

Moon Light Saga

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This document contains:

- System requirements
- Controls
- Background
- Game system
- Game sequence
- How they look like

System requirements and technical features

- MSXturboR only
- MSX-Music
- MSX-MIDI and MIDI IF3
- Supports Panasonic's PAC to save situations during the game
- HDD installable
- Supports external memory expansions, up to 4 Mb, to avoid disk accesses
- Smooth multidirectional scroll

Controls

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|--|--|
| CURSOR keys | → To move Luca
→ To choose a magic spell |
| A or GRAPH key | → Keep it pressed to move the spirit
→ Push it twice quickly to throw a magic spell |
| B or SPACE key | → To fire
→ To pass quickly the text messages |
| A and B keys or ESC | → To open the main window |

Background

There are two deities - *Gilfarath*, a god of Sun and *Lunatiris*, a goddess of Moon. Humans' world is called *Elcador*. Demons' world is called *Grande*. While *Gilfarath* has relation to *Elcador*, *Lunatiris* is related to *Grande*. (Note: original manual states she actually rules *Grande*, but it's unlikely she is an evil deity and thus *Luca Teena* - anagram of *Lunatiris*? - is evil)

Horus and ever-warm **Cere** belong to **Raea Islands**. First Temple of Moon (which is now in ruins) originally began in **Cere**. There, *Aelsair the Witch* (who is not once mentioned in the game but is described quite to the detail in the manual) has broken the seal in order to rejoin *Grande* and *Elcador* once again. On the other hand, every villagers in **Horus** worship *Gilfarath*, and there's one of his branch temple in island of **Horus**.

Luca was sent to **Cere** as ordered by Head of her temple, and flew with *Silpheed*, a vehicle about two meters wide, and mostly all wings, shaped like a boomerang. Then suddenly, in her flight, two other *Silpheids* suddenly showed up in front of her, which easily hit her and ebbed her velocity, and sent her plummeting toward ground, together with her faithful elemental spirit *Wisp* (white luminous sphere with eyes), which is unseen by humans who are not born as a summoned.

Game system

Like other Xak or Ys series, Luca's trip is restricted in following areas:

- (1) **Village of Horus**, equivalent to texts in folders which begin with Tx_02. No enemies show up.
- (2) **Full Moon Forest**, east to (1), inhabited by monsters. Texts in folder Tx_01m
- (3) **Graceful Forest**, west to (1). Most monsters are no serious threat. Occasionally villagers visit here to rest or cut the trees down.
- (4) **Mt. Gaea**, north to (2). Monsters have high assault capacity. There's a Temple of Sun where you can often find *Gorton* there. *Hermit* the red dragon lives in its top.
- (5) **Cave ruin of Anato**. Somewhere in (4). A lot of adventure takes place here. Monsters really take you into perils.
- (6) **Island of Cere**. A no-man's island covered with dense wood. *Pastaria* grows here.

Luca and several other people can perform little actions, including laughing, getting surprised and kneeling.

Monsters are wandering around, and charge or shoot bullets at you. You shoot back (*Luca* doesn't employ any close-combat weapon), either from yourself, or from your consort spirit (you can choose one from any of spirits you have so far befriended) you can control with cursor keys.

You cannot gain any experience point nor money (currency concept does not exist in this game) by defeating enemies, though. They are just mere disturbance in the game.

However, you find your attacking and defence ability getting stronger more you proceed the game, which you can never learn from figures disclosed to you during the game play. There are relatively few boss enemies you should overcome in order to proceed.

- 4 goblins bullying *Al*
- 3 goblins in **Anato Cave**
- *Octahedron guardian of Spirit Stone*
- *Man-eater tree* and its invincible minions
- *Djinn*, *Syyl's* suitor
- *Hermit the Dragon*

You can also chant spells; depending on the spirit you are fighting with, and number of rings you own (only *Bright Ring* at first, but eventually *Flow Ring* and *Baidar Ring*). These magic include attack, detection, and healing spells, but none of them are necessary for solving the game itself.

You can increase your maximum HP with *Proof of Courage*, and your maximum MP with *Heart of Saint*. You have no need to "use" these; you will be enhanced of your HP/MP up as soon as you are granted of these items.

During the conversation or in other certain situations, speech balloons with a single pictogram pops on top of Luca's head (this is not described in text data) which explain her emotions. They include:

- (a) Drop of sweat - "Fed up" or "thrown off with the way someone in front of me going too far on his/her own way" sign. Example; when *Luca* sees *Baghil* grumbling again and again.
- (b) ... - "I have nothing to say" sign.
- (c) ! - "Alert", "I woke up" or "I came up with a great idea!"
- (d) ? - "Puzzling" or "What was that?"
- (e) "Vein in the forehead" - "I got angry"
- (f) Heart - "That's quite cute" or "feeling love".

I referred to these in the story below where they play crucial roles.

Game sequence

Time in this game is quite slow, and unlike in other games, you cannot sleep whenever you like; you can rest for a night and recover your health only when game forces you too (otherwise, only herbs can heal you). Therefore, game events can be divided into 5 days.

First day

Luca has no idea where she landed (The "wasn't she looking other way or something?!" part). Anyway she starts walking since *Silpheed* is broken now. There she suddenly meets *Serena*, who at this point doesn't tell her identity (she is only referred to as a "Girl"). The girl tells *Luca* the way to **the village** and walk away.

Then *Luca* hears a din being made, and send *Wisp* for a scout. He finds a boy bullied by four interrogating *Goblins* (what they are interrogating about is unknown).

Luca approaches to take a look, and is found by goblins. She defeats them, and rescue *Al*. (Note: while not mentioned in the game; he is the righteous descendant of *Priest of Sun*). He leads her to the **village of Horus**, but then suddenly villagers surround her, treats her as *The Witch*. An old woman (which *Luca* later learns as *Hag*) doses her unconscious and confines her in a cell.

Then *Al* comes in, together with *Volo* (his name stands for "dressed in rags" in Japanese) who certify her as true *Priestess of Moon* drags her out to let her meet *Baghil* the village chief, who admits his pity over letting villagers treating her as *The Witch*. He then explains about the *Witch's* evil she does to the villagers, and tells *Luca* to bring back her *Silpheed* for safekeeping.

When *Luca* reaches where she crash-landed, she finds that *Silpheed* is gone. *Wisp* tries to calm down half-mad *Luca*, and tell her to go back to **Baghil's**. On her way on the village (there are two bridges in **Full Moon Forest**. One is between her landing spot and the village. Other once acted as the intermediate route to most eastern part of the village, but is broken. You can never cross this river in this game, although **Midday Dream Grass Field** might be on other side), she feels an urge to bath in the river. Then suddenly *Gaea* (in manual, "*Gaia*" - another anagram, taken from *Gilfarath*??) springs out from nearby tree, introduces her as a "wandering treasure hunter" and warns her about the carnivorous fish dwelling in the river, and run away. *Luca* gets really annoyed.

She enters village again and is greeted by *Frik* and *Mary* - brother and sister. When she gets to the **Baghil's** she finds *Uwed* and *Baghil* quarrelling over each other. *Uwed* spouts out an insulting remark about *Luca* and leaves. *Luca* tells *Baghil* that *Silpheed* is gone. *Baghil* replies *The Witch* should have taken it away, and asks her to search for lost children. After exiting *Baghil's* house, she meets *Wil* who present himself as a newcomer (note: he does not appear anywhere later in the game; he looks real suspicious man to me) and grumble about xenophobia tendency of villagers.

When *Luca* once again enter **Full Moon Forest**, *Volo* awaits her, and asks her about investigation squad founded by villagers to search children. He then tells her about the location of **the cave** and leaves. (Note: *Volo* is rumoured to have an extremely high potential. Detail is still forbidden to disclose, which means author never tells it to anyone at this moment. This is why *Volo* spend his days comfortably in monster-ridden cave).

In the **ruin cave of Anato**, a doldrum dungeon with blue mysterious remains attached to walls here and there, and there are a lot of strong monsters hanging around. At this point, goblins are lurking everywhere, and there's a stone statue saying "I shall let no one pass here as long as my eyes stay blue." blocking an entrance to *Spirit Stone*.

There, she finds *Gorton*, who insists that he is a *Priest of Sun*, was "coincidentally" searching here but injured his leg. (Note: he speaks in a tone particularly known to those villains who are seemingly good. He is referred to as a "priest-knight" in the manual).

She defeats the kidnapper goblins, and finds lost children. One of them tells her there's shining, which is a *proof of courage*.

Then, she goes back to **the village**, where she is then greeted by villagers who all thank *Luca* for saving their children, except *Uwed* who still doesn't believe her. *Baghil*, ever more thankful, leaves to get *Sail* a permission to use his ship. Tired *Luca* falls into nap while. *Baghil* returns and wakes her up, telling her to visit *Hag*, but recommends taking a real sleep prior to visiting **Cere**.

When she exit from **Baghil's**, she is confronted by *Mary* filled with curiosity about *Luca's* valour with the goblins. Her fervent way of talk astonishes *Luca*, to the point *Wisp* make fun of *Luca* ("Hip, hip, hurray!" part). *Luca* is then forced to describe every course she went through. Hearing about *Luca* being a priestess and spirit summoner, she begins to admire *Luca*, an admiration which does not exactly make *Luca* happy; *Luca* runs away to refrain from being forced to recount everything about her past to *Mary*.

Luca visits *Hag*, whom she has most amount of resentment toward. *Hag* does not hide herself from being proud for granting *Luca* a good nap and also reinforcing her mental character by letting her live through counter situation; she also tells her origin of her name "*Hag*". From this moment on, *Luca* can get strong recovery medicines from *Hag* out of *Tangke* (in **Mt. Gaea**), *Rocion* (in **Graceful Forest**) and *Phebes* (**Full Moon Forest**) *Luca* brings.

She exit from **Hag's**, grumbling (*Wisp* teases her here again) and meets *Frik*, who is much more polite and amicable than his younger sister but also is obsessed with curiosity toward *Luca* and outer world, and admires *Luca*.

Luca meets a woman *Seeris* (village is now filled with people, since they've come back from their search for children), who asks her to search for her husband, *Karl* the logger. *Luca* finds him in **Graceful Forest**. He stumbled over the tree stump, and fell asleep while cooling his injured leg. When she takes him back to **the village**, *Seeris* does not seem grateful about *Luca* a bit, but scolds *Karl* for spending a night time with *Luca*.

Luca returns to **Baghil's**, she finds a woman talking with *Baghil*. *Baghil* explains her as *Flora*, a daughter of *Uwed* and a real nice person who prepared *Luca's* bed.

Second day

Wisp tells her what the noise going outside is. *Luca* exits to find her surrounded by a bunch of kids - *Al*, *Myd*, *Anne* and *Totaru* - who express their thanks (and obviously faith) to their saviour *Luca*. *Al* tells *Luca* to visit his mother, but *Luca* refuses because she has a business at **Cere**. *Luca* leaves, promising "I'll talk with you all after!!".

At this point, villagers are all swearing about *Kein*, the timber merchant with twisted mind (a trickster through the game). *Luca* gets back to *Baghil*. He explains that *Sail* had already prepared his ship.

Luca goes to beachhead. Then she finds *Kein*, the real snobbish stupid fool. She slaps him in his cheek as response to his "let's talk about love together, señorita!!". He goes on more nonsense, and then *Aunt Yang* (a mother of *Myd*, wife to *Sail*) bashes him in the head. *Kein* run away. *Yang* explains about how hated *Kein* is. *Luca* gets to the pier, and *Sail* sets out his ship. (Note: in this game, you can only leave for **Cere** in certain situations - three times in whole game. You cannot freely get on the ship, despite *Sail* always tell you "if you want to go to **Cere**, just ask me". Likewise, you cannot leave **Cere** unless you have accomplished of your task. Otherwise, *Sail* simply replies "What's the matter?" or "Zzz..." and does not set out his ship back to **Horus**.)

The ship reaches **Cere**. *Luca* tells *Sail* she won't take long for her business. **Cere Island** is a dark forest, with mysterious broken golden obelisks standing here and there. In one clearance, she finds a long-haired person (who is not identical to *Serena*) talking with something, and go away. During her search for the one she (?) was talking with, a tree suddenly begins talking to her. A tree so mean that it (her?) orders *Luca* to get lost because her presence hurts its nerve. It promises *Luca* to tell its name and answer to three questions if *Luca* brings a *Goddess plant* to her.

She finds a Temple of Moon in deep of the **Cere forest**. Its entrance was locked, to her dismay. Then she picks up an *Iris Crystal* there. She gets back to **the landing point**, and asks *Sail* about what a *Goddess plant*. He was ignorant about that, but recommended *Baghil* or *Hag* for answer.

They sail back to **Horus**, with *Luca* suffering a serious seasickness. She recalls of nice comfortable *Silpheed* (a primary reference to what a *Silpheed* was appears here). *Sail* give her word of comfort about getting used to seasickness.

Frik, who does not hide his attraction toward the *talking tree*, recommends *Hag* for *Luca* to ask about *Goddess plant*. But *Hag* nor *Baghil* absent then. At this point, some villagers are rumouring about when next boar hunt will be held.

Luca goes to **the beach** and find *Kein*, who tells her he knows what is and where a *Goddess plant* grows, and blatantly asks for *Luca* to roll around three times and bark like a dog if she want his information. She has not options other than to perform exactly what he says. After that, *Kein* tells her that a *Goddess plant* is a red flower with terrible stench growing **in northern part of Graceful Forest**.

Upon entering **Graceful Forest**, she bumps into Gaea, who impolitely comments "You saved children because I saved your life! Bye!" and run away. *Luca* finds a smelly *red flower*, and when she tries to pick one up, it slaps her hand. *Wisp* recommends *Luca* to ask *Kein* again about how to take one successfully.

She goes to back **the village**. *Bann* and *Uwed* are complaining about amount of timbers they cut out (*Kein* bargained his buying price quite low). *Frik* is letting children (except *Totaru*, an introverted boy who seems to have a kind of secret) to draw pictures (when *Luca* sees *Al*'s drawing of *Namahage* - Japanese ugly demon - a heart appears in her speech balloon). A woman says "*Frik* takes care of children really well."

Mary, as always, tries to learn everything about **Cere**, and becomes quite fascinated with a *talking tree*. She reports *Luca* that she had seen *Hag* entering her domain a minute ago. *Luca* visit **Hag's** again. *Hag*, after her unlikely confession that she was absent because she was "dating", jokingly orders *Luca* to turn around three times and bark like a dog (*Luca* whispers "if I get out I can always see one" here). Upon hearing *Luca*'s description about "*Goddess plant*" she found in **Graceful Forest**, *Hag* understands it for a harmful boars bane, and tells *Luca* real *Goddess plants* grow in **Mt. Gaea**.

Luca of course gets crossed with *Kein*'s misinformation, she goes straight to him. After his careless remark "Oh, the fictional plant I made up REALLY existed! I'm a really prodigy!" *Luca* brutally maims him, to the point *Wisp* reminds her "h, haven't you done him too far?". *Luca* goes to **Mt. Gaea**, and after several trials and errors (there are look-alike flowers in **Mt. Gaea** to make her groan "No, this isn't a *Goddess plant*..") she picks a real one up. She gets back to **the village**. *Frik* is discussing with children if they are going to play "Cops and Thieves" or not). He tells *Luca* to visit *Baghil*.

Luca finds *Mary* in *Baghil*'s house. She expresses dismay over *Goddess plant*, who is against her taste. She expected some kind of plant with a root shaped like a *Goddess plant* and talks, since "horse radish legs" means legs like horse radish *Goddess plant* should be like a Goddess. When *Luca* explains why *the tree* need a plant, *Mary* goes to her typical thrown-off imagination in suspecting the reason, and strictly order *Luca* to solve it by any means (speech balloon with "...") pops up on top of *Luca* appears here. Then she continues to traditional boar hunt celebration, of which *Baghil* asks *Luca* to chase the boars. She tries to refuse, but he hangs on, going "I guarantee!!" and to other nonsense. *Luca* decides to delay her answer until her return from next trip to **Cere**. "... appears over *Luca*'s head as a reaction to *Baghil*'s "I am waiting for your return!!". *Wisp* cruelly remarks "why don't you accept the offer?" but is simply snapped by *Luca* "shut up and let's get to **Cere**."

She goes to **Sail's** and asks to send her to **Cere** again. *Yang* suddenly approaches, and let *Luca* have her seasickness cure. Then *Sail* takes *Luca* to **Cere**. On **Cere beachhead**, *Luca* says she's feeling better than before.

She gets to **Pastaria's** again. *Luca* tells it that she brought a *Goddess plant*, and stays silent. *Pastaria* asks "what's up with you?" and *Luca* replies "since I brought *Goddess plant* to you, tell me your name and answer to three questions." *Pastaria* orders *Luca* to plant *Goddess plant* around her roots. When *Luca* has done so, it tells its name - *Pastaria* - and that a long-haired one is of ancient demonic tribe and what was she asking to *Pastaria* about - how to enter **Castle Kuhn** and how to break the seal inside there, and that you need *Three Items* for the purpose.

Luca unintentionally asks third question - "what is **Castle Kuhn**?" and *Pastaria* answers. *Pastaria* refuses to answer further about *Luca*'s query on what are *Three Items* and the "seal".

When *Luca* tries to go away, *Pastaria* informs her about "**Midday Summer Grass Field**" in **Horus**, and another *Garrento talking tree* there. (Note: none of these appear in the game. In manual, **Midday Summer Grass Field** is stated as a clearance in **Full Moon Forest**).

When *Luca* tries to speak with *Pastaria* again, it challenges her with a game of wit - the riddle about two honest men and three liars guarding two chests. If *Luca* chooses a right answer, it gives *Luca* a *Heart of Saint*. If *Luca* chooses "Others" - let the one responsible open the chest to prove his word- it gives her an *Elixir*. If *Luca* chooses a wrong answer, it happily grants her nothing.

She exits the dense **forest of Cere**, and after pondering over *Pastaria*'s words, she suddenly remembers about *Iris Crystal* she located at the deserted temple last time. She decides to ask someone after her return to **Horus**.

Luca asks *Sail* as a kick start, but to no avail. He recommends *Baghil* as the person most likely to know about it. *Luca* takes a dash of *Yang*'s seasickness cure again. *Sail* stays silent here. When they finally get back to **Horus**, *Sail* confesses cure is in fact made from common weed, ("Seasickness is half only a matter of your emotions!!"), noting about the time he had ones for a month being deceived by *Yang*. They laugh together.

Luca meets *Kein* again. During a hateful conversation, *Luca* mentions to the *talking tree*, which makes *Kein* start laughing like madman. In **village of Horus**, *Mary* is hurt by the fact *Luca* forgot to ask *Pastaria* why it needed a *Goddess plant* (note: this remains as a mystery in the game). When *Mary* suggests her to visit **Cere** herself, *Mary* reply the fact villagers are forbidden to visit **Cere**, by an old village oath.

Luca visits **Baghil's**, and find *Flora* complaining to *Baghil* that her father *Uwed* refuses to conduct the boar hunt. *Flora* apologizes *Luca*, who is, of course not hurt at all by postponement of boar hunt. *Luca* asks *Baghil* about **Midday Dream Grass Field**, then he replies he know where it is but is unreachable since the bridge necessary to reach there is broken, and repairing is delayed due to *The Witch* crisis. *Flora* proposes an offer to ask her father about rebuilding of the bridge. *Luca* and *Baghil* gladly accept. *Flora* leaves. *Luca* then shows *Baghil*, who admits he has no idea about it but *Volo* would be some help about it. *Luca* asks *Baghil* where *Volo* is, and he replies *Volo* is in **Anato ruins**. Just when *Luca* tries to exit, *Volo* begins uttering something, but *Luca* doesn't hear it (note: I have no idea what he is going to say here). *Goblins* are already eradicated from the cave at this point.

She goes to **Volo's** (deeper in the corridor further than where kidnapers were there before). *Volo* marvels at her *Iris Crystal* and decides it as a leftover from Ancient Civilization (note: what this is unclear; but according to the legend, there was a time when humans and demonic tribes fought each other on same ground). In return, he shows her a *bell* he found. He then asks *Luca* to lend him *the crystal*. Suddenly, his stomach emits a hungry sound, so he asks her the time, so she tells him it's already evening. He decides to go back to **the village**.

Third day

Luca, in her bed at **Baghil's**, wakes up hearing a pipe tune similar to the game background music in **Graceful Forest**. She gets outside and finds *Gorton* playing a pipe to children. *Al* persecutes her not visiting his home after her return from **Cere**. *Gorton* compliments her for being children's favorite, and invites her to come to his temple in **Mt. Gaea** around midday. Then he leaves the village. *Luca* asks children whether *Gorton* always play pipes for them, and they reply yes. *Wisp* teases her she'd never be able to play anything. Then *Al* guides her to his home.

Luca meets *Sherry*, *Al*'s mother, who apologizes the time she mistook *Luca* for *The Witch* when she brought *Al* back. *Luca* asks *Sherry* whether she has ever seen *The Witch* or not, and *Sherry* admits she had never actually seen one. After cackling together, *Luca* leaves. (Note: in the game, *Mary* suddenly enters the conversation here asking *Luca* "haven't you done any great adventure since?", but this is obviously a bug, since at this point *Mary* is walking around in the village and would reply same when stopped).

Luca meets *Myd* and *Al* talking about *Gaea* who went to **Anato** to seek for a treasure. *Luca* and *Wisp* decide to go too. They comment "you're real sly!" but look forward to hearing *Luca*'s effort anyway. At this point, villagers are complaining that *Flora* is perfect if she does not do THAT. What's "that" is not indicated here, which is her terrible music.

Luca enters **Anato cave**, and finds *Gaea* messing up with a *Spirit Stone*. When asked what is he going to do with *Spirit Stone*, he replies he would sell it, to *Luca*'s fury, for she knows it contains a spirit inside. He refuses to pass it to *Luca* though, and they both try to seize the stone. This invoke the trap to activate, thus a stone statue materialize and blocks the entrance, and an *octahedron monster* (note: the name "*Ramiell*" or "*Ramiel*", taken from its similarity to a monster which appears in an anime series called "Evangelion", does not appear in game nor manual) emerges out from nowhere. *Luca* selfishly blames *Gaea*. *Gaea* makes up his mind; he tries to open the statue, and tells *Luca* to destroy *Ramiell*.

After some combat, *Gaea* calls out to *Luca* that *Ramiell*'s vulnerable part is its left half and tells *Luca* to attack there when *Ramiell* separates itself into two pyramids and shoots out lasers. *Luca* calls for *Gaea*, who was so up with removing the stone statue he even didn't notice *Luca* defeated *Ramiell*. He praises *Luca* for that, but admits he is still having problem with the statue. They pick each other shouting they don't want to end up confined together ("vein" appear above *Luca*'s head). *Luca* takes a look into *Spirit Stone* and performs a ritual to free the spirit inside. *Salam* emerges out. He complains *Luca* doesn't look strong enough, but he decides to follow her a while anyway. Stone shatters.

Gaea finally manages to open the statue, but gets shocked to see the stone smashed. He gets so upset that he walks away, not even listening to *Luca*'s quiet apology. *Salam* can neutralize the heat of larva flow, so when he is with her, she can pass over the flow in **Anato cave**. Deeper than flow, there's an irresponsible spirit called *Shading Wisp*, which looks like a black transparent *Wisp*. He calls himself a Lunatiris' lovable pet. However, he denies becoming *Luca*'s friend then. He does so only when *Wisp* had already left *Luca*. At this point, *Volo*, who is still studying near former goblin's lair, turn her away saying "Leave me, I'm working on best part!".

She exits **the cave**. *Salam/Wisp* asks her if she's going to **Gaea's** to apologize properly, but *Luca* rejects their opinion saying "I did apologize!". Then she becomes conscious that time is already noon, so she visits the Temple of Sun to see *Gorton*. (Note: you can learn from *Luca's* conversation lines both against himself and in her monologues, that she is attracted to *Gorton* - a well-spoken handsome man. This adds to player's chagrin, since he is a suspicious person).

Gorton, after expressing his loneliness of living in this rural mountainside, tells *Luca* about *The Witch* being actually a demonskin, and asks her to reinforce the seals on two triangular pillars resident in both forests. He says he will be able to feel her reinforcing the seals even while he is at the temple, and would perform a special ritual at the same time. However, his notion that a pillar in **Full Moon Forest** can only be reached by crossing the river immediately reminds *Luca* of the river infested with carnivorous fish. *Gorton* suggests *Luca* about the juice of a fruit which knocks fish unconscious, something he had seen in his homeland. *Luca* sets out for search for one in this island. After getting out of temple, she thinks up of *Hag*.

If *Luca* visits **Graceful Forest** at this point, she finds *Anne* waiting in "secret location", where she can eat edible *Crunchy-crunchy fruit*. *Luca* visits *Hag* and asks about the fruit. When *Luca* tells her that she learned about the fruit from *Gorton*, *Hag* stays silent for a while, puzzling for unknown reason, but when *Luca* asks her why, she just hides it, saying "I was just impressed by Mr. *Gorton's* knowledge". (Note: conversation here leads me to think that, knowledge about the fruit is supposed to be only possessed by those who had been in the village for long time, so *Hag* found *Gorton* unlikely to know, since he had been here for only three years). She admits she knows the fruit, but worries because *the tree* is a man-eater. Since you need a fresh fruit to extract the juice, she says you should take a fruit from a live tree and strictly orders *Luca* not to destroy the *man-eater tree*. She insists there are many man-eaters in the **island of Horus** because they attract tourists. She then tells *Luca* that a man-eater tree is growing in bee-bee hive, in most northern bush along the river you cannot cross.

When *Luca* tries to exit the village, *Flora* calls her. She pardons her for she was unable to persuade *Uwed* to rebuild the bridge. *Luca* forgives her, saying she's not in much hurry. *Luca* goes to the man-eater trees, and tries to approach fearsome attacking man-eater tree, by sneaking criss-cross between its invincible minions she cannot defeat by any means. *Forest Spirit* is in behind of man-eater tree. He praises her courage and recklessness, and grants her with *Balldar Ring* which enables her to chant more magic.

→ If *Luca* only touches the tree...

She takes a fruit. She brings back the fruit to *Hag*. She complains that *Luca* took only one fruit. *Luca* reply back that's because she could find only one growing. *Hag* extracts a juice from the fruit meanwhile and gives it to *Luca*.

→ If *Luca* accidentally kills the tree...

She feels grave over what she had done. She goes back to **Hag's**. *Hag* then relieves *Luca* that she somehow had a stock.

Whichever the case, *Hag* warns her that its use is limited to once, and it can dose the fish for only about 30 minutes.

She get to **the river**, use the juice, reach other side and reinforce the seal, and return, nearly eaten by a large fish who jumped out of the river just before her completion. She then moves to **Graceful Forest**, and locate another identical pillar. Then "The Girl" (*Serena*) appears again and warns *Luca* whether she knows what she's going to do now. *Serena* seems shocked when she hears that *Gorton* ordered *Luca* to reinforce the seal. She sharply states "if you keep listening to what he says, you will surely regret someday" and walks away. *Luca*, puzzled, decided to perform the reinforcing ritual anyway.

Luca goes to *Gorton's* temple. *Gorton* thanks her, says he has no problem in his side, and just when he is going to offer *Luca* a cup of tea, one *soldier* shows up, and reports about a cave-in at **Anato cave**. (Note: this is the first mention to an appearance of a military force in this game. However, suspicious they are, they should be a proper force to the cult of Sun, since *Volo* knows about these soldiers too in his later conversation with *Luca* about the blackmail *The Witch* left after kidnapping *Gorton*). *Luca* immediately leaves for *Volo's* search. She find where *Volo* once was is now covered by rocks. She finds a hat, which she mistakenly learns as his last remain.

When she exits out of the cave, *Volo* shows up, mumbling something not serious "I really slept!". He didn't even know there was a cave-in because he was polishing a bell and eventually slept. However, he feels sorry for making *Luca* worry over him, and give her his *Bell of Luck* (note: purpose of this bell's use is unknown in the game) and *Flow Ring* which adds more to *Luca's* spells as his form of compensation. When *Volo* tries to walk away, *Luca* warns him to show up to the village to convince everyone his safety.

They get back to **the village**. Everyone, including *Gorton*, have gathered and are dead serious. *Mary* has already decided *Volo* as dead. *Baghil* is calling for rescue team. *Gorton* convinces everyone he's well and alive.

Luca and *Volo* go to **Baghil's**. *Baghil* grumbles again about *Volo* for not listening to him at all. *Volo* asks *Luca* how far her studies had went, and *Luca* complains about broken bridge. Three discuss, and *Luca* decides to persuade *Uwed* directly. *Volo* tells *Uwed* is working in **Graceful Forest**, but order her to sleep since the hour is late.

Fourth day

She gets up, and exchanges "Good morning" with everyone. *Al* complains he is bored these days, even *Gaea* does not play with him. *Luca* goes to **Graceful Forest**. She finds four loggers including *Bann* and *Karl* in trouble, unable to perform their jobs due to a "tornado" kind of problem. They ask *Luca* to get rid of. Puzzled, *Luca* leaves to take a look.

Luca finds *Djinn* and *Syyl*. *Syyl* complains to *Luca* that *Djinn* keeps forever asking her for a date, in a tone visible that she is over proud, selfish and easy-going. *Luca* tries to cool them down, but suddenly *Syyl* offers *Djinn* an outlandish idea that she'd go with *Djinn* if he could defeat *Luca*. Without *Luca*'s approval, the battle begins. *Luca* ends *Djinn* up. *Syyl* appear again, and agrees to become *Luca*'s mate. Loggers really appreciate *Luca* for calming down air spirits. So thankful, *Bann* begins to sob. Then *Uwed* appears, and hear what happened from *Bann*. *Luca* tries to persuade *Uwed* to repair the bridge. He frowns a bit, saying wood cutting is more vital concern to him, but agrees to repair after a few days (note: game ends before "few days" pass...). Loggers happily get back to their work.

Luca returns to **the village**. *Mary* recounts to *Luca* about *Kein* trying to seduce her. She says she declined him of course, but heard him saying about seizing a speaking tree and becoming rich. At this point, villagers are rumouring about *Kein* being nowhere to be seen. *Luca* goes to **Sail's**. He tells *Kein* had sailed out to somewhere early this morning. *Luca* asks *Sail* to take her to **Cere**. *Sail* immediately accepts, since he hates *Kein* too.

They reach **Cere**. *Sail* offers his assistance, but *Luca* prefers to go alone, since she had heard about village oath which prohibits village members from entering **Cere**. *Luca* visits *Pastaria*, and find *Kein* and his woodcutter staffs. *Luca* really scolds *Kein*, but shameless *Kein* reply jokingly whether she wants payment for informing him or not. *Luca* threatens him that he'll be in big trouble if he doesn't stop right now, but that and her insistence that *Pastaria* has its own will encourage *Kein* even more to cut down *Pastaria* to make it his own. *Pastaria* suddenly opens its mouth (not literally; it has no face and looks like any other tree) to *Luca*, really calm. *Kein*'s staffs start cutting, but cannot even scratch *Pastaria*'s sturdy trunk. *Kein*, really infuriated, leaves together with his staffs.

Pastaria asks her why she came to it. *Luca* talks to *Pastaria* about her concern over it, whether *Pastaria* has resentment over her not since it was her who told *Kein* about it. *Pastaria* apologize back, about her misunderstanding that *Luca* was the very one who told *Kein* to cut it down. *Luca* tells *Pastaria* about taking *Mary* who admires *Pastaria* to here (note: this does not happen in the game), and *Pastaria* reply anyone is OK as long as they are not of the kind like *Kein*. *Luca* laughs. *Pastaria* shows her grief over her sorrow for being unable to see *Luca*'s foolish face for a while. *Luca* leaves, muttering "it can show open-mindedness sometimes."

Luca gets back to **the beachhead**. *Sail* reports he had just seen *Kein* and his cohorts going back miserably, all nursing their hands. *Ship* returns to the village. *Luca* and *Sail* chats that incidents like this are OK even if it occur every day, and laugh together. Back in **the village**, *Frik* and *Mary* tell *Luca* that *Flora* was looking for her. *Luca* visits *Flora*. *Flora* says, after listening to *Gorton*'s tune, she felt an urge to play her own instrument *Pulumm* to children, but she cannot since one of the cords is snapped. She explains the cords are made from hairs of wood creatures called *Warezitallabout*. *Luca* reckons without much thought. *Flora* tells *Luca* that they live in **Graceful Forest**, and *Luca* sets out for search.

Luca finds three *Warezitallabouts* in **Graceful Forest**. She tries to approach and grasp, but they simply run away out of her reach. Knowing their agility, *Luca* decides to ask villagers. She goes back to **the village**, and asks every single person in the village including *Hag*, but to her puzzlement, she finds everybody pretends that they don't know how to catch a *Warezitallabout* and, due a mysterious reason, some of them simply run away when questioned. When *Totaru*, one exception tries to begin "Cr..", *Al* forcibly detracts him from continuing further.

Luca exits to **Full Moon Forest**, wondering why everyone is just ignorant. So she decides to ask *Gorton*. She goes to *Gorton*'s temple. *Gorton*, while puzzling since he was convinced that villagers should know how too, recommends *Luca* to talk with *Warezitallabout* by eating *Crunchy-crunchy fruit* which grows around tree root in **Graceful Forest** and enables you to speak with *Warezitallabout* for some time after consuming one. Back in **the village**, she notices strange change in attitudes of villagers; they all talk like "stay alive!", "don't die!" or "I miss you".

Luca goes to **Graceful Forest** and eats a *Crunchy-crunchy fruit*. If she did not hear where they grow from *Anne* during the third day, *Luca* should look for each tree one by one. Then she meets three *Warezitallabouts* - *Ware*, *Zitallab* and *Out*, fluffy and white similar to *Wisp* but have a tail which ends in a smaller white sphere. They all talk raucously and rude. *Luca* asks them for some of their hairs. They, after some discussion, decide to ask her a riddle. They, which look exactly same to each other, run around for some time and urge *Luca* to answer who's who. If *Luca* succeeds to locate a right one, they give her hairs. Moreover, if *Luca* answers correct at her first try, they reward her with *Heart of Saint*. Even if she misses, they give her chances again and again.

After winning, *Warezitallabout* go away and *Luca* goes to *Flora*'s to give the hairs. *Flora* begins to play her tune - so unearthly that author of the game expresses his grave apology to game players and warns to check their audio equipments and knocks *Luca* unconscious. *Luca*, waking up from the bed *Flora* kindly offered, run away for her life.

Now *Luca* has learned why everyone, who now cares her health and celebrates her luck to live through, was expelled to tell about *Warezitallabout*. They couldn't tell the truth because they did not want to hurt *Flora*. *Luca* finally learns what was "that" the villagers were mentioning to, of which if only *Flora* don't do it she'll be a perfect person.

Al tells *Luca* that *Gaea* had went to **Graceful Forest** with a bunch of flowers. She finds *Gaea* as soon as she enters the forest. *Gaea* asks her for a request; instruct him how to make a crown from tiny flowers, since *Myd* asked him to make one to send to a girl as present, and he accepted without any idea. *Luca* laughs, and teases him, since she is in higher ground now. After speaking boldly, she learns herself going too much into *Kein*'s way, and decides to teach him how anyway. She takes him into middle of the forest, sit down together, and tell him how to carry his fingers here and there. He turns out to be a quite fast learner. He says he should have dexterous fingers to remove traps out as a treasure hunter. *Luca* asks him why he's doing a treasure hunter. He replies he can't gain much money, especially when a treasure is snatched away like *Luca* did in the cave. She says sorry, but explains she could not leave *Salam* in the stone at his risk, since she can recognize spirits. *Gaea* replies in turn, that he does treasure hunting just for thrills and fun of locating, and asks *Luca* what she feels like when she sees a spirit. *Luca* replies, that she can't understand how she feel when spirits are invisible, and let one of her befriended spirits hover around his head. *Gaea* still cannot feel its presence at all. (Note: the invisibility of spirits is clearly stated to game player at this point).

Gaea stands up and tries to leave. *Luca* asks him whom *Myd* is going to give the flower crown. *Gaea* replies it as *Anne*. *Luca* laughs, saying they would make a good pair. *Gaea* walks away, with last note "I'll do my best, teacher!!" (note: this part, which is nothing as a serious component of a game, is one of most important and deliberately most sensitive of all, and is quite important, since this is where *Luca* and *Gaea* begins to show their humanly perspective to each other, and to game player).

Luca mutters "he's sometimes quite a nice guy, huh?", and then hear a strange noise to north. She goes up, and finds *Al* talking with "the girl" she met twice before. She is obviously trying to lure *Al* out of the area children are not allowed to transgress. When *Luca* sights her she run away. *Al* refers to her as *Serena*. *Luca*, after ordering *Al* to go back to the village, pursues her. *Serena* simply ignores her, saying "there's no use in talking to you", and dissipates out of *Luca*'s sight.

Back in **the village**, *Luca* asks *Al* what he was talking with *Serena*. He says, *Serena* came here to investigate this island, and asked him about *Gorton* and *Luca*, but he did not answer a lot since *Luca* didn't tell him much, and that she invited him to her hut (note: this does not appear in the game) but he refused since he was forbidden to go out by village law. *Luca* then goes on to ask whether *Serena* didn't seem like a witch, but *Al* replies negative. *Luca* still feels suspicion, and tell *Al* not to go out, which makes *Al* sad, "you talk just like my mother. Then, in return, will you tell me about yourself?", and *Luca* replies "yes, tomorrow" and send *Al* away. She feels tired and goes to bed. In her bed at **Baghil's**, *Luca* keeps puzzling about *Serena*'s identity, and makes up her mind about discussing with *Volo* tomorrow.

Fifth day

Al forces *Luca* to wake up to make her talk about herself. But she sends her promise away to another day, excusing that she has an urgent business to do. Little bit hurt *Al* goes away. *Uwed* greets her at *Baghil's* doorstep. He tells her that since wood cutting is going well, he'll be able to go on to bridge rebuilding from tomorrow. *Luca* thanks him, and asks about *The Witch*. *Uwed* replies that he has never seen her nor her hideout directly, since he was simply told not cross the river since his childhood. Also he gives her a warning about *Flora*, which is too late now and goes away.

Villagers are all peaceful, and one of them suggests of relaxing in **Graceful Forest**, which sounds like a good idea to *Luca*. After wandering in **Anato cave** (*Volo's* former residence was crushed due to cave-in) *Luca* finds *Volo* at *Spirit Stone* room, together with *Frik* and *Mary*, who both seem really satisfied with their work here. *Luca* drags *Volo* out (by calling him "Vol") properly of **Anato cave** to have a personal talk with him.

Luca confesses her unsure doubt over *Serena* being *The Witch* or not. *Volo* does not answer her directly, but tells her to consider about her again, by showing one thesis, that if she was really going to kidnap *Al* she should have used monsters under her command like *The Witch* she did with goblins. He finally concludes to her that she should not make decisions right now, since she has too few proofs and is acting on her imagination now. *Luca* is convinced, and happily answers to him in "Volo" again. He turns sad, and return into his cave.

Then she decides to visit **Gorton's**, which is nearby the cave (note: this is the only moment she chooses to visit someone for no obvious reasons.). But she finds nobody in the temple. In the **Full Moon Forest**, *Luca* finds *Gaea* just entering the village together with a flower crown. *Luca* asks that he should have been supposed only to teach the instruction to make one to *Myd*, and *Gaea* replies he is going to give one to another child, a fragile girl called *Myria*. After exchanging some pickings each other, *Gaea* invites *Luca* to go together. *Luca* accepts.

Both get into a large house. *Sarah*, the mother of *Myria* greets *Gaea* and acknowledges *Luca* (note: she nor *Myria* does not appear in the game up until here, since you cannot enter their house before this, and they never venture out). *Gaea* kindly gives *Myria* in bed his present, and introduces *Luca* to her. Then *Myria* spots *Wisp* (disregarding which one *Luca* was selecting, the spirit is automatically switched to *Wisp* upon entering this house) around *Luca's* shoulder. So *Luca* notice *Myria* has a summoner's power. *Myria* and *Wisp* starts chatting, an awful sight to *Gaea*, who can only see *Myria* talking to the air. *Wisp* tells *Myria* things *Luca* don't want others to know, of which to *Myria's* vivid response, and makes *Gaea* teases *Luca*. *Myria* tells *Wisp* she can't go outside. *Wisp* begins to feel sorry for her. When three tries to leave, *Myria* goes sulk, feeling loneliness. *Wisp* decides to stay behind, together with *Myria*, promising *Luca* that only while *Luca* is in these islands he'll leave *Luca's* side.

Gaea leaves to the cave, ordering *Luca* not to come because he's going to remove a dangerous trap. *Luca* decides to rest in **Graceful Forest**. She falls asleep in the field. When she wakes up, she finds the rain is near, and returns to **the village**. Then, *Totaru* reports to her that *Al*, *Myd* and *Anne* are gone. He takes her to front of **Baghil's**. Villagers - *Sherry*, *Yang*, *Uwed* and *Baghil*- are getting afraid again there. Then they find *Myd* and *Anne* return right now. While their case was a simple one which *Myd* just needed extra time to pick up flowers, *Al* is, and was with them. *Myd* reports *Al* was mentioning about going to the ruins last time *Myd* met *Al*, saying he was going to meet *Volo*.

If *Luca* meets *S-Wisp* from this moment on (in another word, when *Wisp* is not with her), she can befriend *S-Wisp*, a peculiar and self-going one who tells *Luca* to call him *Shape* with love. So rude that, his attack is made by calling out each letters in a sentence: "Hi everyone! How are you doing? Oh my goodness, as you can see, I am flung around by this brutal mistress one day after another after another after alllll the days recently....!! Give me your merciful hands to this unlimitedly unfortunate being... so the story goes". She finds *Gaea* alone in **the cave**, but he sends her away, saying not to disturb him. So she visits *Volo*, *Mary* and *Frik* again and asks them for *AI*, but they haven't seen him either. So *Luca* tells them of his disappearance. *Volo* tells her about *Gaea* being near, and tells her to ask him about *AI*, and in case even he doesn't know, they would go searching together. *Luca* approaches *Gaea*. Before he can warn her, she activates the trap by mishap. Trap takes him down. *Luca* shouts, "Gaeaaaaa!!!!".

The scene suddenly shifts to Hag's domain. *Hag*, *Volo* and *Luca* are watching over *Gaea* in bed, suffering serious comatose. *Hag* admits she cannot ever promise his recovery, since he is getting more and more feeble, even beyond reach of Hag's herbs. *Luca* begins to feel really guilty, asking to do whatsoever necessary to help *Gaea*. Hag suggests an option; go past *the dragon* that dwell in mountaintop of **Mt. Gaea**, get to **the magical spring** over him, and feed *Gaea* with the water there. *Volo* tries to stop such daredevil act, but *Luca* firmly makes up her mind to go. *Hag* passes *Luca* a *magical bag* to carry the water. Against *Volo* who still opposes the idea, *Hag* hints him that leaving *Luca* to the path she chooses, since if *Volo* stops *Luca* she will spend rest of her life in her regret. "Living an entire life regretting over a deed you did not accomplish is a hard thing.... Master, you should know that too, don't you?" *Hag* mutters (note: this obviously suggests that *Volo* and *Hag* share old time secret between them, but there is no clue to learn what it is). *Volo* acknowledges what *Hag* said, and let *Luca* go. Just before *Luca* exits the house, *Volo* is faintly heard whispering mysterious note "Hag, you too seem...", which is answered by Hag's silence.

Luca dashes to the mountaintop (there are no villagers to talk with now). When she enters **Mt. Gaea**, heavy rain begins to pour (a highlight effect in this game), but it doesn't stop determined *Luca*. Even music turns into an eerie one. She and her spirits make up their last mind just prior to their final battle. *Dragon*, who scares *Luca* away saying "get lost" in other times, finds her doesn't turn back this time, who begs him to pass her to **the spring**. *Dragon* denies, saying many thieves tried to rob his treasures by through such feeble excuses before. *Luca* insists she really means it, but she cannot convince *the dragon*, and gives her ultimatum - turn back or die. *Luca* of course reject the former, therefore only battle remains as option, an option *Luca* doesn't prefer. There are two conditions to end this battle:

→ When a certain period had passed during the battle or *Shape* hits him with certain amount of shots which don't hurt *the dragon* (inferior case)

Dragon halts his attack saying "this is enough. I understood you." He apologizes *Luca* for doubting her, and asks her for her name and tells his - *Hermit*. He lets *Luca* pass him, but *Salam* finds all this boring, and leaves *Luca*.

→ When you give a certain amount of damage to *the dragon* (preferable way)

Dragon lets out a dying cry and falls. But when *Luca* tries to pardon her slaying, he immediately confesses he pretended he was hurt; not even his scales were damaged in fact. He just tested *Luca*'s courage. She asks his pardon for her upper hand attack on him, but *dragon* is quite moved by her bravery and grants her with a *Proof of Courage*. She lets her visit **the spring**.

(Note: if you choose this way, *dragon* does not tell his name, but you can learn it from the location reference in SAVE dialogue - **Hermit's Spring**).

Luca is then sent into a mystical cave, picks up several *Elixirs*, and locates a **spring**.

Scene shifts back to Hag's home. *Luca* is beside *Gaea* in bed, which is surrounded by her, *Hag* and *Volo*. As ordered by *Hag*, she leans over *Gaea* and let him swallow the water she brought back. Hag shamelessly asks for permission to take the rest of the water as her own, to *Volo*'s grief. *Volo* then goes to his bed, but when *Luca* is asked to too, she refuses. But eventually, weary *Luca* falls asleep, leaning against *Gaea*'s bed. *Hag* gently wraps her with blanket, and mutter "the girl acted in the way she would not regret... then it's my turn now". (Note: from this, you can easily conclude that *Hag* does something to *Gaea* after this. But what she actually does is hidden in the game).

Gaea opens his eyes, finds *Luca* leaning over him, and wakes her up. He scolds her for her last clumsiness. She sincerely pardons. Then *Hag* shows up again, and informs *Gaea* about her adventure she had undergone to take the water for him. *Gaea* blames her even more as not only clumsy but as a worst fool, but, blushes red and say "Thank you". *Hag* lewdly comments "I love it when young people do it. Should I leave not to disturb you too?". *Luca* scoff at her, but *Hag* gently tells that she got enough profit with the water, and tells her to rest. *Luca* leaves to **Baghil's**, with final word of relief to *Gaea*, "Get well soon...", which is answered by *Gaea*'s "Yes..."

When *Luca* steps out of Hag's door, *Frik* runs up to her saying about the emergency. He says *AI* is still unfound, and the crystal pillars (one she reinforced the seal of) in both forests had turned red. She rushes to the one in **Graceful Forest**, where *Uwed*, *Bann* and *Karl* are gathering with no idea what's going to happen except uneasiness. They ask her, but since she also has no idea, she decides to ask *Gorton*.

She visits the temple, and finds knocked-down *soldiers* and *Volo* there. *Volo* shows her the blackmail the one who pillaged the temple left and one of the *soldiers* gave to *Volo*, which says that it had kidnapped *Gorton*, and wants *Luca* to bring *Iris Crystal* with her alone to **the location near the mountaintop**, otherwise they'll kill *Gorton*. *Luca* decides to go, since *Gorton* is at his risk.

At one cliff side, *Luca* finds a *woman* wearing a white mask, and two goblins, together with *Gorton*. When *Luca* asks *the woman* if she's *Serena* or not she tortures *Gorton*. *The woman* and *Luca* quarrel about who is faster to release their exchange items. *Woman* offers a condition; *Luca* stands on cliff side, *the woman* stands on other side, and after calling out 1, 2 and 3 together, she releases *Gorton* and *Luca* pass her the crystal. *Luca* accepts the condition. But after *woman*'s callout, one of the goblins punches (?) in *Luca*'s stomach. With no explanation what had exactly happened (*the woman* even doesn't take the crystal), game finishes, with *woman*'s word "your role is over here..."

No "To Be Continued" appears, only "THE END", however the story surely would continue.

How they look like

Luca

She is dressed, though plain, pretty neat. She wears green semi-sleeve robe, thick and loose, with white band running over hems. Thin and small white cloak drapes over her back and wraps around her neck, and is fastened with a circular large button at her breast. She wears sandals with their leather laces strapped over her sins, which are sometimes visible out of her robe. She wears small golden bracelets around her both wrists and a small saucer-like cap over her head, which is of same colour with her robe. She doesn't wear any other flamboyant adornments, not even ear rings not gloves (but should be wearing rings). She does not carry anything in her hands, which is unusual for game heroes. She has large blue luminous eyes and dark brown hairs, which looks like shoulder length when seen from front or side, but in fact a very long braid runs down in her back, so long it ends at her hip. Her face is small, nose is low, and eyebrows are quite thin. She is of moderate skin colour, and is moderately built, far from being "sexy". Her age is around 17.

Gaea

His hairs are black. His head is round, but chin is pointed. His upper torso is wrapped in a white loose shirt (one part is extended down, like an apron) similar to Roman's, but he wears trousers. Two gems adorn his shirt. A string is tied around his waist. His age is estimated as early 20's.

Al

He has rich shiny chestnut hairs with length up to his ears, and eyes of same colour and luminosity. He looks like filled with vigour. His clothing indicates he belongs to the family richer than average. He wears navy-blue jacket over white shirt, with both of the having their sleeves tucked up above his elbows. Short scarf wraps around his necks below his collars (unusual for village kid's clothing). He wears trousers of identical colour with his jacket. His face is rather similar to those girls in Japanese animes - very small nose, large vertically-long eyes, oval frame warped in S-like way. He wears a brown band around one of his wrists, but no other accessories. He wears normal shoes with shoelaces.

Volo

He is a quite striking figure. All his body is wrapped in a straw-coloured rug. He wears equally shabby large flat hat above his head. What visible between the hat and rug are, a pair of round dark spectacles, and growth of white beard. He always walks slowly. His age is impossible to measure, estimated as approximately equal with *Hag*.

Hag

She looks like typical village wise woman. She is dressed in a simple brown robe. Her face is in wrinkles. Her white hairs are tucked up behind her head. She is sometimes seen with walking staff.

Serena

She looks like a lower-teenage girl. She is dressed in no luxury, with yellow cloak hanging down from her shoulder, covering about 40% of her front. She holds a long staff in her right hand. She wears large-sized shirt and simple trousers, both slightly blue. She grows short black hairs. Her form is, after all, easily recognizable from villagers.

Baghil

He grows white-brown hairs as long as to his shoulders, and moustache. He is dressed like plain countryman - white semi-sleeve shirt, small black vests, simple brown trousers and small leather shoes.

Sail

His face is covered with black moustache, whiskers and beards. His clothing is weathered with sea winds.

Anne

She is easily noticeable by pale blonde hair, tied at both side of her head. She is clad in simple skirts and blouses, suitable for children.

Gorton

He is covered with shiny decorative armour, typical in RPGs. He wears no helmet, though. His hair is pale brown, and their length is approximately to upper tip of his ears. He looks like no older than 31, but talks much more mature. His pipe is flute-like, but only about 20 cm long.

Temple soldiers

Only their backs are shown in the game. They wear large brown cloaks, and grow blue rugged hairs (or, blue helmets) and hold pole arms in left hands.

Village woman

Women - *Flora*, *Yang* and everyone else - look the same. Long brown hair tied behind their back, green clothing which seems rich for common villagers.

Village men

Men not noted, like *Bann* or *Karl*, look identical - but in two patterns.

1. Blonde hair, sticking up. All part of the body is wrapped up in conical blankets.
2. Black hair, white shirt, decorative vests, and plain trousers. A rather rich look like in women's case.

Wisp

Looks like overlaid two luminous white spheres. Larger ones, which you can see mainly, have to vertical slit-like eyes. He shoots out yellow balls as bullets.

Salam

It's basically a tiny red dragon, but with unusually large eyes. He fires fireballs rapidly.

Syyl

She is a blue-white little woman with large bat-like wings. She fires laser-like substances to four directions at once.

Shape

Basically a black *Wisp* with white outline, but looks much more sinister and reminds you of jellyfish. His method of attack is quite unusual - vocal words (see the "sequence" section).