak</td>
<td>12</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>Oak</td>
<td>18</td>
<td>54</td>
<td></td>
</tr>
</tbody>
</table>

### Bows

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Strength</th>
<th>Type</th>
<th>Damage</th>
<th>Earth</th>
<th>Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>Oak</td>
<td>12</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>Oak</td>
<td>18</td>
<td>54</td>
<td></td>
</tr>
</tbody>
</table>

**WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES**

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**Page 119**
PRIMA'S OFFICIAL STRATEGY GUIDE

UPGRADING YOUR WEAPONS AT THE BLACKSMITH'S

In a perfect world, highly trained Blacksmiths would be in each of the cities and villages you visit. However, this is war, and you have to take what's available. In Suikoden II, Blacksmiths are available in the following towns. The number in parentheses beside each town's name is the level to which the Blacksmith can sharpen your party's weapons:

Sydbee Village (LV 3)
Mercenary Festivus (LV 3)
Mouse City (LV 4)
Cronet Town (LV 5)
Kokus City (LV 6/7/11)
Greenhill City (LV 8)
Titoa City (LV 13)
Headquarters (LV 16)**

*After your victorious assault on the Wind City, you'll find that the skills of the Blacksmith in Kokus have increased greatly.
*Note that the listed towns and locations for various Blacksmiths are the towns you can upgrade your weapons up to at this level. Each Blacksmith increases the level to which you can upgrade your weapons.

Iron Hammer (LV 9)
Copper Hammer (LV 12)
Silver Hammer (LV 15)
Golden Hammer (LV 16)

Sharpening weapons is a costly but necessary facet of life. You should find that the cost of upgrading is the same everywhere you go.

<table>
<thead>
<tr>
<th>Level</th>
<th>Cost</th>
<th>Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>500P</td>
<td>10</td>
<td>11,000P</td>
</tr>
<tr>
<td>4</td>
<td>1,500P</td>
<td>11</td>
<td>27,000P</td>
</tr>
<tr>
<td>5</td>
<td>2,500P</td>
<td>12</td>
<td>35,000P</td>
</tr>
<tr>
<td>6</td>
<td>3,500P</td>
<td>13</td>
<td>43,000P</td>
</tr>
<tr>
<td>7</td>
<td>4,500P</td>
<td>14</td>
<td>52,000P</td>
</tr>
<tr>
<td>8</td>
<td>7,000P</td>
<td>15</td>
<td>60,000P</td>
</tr>
<tr>
<td>9</td>
<td>11,000P</td>
<td>16</td>
<td>70,000P</td>
</tr>
</tbody>
</table>

Equipment

While your active characters come with their own upgradable weapons, you still must equip them with the best armor, belts, shields, etc., available. The following tables, divided by equipment type, detail all of the equipment found in the world of Suikoden II. Of course, some equipment is more readily available than others, while others appear only under certain conditions.

I. Armor

<table>
<thead>
<tr>
<th>Name</th>
<th>DEF</th>
<th>Magic</th>
<th>Primary Source</th>
<th>Fire</th>
<th>Ice</th>
<th>Ice</th>
<th>Water</th>
<th>Wind</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robe</td>
<td>1</td>
<td>None</td>
<td>Antiques</td>
<td>100P</td>
<td>100P</td>
<td>100P</td>
<td>100P</td>
<td>100P</td>
</tr>
<tr>
<td>Tunic</td>
<td>2</td>
<td>None</td>
<td>Antiques</td>
<td>200P</td>
<td>200P</td>
<td>200P</td>
<td>200P</td>
<td>200P</td>
</tr>
<tr>
<td>Leather Coat</td>
<td>3</td>
<td>None</td>
<td>Antiques</td>
<td>300P</td>
<td>300P</td>
<td>300P</td>
<td>300P</td>
<td>300P</td>
</tr>
<tr>
<td>Brass Armor</td>
<td>4</td>
<td>None</td>
<td>Antiques</td>
<td>400P</td>
<td>400P</td>
<td>400P</td>
<td>400P</td>
<td>400P</td>
</tr>
<tr>
<td>Brass Hose</td>
<td>5</td>
<td>None</td>
<td>Antiques</td>
<td>500P</td>
<td>500P</td>
<td>500P</td>
<td>500P</td>
<td>500P</td>
</tr>
<tr>
<td>Katana Armor</td>
<td>10</td>
<td>Skill</td>
<td>Antiques</td>
<td>10,000P</td>
<td>10,000P</td>
<td>10,000P</td>
<td>10,000P</td>
<td>10,000P</td>
</tr>
<tr>
<td>Leather Armor</td>
<td>12</td>
<td>None</td>
<td>Antiques</td>
<td>20,000P</td>
<td>20,000P</td>
<td>20,000P</td>
<td>20,000P</td>
<td>20,000P</td>
</tr>
<tr>
<td>Chain Mail</td>
<td>16</td>
<td>None</td>
<td>Antiques</td>
<td>25,000P</td>
<td>25,000P</td>
<td>25,000P</td>
<td>25,000P</td>
<td>25,000P</td>
</tr>
<tr>
<td>Shiga Sait</td>
<td>17</td>
<td>None</td>
<td>Antiques</td>
<td>30,000P</td>
<td>30,000P</td>
<td>30,000P</td>
<td>30,000P</td>
<td>30,000P</td>
</tr>
</tbody>
</table>
### II. Helmets

<table>
<thead>
<tr>
<th>Name</th>
<th>DEF</th>
<th>Effect</th>
<th>Primary Source</th>
<th>Buy</th>
<th>Sell</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bandana</td>
<td>50</td>
<td>None</td>
<td>Armorer</td>
<td>50P</td>
<td>50P</td>
<td>C</td>
</tr>
<tr>
<td>Leather Hat</td>
<td>2</td>
<td>None</td>
<td>Armorer</td>
<td>2P</td>
<td>2P</td>
<td>C</td>
</tr>
<tr>
<td>Feathered Hat</td>
<td>3</td>
<td>None</td>
<td>Armorer</td>
<td>3P</td>
<td>3P</td>
<td>C</td>
</tr>
<tr>
<td>Pointed Hat</td>
<td>5</td>
<td>None</td>
<td>Armorer</td>
<td>5P</td>
<td>5P</td>
<td>C</td>
</tr>
<tr>
<td>Circlet</td>
<td>7</td>
<td>None</td>
<td>Armorer</td>
<td>7P</td>
<td>7P</td>
<td>C</td>
</tr>
<tr>
<td>Half Helmet</td>
<td>10</td>
<td>None</td>
<td>Armorer</td>
<td>10P</td>
<td>10P</td>
<td>C</td>
</tr>
<tr>
<td>Molle Helmet</td>
<td>12</td>
<td>Danger</td>
<td>Battle Mini Game</td>
<td>12P</td>
<td>12P</td>
<td>C</td>
</tr>
<tr>
<td>Silver Hat</td>
<td>14</td>
<td>None</td>
<td>Armorer</td>
<td>14P</td>
<td>14P</td>
<td>C</td>
</tr>
<tr>
<td>Full Helmet</td>
<td>20</td>
<td>None</td>
<td>Armorer</td>
<td>20P</td>
<td>20P</td>
<td>C</td>
</tr>
<tr>
<td>Wind Hat</td>
<td>24</td>
<td>Speed</td>
<td>Armorer</td>
<td>24P</td>
<td>24P</td>
<td>C</td>
</tr>
<tr>
<td>Flame Helmet</td>
<td>30</td>
<td>None</td>
<td>Armorer</td>
<td>30P</td>
<td>30P</td>
<td>C</td>
</tr>
<tr>
<td>Horned Helmet</td>
<td>35</td>
<td>None</td>
<td>Armorer</td>
<td>35P</td>
<td>35P</td>
<td>C</td>
</tr>
</tbody>
</table>

The Classes of Helmets are as follows: C = Cap, H = Helmet.

---

### III. Shields

<table>
<thead>
<tr>
<th>Name</th>
<th>DEF</th>
<th>Effect</th>
<th>Primary Source</th>
<th>Buy</th>
<th>Sell</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>0</td>
<td>None</td>
<td>Armorer</td>
<td>0P</td>
<td>0P</td>
<td>C</td>
</tr>
<tr>
<td>Mail Shield</td>
<td>2</td>
<td>None</td>
<td>Armorer</td>
<td>2P</td>
<td>2P</td>
<td>C</td>
</tr>
<tr>
<td>Steel Shield</td>
<td>7</td>
<td>None</td>
<td>Armorer</td>
<td>7P</td>
<td>7P</td>
<td>C</td>
</tr>
<tr>
<td>Bronze Shield</td>
<td>19</td>
<td>Armor</td>
<td>Armorer</td>
<td>19P</td>
<td>19P</td>
<td>C</td>
</tr>
<tr>
<td>Manganese</td>
<td>19</td>
<td>None</td>
<td>Armorer</td>
<td>19P</td>
<td>19P</td>
<td>C</td>
</tr>
</tbody>
</table>

The Classes of Shields are as follows: C = Cape, H = Helmet.
VII. Accessories

<table>
<thead>
<tr>
<th>Name</th>
<th>DEF</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holy Necklace</td>
<td>11</td>
<td>Magic Defense +5</td>
</tr>
<tr>
<td>Silver Necklace</td>
<td>17</td>
<td>Treasure Chest, def. Zombie (If in the fields around Tom)</td>
</tr>
<tr>
<td>Gold Necklace</td>
<td>21</td>
<td>Treasure Chest in Rockdale Castle</td>
</tr>
<tr>
<td>Wing Ornament</td>
<td>19</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Leggings</td>
<td>3</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Shield Pads</td>
<td>3</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Cowl Guards</td>
<td>3</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Belt of Strength</td>
<td>6</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Fire Emblem</td>
<td>7</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Gold Embroidery</td>
<td>10</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Blue Ribbon</td>
<td>6</td>
<td>Iron Shop</td>
</tr>
<tr>
<td>Star Earrings</td>
<td>8</td>
<td>Auto-recover 3HP</td>
</tr>
<tr>
<td>Sun Patch</td>
<td>4</td>
<td>Auto-recover 2HP</td>
</tr>
<tr>
<td>Fish Patch</td>
<td>6</td>
<td>Relapse magic +36</td>
</tr>
<tr>
<td>Rose Brooch</td>
<td>13</td>
<td>Auto-recover 2HP</td>
</tr>
<tr>
<td>Water Amulet</td>
<td>6</td>
<td>Rain in Mase</td>
</tr>
<tr>
<td>Thunder Amulet</td>
<td>9</td>
<td>Rain in Mase</td>
</tr>
<tr>
<td>Wind Amulet</td>
<td>12</td>
<td>Rain in Mase</td>
</tr>
<tr>
<td>Guard Ring</td>
<td>7</td>
<td>Two River Sowers</td>
</tr>
<tr>
<td>Magic Ring</td>
<td>12</td>
<td>Two River Sowers</td>
</tr>
<tr>
<td>Speed Ring</td>
<td>10</td>
<td>Two River Sowers</td>
</tr>
<tr>
<td>Power Ring</td>
<td>8</td>
<td>Two River Sowers</td>
</tr>
<tr>
<td>Skill Ring</td>
<td>9</td>
<td>Two River Sowers</td>
</tr>
<tr>
<td>Lucky Ring</td>
<td>12</td>
<td>Two River Sowers</td>
</tr>
</tbody>
</table>

Magical Scrolls

These items can be bought in Item Shops, located in Treasure Chests, and won from enemies. Basically, they are single-use magic spells, equivalent to the Level 1-3 spells attributed to the five Elemental Runes (Fire, Water, Lightning, Earth, and Wind). In addition to these, pre-made scrolls, you can also have Ra'ura custom-make scrolls from your Extra, unbound Rune Crystals once you've added her to your army's support staff.

Recovery Items

These items heal wounded comrades and cure some of those unusual maladies. All of these (except the Dragon License) can be bought at your local Item Shop and are good things to take on adventures.

<table>
<thead>
<tr>
<th>Name</th>
<th>Effect</th>
<th>Primary Source</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ice Medicine x3</td>
<td>100HP</td>
<td>Item Shop</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Meat Medicine x3</td>
<td>100HP</td>
<td>Item Shop</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Antitox x3</td>
<td>Recovery from Poison Status</td>
<td>Item Shop</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Thunder Drink x3</td>
<td>Recovery from Silence Status</td>
<td>Item Shop</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Fireballs</td>
<td>Recover from Balloon Status</td>
<td>Item Shop</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Dragon License</td>
<td>Everyone recovers 300P points</td>
<td>Guardian, only</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Stalactite Lasso</td>
<td>Ammunition eats Unconsciousness</td>
<td>Item Shop</td>
<td>100P</td>
<td>50P</td>
</tr>
<tr>
<td>Escape Talisman</td>
<td>Escape from a dungeon</td>
<td>Item Shop</td>
<td>50P</td>
<td>25P</td>
</tr>
</tbody>
</table>
### Unite Attack Items

Only certain characters can use these items, which are used to increase the chances of either succeeding at a special form of Climbing Mini-Game or strengthening the effects of their Unite Attack(s). These items can all be won from the Climbing Mini-Games in your Headquarters.

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Effect</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cup of Poisoning</td>
<td>Doubles the damage of the Bottled Attack and increases to 50% the chances of doing Knockdown with the Mandey Attack.</td>
<td>Rikimaru, Amada, Guinna, Koryu, Le Wen</td>
</tr>
<tr>
<td>Dog Whistle</td>
<td>Increases to 25% the chances of calling the 108 Koshin Attack.</td>
<td>Gengen, Gabocho</td>
</tr>
<tr>
<td>Invincible Smile</td>
<td>Increases the chances of Instant Death to 40% and doubles the damage of the Fairy Lad Attack.</td>
<td>Folk, Kannos</td>
</tr>
<tr>
<td>Teasure Set</td>
<td>Increases the chances of performing a second Family Attack to 50%.</td>
<td>Middles, Nanami</td>
</tr>
<tr>
<td>Lubricating Oil</td>
<td>Raises the strength of Gaipil's attacks and magic spells 15 times.</td>
<td>Meg</td>
</tr>
<tr>
<td>Millet Dunlop spike</td>
<td>All allied monsters except Bazeksu become capable of performing a Grenade Attack.</td>
<td>Badeaux</td>
</tr>
<tr>
<td>Rose Bouquet</td>
<td>Randomly given as first prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
<td>Simone and Vincent</td>
</tr>
<tr>
<td>Secret Writings</td>
<td>Randomly given as first prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
<td>Kasumi, Monso</td>
</tr>
<tr>
<td>Sexy Wink</td>
<td>Randomly given as second prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
<td>Leliana, Riuka, Karen</td>
</tr>
</tbody>
</table>

### Miscellaneous Items

In this action (roll) find tables of items that are used in the Trading Mini-Games, and the other parts of the Headquarters System. Most of these cannot be found in stores. Instead, if you wish, you may go shopping in stores or to the Blacksmith. Different monsters are the best ways to win some of the more easily and powerful things.

#### I. Plot Items

<table>
<thead>
<tr>
<th>Name</th>
<th>Purpose</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Henchmen’s Fortess</td>
<td>Pick up when asked to negotiate the warehouse in the Mercenary Fortress.</td>
<td>Get when asked to negotiate the warehouse in the Mercenary Fortress.</td>
</tr>
<tr>
<td>Harvesting Aura</td>
<td>Spends 1000P to play.</td>
<td>Get when asked to go shopping in Route Village.</td>
</tr>
<tr>
<td>Garment Set</td>
<td>A cloth for pushing the floor dented with oil.</td>
<td>Given to you by Paul when you’ve asked to clear the dungeon.</td>
</tr>
<tr>
<td>Wooden Asket</td>
<td>Obtain when asked to run an errand for Pinta.</td>
<td>What you find; find once you’ve cleaned up the oil.</td>
</tr>
<tr>
<td>Round Table</td>
<td>Opens a door in Sinder Ruins.</td>
<td>Purchase in the Item Shop in Rune for 5000P</td>
</tr>
<tr>
<td>Triangular Plate</td>
<td>Opens the chest in Sinder Ruins.</td>
<td>Get from a pedestal in the Sinder Ruins, or from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Square Plate</td>
<td>Opens the chest in Sinder Ruins.</td>
<td>Get from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Healing Herb</td>
<td>Heals to heal 100% of your illness.</td>
<td>Get from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Entry Permit</td>
<td>EDP Papers necessary to enter Maura.</td>
<td>Get from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Highland Helmet</td>
<td>Increases the damage of the Highland Camp.</td>
<td>Obtain from an item shop in the Sinder Ruins.</td>
</tr>
<tr>
<td>References</td>
<td>Secret letter sent to Shin during the confrontation with Naka Hida.</td>
<td>Obtain from Pinta when you enter the Sinder Ruins.</td>
</tr>
<tr>
<td>Key</td>
<td>Obtain from Shin when you enter the Sinder Ruins.</td>
<td>Get from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Item</td>
<td>Obtain by speaking to a person within the Forest Village.</td>
<td>Get from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Two Packages</td>
<td>Obtain from Levino.</td>
<td>Get from a pedestal in the Sinder Ruins.</td>
</tr>
<tr>
<td>Blinking Mirror</td>
<td>Obtain from the Headquarters instantly.</td>
<td>Get from the Headquarters during the Final battle.</td>
</tr>
<tr>
<td>Silk Map</td>
<td>Makes a good map appear in the bottom left corner while on the World Map.</td>
<td>Obtain from a pedestal in the Sinder Ruins.</td>
</tr>
</tbody>
</table>

#### II. Bathing Items (and other "equipable" items)

<table>
<thead>
<tr>
<th>Item Name</th>
<th>Description</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soapsome</td>
<td>A container for all soapsom for use in the bath.</td>
<td>Randomly given as second prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
</tr>
<tr>
<td>Rubber Duck</td>
<td>A rubber duck used in the bath.</td>
<td>Randomly given as second prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
</tr>
<tr>
<td>Toy Boat</td>
<td>A boat that can be used in the bath water.</td>
<td>Randomly given as second prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
</tr>
<tr>
<td>Sunglasses</td>
<td>Protects against the damage from light-based attacks.</td>
<td>Randomly given as second prize when you pay the 10,000P entry fee for the Climbing Mini-Game.</td>
</tr>
</tbody>
</table>
III. Magical Stones

<table>
<thead>
<tr>
<th>Name of Defense</th>
<th>Effect</th>
<th>Source</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stone of Defense</td>
<td>Raises a character’s Defense 1-3 points</td>
<td>Found in Treasure Chest</td>
<td>1,000P</td>
</tr>
<tr>
<td>Stone of Magic</td>
<td>Raises a character’s Magic 1-3 points</td>
<td>Found in Treasure Chest</td>
<td>1,000P</td>
</tr>
<tr>
<td>Stone of Power</td>
<td>Raises a character’s Power 1-3 points</td>
<td>Found in Treasure Chest</td>
<td>1,000P</td>
</tr>
<tr>
<td>Stone of Speed</td>
<td>Raises a character’s Speed 1-3 points</td>
<td>Found in Treasure Chest</td>
<td>1,000P</td>
</tr>
</tbody>
</table>

V. Trading and Curio Items

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Source</th>
<th>Estimated Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mayonnaise</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>2,000P</td>
</tr>
<tr>
<td>Red Pepper</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Salt</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>900P</td>
</tr>
<tr>
<td>Soy Sauce</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>700P</td>
</tr>
<tr>
<td>Times</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>500P</td>
</tr>
<tr>
<td>Ancient Text</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>300P</td>
</tr>
<tr>
<td>Blue Dragon Urn</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>200P</td>
</tr>
<tr>
<td>Book</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Card</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Celadon Urn</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Chinese Dish</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Corgi</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Deer Antler</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Family Unit</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Flower Pattern</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Fluff</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Fur</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Gold Bar</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Gratitude</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Holy Berry</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Japanese Dish</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Mask</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Native Costume</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Oregon Lion</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Pearl</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Peacock Tail</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Porcelain Urn</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Rune</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Vase</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Vice</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Wide Urn</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Wooden Amulet</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Black Urn</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Rosary</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Fine Bone China</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Ladders</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Horse Head</td>
<td>Item for Trading System and condition for Cooking</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Karen’s Portrait A</td>
<td>Item that you can sell as a curio at an Item Shop</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
<tr>
<td>Karen’s Portrait B</td>
<td>Item that you can sell as a curio at an Item Shop</td>
<td>Trade Center at South Window</td>
<td>100P</td>
</tr>
</tbody>
</table>

VI. Guardian Deity Pieces

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Source</th>
<th>Estimated Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragon Plains 1</td>
<td>Guardian Deity Item: blueprint for the Dragon’s skin</td>
<td>Trade Center at South Window</td>
<td>2,000P</td>
</tr>
<tr>
<td>Dragon Plains 2</td>
<td>Guardian Deity Item: blueprint for the Dragon’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Dragon Plains 3</td>
<td>Guardian Deity Item: blueprint for the Dragon’s body</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Dragon Plains 4</td>
<td>Guardian Deity Item: blueprint for the Dragon’s body</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorns Plains 1</td>
<td>Guardian Deity Item: blueprint for the Unicorns’ skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorns Plains 2</td>
<td>Guardian Deity Item: blueprint for the Unicorns’ skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorns Plains 3</td>
<td>Guardian Deity Item: blueprint for the Unicorns’ skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorns Plains 4</td>
<td>Guardian Deity Item: blueprint for the Unicorns’ skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorn Plains 1</td>
<td>Guardian Deity Item: blueprint for the Unicorn’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorn Plains 2</td>
<td>Guardian Deity Item: blueprint for the Unicorn’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Unicorn Plains 3</td>
<td>Guardian Deity Item: blueprint for the Unicorn’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Rabbit Plains 1</td>
<td>Guardian Deity Item: blueprint for the Rabbit’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Rabbit Plains 2</td>
<td>Guardian Deity Item: blueprint for the Rabbit’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Rabbit Plains 3</td>
<td>Guardian Deity Item: blueprint for the Rabbit’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Rabbit Plains 4</td>
<td>Guardian Deity Item: blueprint for the Rabbit’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Turtle Plains 1</td>
<td>Guardian Deity Item: blueprint for the Turtle’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Turtle Plains 2</td>
<td>Guardian Deity Item: blueprint for the Turtle’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Turtle Plains 3</td>
<td>Guardian Deity Item: blueprint for the Turtle’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Turtle Plains 4</td>
<td>Guardian Deity Item: blueprint for the Turtle’s skin</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
</tbody>
</table>

VI. Blacksmith Items

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Source</th>
<th>Estimated Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron Hammer</td>
<td>Blacksmith Item: used to upgrade weapons in IV 9</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Copper Hammer</td>
<td>Blacksmith Item: used to upgrade weapons in IV 13</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Silver Hammer</td>
<td>Blacksmith Item: used to upgrade weapons in IV 15</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Golden Hammer</td>
<td>Blacksmith Item: used to upgrade weapons in IV 16</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
</tbody>
</table>

Weapone, Equipment, Items, Turks, Rums, and Other Collectibles

PRIMA'S OFFICIAL STRATEGY GUIDE

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Source</th>
<th>Estimated Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mother Mind</td>
<td>Item that you can sell as a curio at an Item Shop</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Mother Spirit</td>
<td>Item that you can sell as a curio at an Item Shop</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Mother Love</td>
<td>Item that you can sell as a curio at an Item Shop</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
<tr>
<td>Mother Nature</td>
<td>Item that you can sell as a curio at an Item Shop</td>
<td>Trade Center at South Window</td>
<td>1,000P</td>
</tr>
</tbody>
</table>

Additional Notes: Get inside Hero’s House when you escape from Shiny. Win from Minigame: 58,000P. Get inside Hero’s House when you escape from Shiny. Win from Minigame: 400,000P. Get inside Hero’s House when you escape from Shiny. Win from Minigame: 700,000P. Get inside Hero’s House when you escape from Shiny. Win from Minigame: 1,000,000P.
VII. Library Items

Name | Description
--- | ---
Old Book Vol. 1 | Library Item: book with Cecco's map
Old Book Vol. 2 | Library Item: book with treasure map
Old Book Vol. 3 | Library Item: book with treasure map
Old Book Vol. 4 | Library Item: book with treasure map
Old Book Vol. 5 | Library Item: book with the legend of the 37 True Runes
Old Book Vol. 6 | Library Item: book with a recipe for a potion
Old Book Vol. 7 | Library Item: book about Cecco’s work on the warfront
Old Book Vol. 8 | Library Item: book with the story of Cecco’s life
Old Book Vol. 9 | Library Item: book with treasure map
Old Book Vol. 10 | Library Item: book about Cecco’s work on the warfront
Old Book Vol. 11 | Library Item: book about Cecco’s work on the warfront

VIII. Window Items

Name | Description
--- | ---
Window Set 1 | Win from Tiger in Craggy Pass
Window Set 2 | Win from Flying Lizard in Mountain Pass to Pinto
Window Set 3 | Win from Craggy Pass to Pinto
Window Set 4 | Win from Pinto to Craggy Pass
Window Set 5 | Win from Craggy Pass to Pinto
Window Set 6 | Win from Pinto to Craggy Pass
Window Set 7 | Win from Craggy Pass to Pinto

IX. Sound Set Items

Name | Description
--- | ---
Sound Set 1 | Get from Eila during the Clashes and Events event in Miera
Sound Set 2 | Get from Cecco’s notes in the secret passageway to the Matilda Knight
Sound Set 3 | Get from Cecco’s notes in the secret passageway to the Matilda Knight
Sound Set 4 | Get from Cecco’s notes in the secret passageway to the Matilda Knight
Sound Set 5 | Get from Cecco’s notes in the secret passageway to the Matilda Knight
Sound Set 6 | Get from Cecco’s notes in the secret passageway to the Matilda Knight
Sound Set 7 | Get from Cecco’s notes in the secret passageway to the Matilda Knight

X. Ingredient Items

Name | Description
--- | ---
Cabbage Seeds | Becomes the Cabbage Ingredient
Potato Seeds | Becomes the Potato Ingredient
Spinach Seeds | Becomes the Spinach Ingredient
Tomato Seeds | Becomes the Tomato Ingredient
Chick | Becomes the Chicken Ingredient
Pork | Becomes the Pork Ingredient
Sheep | Becomes the Sheep Ingredient
Chicken | Becomes the Chicken Ingredient
Beef | Becomes the Beef Ingredient

Primary Source:
On top of the stand to the right in Tatsuro's house in Lakeview
Get from a person in the right most house in Pinto
Get from Tatsuro in the post office in Lakeview
Get from the shop in Lakeview
Get from the shop in Lakeview
Get from the shop in Lakeview
Get from the shop in Lakeview
Get from the shop in Lakeview
Get from the shop in Lakeview
Get from the shop in Lakeview

Restaurant Recipes

Name | Description | Primary Source
--- | --- | ---
Tango Soup | From the Chef's House in Pinto
Tomato Soup | From the Chef's House in Pinto
Oishi | From the Chef's House in Pinto
Salad | From the Chef's House in Pinto
Cheese Pie | From the Chef's House in Pinto
Baked Chicken | From the Chef's House in Pinto
Ice Cream | From the Chef's House in Pinto
Quiche | From the Chef's House in Pinto
Sandwich | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
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Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pinto
Fried Fish | From the Chef's House in Pito
Runes

Runes are the major source of magic in the world of *Suikoden II*. They are found encased in sealed crystals and can only be released by a Rune master at the point that he or she is embedding them into your character's skin. Characters can wear runes on their right and left arms as well as their forehead, depending on the character's proficiency in mastering the rune arts. You can also place runes in your character's weapons (many statues can only be embedded in a character's weapon) causing extra damage or other special effects when that weapon successfully hits a monster.

The following tables list all the runes found in the game.

I. Magic Runes
These runes are the only ones that allow your characters to cast actual magical spells. As your character increases in level and becomes more proficient in magic, he or she will be able to cast more spells and at higher levels.

Rune of the Bright Shield

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Great Blessing</td>
<td>Recovers 70HP to all party members</td>
</tr>
<tr>
<td>2</td>
<td>Shining Light</td>
<td>1,000HP damage to all enemies</td>
</tr>
<tr>
<td>3</td>
<td>Chant of Might</td>
<td>Recovers 300HP to all party, Berserk (50%)</td>
</tr>
<tr>
<td>4</td>
<td>Forbidding Song</td>
<td>Recovers 2,000HP to all party, remaining does damage to simple enemies</td>
</tr>
</tbody>
</table>

Rune of the Black Sword

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Flashing Justice</td>
<td>1,200HP damage to simple enemies</td>
</tr>
<tr>
<td>2</td>
<td>Twisting Blade</td>
<td>1,000HP damage to all enemies, 50% chance of Instant Death</td>
</tr>
<tr>
<td>3</td>
<td>piercing Shot</td>
<td>700HP damage to simple enemies</td>
</tr>
<tr>
<td>4</td>
<td>Hungry Friend</td>
<td>1,200HP damage to all enemies</td>
</tr>
</tbody>
</table>

Blinking Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Red Eye</td>
<td>Teleports one monster, teleport one ally when fails</td>
</tr>
<tr>
<td>2</td>
<td>Red Eye</td>
<td>Teleports you and drops something on a monster's head; 1,500HP damage to all enemies; if fails, teleport something on ally's head</td>
</tr>
<tr>
<td>3</td>
<td>Blue Gate</td>
<td>Teleports all monsters, teleports all allies except the caster</td>
</tr>
</tbody>
</table>

Blue Gate Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Open Gate</td>
<td>500HP damage to lone monsters</td>
</tr>
<tr>
<td>2</td>
<td>Capital Road</td>
<td>1,500HP damage to all monsters</td>
</tr>
<tr>
<td>3</td>
<td>Pale Palace</td>
<td>500HP damage to all monsters</td>
</tr>
<tr>
<td>4</td>
<td>Empty World</td>
<td>500HP damage to all monsters, 90HP damage to party allies</td>
</tr>
</tbody>
</table>

Darkness Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Prince of Death</td>
<td>Kills one monster</td>
</tr>
<tr>
<td>2</td>
<td>Slayer of Souls</td>
<td>300HP damage to one monster, split the damage over both sides, HP recovered</td>
</tr>
<tr>
<td>3</td>
<td>Final Blow</td>
<td>Kills one row of monsters, 500HP damage to enemies not affected</td>
</tr>
<tr>
<td>4</td>
<td>Black Shadow</td>
<td>300HP damage to all monsters</td>
</tr>
</tbody>
</table>

Resurrection Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Healing Hands</td>
<td>300HP damage to one monster, 2 damage to allied</td>
</tr>
<tr>
<td>2</td>
<td>Health of the Dead</td>
<td>Recovers 3,000HP to four allied</td>
</tr>
<tr>
<td>3</td>
<td>Chant of Rebirth</td>
<td>400HP damage to all monsters, 2 damage to Medusa</td>
</tr>
<tr>
<td>4</td>
<td>Scream</td>
<td>Recovers 300HP for all party members</td>
</tr>
</tbody>
</table>

White Saint Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shining Saint</td>
<td>120HP damage to one monster</td>
</tr>
<tr>
<td>2</td>
<td>Shining Pill</td>
<td>1,000HP damage to one monster</td>
</tr>
<tr>
<td>3</td>
<td>Shining Sword</td>
<td>200HP damage to one monster</td>
</tr>
<tr>
<td>4</td>
<td>Shining Shield</td>
<td>1,200HP damage to all monsters</td>
</tr>
</tbody>
</table>

Fire Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Flaming Arrow</td>
<td>600HP damage to all monsters</td>
</tr>
<tr>
<td>2</td>
<td>Wall of Fire</td>
<td>1,500HP damage to a row of monsters</td>
</tr>
<tr>
<td>3</td>
<td>Dancing Flames</td>
<td>500HP damage to all monsters</td>
</tr>
<tr>
<td>4</td>
<td>Big Explosion</td>
<td>700HP damage to all monsters</td>
</tr>
</tbody>
</table>

Weapon Effects: Supplemental, Fire-based damage; inflicts 1/4 damage given by direct attack.

Rage Rune

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wall of Fire</td>
<td>1,500HP damage to a row of monsters</td>
</tr>
<tr>
<td>2</td>
<td>Dancing Flames</td>
<td>300HP damage to all monsters</td>
</tr>
<tr>
<td>3</td>
<td>Big Explosion</td>
<td>700HP damage to all monsters</td>
</tr>
<tr>
<td>4</td>
<td>Final Flame</td>
<td>900HP damage to all monsters</td>
</tr>
</tbody>
</table>

Weapon Effects: Supplemental, Fire-based damage, inflicts 1/2 damage given by direct attack.

PRIMA'S OFFICIAL STRATEGY GUIDE
**Water Rune**

- **Buy**: 7,900 GP
- **Sell**: 3,950 GP
- **Source**: Rune Engraver in the River, etc.

**Effects**
1. **Kindness Drops**
   - Completes heals one party member
2. **Protection Mist**
   - Increases party's ability to repel magic by 20% (lasts three turns)
3. **Kindness Rain**
   - Recovers 500 HP for all party members
4. **Silent Lake**
   - No one can use magic for three turns (both enemies and allies)

**Weapon Effects**: During battle, this recovers SHP per turn.

---

**Earth Rune**

- **Buy**: 4,400 GP
- **Sell**: 2,200 GP
- **Source**: Rune Engraver in More, etc.

**Effects**
1. **Clay Guardian**
   - Increases the defense of one character
2. **Recovery Earth**
   - Makes one character's Counterattack chance 100% (lasts three turns)
3. **Cannon Defense**
   - Repels all magic for one round
4. **Quivering Earth**
   - 800 HP damage for all earthbound monsters

**Weapon Effects**: Defense strength +5; during battle recovers SHP per turn.

---

**Mother Earth Rune**

- **Buy**: 7,600 GP
- **Sell**: 3,800 GP
- **Source**: Lucky Find in the Gregorinstein Rune Engraver or get from Gregorinstein beating Schamorin

**Effects**
1. **Revenge Earth**
   - Makes one character's Counterattack chance 100% (lasts three turns)
2. **Cannon Defense**
   - Repels all magic for one round
3. **Guardian Earth Cage**
   - 800 HP damage for all earthbound monsters
4. **Guardian Earth Cage**
   - Increases the entire party's defense strength and magical defense strength by 30% (lasts five turns)

**Weapon Effects**: Defense strength +15; during battle recovers SHP per turn.

---

**Flowing Rune**

- **Buy**: 22,000 GP
- **Sell**: 11,000 GP
- **Source**: Lucky Find in the Gregorinstein Rune Engraver or get from Gregorinstein beating Schamorin

**Effects**
1. **Protection Mist**
   - Increases party's ability to repel magic by 20% (lasts three turns)
2. **Kindness Rain**
   - Recovers 500 HP for all party members
3. **Silent Lake**
   - No one can use magic for three turns (both enemies and allies)
4. **Mother Ocean**
   - Recovers all of a party member's HP even if "unable to fight"

**Weapon Effects**: During battle, this recovers SHP per turn.

---

**Wind Rune**

- **Buy**: 5,000 GP
- **Sell**: 2,500 GP
- **Source**: Rune Engraver in Smile, Window, etc.

**Effects**
1. **Wind of Sleep**
   - Puts a roof at everyone within 100 HP
2. **Healing Wind**
   - Completely heals one character
3. **The Shredding**
   - 450 HP damage to all monsters
4. **Storm Warning**
   - Counteracts the damage from the next magic spell cast

**Weapon Effects**: Increases by 5% the possibility of repelling magic.

---

**Lightning Rune**

- **Buy**: 6,000 GP
- **Sell**: 3,000 GP
- **Source**: Rune Engraver in Smile, Window, etc.

**Effects**
1. **Angry Blow**
   - 1000 HP damage to one monster
2. **Running Thunder**
   - 1200 HP damage to one vertical line of monsters
3. **Rock of Wrath**
   - 1000 HP damage to one monster
4. **Torch Shout**
   - 1000 HP damage to one monster

**Weapon Effects**: Supplemental. Thunder-based damage, inflicts 1/2 damage given by direct attack.

---

**Cyclone Rune**

- **Buy**: 16,000 GP
- **Sell**: 8,000 GP
- **Source**: A rare, specially crafted item, found in a gilded statue in the higher reaches of the Train's office

**Effects**
1. **Healing Wind**
   - Completely heals one character
2. **The Shredding**
   - 450 HP damage to all monsters
3. **Storm Warning**
   - Counteracts the damage from the next spell cast
4. **Shining Wind**
   - Inflicts 500 HP damage to all enemies and recovers 500 HP for all party members

**Weapon Effects**: Increases by 15% the possibility of repelling magic.
II. Special Attack Runes

<table>
<thead>
<tr>
<th>Name of Rune</th>
<th>Buy</th>
<th>Sell</th>
<th>Primary Source</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sky Rune</td>
<td>4,500P</td>
<td>3,500P</td>
<td>Defense Chest in Greenhill Forest</td>
<td>Absorbs enemy's HP and recovers your own HP.</td>
</tr>
<tr>
<td>Dymn Rune</td>
<td>4,500P</td>
<td>3,500P</td>
<td>Defense Chest in Greenhill Forest</td>
<td>Transfers your own Status Anomalies onto other characters.</td>
</tr>
<tr>
<td>Greir Rune</td>
<td>7,000P</td>
<td>5,000P</td>
<td>Rune Engraver at Rockpit, etc.</td>
<td>Increases the number of times you can cast Level 2 Magic by one and increases the number of times you can cast Level 1 spells by two.</td>
</tr>
<tr>
<td>Great Hawk Rune</td>
<td>7,500P</td>
<td>5,750P</td>
<td>Rune Engraver in Radiad, etc.</td>
<td>For characters who use axes, increases damage against one row of enemies when attack, destroys balance.</td>
</tr>
<tr>
<td>Rigan Rune</td>
<td>6,000P</td>
<td>4,000P</td>
<td>Rune Engraver in Greenhill Forest</td>
<td>For characters who use bows, changes bow attack into attacks against all enemies (damage x 2).</td>
</tr>
<tr>
<td>Lion Rune</td>
<td>10,000P</td>
<td>7,000P</td>
<td>Rune Engraver in Greenhill Forest</td>
<td>For characters who use claws, damage from special attacks increased 1.5 times. Ability points for Magic and Rave On, etc.</td>
</tr>
<tr>
<td>Nymph Rune*</td>
<td>5,000P</td>
<td>3,500P</td>
<td>Rune Engraver in Greenhill Forest</td>
<td>Changes effect based on Luck Points.</td>
</tr>
<tr>
<td>Pixie Rune</td>
<td>4,500P</td>
<td>2,250P</td>
<td>Rune Engraver in Greenhill Forest</td>
<td>For characters who use staffs, attacks become 1.5 range; damage from Magic Points increases 1.5 times.</td>
</tr>
<tr>
<td>Sylv Rune</td>
<td>6,000P</td>
<td>3,000P</td>
<td>Rune Engraver in Muse, etc.</td>
<td>Decreases your HP up to 1/5 and inflicts 1/5 of that on your entire party.</td>
</tr>
<tr>
<td>Tlam Rune</td>
<td>6,000P</td>
<td>3,000P</td>
<td>Rune Engraver in Muse, etc.</td>
<td>For characters who use two-handed weapons, makes your attack turn happen last and increases your attack strength 1.5 times.</td>
</tr>
<tr>
<td>Unicorn Rune</td>
<td>8,000P</td>
<td>3,000P</td>
<td>Rune Engraver in Muse, etc.</td>
<td>For characters who use spears, increases damage against one column of enemies; defense strength becomes 0 on the next turn.</td>
</tr>
<tr>
<td>Viper Rune</td>
<td>8,500P</td>
<td>3,000P</td>
<td>Rune Engraver in Two River City, etc.</td>
<td>For characters who use one-handed weapons: Hit Ratio becomes 1/3 and Hit, makes instant Death possible.</td>
</tr>
</tbody>
</table>

* Nymph Rune Attacks
The Nymph Rune assigns an attack randomly depending upon the character's Luck Stat. The best characters to embed this item (in order): Nya, Hero, Meg, Millie, Hlo.

III. Runes That Have Special Effects

<table>
<thead>
<tr>
<th>Name of Rune</th>
<th>Buy</th>
<th>Sell</th>
<th>Primary Source</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Champion's Rune</td>
<td>85,000P</td>
<td>65,000P</td>
<td>Treasure Chest in Luritania</td>
<td>Absorbs enemy's HP and recovers your own HP.</td>
</tr>
<tr>
<td>Fortune Rune</td>
<td>-</td>
<td>10,000P</td>
<td>Guardian Deity Event</td>
<td>Doubles the amount of experience you acquire from enemies.</td>
</tr>
<tr>
<td>Prosperity Rune</td>
<td>-</td>
<td>75,000P</td>
<td>Guardian Deity Event</td>
<td>Doubles the amount of runes you acquire from enemies.</td>
</tr>
<tr>
<td>True Holy Rune</td>
<td>-</td>
<td>100,000P</td>
<td>character: Stalinn</td>
<td>Speeds up the rate of travel on the Final Map and enables you to castle bonus (except those that are mutually compatible) with 100% probability.</td>
</tr>
</tbody>
</table>

IV. Runes That Give the Wearer Special Abilities

<table>
<thead>
<tr>
<th>Name of Rune</th>
<th>Buy</th>
<th>Sell</th>
<th>Primary Source</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alert Rune</td>
<td>5,000P</td>
<td>3,000P</td>
<td>Investigate the barrel lined up near the docks in Runner</td>
<td>For last turn the character wearing this Rune becomes Alarm.</td>
</tr>
<tr>
<td>Balance Rune</td>
<td>4,000P</td>
<td>2,500P</td>
<td>Defeat Speake</td>
<td>Deals damage x 2 if counter-attacked.</td>
</tr>
<tr>
<td>Barrier Rune</td>
<td>7,000P</td>
<td>4,000P</td>
<td>Defeat Assailants</td>
<td>Decorate your castle with Urn, etc.</td>
</tr>
<tr>
<td>Counter Rune</td>
<td>2,500P</td>
<td>1,500P</td>
<td>Guardian Deity Event</td>
<td>Increases Counterattack Ratio by 5 times.</td>
</tr>
<tr>
<td>Double-Bite Rune</td>
<td>3,000P</td>
<td>1,500P</td>
<td>Guardian Deity Event</td>
<td>Increases damage by 1.5 times.</td>
</tr>
<tr>
<td>Double-strike Rune</td>
<td>3,000P</td>
<td>1,500P</td>
<td>Guardian Deity Event</td>
<td>Increases damage by 2.0 times.</td>
</tr>
<tr>
<td>Draining Rune</td>
<td>50,000P</td>
<td>30,000P</td>
<td>Guardian Deity Event</td>
<td>Increases damage by 3.0 times.</td>
</tr>
<tr>
<td>Fire Sealing Rune</td>
<td>4,000P</td>
<td>1,500P</td>
<td>Guardian Deity Event</td>
<td>Increases damage by 4.0 times.</td>
</tr>
<tr>
<td>Freeze Rune</td>
<td>1,500P</td>
<td>750P</td>
<td>Defeat Airship</td>
<td>Increases attack strength 1.5 times.</td>
</tr>
<tr>
<td>Fury Rune</td>
<td>15,000P</td>
<td>7,500P</td>
<td>Defeat Airship</td>
<td>Increases attack strength 2.0 times.</td>
</tr>
<tr>
<td>Gale Rune</td>
<td>3,000P</td>
<td>1,500P</td>
<td>Defeat Skyfire</td>
<td>Increases attack strength 2.5 times.</td>
</tr>
<tr>
<td>Mary Rune</td>
<td>2,500P</td>
<td>1,250P</td>
<td>Defeat Highlands (Round 2)</td>
<td>Increases attack strength 3.0 times.</td>
</tr>
<tr>
<td>Missile Rune</td>
<td>4,750P</td>
<td>2,500P</td>
<td>Defeat Woodpecker</td>
<td>Increases attack strength 3.5 times.</td>
</tr>
<tr>
<td>Night Rune</td>
<td>15,000P</td>
<td>7,500P</td>
<td>Defeat Maladra Knight</td>
<td>Increases attack strength 4.0 times.</td>
</tr>
<tr>
<td>Medicine Rune</td>
<td>2,250P</td>
<td>1,125P</td>
<td>Defeat Flyer</td>
<td>Increases attack strength 4.5 times.</td>
</tr>
<tr>
<td>Plague Rune</td>
<td>10,000P</td>
<td>5,000P</td>
<td>Defeat Flyer</td>
<td>Increases attack strength 5.0 times.</td>
</tr>
<tr>
<td>Engraver of Guardian Deity event</td>
<td>-</td>
<td>-</td>
<td>Opposite gendered character protects your weapons are not included.</td>
<td></td>
</tr>
<tr>
<td>Shroud Rune</td>
<td>3,500P</td>
<td>1,750P</td>
<td>Defeat Pink Bird, etc.</td>
<td>You do not become transformed into enemy's Engram.</td>
</tr>
<tr>
<td>Attack Master on the last turn, etc.</td>
<td>-</td>
<td>-</td>
<td>True Holy Rune</td>
<td>True Holy Rune</td>
</tr>
<tr>
<td>Sneeze Rune</td>
<td>2,000P</td>
<td>1,000P</td>
<td>Defeat Double Head in Sindur Ruins</td>
<td>All party members attack after the character wearing the rune.</td>
</tr>
<tr>
<td>Soniclich Rune</td>
<td>12,500P</td>
<td>6,250P</td>
<td>After defeating the Noctula, destroy the head of Croc Village</td>
<td>Attack power on the left turn, etc.</td>
</tr>
<tr>
<td>Violence Rune</td>
<td>9,000P</td>
<td>4,500P</td>
<td>Defeat Heroine in Backroom</td>
<td>Attack power on the left turn, etc.</td>
</tr>
</tbody>
</table>

The rune equipped for every three steps you take on the Field and 15th floor in battle. Becomes Bizarro when you receive damage equal to half of HP. Impels your attack strength on the max attack only.
V. Runes Belonging to Specific Characters

<table>
<thead>
<tr>
<th>Name of Rune</th>
<th>Type</th>
<th>Character</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Argry Dragon Rune</td>
<td>Acolyte</td>
<td>Valeria</td>
<td>Increases random damage of enemy by 5%</td>
</tr>
<tr>
<td>Blue Drops Rune</td>
<td>Acolyte</td>
<td>Absolus</td>
<td>Increases random damage of enemy by 5%</td>
</tr>
<tr>
<td>Falcon Rune</td>
<td>Acolyte</td>
<td>Odin</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Fire Breath Rune</td>
<td>Acolyte</td>
<td>Beltan</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Fire Dragon Rune</td>
<td>Acolyte</td>
<td>Millie</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Grounding Rune</td>
<td>Acolyte</td>
<td>Balder</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Howling Rune</td>
<td>Acolyte</td>
<td>Ulfhild</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Muddy Rune</td>
<td>Acolyte</td>
<td>Bob</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Shilling Wind Rune</td>
<td>Athlete</td>
<td>Feather</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Skyke Rune</td>
<td>Athlete</td>
<td>Kassad</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Spikelith Rune</td>
<td>Athlete</td>
<td>Shin</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Swallow Rune</td>
<td>Athlete</td>
<td>Geuldan</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Trick Rune</td>
<td>Athlete</td>
<td>Meg</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>Trickster Rune</td>
<td>Athlete</td>
<td>Karen</td>
<td>Increases random damage of ally by 5%</td>
</tr>
<tr>
<td>White Tigre Rune</td>
<td>Athlete</td>
<td>Wad_RESOURCE</td>
<td>Increases random damage of ally by 5%</td>
</tr>
</tbody>
</table>
**SUICODEN II**

**UNITE ATTACKS**

As in the original Suicoden, certain characters can combine attacks with others. These attacks, called Unite Attacks, are capable of producing up to three times the damage of a usual attack or spreading the effects of the characters' attacks across the entire team of enemies. Unlike before, all Unite Attacks are used in sequence, one after the other. The sequence starts with the attack of the character on the left, followed by the character on the right, and finally the one in the middle. If the Unite Attack is successful, it will deal damage to all enemies. If the second character's attack is successful, it will deal damage to all enemies and the third character's attack will then be applied. If the third character's attack is successful, it will deal damage to all enemies and the sequence will repeat. If any attack fails, the sequence will end and the damage dealt will be less than the maximum possible.

Many of these attacks, especially those that deal tremendous damage, have their own special effects. These effects vary depending on the character performing the attack and the number of characters involved.

Certain character-specific items, which can be used in the Climbing Menu, increase the chance of successfully producing a special form of Unite Attack. For example, the Dog Whistle item, which is equipped by Futoshi or Gobochi, increases the chance that their Unite Attack will turn into the Dog Whistle Attack.

**Characters:**
- Hero + Futoshi
- Hero + Gobochi
- Hero + Futoshi + Gobochi
- Futoshi + Gobochi
- Futoshi + Gobochi + Hero
- Gobochi + Hero
- Gobochi + Futoshi
- Futoshi + Gobochi
- Futoshi + Hero
- Gobochi + Futoshi
- Gobochi + Hero
- Hero + Futoshi + Gobochi
- Futoshi + Gobochi + Hero
- Gobochi + Hero + Futoshi
- Hero + Futoshi + Gobochi + Futoshi
- Futoshi + Gobochi + Hero + Futoshi
- Gobochi + Hero + Futoshi + Gobochi

**Attacks:**
- Reddy Attack
- Funky Attack
- Copycat Attack
- Double Kick
- Leg Attack
- Upper Cut
- Kick Attack
- Head Butt
- Knee Attack
- Shoulder Charge
- Double Mummy Attack
- Warriors Attack
- Bad-Daughter Attack
- Royal Attack
- Final Attack
- Flash Attack
- Greed Attack
- Fancy Lack Attack
- Pretty Boy Attack

**Effects:**
- 1.5 x damage to one enemy
- 2 x damage to one enemy
- 0.25 x damage to all enemies
- Sleep (50%)
SUKODEN II

THE HEADQUARTERS SYSTEM AND MINI-GAMES

Every good hero needs a place to call his own. In Sukoden II, you acquire one about a third of the way into the story at the North Wind Castle. That is, you acquire it as a temporary shelter after defeating the Necro’s minion, Abominomin. Recruiting Shui and defeating Sohon fleese all that is needed to turn North Wind Castle into the official Headquarters of the New Alliance Army.

Your Headquarters grows and gains more services and comforts as you progress through the story and recruit more people. There are limitations to this growth and they occur once you meet the following requirements. The criteria are based on the number of people you’ve recruited and also certain plot events. For example, you may have more than 60 characters recruited, but your Castle will not reach level 3 until after you recruit Klaus and Shika.

Level 1: Recruit 1 to 99 characters. Ends until the defense of Two River City.
Level 2: Recruit 100-249 characters. Ends until you recruit Klaus and Shika.
Level 3: Recruit 250-349 characters. Ends until the liberation of Greenshull City.
Level 4: Recruit more than 350 characters. Ends until the end of the game.

While the majority of people who join your army do so to fight next to you, many are happy tending to livestock, running games, entertaining the troops, or running shops. These support characters take your time at home but are both profitable and fun, so recruit them as early as possible. The advantage to recruiting shopkeepers is that the items found in shops in your Headquarters can be given to any member of your army not just those in your party at the time.

The following maps (and the section that follows) detail the locations and all of the services and possibilities possible in your Headquarters.
A. Telescope

On top of the watchtower next to where Sid hides for perch, you'll find a telescope. Press X to use the telescope to view the surrounding area.

B. Appraiser

Once you recruit Zafrin, he'll open an Appraiser Shop in your Headquarters. At 4000 gp for 1 item, he may want to find a cheaper solution.

C. Rune Engraver

Recruit Jeanne when she appears at the Rune Engraver in Two River City and she'll open this store for you. The most important thing about this is that you can embed and remove runes on all of your characters, not just the ones currently in your party. The merchandise available is what you've found sold to all Rune Engraver you've visited so far.

D. Armorer

While sitting at the inn in Two River City, he lane to check the rooms for Hammerclaws. Dreams of opening his own Armorer Shop and will gladly do so in your Headquarters if you ask. The merchandise available is identical to what found in all of the Armories you've visited so far.

E. Blacksmith

Telesu appears in the Blacksmith's Shop in Rurick lane in the game, and the duration of Coldwill. Talk with the lady to buy him and tell him about the Blacksmith Shop in your Castle. Then all you have to do is take the item you found with the special Hammer that you took throughout the game and his skills will grow. Telesu is the only Blacksmith who can sharpen your weapons in 1/10 and only once you've bought him the Golden Hammer.

F. Magic Scrolls Shop

Raura can be found wandering around. Emi's City looking for her friend Jeane. If you've already recruited Raura to your party, you'll be glad to join as a Scroll Scribe. This shop is unique to the game. Raura is a shop of Magic Scrolls. Bring your extra Raura's Magic Scrolls in and Raura will convert them into Magic Scrolls for you.

G. Trade Center

Complete G c. 2. It is challenging, and once open a branch of his successful Trade Center in market. The inventory of this shop depends upon which characters you have recruited.

H. Librarian

In the back room of the library, you'll find two special services. Emi watches over the castle's collection of Old Books and is the person to speak to if you want to acquire one of your original journeys.
**SUIKODEN II**

**I. Cartographer**

Follow Templeton from the ruins of the Mercenary Fortress to what used to be Funda. Templeton will then request two more tanks with the help of a Suiko Map. Then he'll take up residence next to him in the storage, where you can speak to him about any of the cities and towns in the Alliance Highland area. His map provides an image of the town as well as information about the town's shops and services.

**J. Warehouse**

Barbara cheerfully follows the mercenaries from the entrance to the Tower of Hero's Castle where she keeps the gear warehouse in town. Talk to Barbara whenever you need to deposit or withdraw spare equipment or items. In addition Barbara can sell items in storage for you as well as strip unused characters of their armor and equipment.

**K. Party Management**

Leonis is the woman of many talents. She not only runs Hero's Castle Tavern, but she is also responsible for managing your party's contents. Talk to her whenever you need to change your traveling party's construction.

**L. Item Shop**

Upstairs above the tavern, you'll find Alex and Hilda running an Item Shop and an inn. Alex is very same that you've seen before. The inn is full of the Item Shops. The next page.

**M. Inn**

Extending her services from the White Deer Inn, Hilda is glad to let you and your party rest and have your rooms in one of her clean and comfortable rooms. All you have to do is ask!

**N. Elevator**

Once you manage to reach the top from South, you'll have to return with one of her inventions. Her elevator ferries you quickly from the top to the bottom of your castle with the greatest of ease.

**O. Guardian Deity**

To construct a Guardian Deity for your Headquarters you need two things: the world map and a collection of parts. Scattered throughout the world of Suioden II are the parts, creating the Head, Body, Legs, and Tail of your Dragon. Depending on the number you have, the combinations you need to get them are listed on the next page.

**P. Stone Tablets of Promise**

To reinforce the bonding of your Alliance Army, the Headquarters technician sends you the Stone Tablets of Promise and his apprentice. These tablets need your progress in recruiting the 108 Stars of Destiny. To read them, merely speak to him.

**Q. Teleporter**

You may be a bit late, but the fleet is here! The Fighting Magicmise is on its way. Speak to her whenever you need to be replenished. If you visit her frequently, she will give you a wish card. They are equipped with a Shulfame while failure on an 'Eye'. Between the temptation and the boiling heat you will become an opponent, and you can try to set your location that corresponds to your case in the blank of an eye.

**R. Journeyman's Crystal**

Outside of the Main Hall is a Journeyman's Crystal so that you can receive your levels and continue your training. Be sure to use this before you go out to battle too much in the unfortunate event that you die in battle.

**S. Suggestion Box**

Next to the elevator on the second floor is a Suggestion Box. You can place your ideas and complaints in the box. The letters sent there are pretty amusing, so be sure to enjoy the letters you receive.

**T. Troop Management**

To make the game easier, you can change your army. Apple helps you out with your army. If you need to increase the number of troops is adequate. For the next few major battles, you may find that some rearranging is necessary. With Apple's help you can create troops that have super High Attack level or super high Defense level. You can decide how many special troops you want to use or spread them over several units, the time to check out the unsignined soldiers because some of them have unique skills that may help your units win the most battle faster and easier.
Once your Castle reaches Level 4, you’ll find a new chance on the fish thief Teraso. This thief carries the character who’s been the most active in all of the matches in the game so far.

**V. Window Settings**

Give all of the Window Settings that you’ve collected to Teraso and he’ll allow you to change your window settings. You can alter the color and location of the window at will on your character. The more Window Settings you have, the greater your selection.

**W. Sound Settings**

Connell is the proud phonologist responsible for managing the game’s sound system. Speak with him whenever you want to change the sound effects for the game. You can change the number of dialogues, the number of voices, and other game-related sound settings.

**X. Boat**

On the left side of the deck, you’ll find the charcoal boat. Walk up to it and you’ll be given the opportunity to board.

**Y. Fishing Game**

On the right side of the deck, you’ll find Yorn Koo, the main fisherman of the Castle. Speak to him about playing the Fishing Game. For 100F you have the opportunity to catch fish for the restaurant or profit. Cast, and when the tension bar appears on the right side of the screen, reel the fish in by pressing X quickly a slow enough to keep the bar within the center of the sliding gauge. The fish at the top of the gauge indicates the size of the fish you are trying to reel in. The following table lists the average weight for each type of fish:

- Salmon (4, 400F)
- Shrimp (1, 200F)
- Mooch (200F)
- Shellfish (800F)
- Rockfish (1000F)
- Whalebait (2000F)
- Bell (100F)

**Z. Garden/Whack-A-Mole Game**

Recruiting Tony enables you to start growing the vegetables needed for your restaurant. Collect seedlings and seeds for tomatoes, cabbage, peppers, and squash on your journey and turn them into Tony’s flower shop. Tony is also in charge of the Whack-A-Mole game. Clear different levels of play and you can win complete outfits of Mole armor.

**AA. Ranch**

Once you’ve recruited Hisa and Tengsan, a young shepherd will appear in Kholid Village. Help her round up her sheep and she’ll bring all to your castle. After you recruit her, you’ll find livestock popping up all over the place. Buy or capture it and then bring it back to Yuuri to raise. This little ranch supplies the restaurants with meat, eggs, and milk.

**BB. Baths**

Telli in Lakedew is a semi-bald man in a red robe. Float him and he’ll build one in your castle. When you take a bath, a certain length of your characters will become taller. There are also special bath items that you can bring into the baths, as well as special items that occur where you leave a bath and other items found. Check the Secret Section for more details.

**CC. Climbing Game**

Though the game is opposite, the restaurant (where Yoshino can often be found washing vegetables) is another of the castle’s games. Talk to the first staff that plays the Climbing Game. There are several levels you can register against, each with its own admission fee and set or prize. To win the game, the first climber to successfully make it to the top of the wall on the way up, you can choose a climber or set a marker. If you fall once, you fall all the way down to the bottom or to your last marker. The prizes are randomly chosen from the following list.
EE: Singers

Annaleele, Albert, and Doic wait patiently backstage for their turn to perform. Talk to them and they'll be happy to play any of the Background Music found in the game.

FE: Dance Game

Karen's Dance game continues once she moves to the circle. The rules remain the same, but the games now are a collection of Karen Statues and Portraits. The winning moves are as follows:

- Stage One: A
- Stage Two: E
- Stage Three: D

Singes Four and Five: Randomly generate sequences. Also used in and II, Ruby.
## The Recipes

The following table gives you all of the necessary information about the recipes and the dishes they make.

<table>
<thead>
<tr>
<th>Recipe Name</th>
<th>Ingredients</th>
<th>Seasoning</th>
<th>DR Type</th>
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<td>Recipes 12</td>
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### PRIMA'S OFFICIAL STRATEGY GUIDE

**Notes:**

- **DR:** Deliciousness Rating. The higher this number, the more likely it is that people will buy it and give it good scores.
- **Type:** There are four types of dishes: A = Appetizer; M = Main Course; D = Dessert; S = Surprise. Use these determinations when choosing dishes for the Cooking Contest.
- **DR:** What happens when you eat this dish? Surprise dishes are used as weapons, not food.

# The number of guests you receive when you buy a particular dish.

### The Headquarter's System and Mini-Games

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**155**
### SUIKODEN II

<table>
<thead>
<tr>
<th>Recipe Name</th>
<th>Ingredients</th>
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<th>Type</th>
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<td>French Beef</td>
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### SUIKODEN II

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### PRIMA'S OFFICIAL STRATEGY GUIDE

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**THE HEADQUARTERS SYSTEM AND MINI-GAMES**

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**SUlkoden II SECRETS**

**Fun in the Baths**

When you return from an expedition, be sure to drop by the baths and check out the items. Unusual items will appear if you leave the right combination of items. Carefully make sure they appear a try!

- Take Valicia and fun into the Cypress Falls.
- Talk with Yule and Nino into the Month Springs.
- Ask the Sailor and Pink into the Inner Bath.
- Place the Chinese Plates around the Bath.
- Place the Spring, Garden, and Pagoda in the main bath.
- Place the Ship Dolly and two Goldfish around the Bath.
- If you have both Albu and Ichioki in your party, talk to the bathroom lady to get the Bath Stuff.
- Place the Street Lights around the Bath and make sure the statues are on the girl’s side.
- Have a Sauce tray in your party and place it around the Bath.
- Place the Paper Plates around the Bath.
- Under the Bath 20 times, enter your guide reaches Level 1 in the Energy Reading outside.

**The Blocked Staircase in Radat**

You may have seen all the special stairs and secret doors in the Intermingling hallway. The woman they will not let you go to. For me, this was a puzzle too. It was somewhat of my chivalry. Finally, about to lose hope, I tried to break the false floor and there was a change that actually sent us to the huge crystal room. Several people tried in various ways and finally the guide books and Radat’s胜多 were the most suitable. Use the stairs near the weapon room while running around.

**Special Spells for High-Level Casters**

When your characters can cast Level 9 spells, be sure to test them. Each different Elemental Staff has a different effect on certain spells, which can then be used to defeat the most powerful enemies in the game. Use the power of these extra spells over and over again to defeat the most powerful enemies.
The Strange Tale of Clive and Elza

You are introduced to this strange couple early in the game during your initial stay in Mute. But the fun doesn’t stop there. Clive continues to hunt the elusive Elza throughout the game, but only if you’re quick enough to meet certain criteria. Because this is a prime example of time critical requiring you to complete the game in under 20 hours, you may want to save this until your second time through.

**Location**
- Mute City
- South Window
- Lakeview
- Highway Village or Rockane
- Refid
- Mine City
- Sarah Village

**Event**
- Meet Elza and Clive; confrontation in front of the city gates.
- Receive a letter from Elza from the lock-eater.
- The last time with Elza, and we’ve alluded Elza whereabout.
- Enter the Pub with Clive after you’ve cleared Rockane Castle and listened to the city and watch the time cost.
- The final battle between Clive and Elza occurs once you’ve invaded Highland.

**Play Time**
- N/A
- 11 hours
- 13 hours
- 14 hours
- 15 hours
- N/A
- 20 hours

**Electric**
- 2,000 HT damage to one enemy and 1,300 HP damage to remaining enemies.
- 2,000 HT damage to one enemy and heals all allies’ HP.
- 500 HP damage to all enemies and heals all allies’ HP.
- 1,000 HP damage to all enemies.
- 1,000 HP damage to all enemies.

**Effector**
- First Effector: Lightning (Thunder)
- Second Effector: Water (Frosting)
- Third Effector: Wind (Tornado) + Earth (Mother Earth)
- Fourth Effector: Earth (Mother Earth) + Fire (Flame)
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- Locations and descriptions of all Runes
- Strategies for Bosses and Major Army Battles
- Positions of all items and equipment
- All secrets revealed