

# Table Of Contents

- Page 3: New Game
- Pages 352 to 357: Gift Index
- Pages 358 to 369: Move Index
- Pages 370 to 395: Personality Library
- Pages 396 to 478: Éintastikid Index
- Pages 494 to 495: Mutireader

# Gamebook Start Guide

If you already know what this page explains, then skip this page and go onto the next page.

Welcome, Friend! To play this type of gamebook, you need to learn how rules are taught in this type of gamebook, rules are taught though objects which is called a "Note", a note is a blue ring with a small blue colored phrase wrapped around it, and a black letter or number in it's center, see example below...



A example of a note, see the object on the left.

So how it works is, When you do something that matches the blue phrase wrapped around a note, and you did that action to a element of the game that is near or contacting that note (or a element with no note but looks the same or close like the one that matching note is contacting/close to), that note is acted.

The blue phrase around a note is read clockwise, also a letter or number within parentheses that is in a blue phrase of a note pertains to another note with that letter or number in that note's ring. Now when you act a note or a note is acted, on the acted note will be a black letter or number within the center of the ring that makes up that note, if it is a letter.

Compare that letter to one of the letters underlaid in the tutorial box on the same page (except G, which is at the beginning, not underlaid) as that note, but what is a turotial box? See below...

A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.
A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.
<u>G</u> A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.		

So, on the section of the letter underlaid or in front (the whole dotted box around that letter) matching the letter of the acted note, read everything in that section to understand the element. Now, if it is a number within the center of the ring that makes up that acted note.

Go to the page with a page number that matches that black number and read everything in that page to understand the element, after it's read, you are returned to the page and position before being taken to that page. It is recommended to pause your game session and test the newly learned feature as soon as it is learned by you so you can get used to it then continue your gameplay session after, as soon as a element is known, it can take effect immediately if it toke effect at/before knowing it.

Now if you come to a page and need to understand something, You can choose to act a note anytime (regardless of situation) in order to resolve this misunderstanding. Also, you can choose to ignore any notes that teach features or elements of the game that you already know of unless they are "Red" colored notes as those hint at features which contain slight changes and must be read when they are acted (every once per entry of page). You are done, please go to the next page to truly start the game.



Éintastikólogy, Copyright 2012-2018, J. N. Pickee.

This covers artwork, scenario, character, scenes, playfield background, and the written paragraphs in the "Music Box", scenario and/or other piece of art featured in his book.

-Bookmark Key-  
(Tactic Demo# 003)  
To use, please go to page 493 now.

Sleeve opening should face this dotted box.

## Scrapbook/Album Bank

Create or buy a sleeve that can hold a card, that is the size of this darker box, glue it here on the darker box.

This is used for storage of your album or scrapbook.

### Trace Cut-Out Here

The montage picture, this is just a picture to look at or read what is on it while waiting to move onto the next page.

Nothing Here.

The montage flicker, as it implies, stay on the page of this for the given amount of time listed, then go to page listed on this.

Nothing Here.

Nothing Here,  
Nothing Here.

A  
D

B  
E

C  
F

G Nothing Here.

The montage picture, this is just a picture to look at or read what is on it while waiting to move onto the next page.

Nothing Here.

The montage flicker, as it implies, stay on the page of this for the given amount of time listed, then go to page listed on this.

Nothing Here.

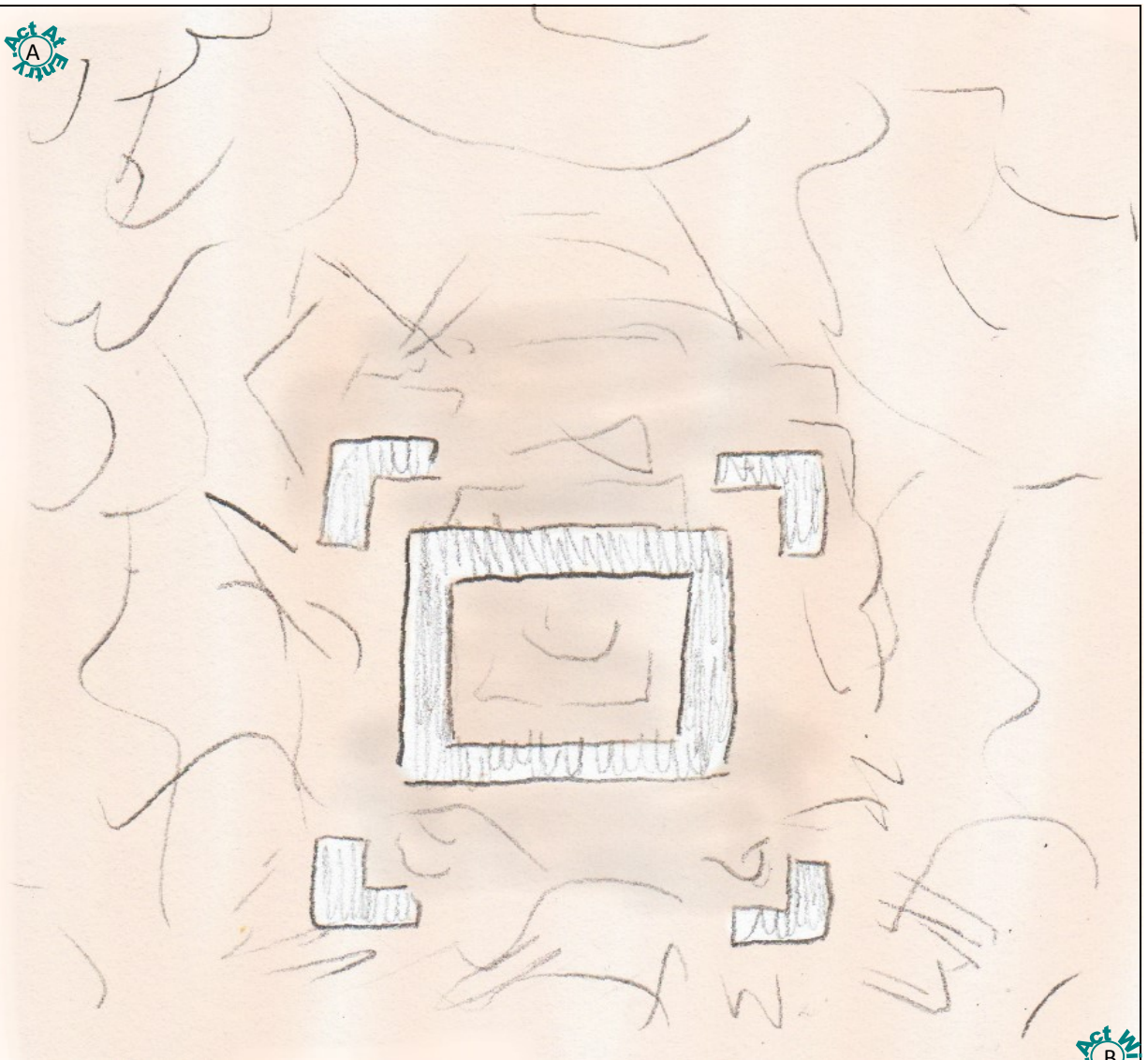
Nothing Here,  
Nothing Here.

A  
D

B  
E

C  
F

G Nothing Here.



The montage picture, this is just a picture to look at or read what is on it while waiting to move onto the next page.  
Nothing Here.

**D**

The montage flicker, as it implies, stay on the page of this for the given amount of time listed, then go to page listed on this.  
Nothing Here.

**E**

Nothing Here,  
Nothing Here.

**F**

**G** Nothing Here.

The montage picture, this is just a picture to look at or read what is on it while waiting to move onto the next page.  
Nothing Here.

**D**

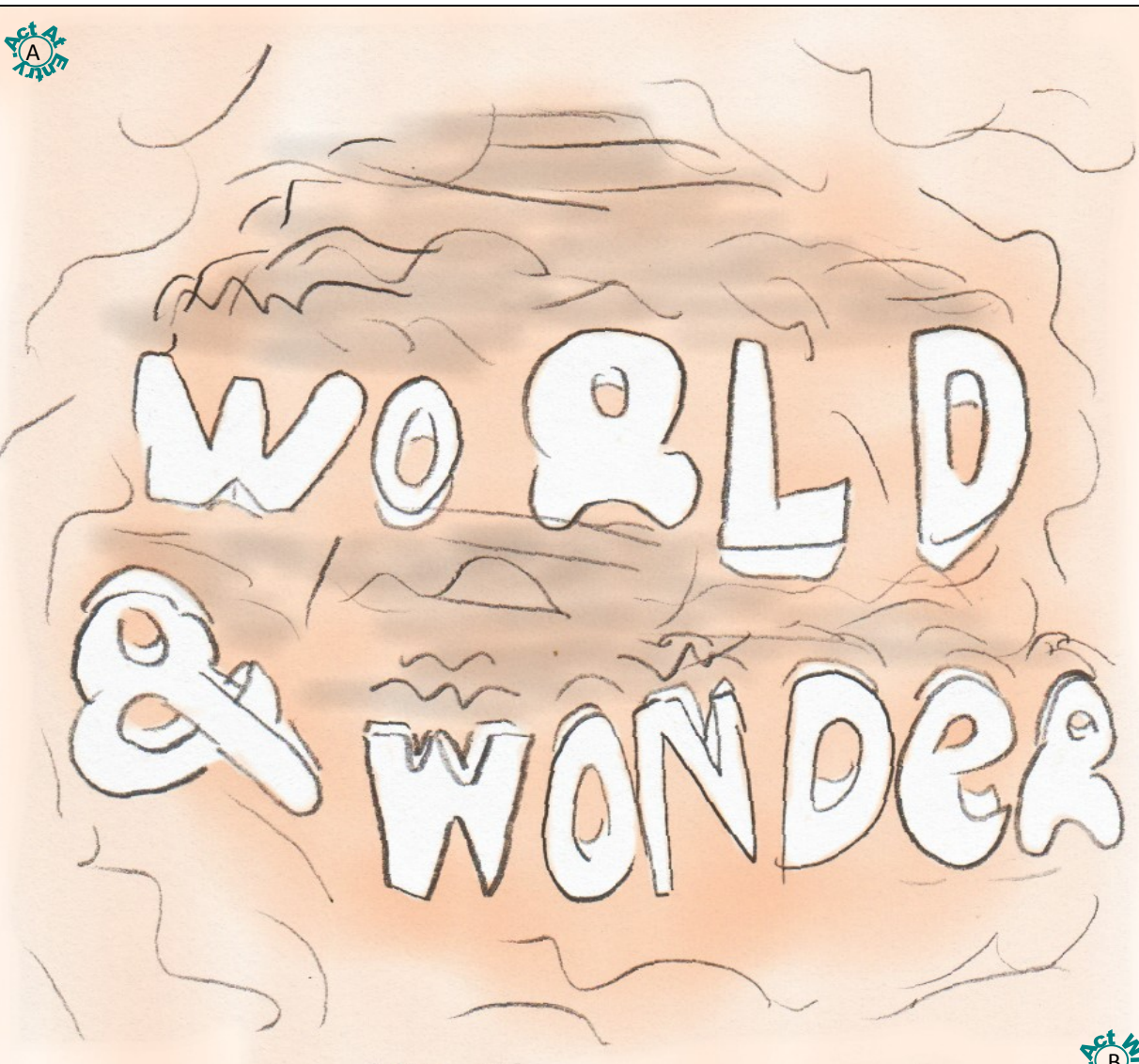
The montage flicker, as it implies, stay on the page of this for the given amount of time listed, then go to page listed on this.  
Nothing Here.

**E**

Nothing Here,  
Nothing Here.

**F**

**G** Nothing Here.



The montage picture, this is just a picture to look at or read what is on it while waiting to move onto the next page.

Nothing Here.

D

The montage flicker, as it implies, stay on the page of this for the given amount of time listed, then go to page listed on this.

Nothing Here.

E

Nothing Here,

Nothing Here.

F

Nothing Here.



The montage picture, this is just a picture to look at or read what is on it while waiting to move onto the next page.

Nothing Here.

D

The montage flicker, as it implies, stay on the page of this for the given amount of time listed, then go to page listed on this.

Nothing Here.

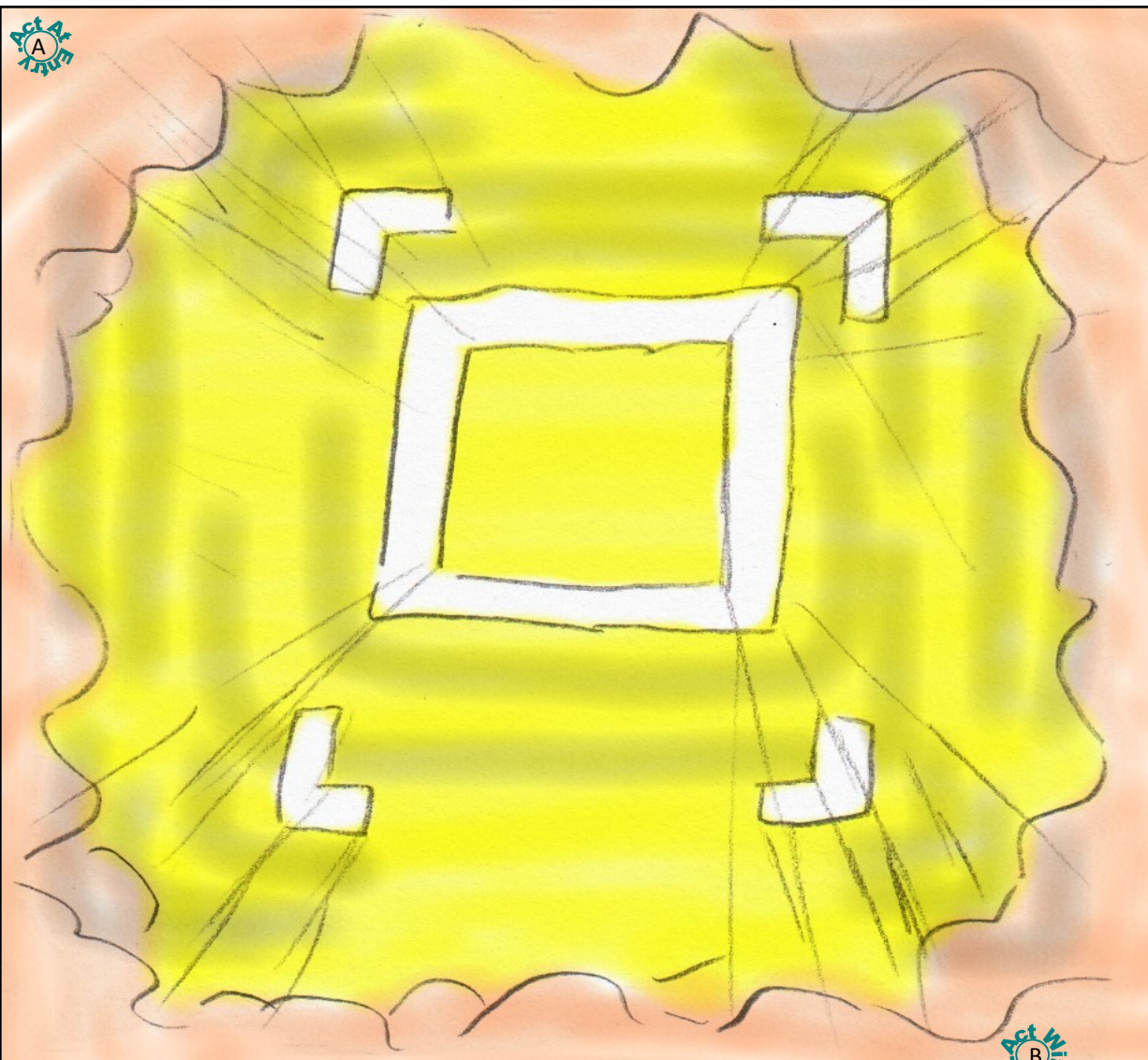
E

Nothing Here,

Nothing Here.

F

Nothing Here.



A setup box, on the selected setup box, go to page listed in red dotted line in this with the letter listed also as it implies. Nothing Here.

The setup exit, you use this automatically when you have at least one Cut-Out in your album over everything else on this's page. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page. Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this. Nothing Here.

# Welcome

In just the next step you can get your adventure set up and started. To begin, start off by first selecting your first Eintastikid below.



## Silksquirt

The Wedding Dress Sheet Eintastikid.  
If this is chosen, Go to page 353 with "H"



### Breakfast

The Farm Chicken Eintastikid.  
If this is chosen, Go to page 352 with "A"

### Charstreak

The Toy Car Eintastikid.  
If this is chosen, Go to page 352 with "D"

### Lunch

The Farm Pig Eintastikid.  
If this is chosen, Go to page 352 with "B"

### Fountainfite

The Toy Fire Hydrant Eintastikid.  
If this is chosen, Go to page 352 with "E"

### Dinner

The Farm Calf Eintastikid.  
If this is chosen, Go to page 352 with "C"

### Troopie

The Toy Solider Eintastikid.  
If this is chosen, Go to page 352 with "F"

### Scratchash

The Fire German Sherpard Eintastikid.  
If this is chosen, Go to page 353 with "G"

### Palmcalm

The Seedweed Slime Eintastikid.  
If this is chosen, Go to page 353 with "I"

Once you have your first Entastikid in your "Album", then go to page 320 to start.



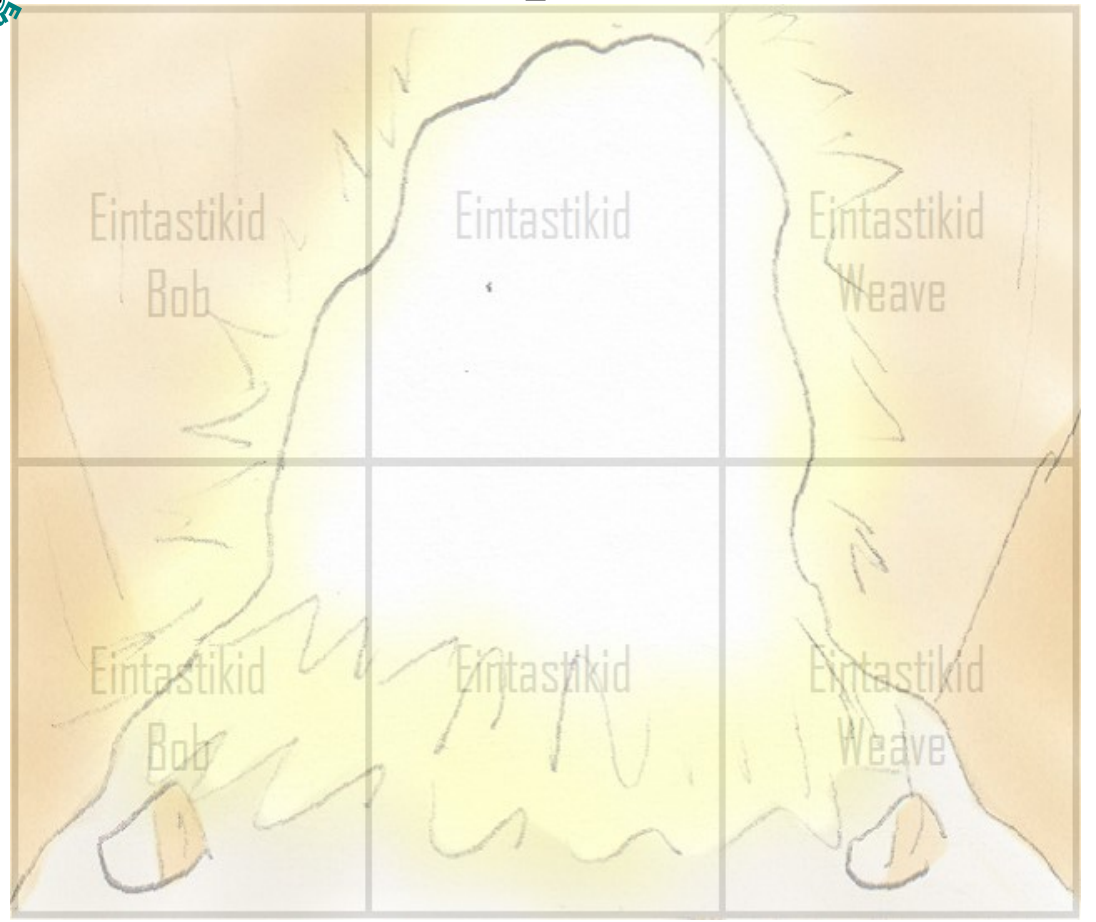
Set Eintastikid.

Ignore This.

Ignore This.



Page: 319



Page: 012



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

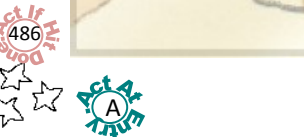
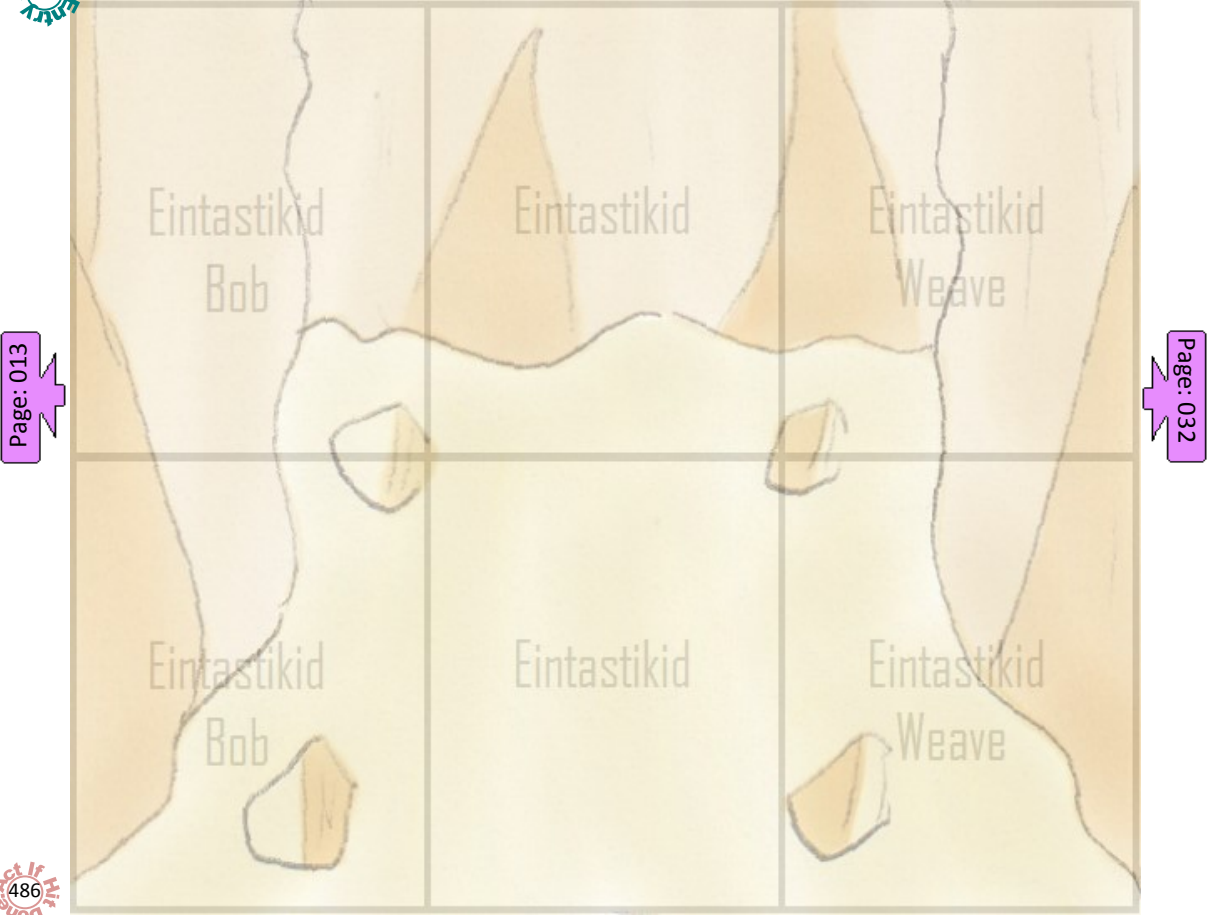
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

Ignore This.

Ignore This.



Page: 011



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

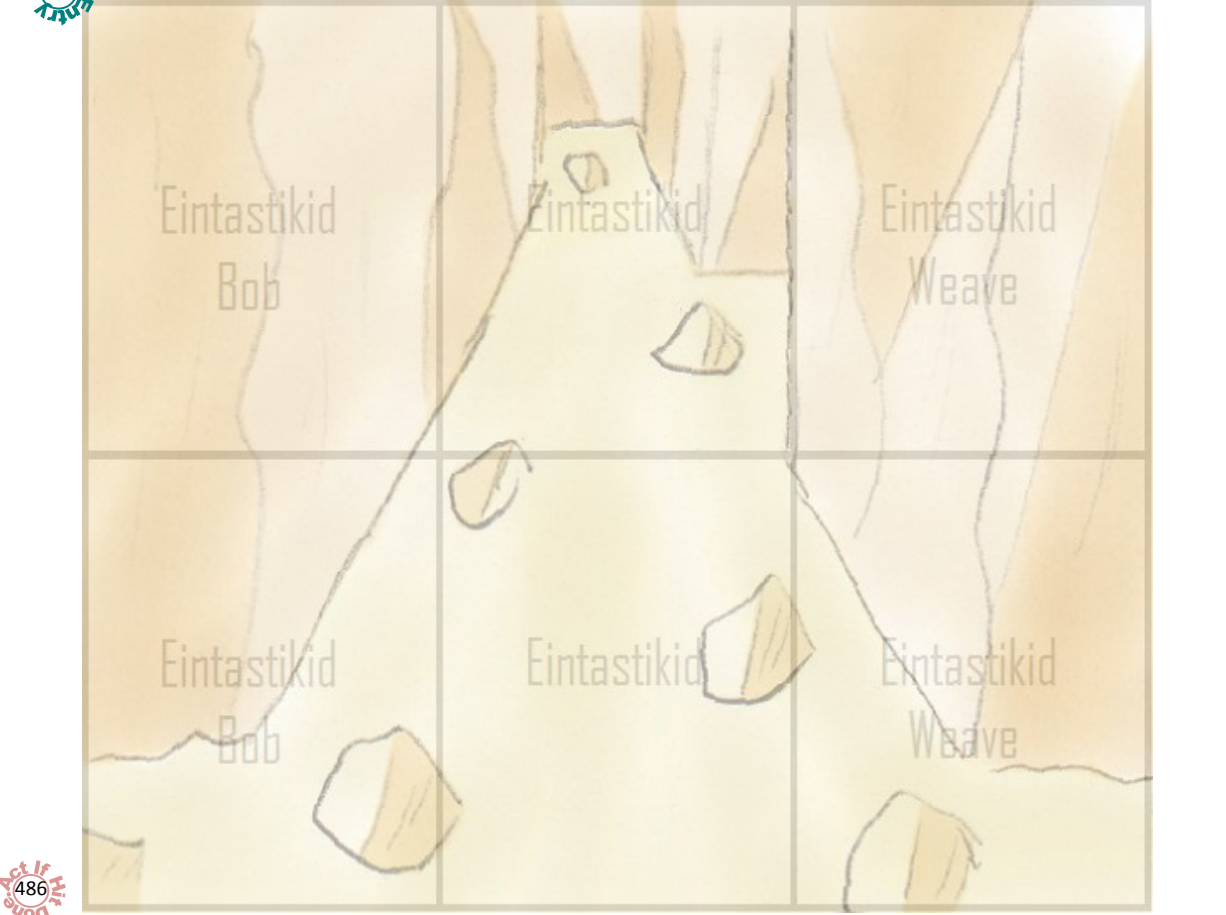
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

Ignore This.

Ignore This.



Page: 014



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

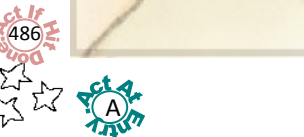
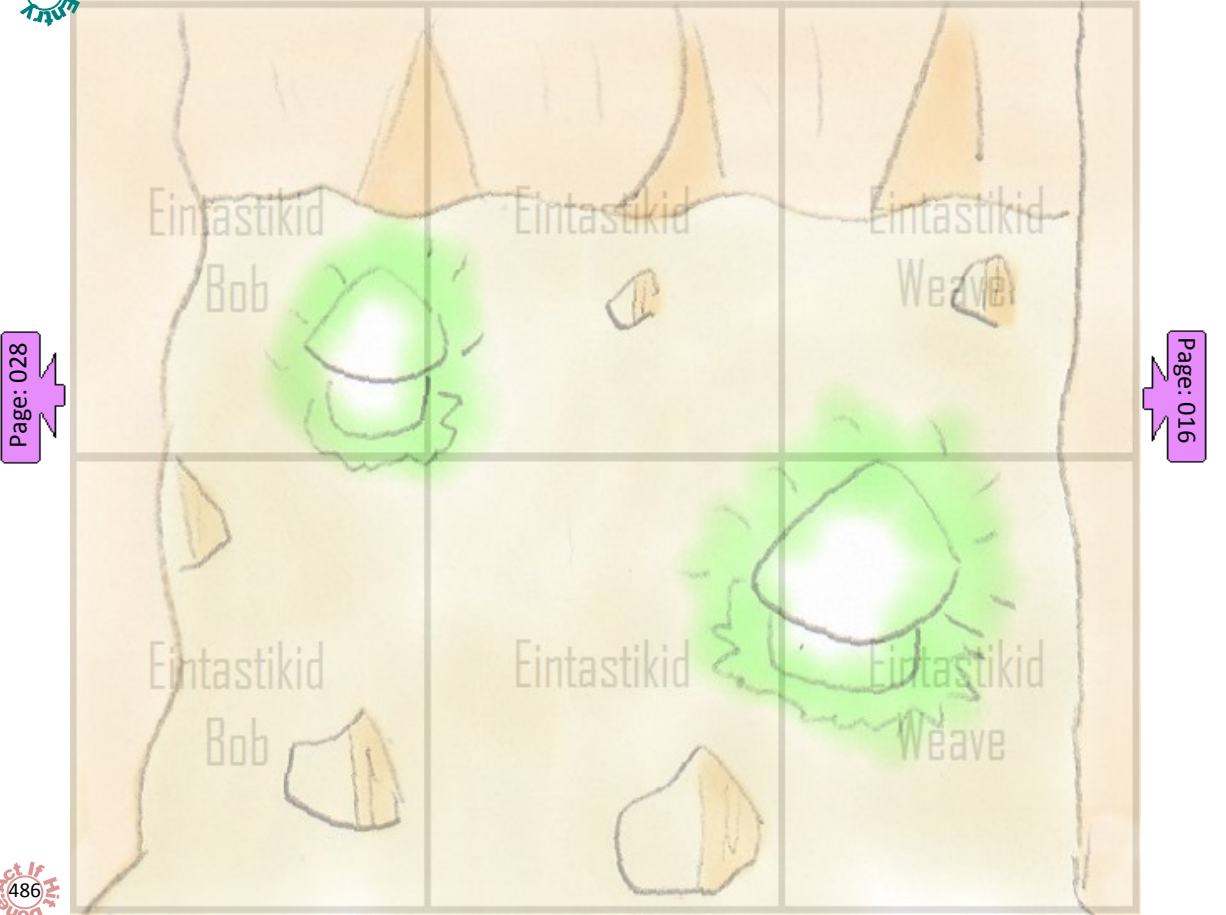
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 015



Page: 013



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

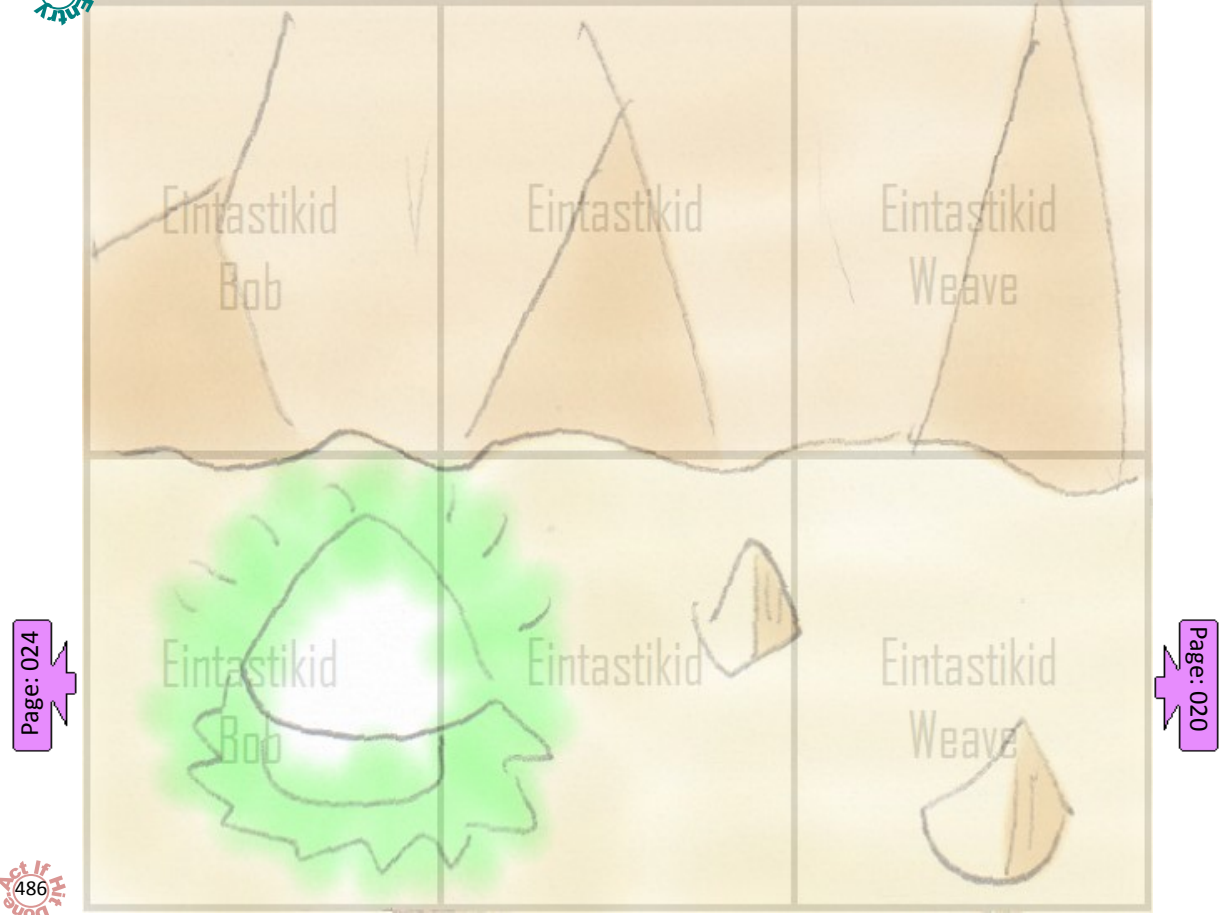
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 024



Page: 014



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

Nothing Here.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

Fight From Pg. 017 **AM**

Nothing Here.  
**Set Eíntastikid.**

"Fight Her"  
To Page 016

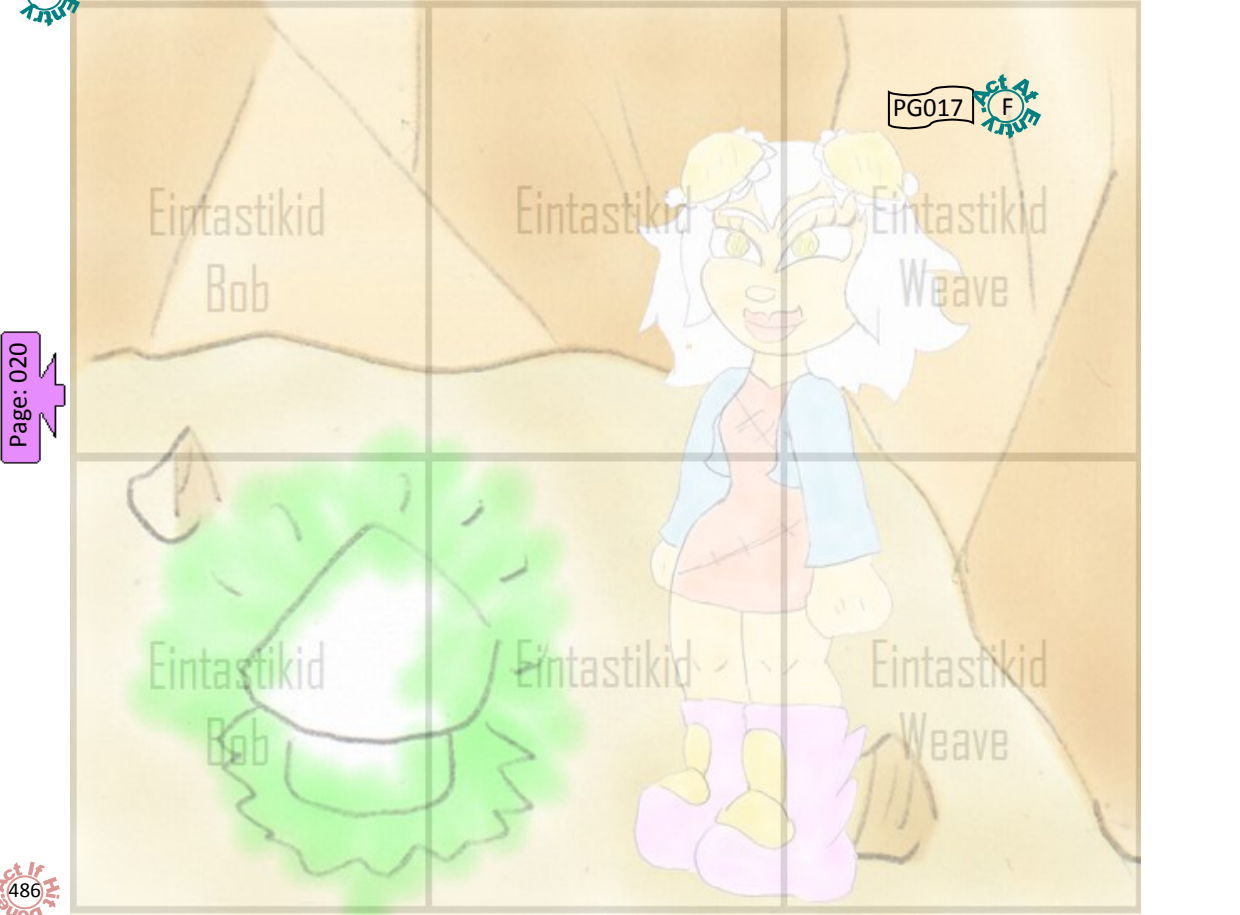
**Scene**

"Decline Her"  
To Page 019

**Ignore This.**

483 484 485  
483 484 485  
D 019

484 485 482  
484 485 482



486  
Page: 014 C  
A B E 018

486  
A B



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

C  
F

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

C  
F

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 016

Scene

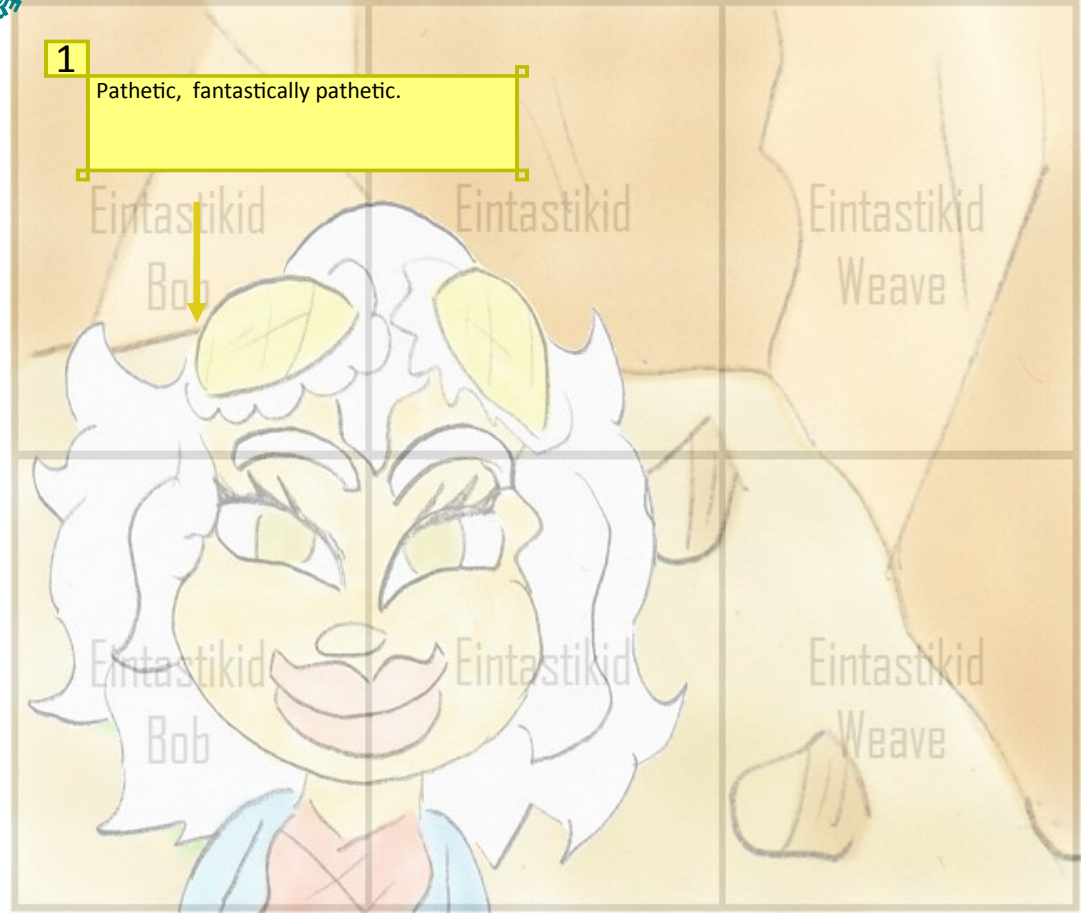
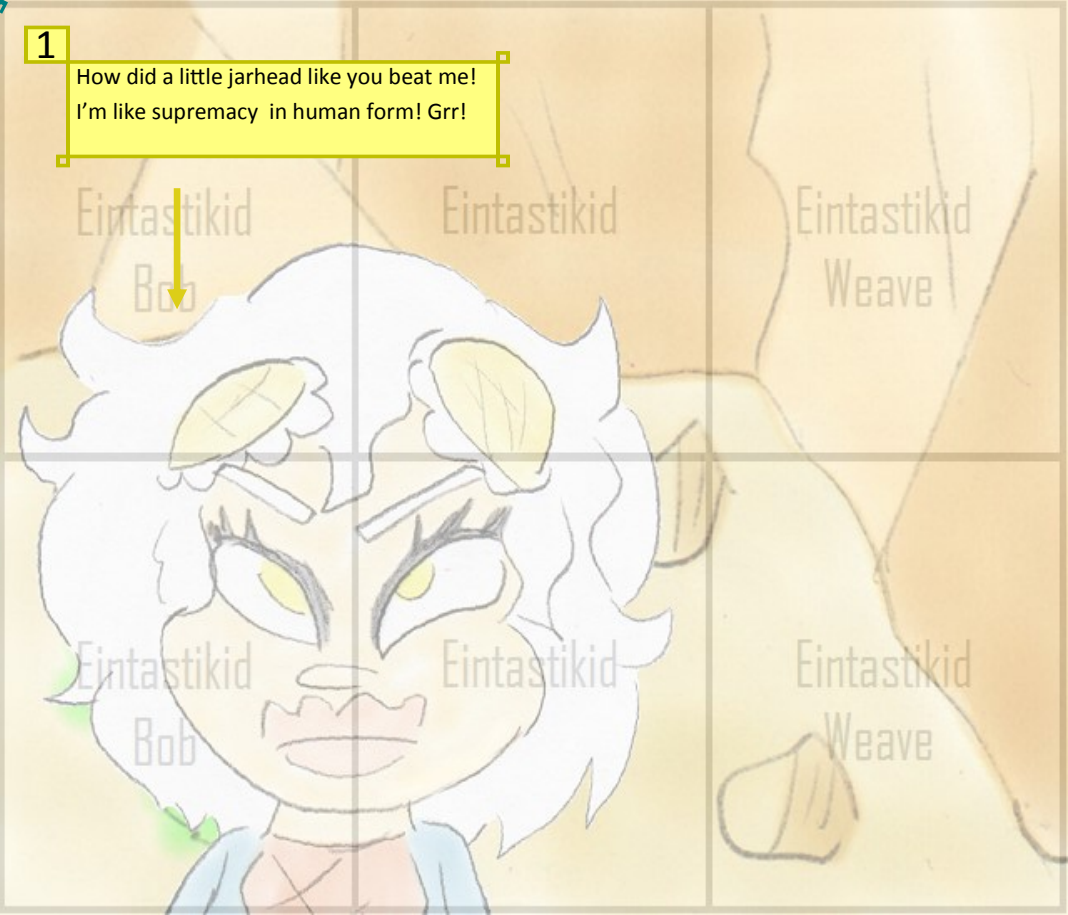
Ignore This.

Set Eíntastikid.

"Back Off"  
To Page 016

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
 A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

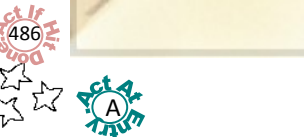
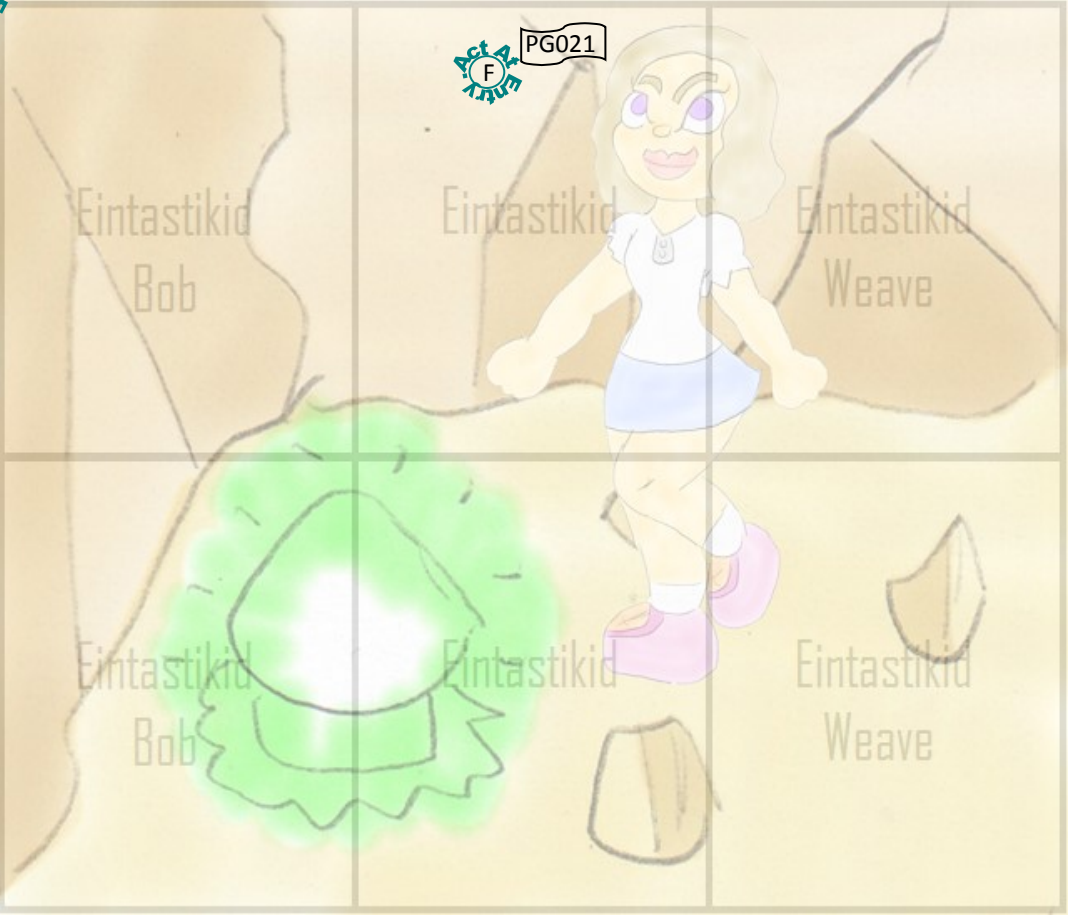
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
 A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
 A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

Fight From Pg. 021 **AN**



Page: 015 **C**



The area, the words in this box are a area name, which is the "Area" of this page.  
 Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
 Nothing Here.

Nothing Here.  
 Nothing Here.

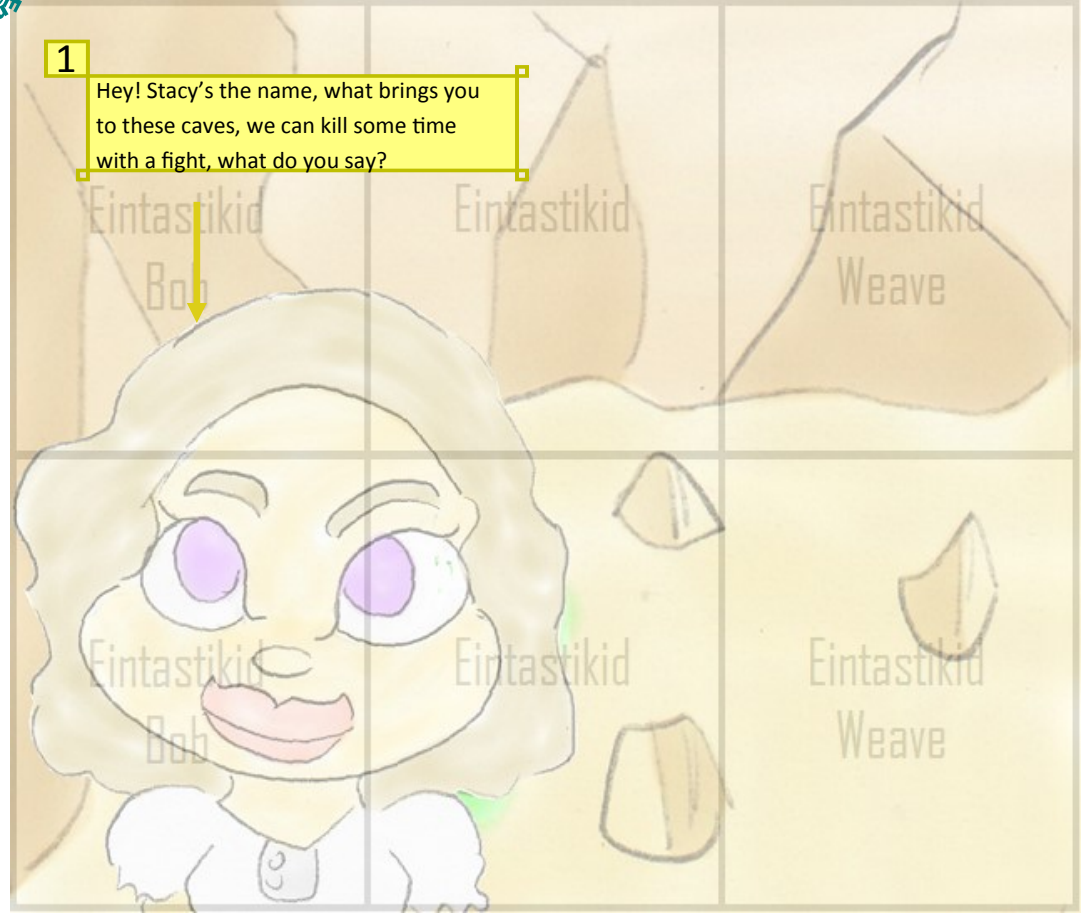
Nothing Here.  
**Set Eíntastikid.**

"Fight Her" To Page 020

**Scene**

"Decline Her" To Page 023

**Ignore This.**



**B**

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

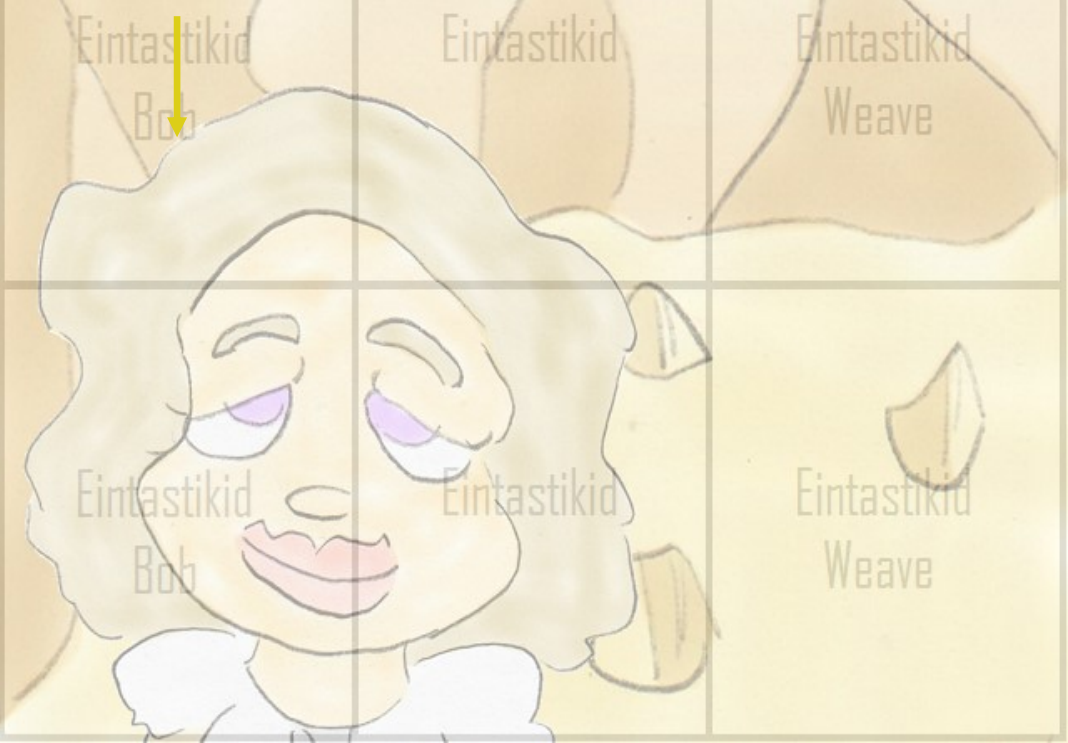
"Back Off" To Page 020

Scene

Ignore This.



1  
Heh, well, you beat me, I guess I should try harder huh?



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

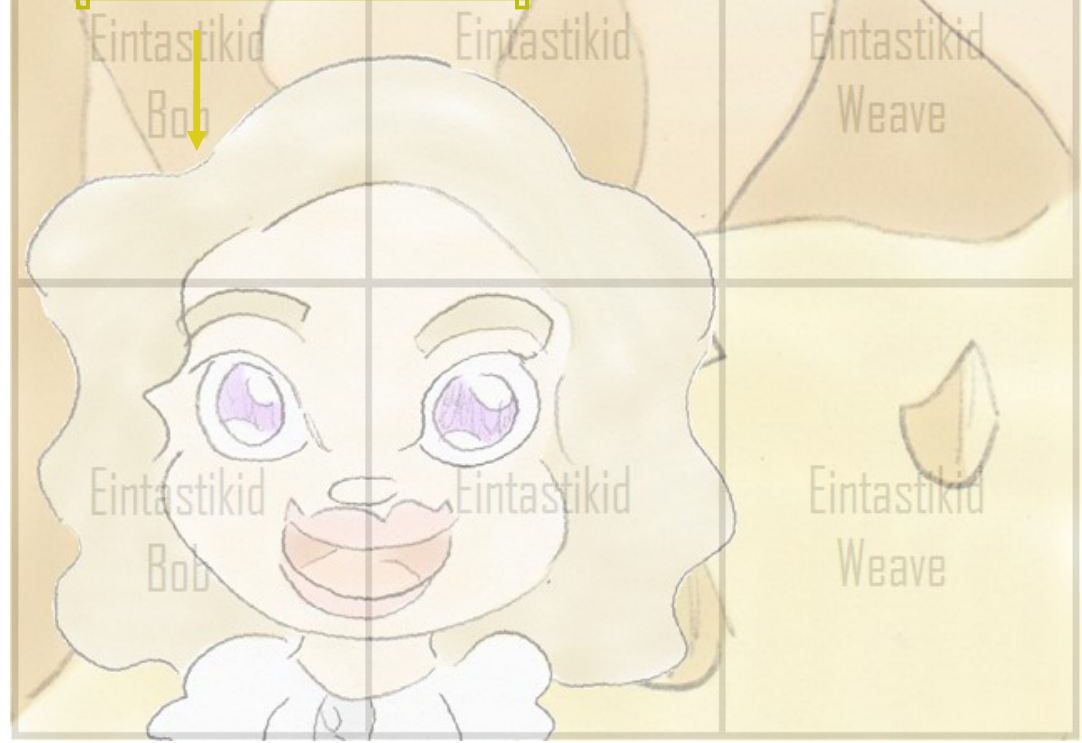
"Back Off" To Page 020

Scene

Ignore This.



1  
Hey, do be so down! Cheer up and go outside for some fresh air! Tee-Hee!



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

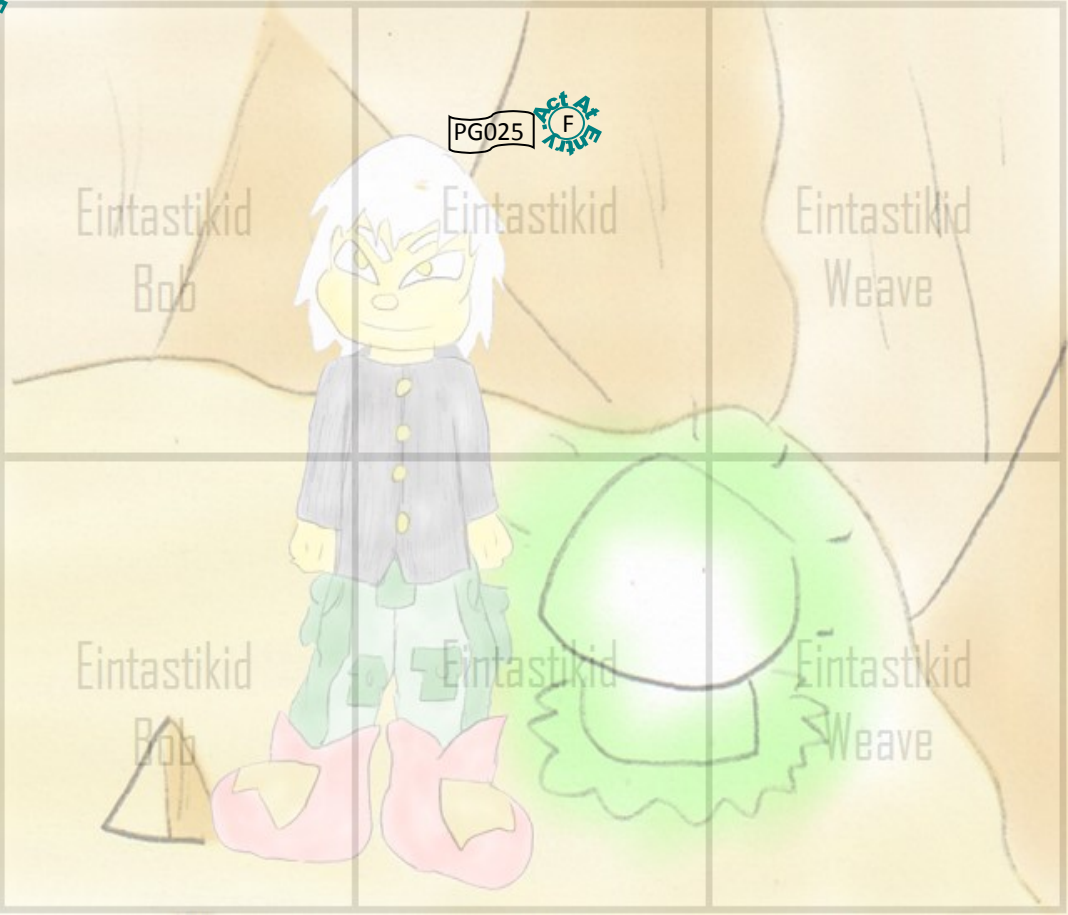
Set Eíntastikid.

Ignore This.

Fight From Pg. 025 AP



Page: 028



Page: 015 C



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 024

Scene

"Decline Him" To Page 027

Ignore This.



1 Yo, the name is Wen, and I'm a Asian phoenix mason, you should probably back off from me when you have time.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

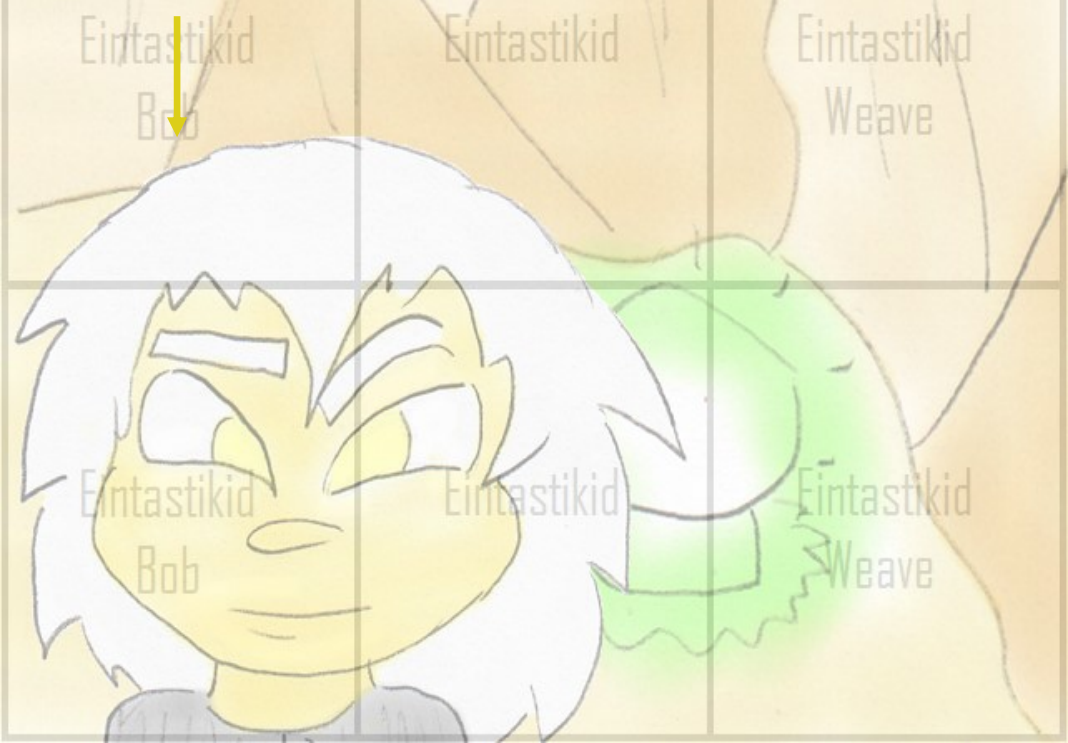
"Back Off" To Page 024

Scene

Ignore This.



1 Impressive, you beat me, maybe I'm the one who needs to back off from you, uh hah hah hah!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

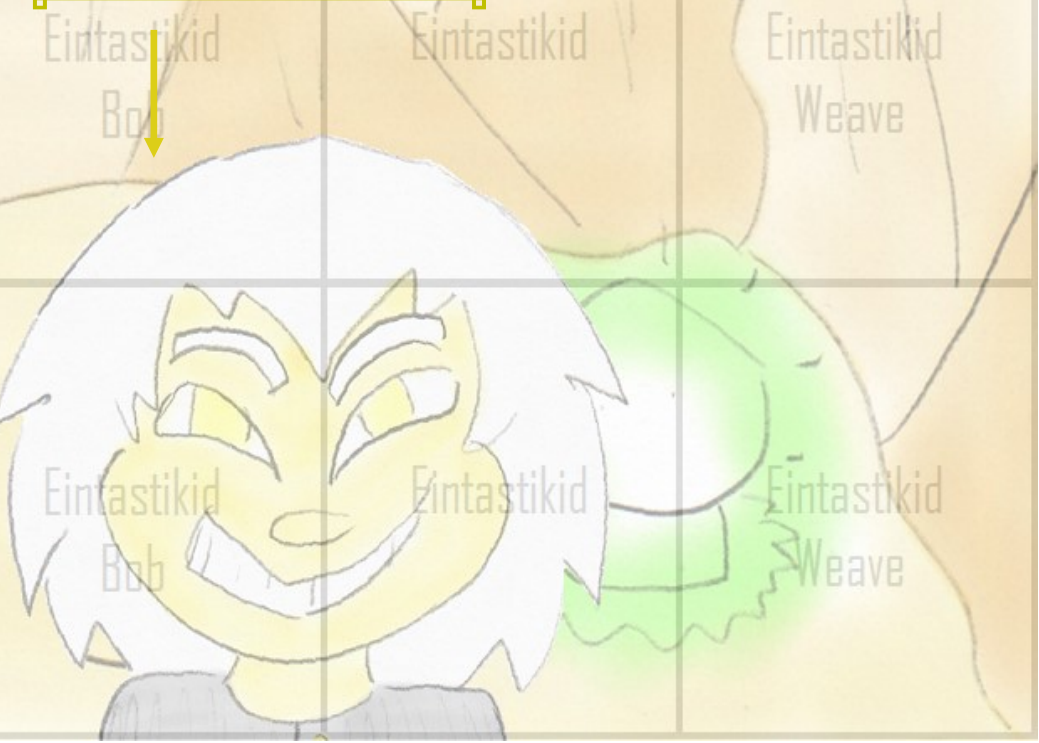
"Back Off" To Page 024

Scene

Ignore This.



1 Smart move of you to stand down like that, but hey there is always next time!



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

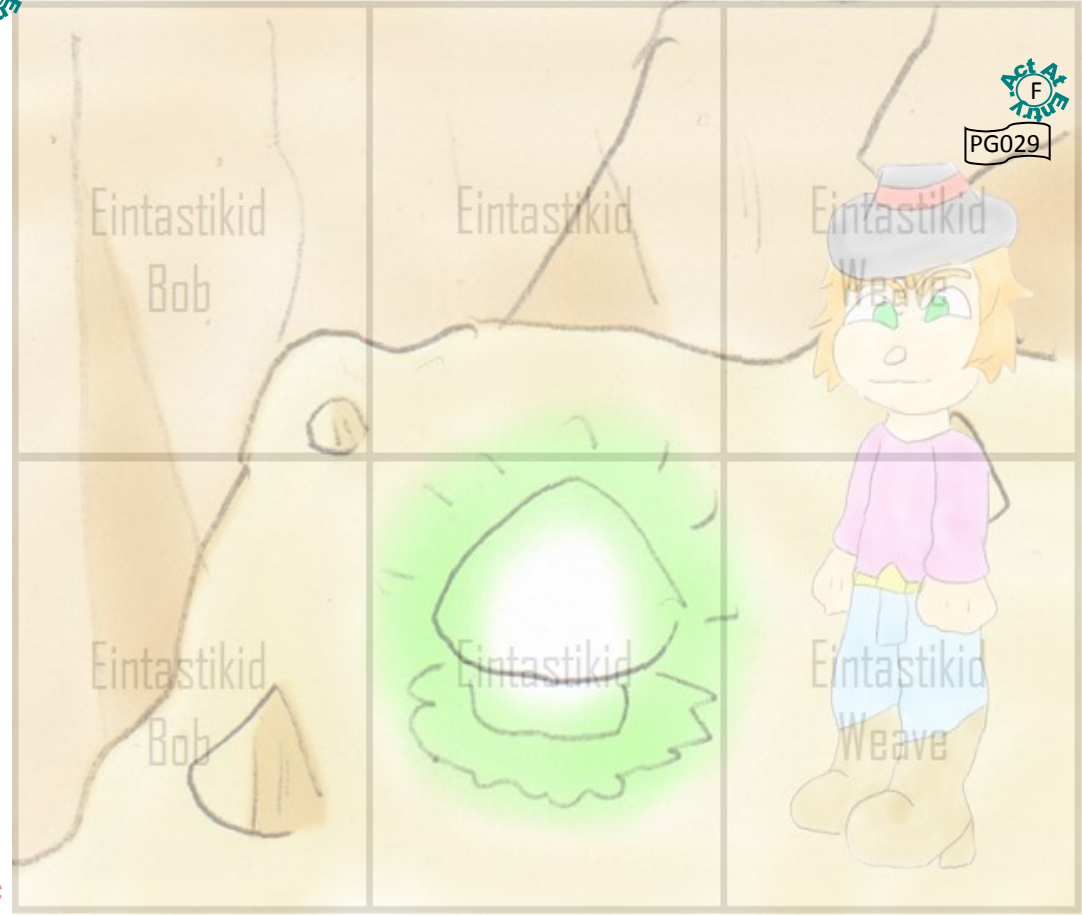
Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Fight From Pg. 029 AO



Page: 014 C



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 028

Scene

"Decline Him" To Page 031

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

"Back Off" To Page 028

Scene

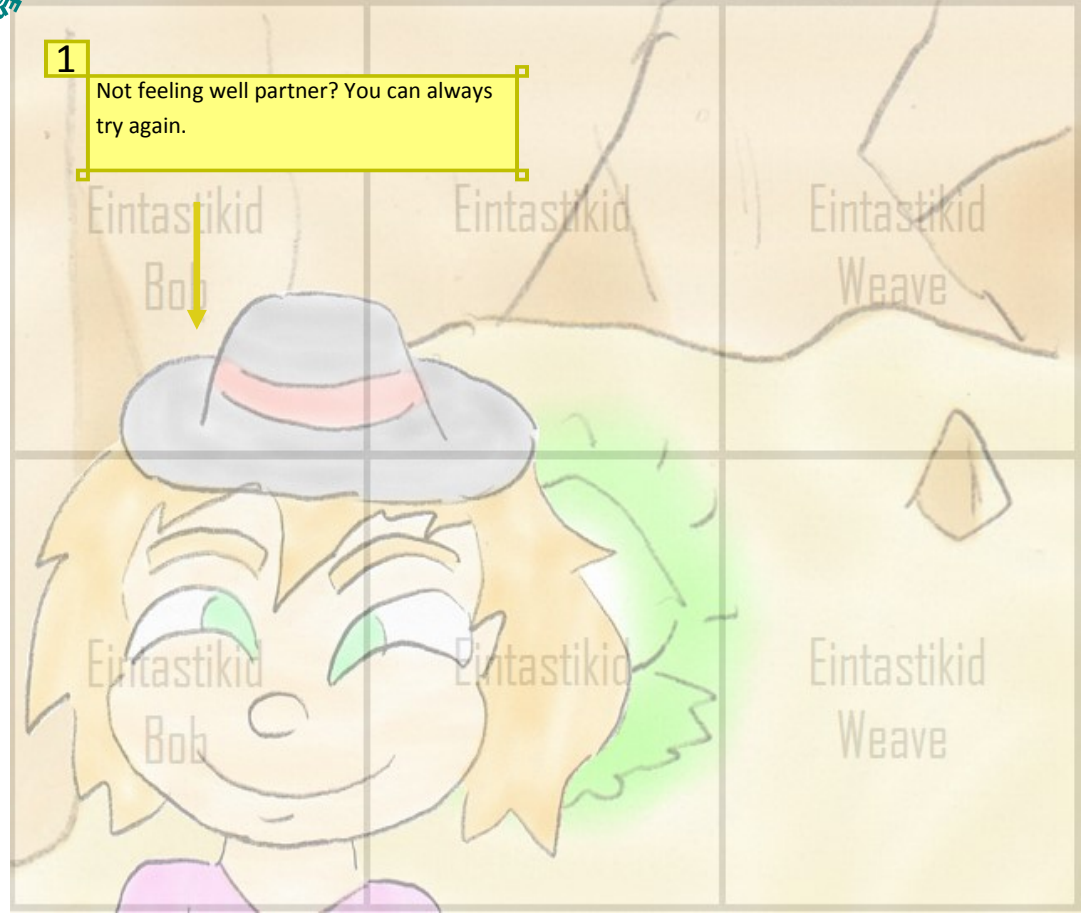
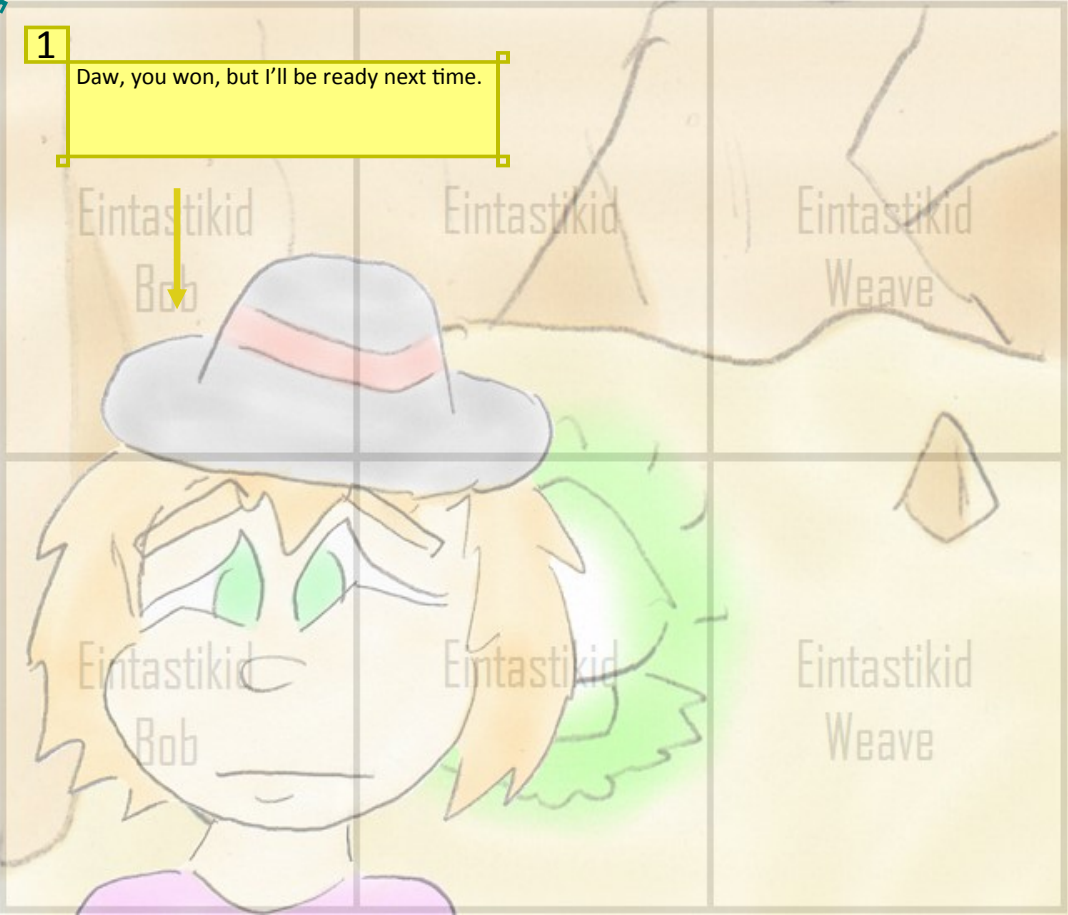
Ignore This.

Nothing Here.

"Back Off" To Page 028

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

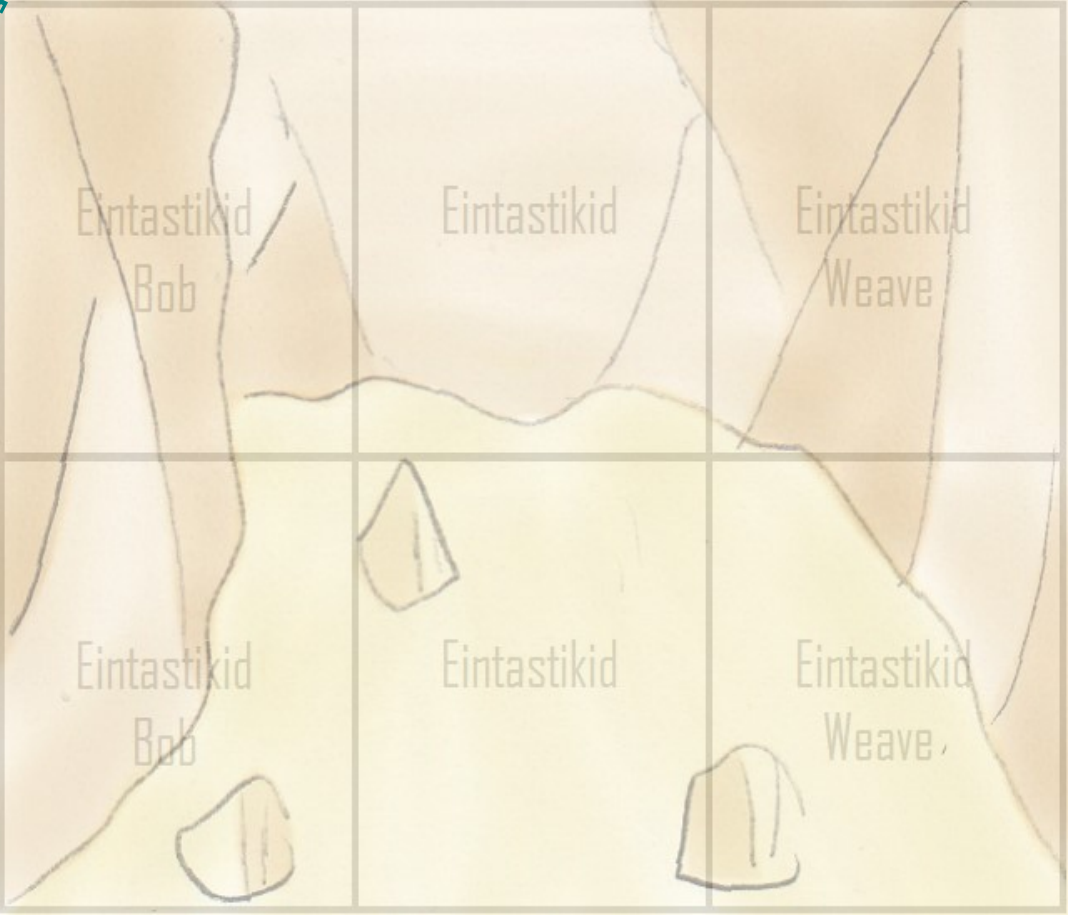
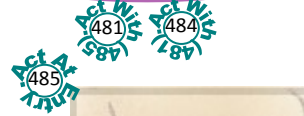
A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

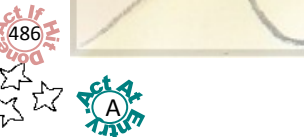
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 033



Page: 012



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

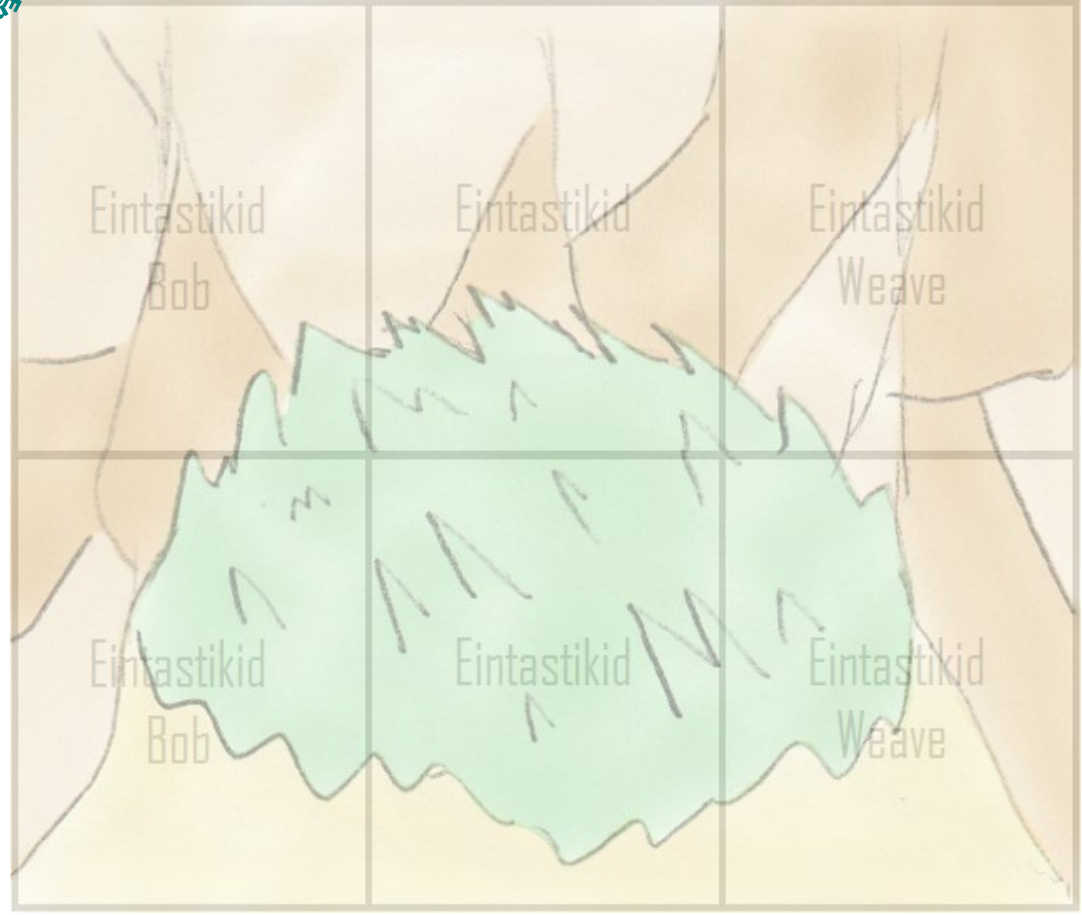
A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



Page: 032



5003 Listed: Pg328





The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

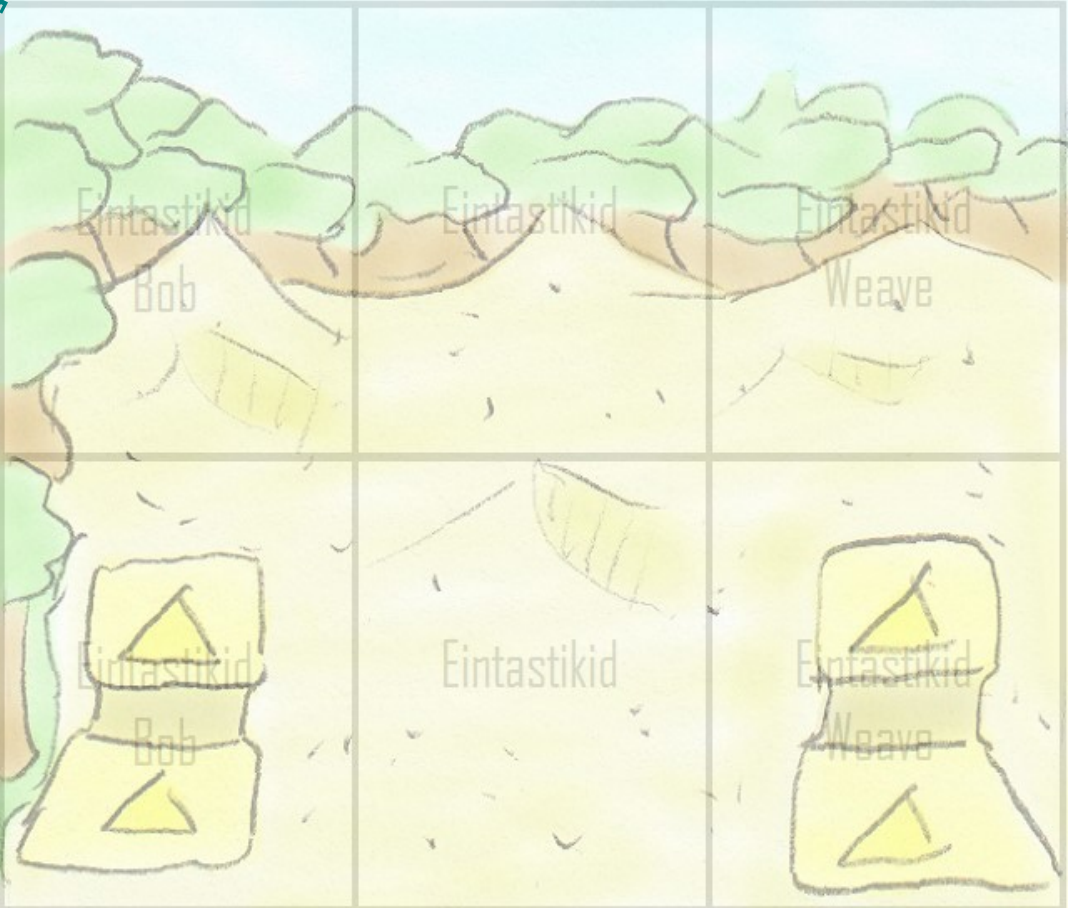
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 040



Page: 265



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

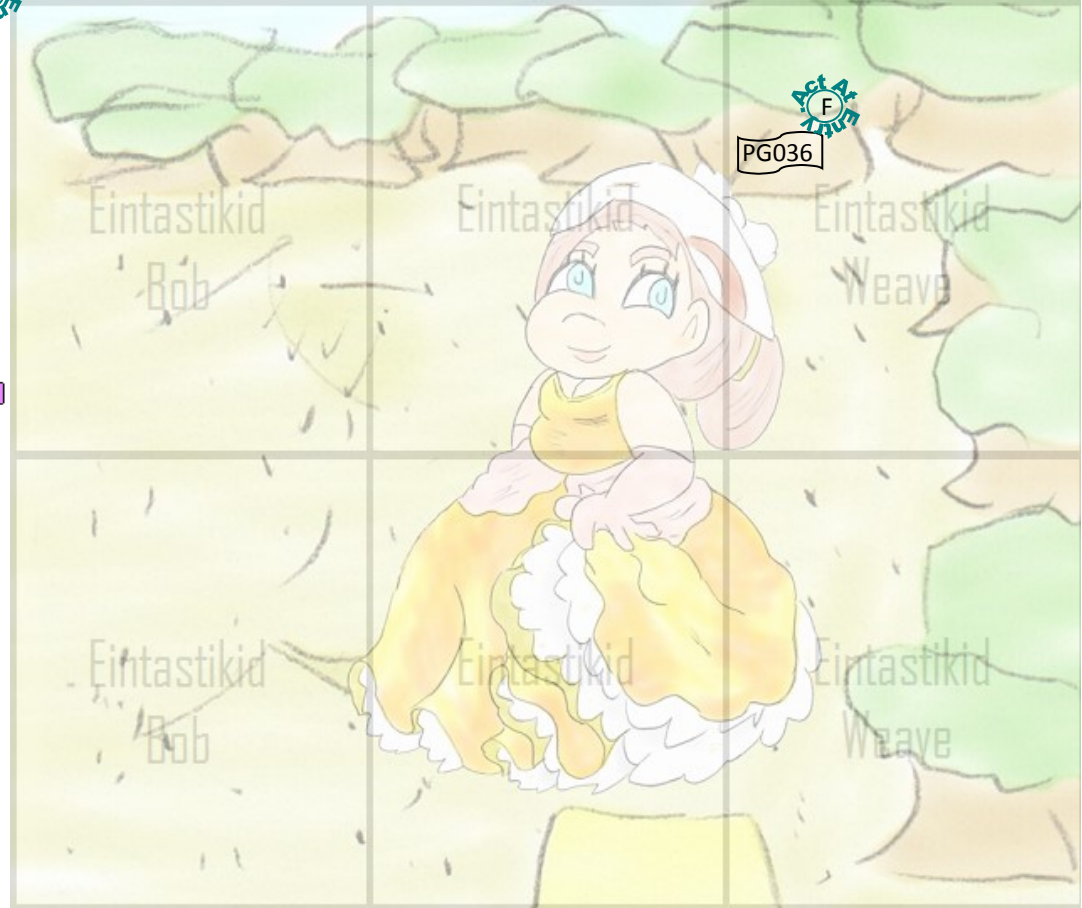
Set Eíntastikid.

Ignore This.

Fight From Pg. 036 AY



Page: 038



Page: 034



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her"  
To Page 035

Scene

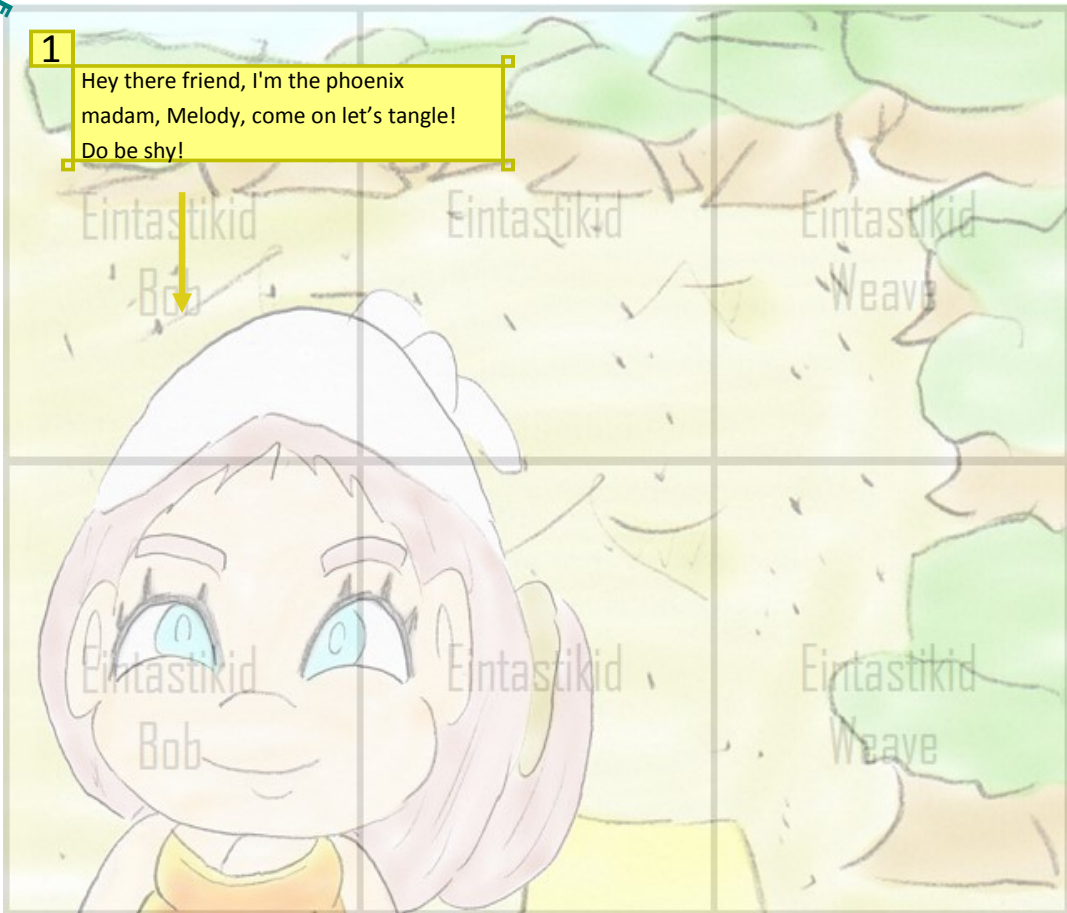
"Decline Her"  
To Page 038

Ignore This.



1

Hey there friend, I'm the phoenix madam, Melody, come on let's tangle! Do be shy!



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 035

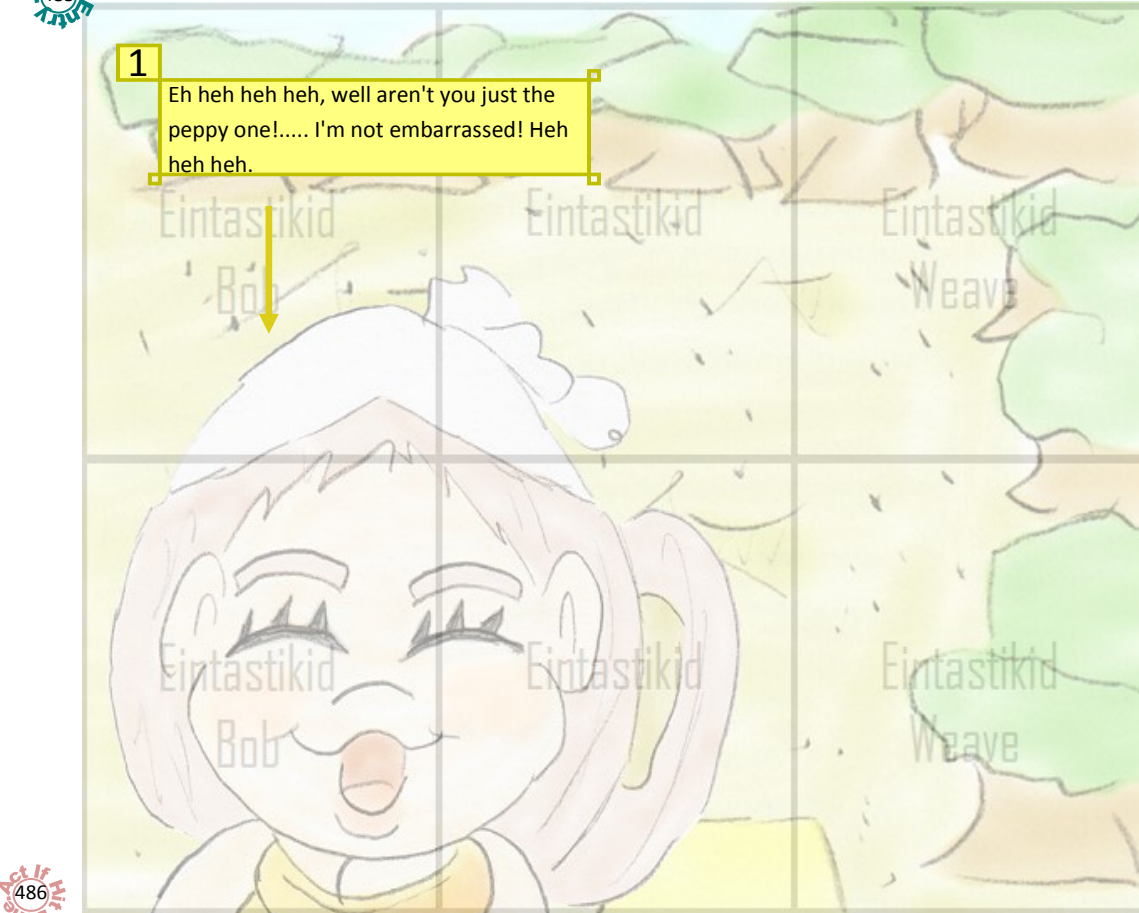
Scene

Ignore This.



1

Eh heh heh heh, well aren't you just the peppy one!..... I'm not embarrassed! Heh heh heh.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

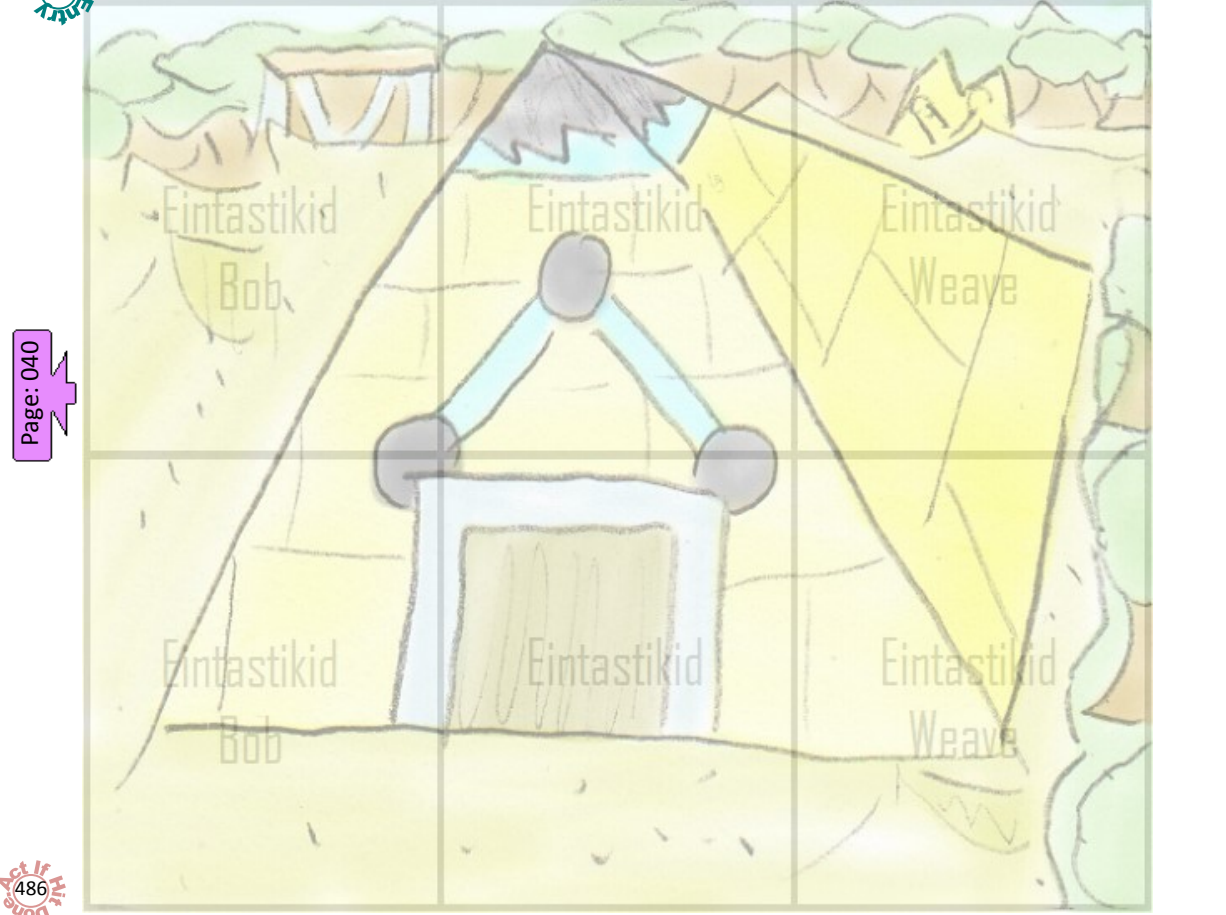
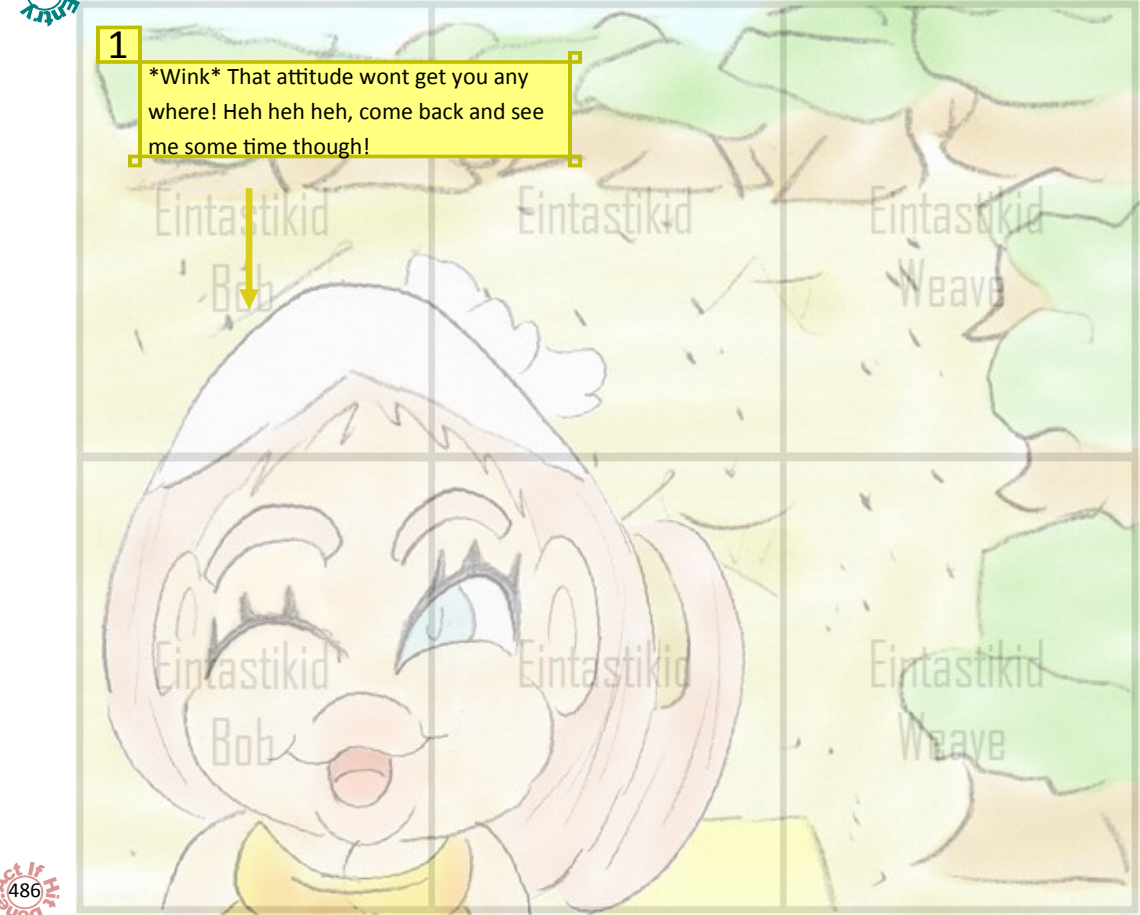
Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

Nothing Here.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

Fight From Pg. 041 **AU**

Nothing Here.  
**Set Eíntastikid.**

"Fight Him" To Page 040

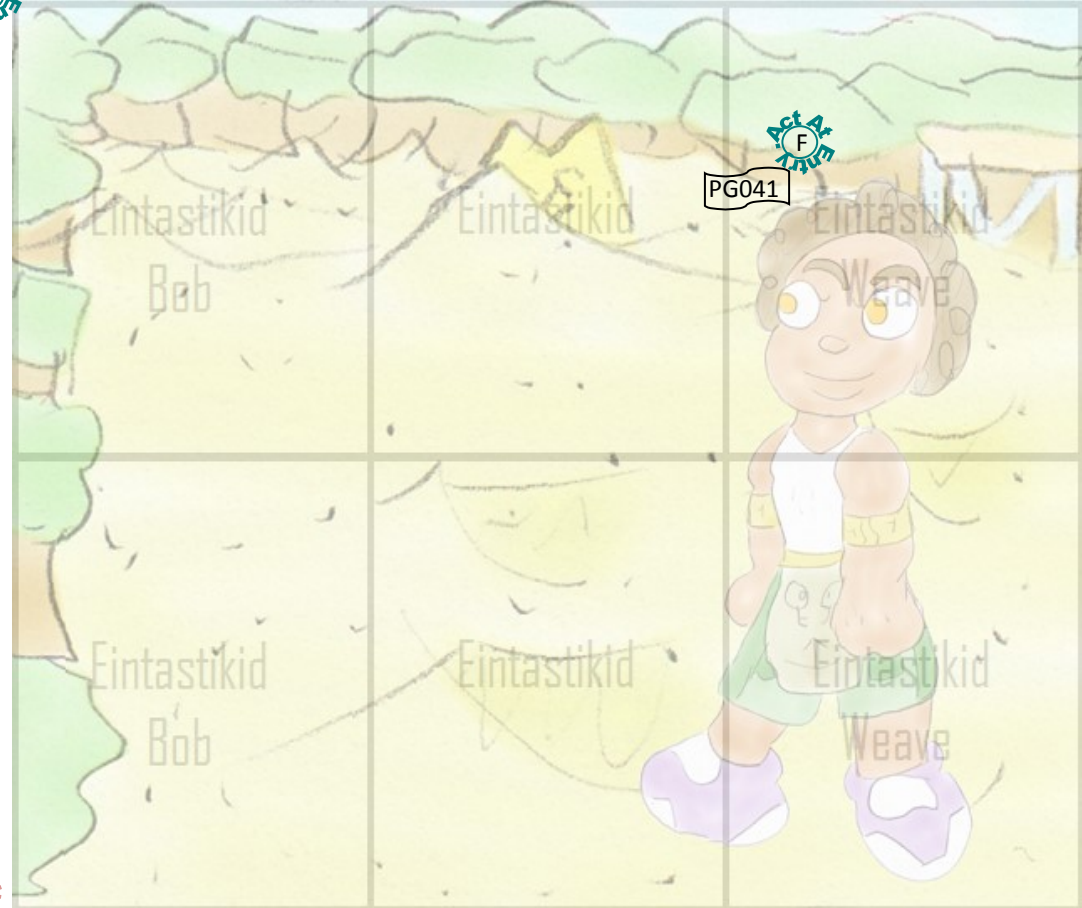
**Scene**

"Decline Him" To Page 043

**Ignore This.**

485 481 484 483 D 043

Page: 044

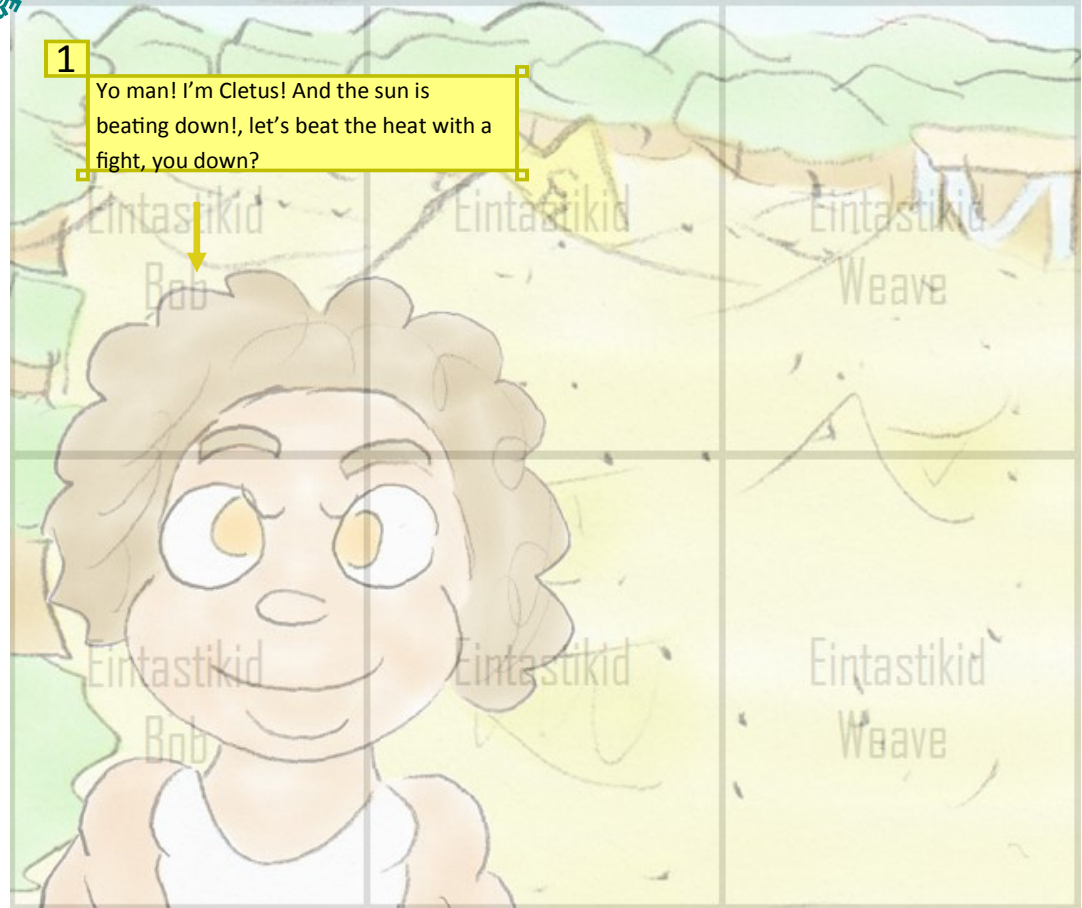


Page: 039

486 A B E 042

Page: 034

484 481 485 482



486 A B

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

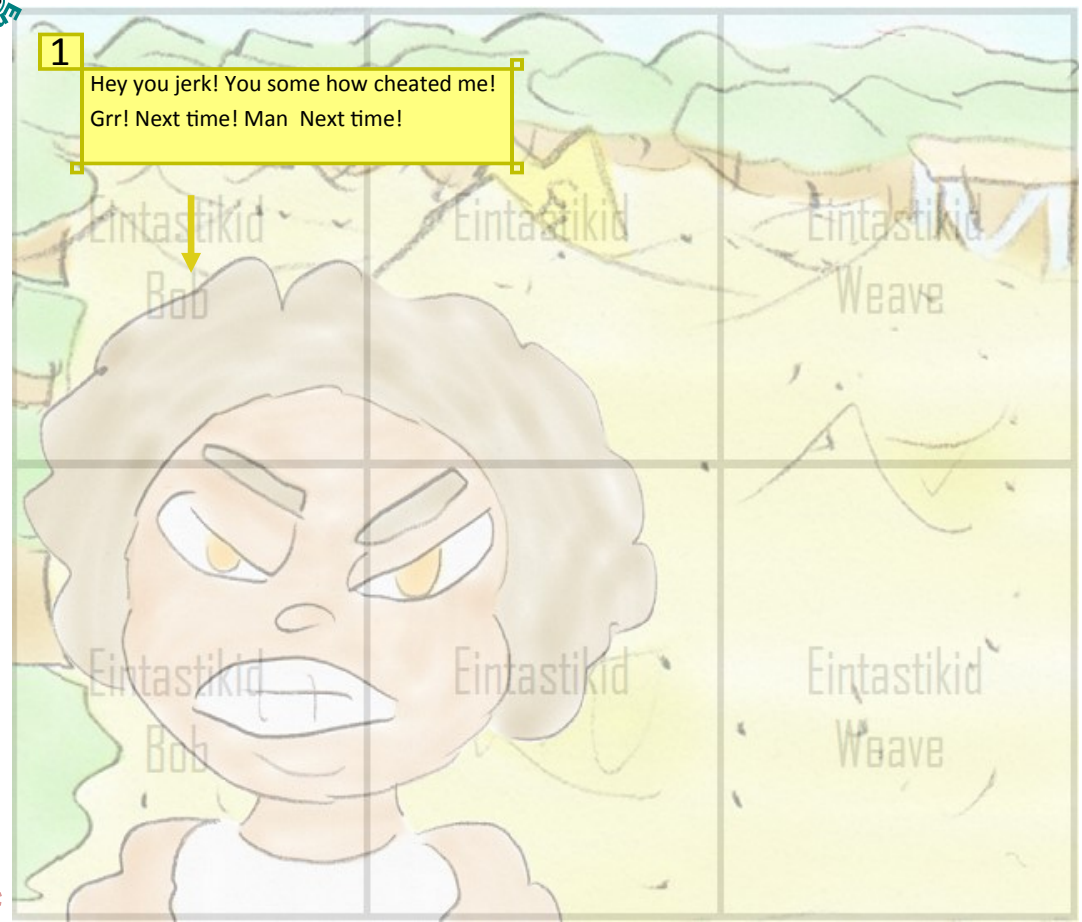
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 040

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

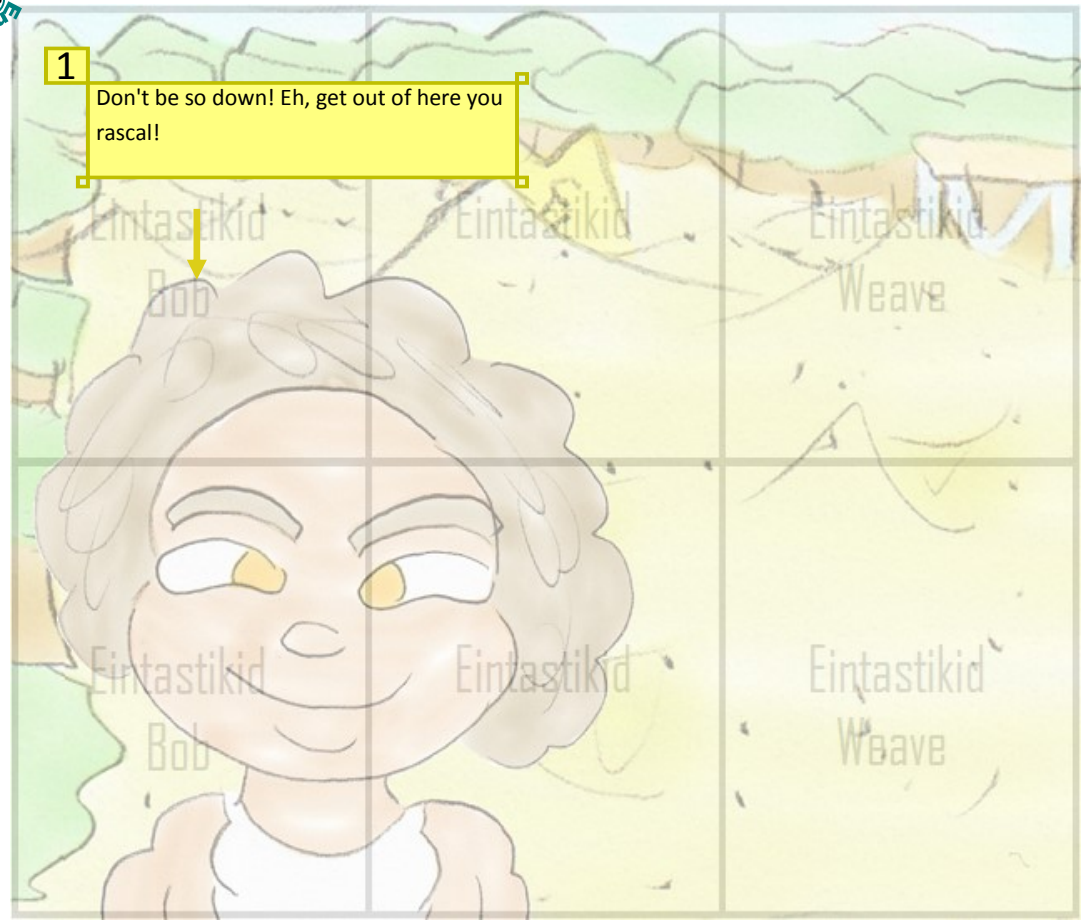
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 040

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

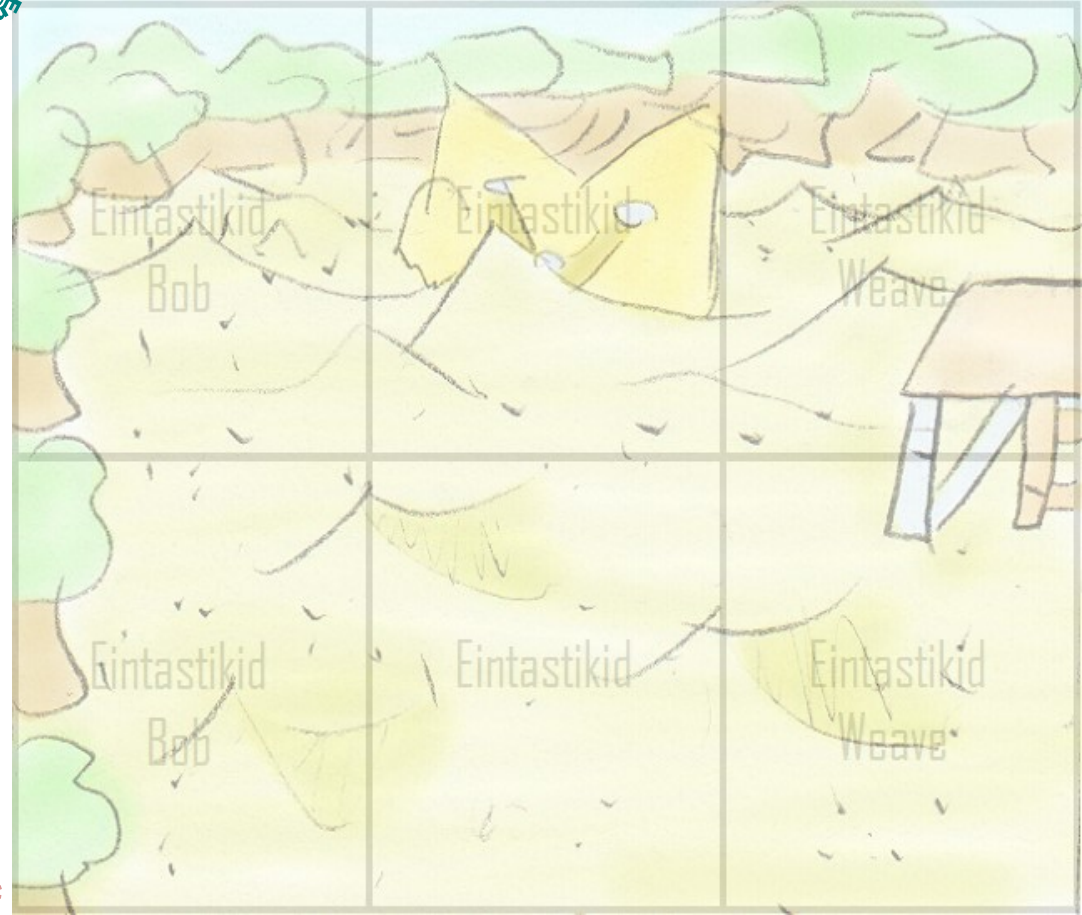
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 050



Page: 045

Page: 040



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

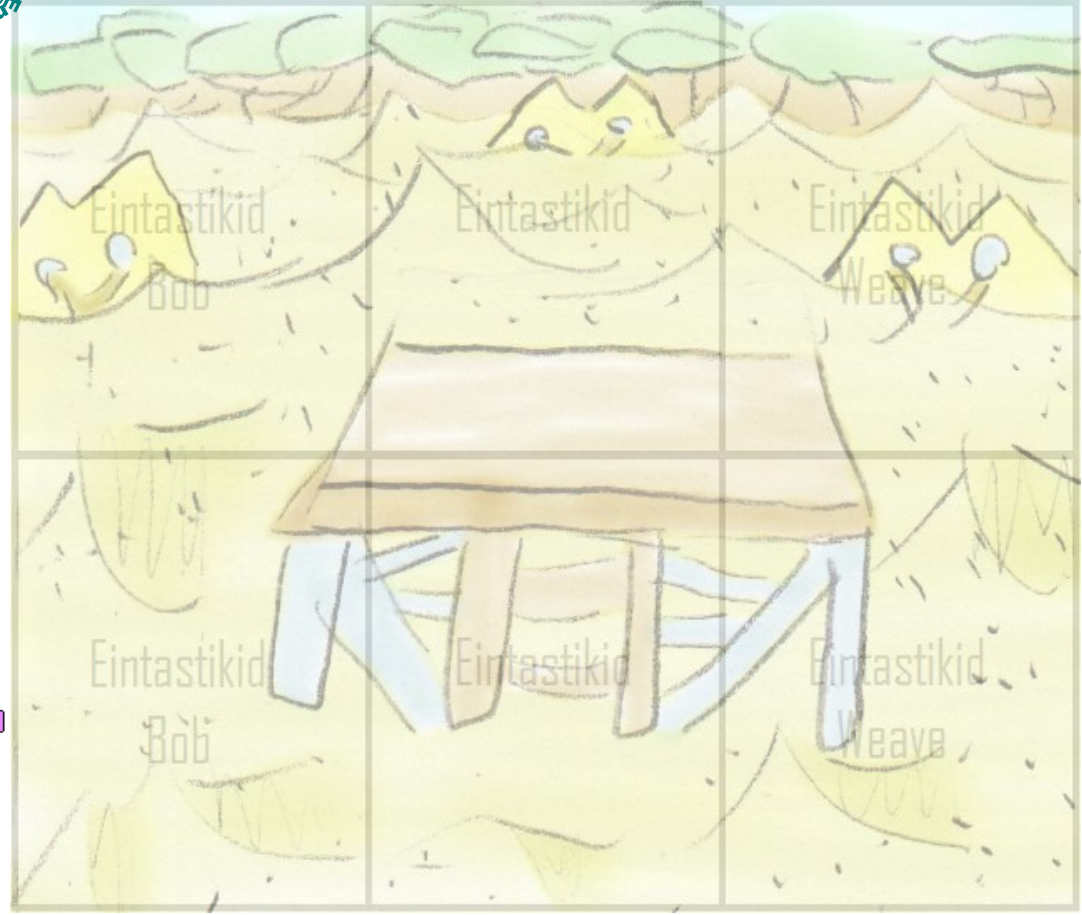
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 051



Page: 044

Page: 046

Page: 039



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

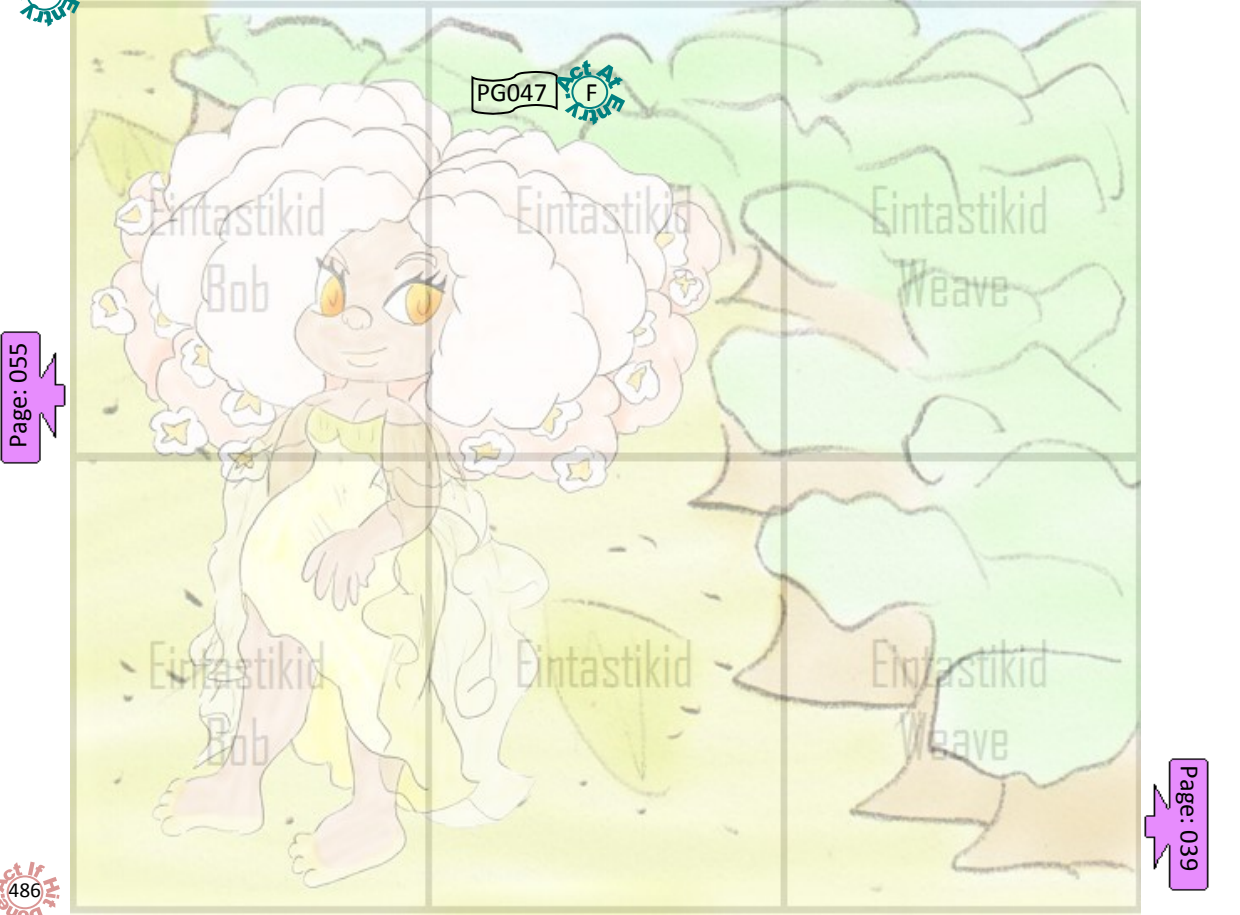
Set Eíntastikid.

Ignore This.

Fight From Pg. 047 AV

485 484 483 Page: 060

483 484 485 D 049



Page: 055

PG047 F

Page: 039

Page: 045 C

B

E 048

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 046

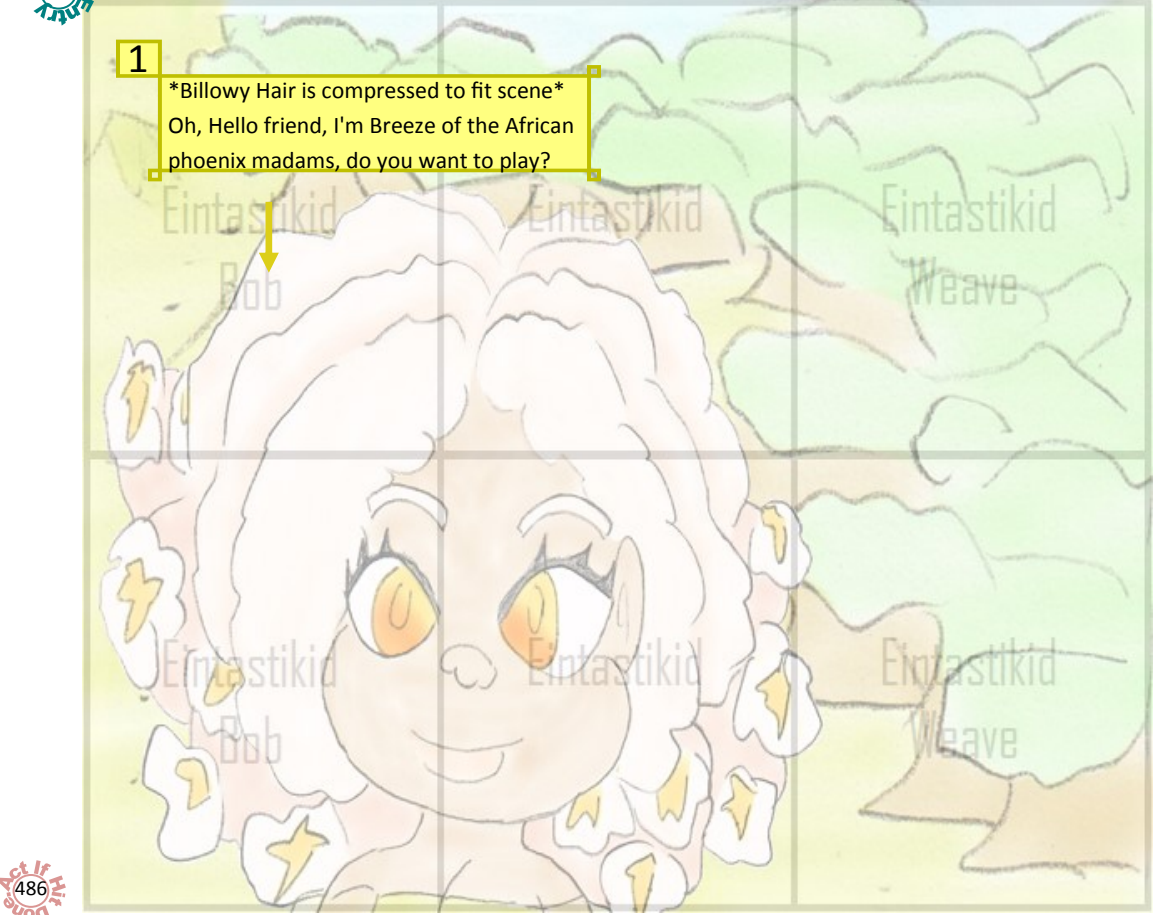
Scene

"Decline Her" To Page 049

Ignore This.

484 483 485

482



486 485 484 A

B

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

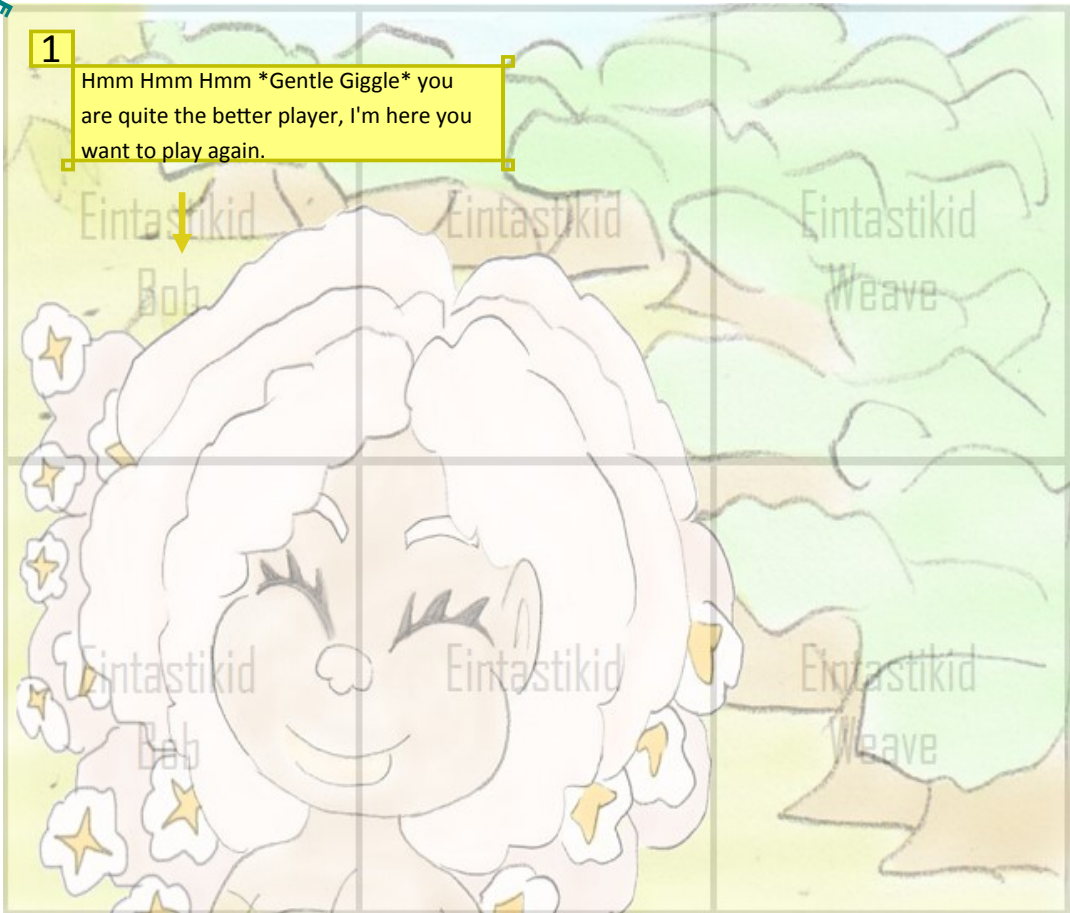
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 035

Scene

Ignore This.



1

Hmm Hmm Hmm \*Gentle Giggle\* you are quite the better player, I'm here you want to play again.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

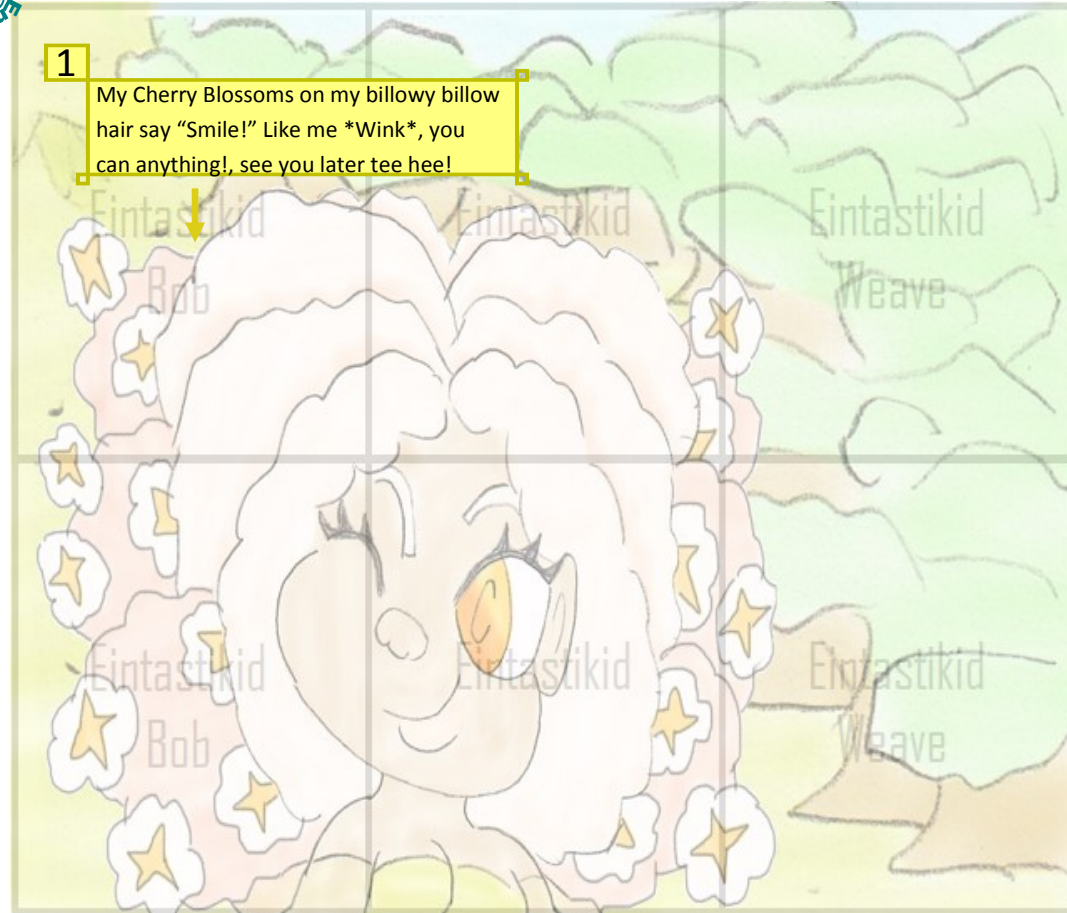
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 046

Scene

Ignore This.



1

My Cherry Blossoms on my billowy billow hair say "Smile!" Like me \*Wink\*, you can anything!, see you later tee hee!





The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



Page: 061



Page: 051



Page: 044



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

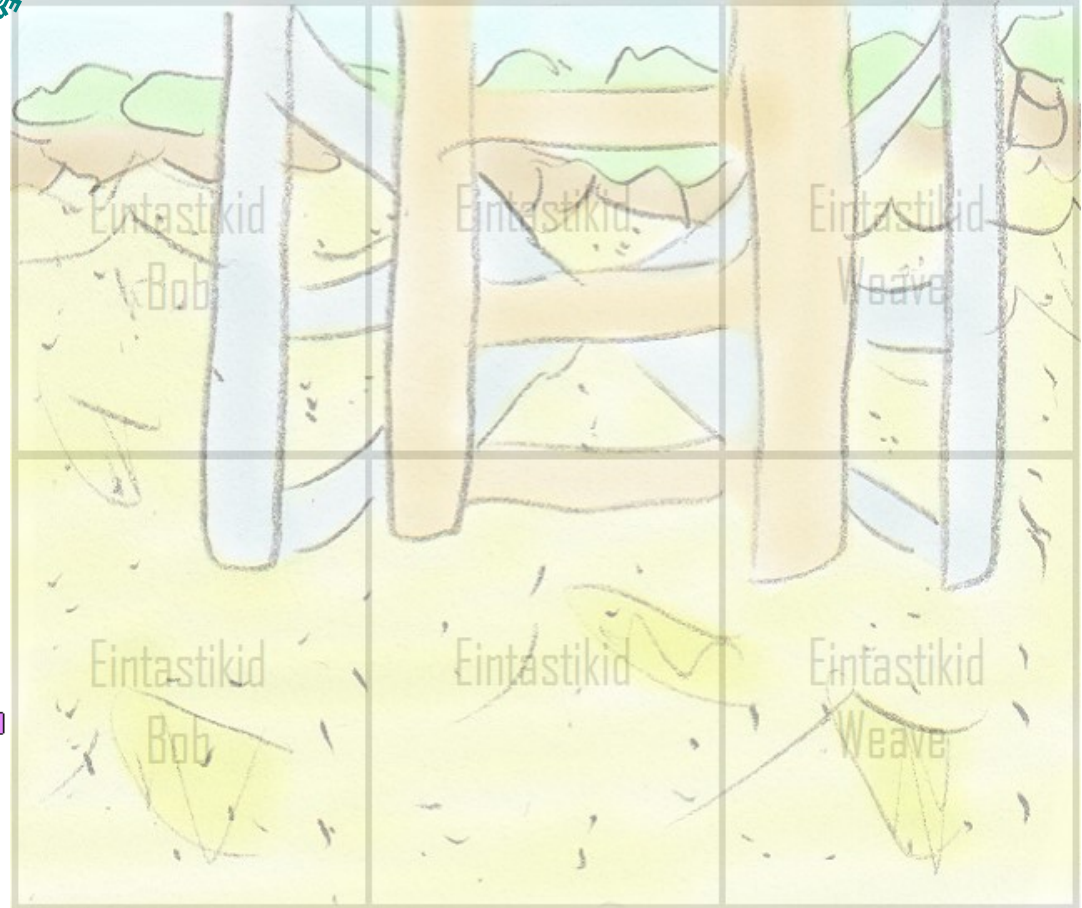
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 052



Page: 050

Page: 055



Page: 045



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

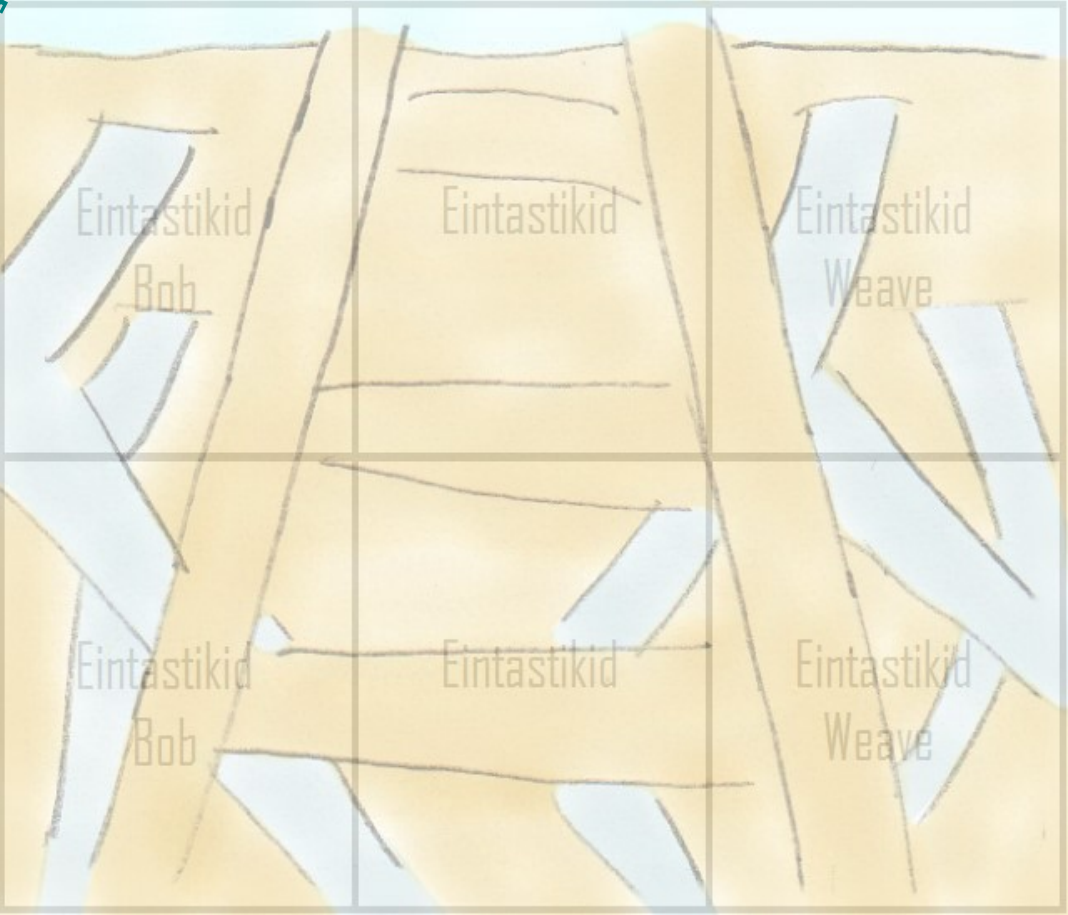
Set Eíntastikid.

Ignore This.

Ignore This.

485  
484  
483

Page: 053



Page: 051



486  
487  
488

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Fix, can choose this once a sec. if you do, all Eintastikids on page of the number listed on this are tagged by you as if in fight style.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

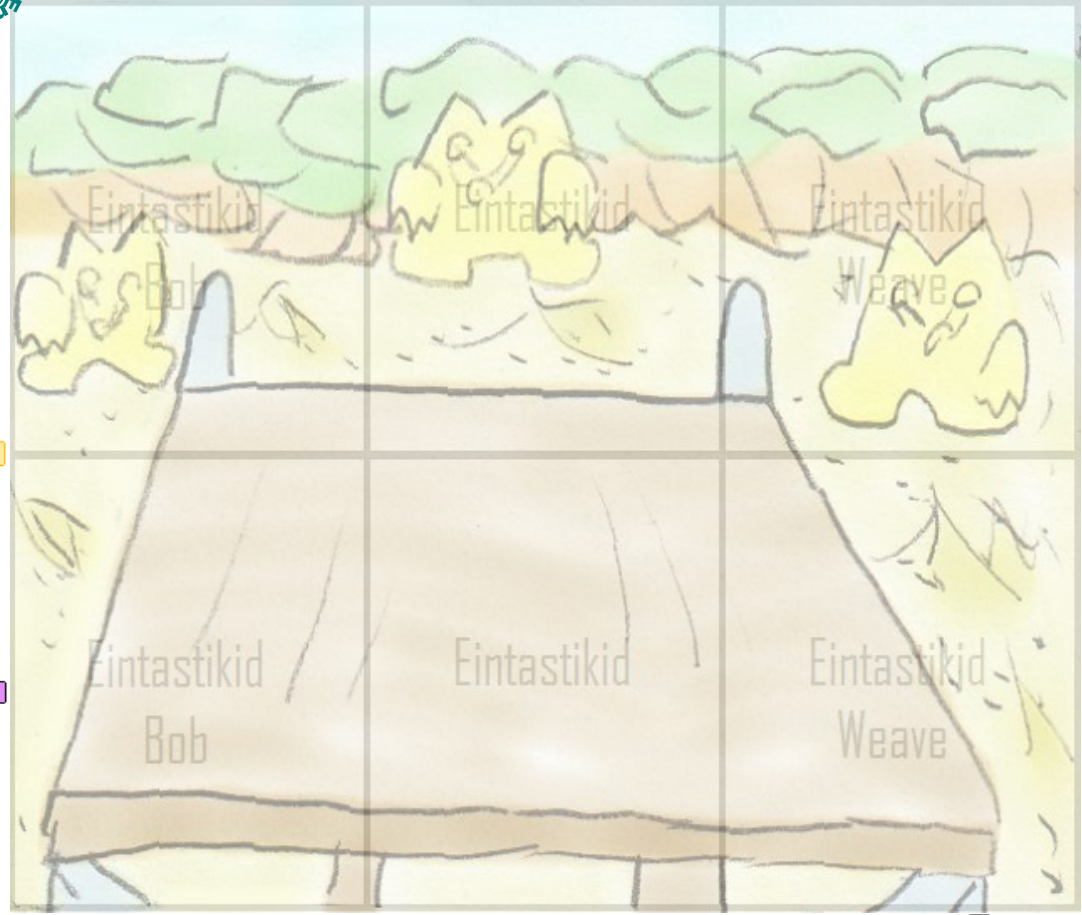
484  
485  
481

Range: 065

Page: 063

Range: 069

Range: 070



Range: 061

Page: 050

Range: 055

Range: 046

Page: 055

486  
487  
488

Page: 054

Page: 052

Page: 054



The area, the words in this box are a area name, which is the "Area" of this page.

Fix, can choose this once a sec. if you do, all Eíntastikids on page of the number listed on this are tagged by you as if in fight style.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Ignore This.

483 484 485

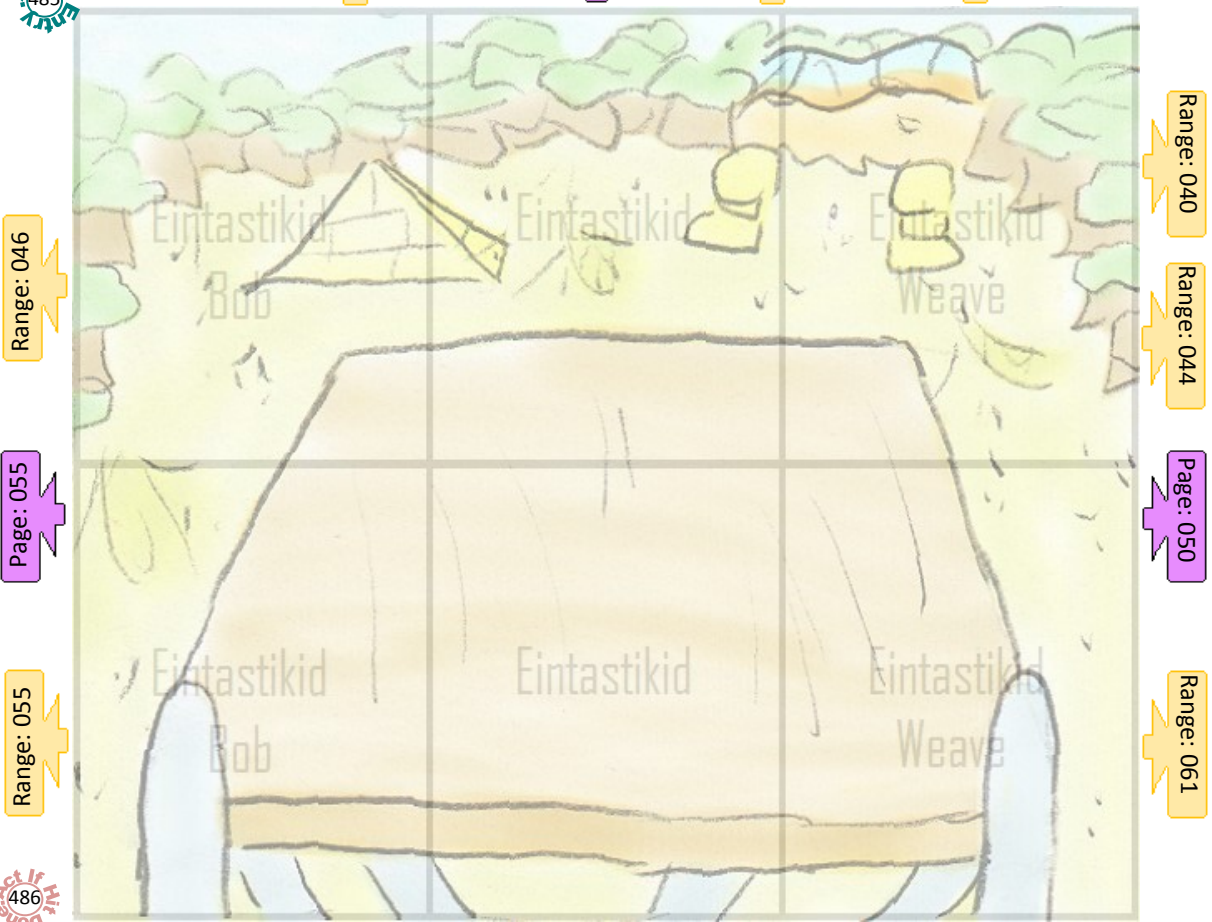
Range: 039

Page: 052

Range: 035

Range: 034

D



486

A

Page: 053

C

B

Set Eíntastikid.

Ignore This.

Fight From Pg. 056 AT

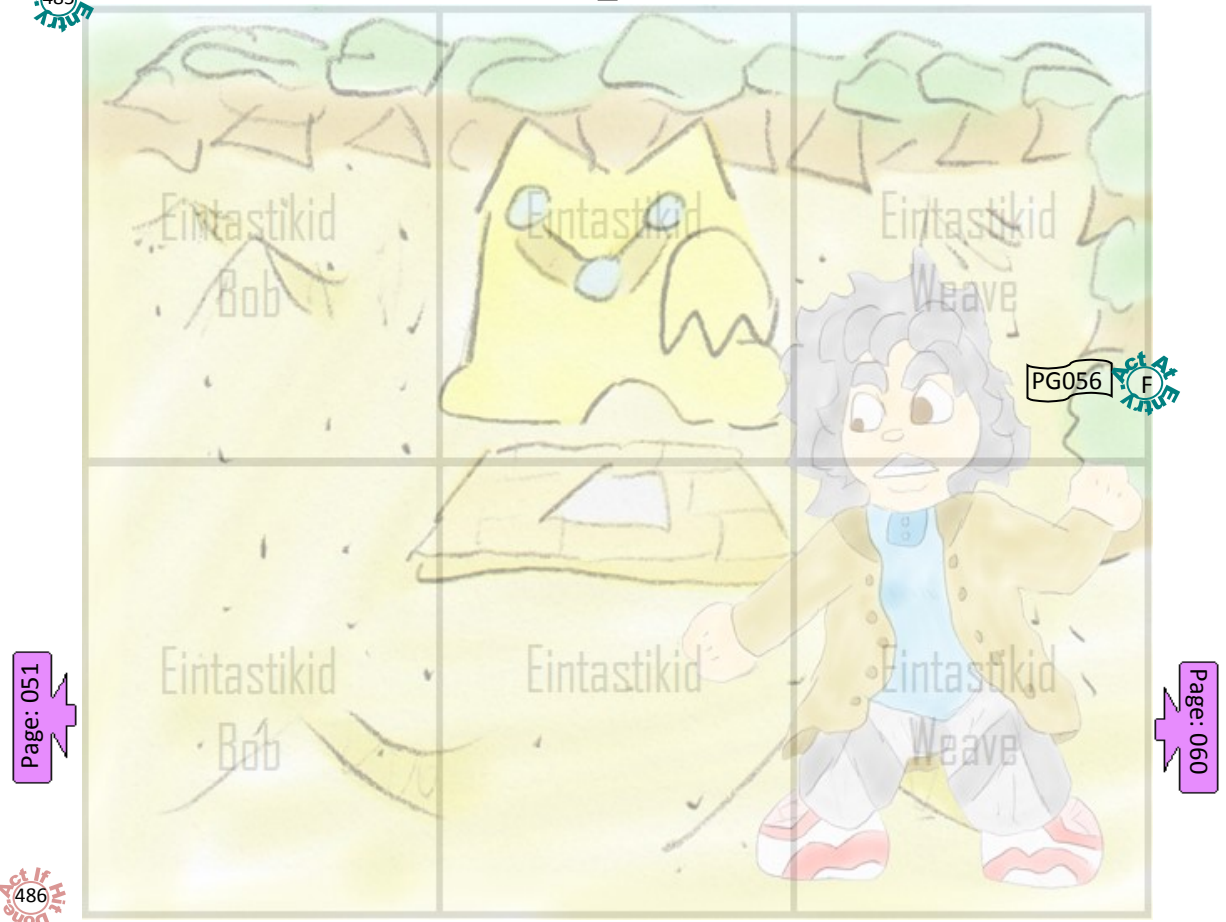
484 481 485

Page: 064

483

D

058



486

A

Page: 046

C

B

E

057

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 055

Scene

"Decline Him" To Page 058

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 055

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

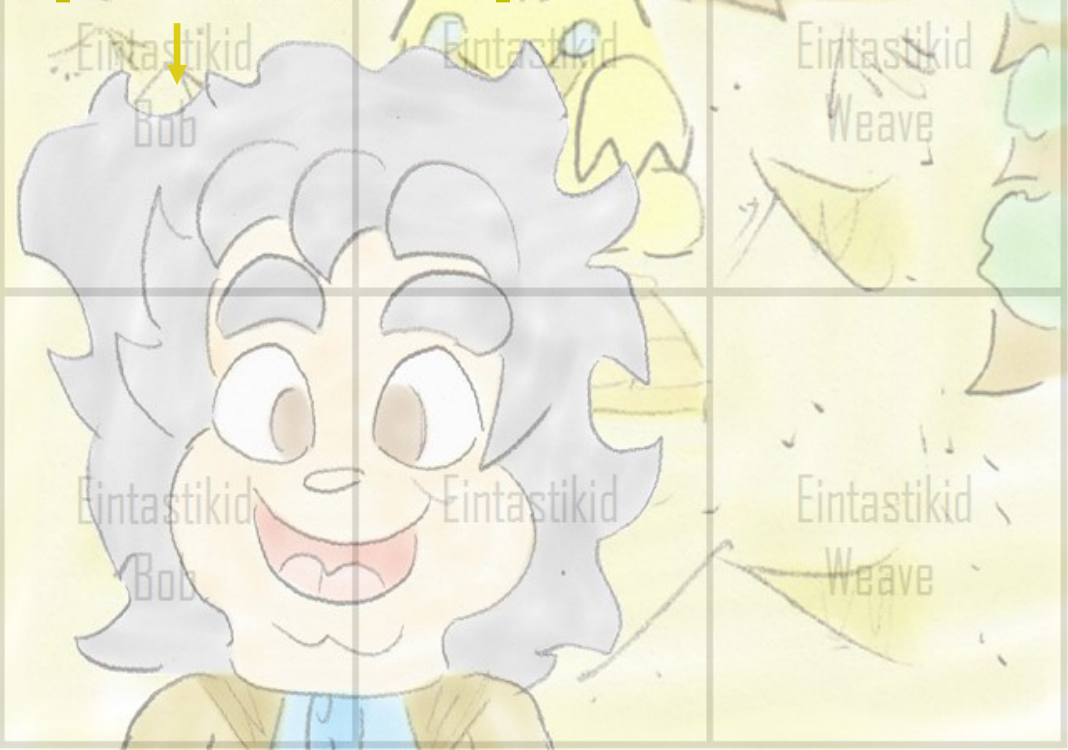
"Back Off" To Page 055

Scene

Ignore This.



1 Okay, if that is how that is going to be, poor, that is all have to say, hahahahah!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Nothing Here.

Nothing Here.

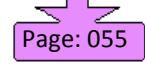
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

A Anglo key, treat this object as a "Key", on this object's page, while you are in Anglo style, this is considered "On".

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

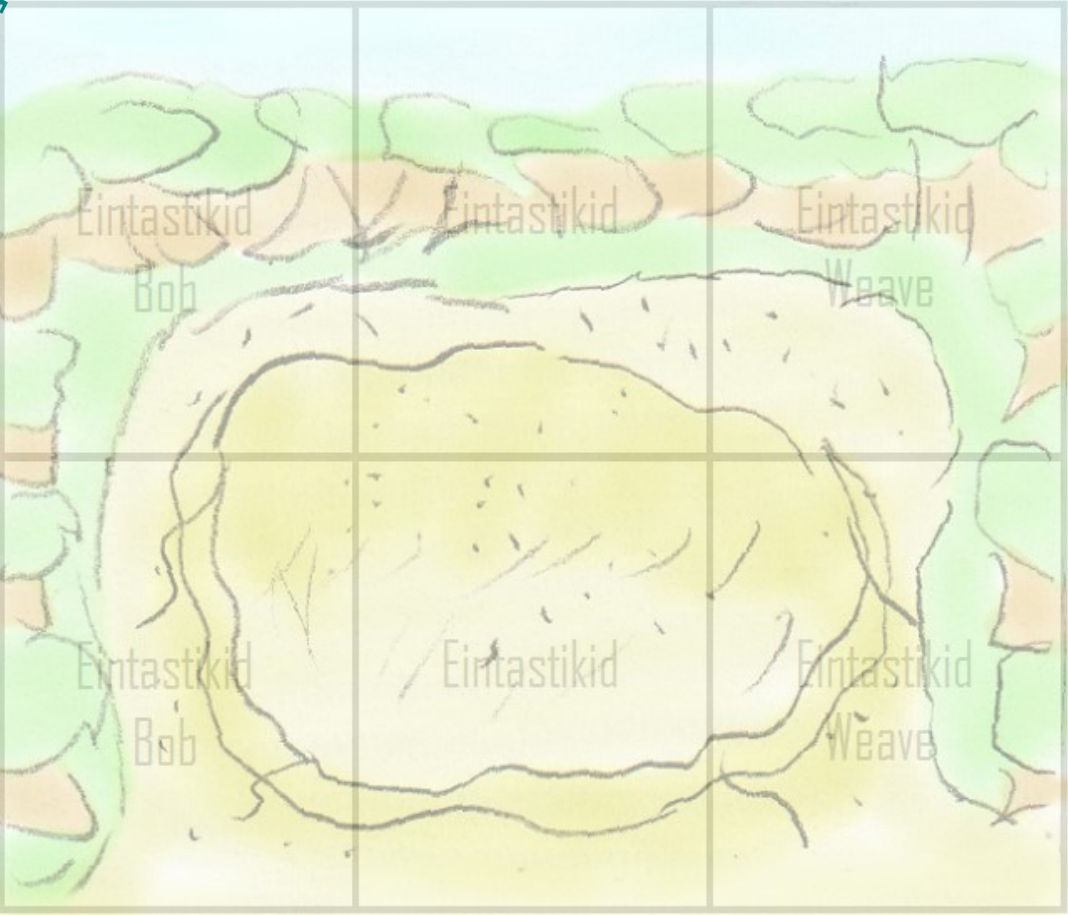
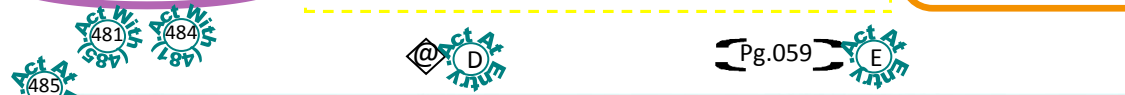
Consider the run time when choosing this.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



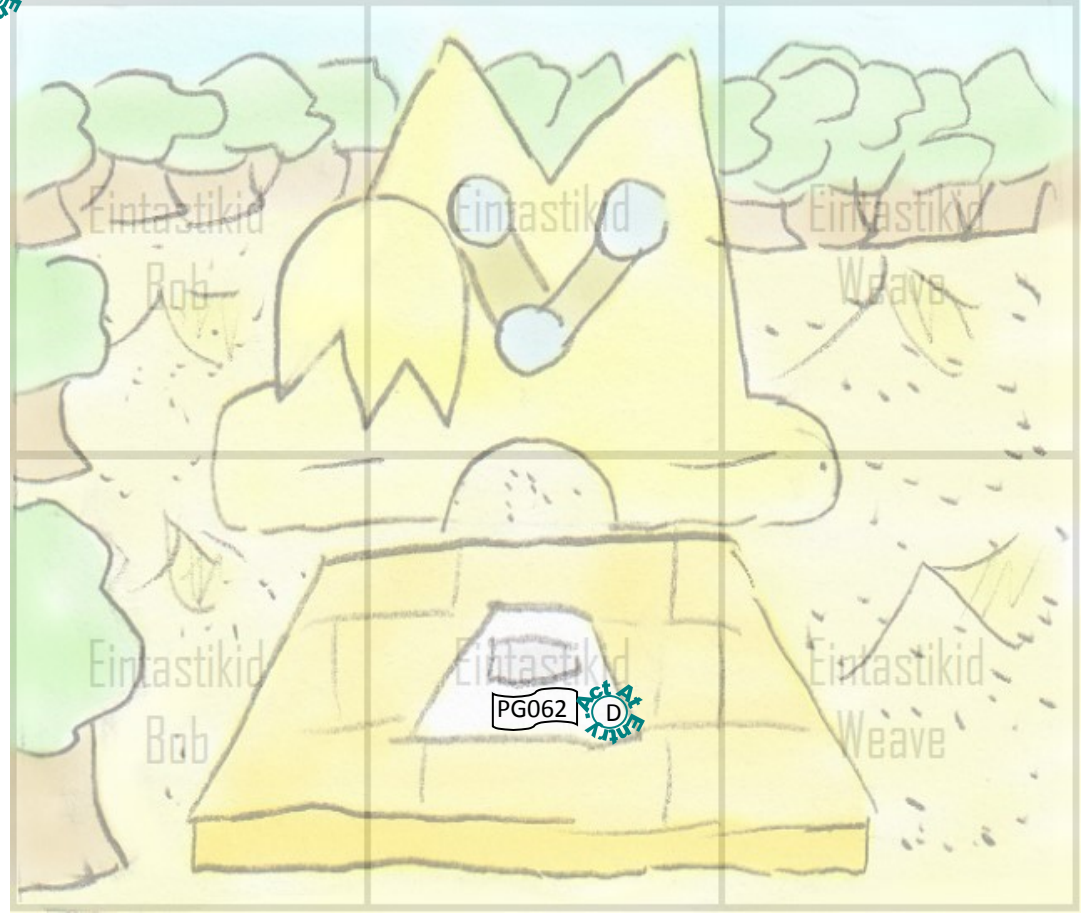
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 065



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

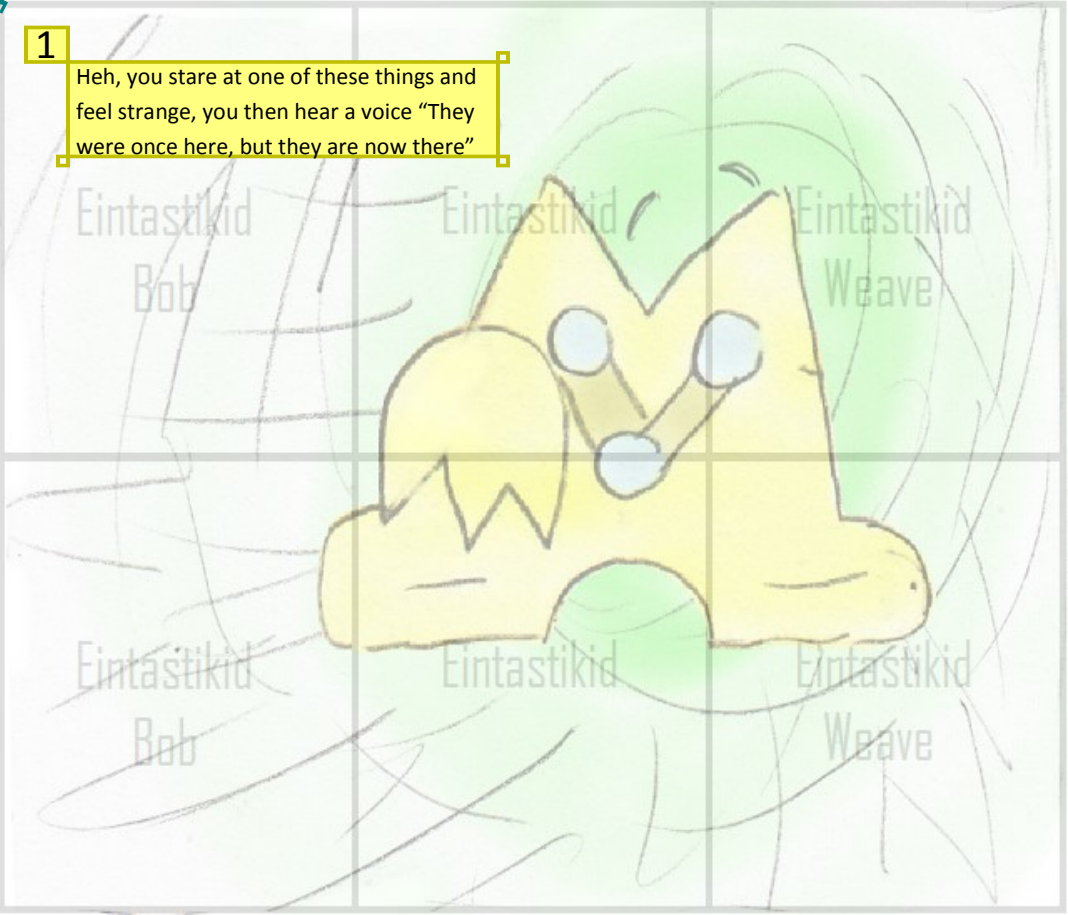
"Snap Out Of It" To Page 069

Scene

Ignore This.



1 Heh, you stare at one of these things and feel strange, you then hear a voice "They were once here, but they are now there"



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

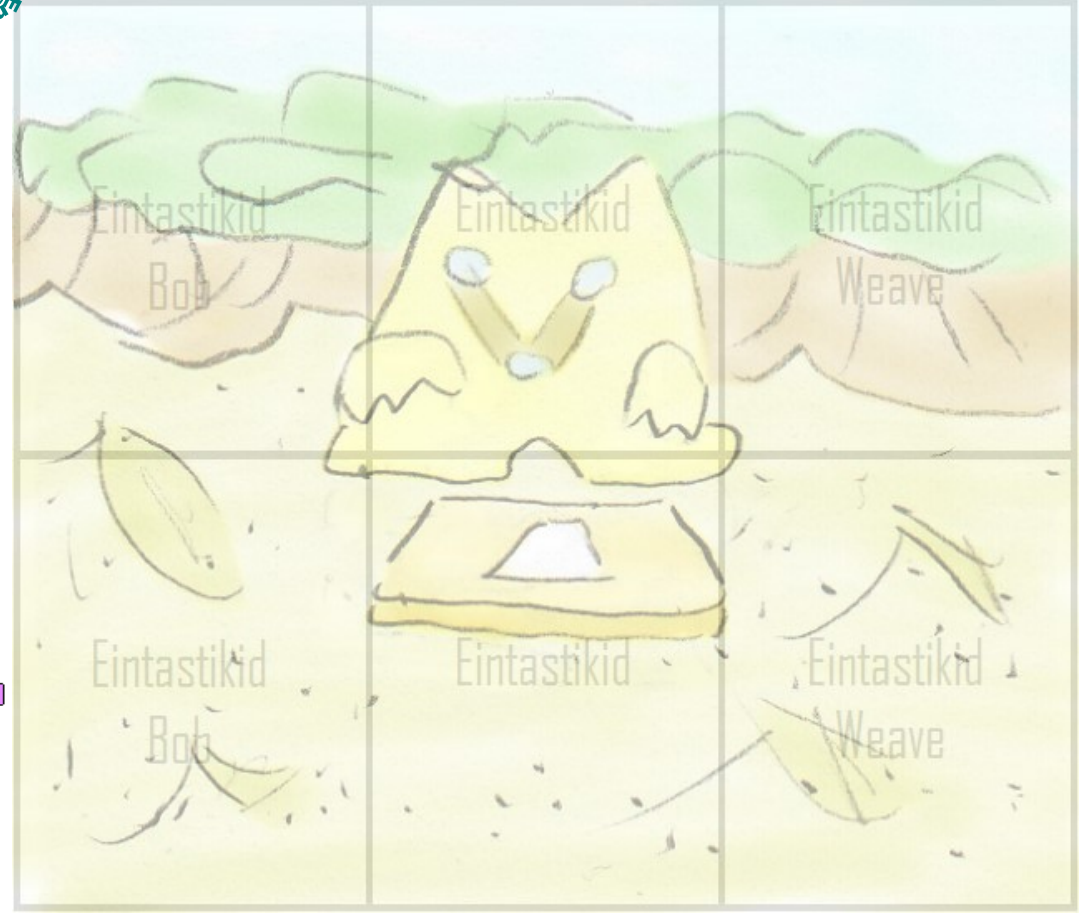
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 069



Page: 061

Page: 064



The area, the words in this box are a area name, which is the "Area" of this page.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

Set Eíntastikid.

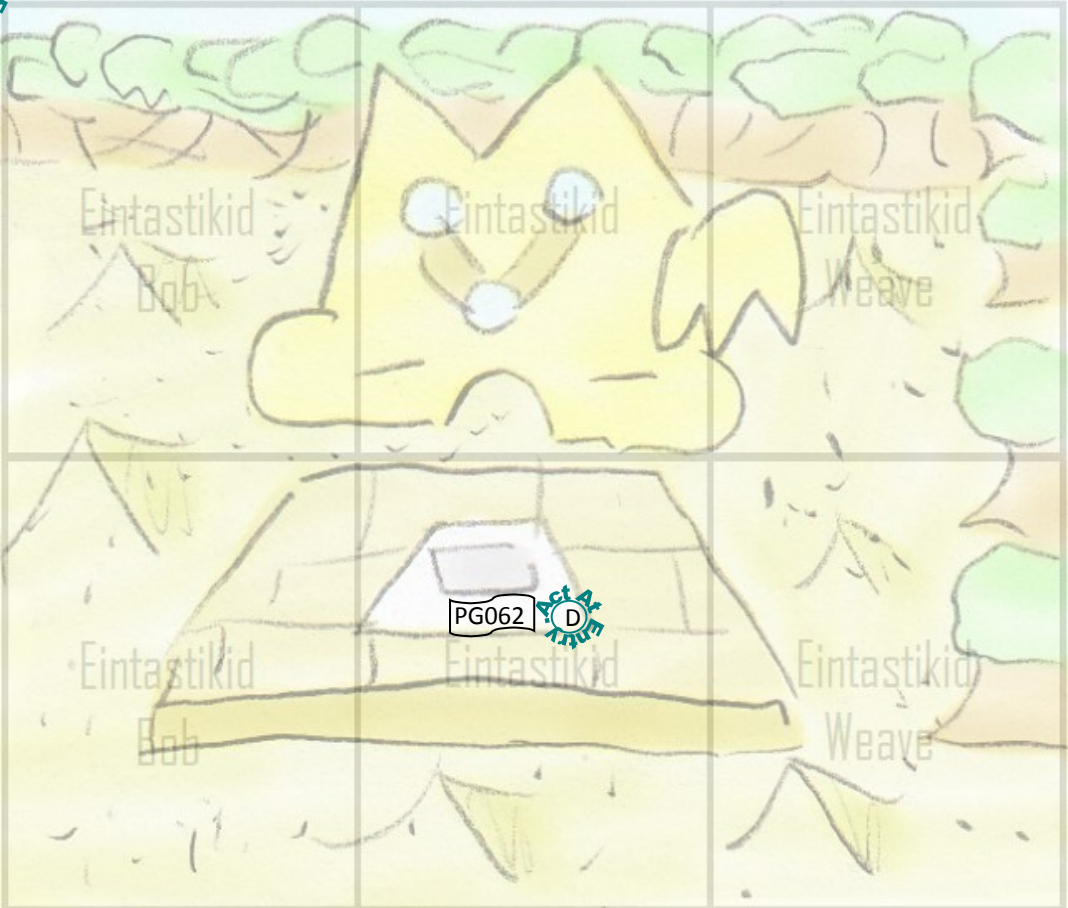
Ignore This.

Ignore This.



Page: 070

Page: 063



Page: 060

Page: 055



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

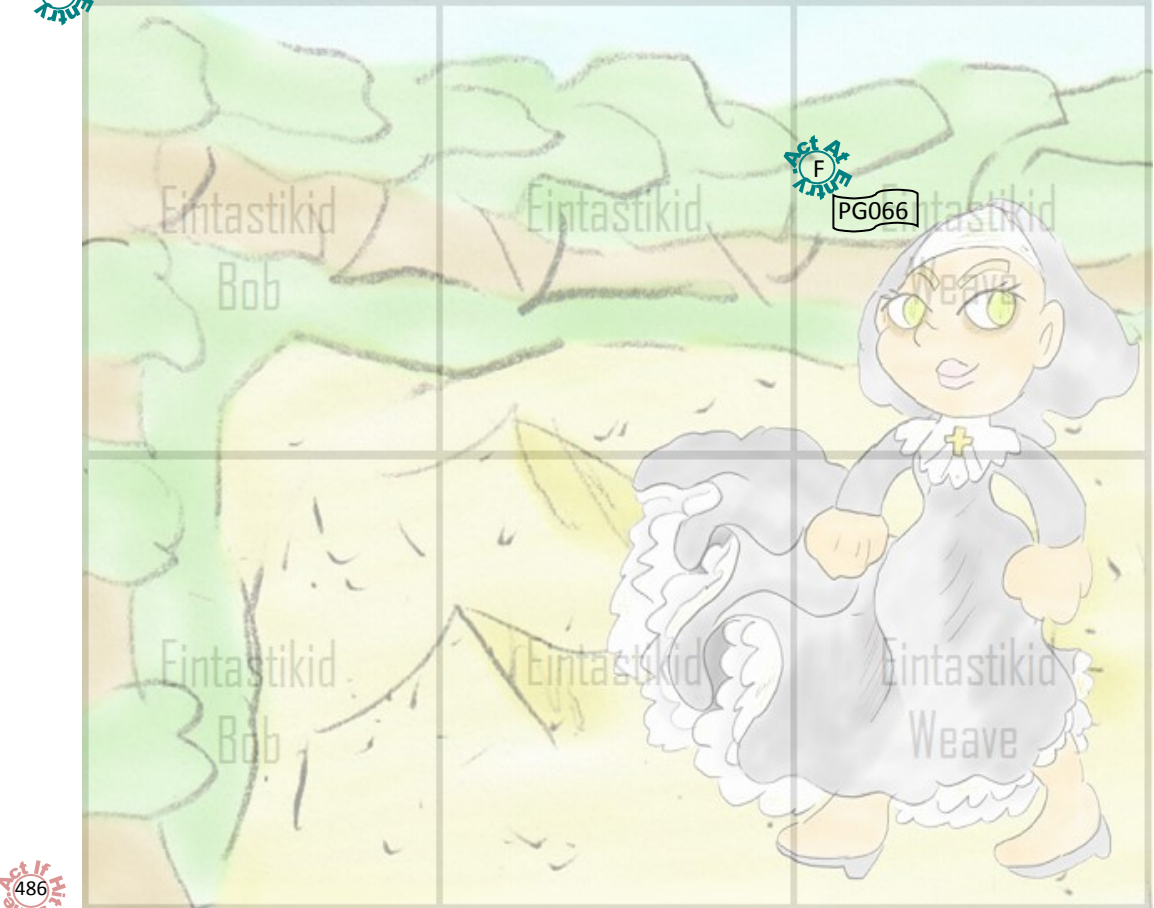
Set Eíntastikid.

Ignore This.

Fight From Pg. 066 AW



Page: 068



Page: 069

Page: 061





The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

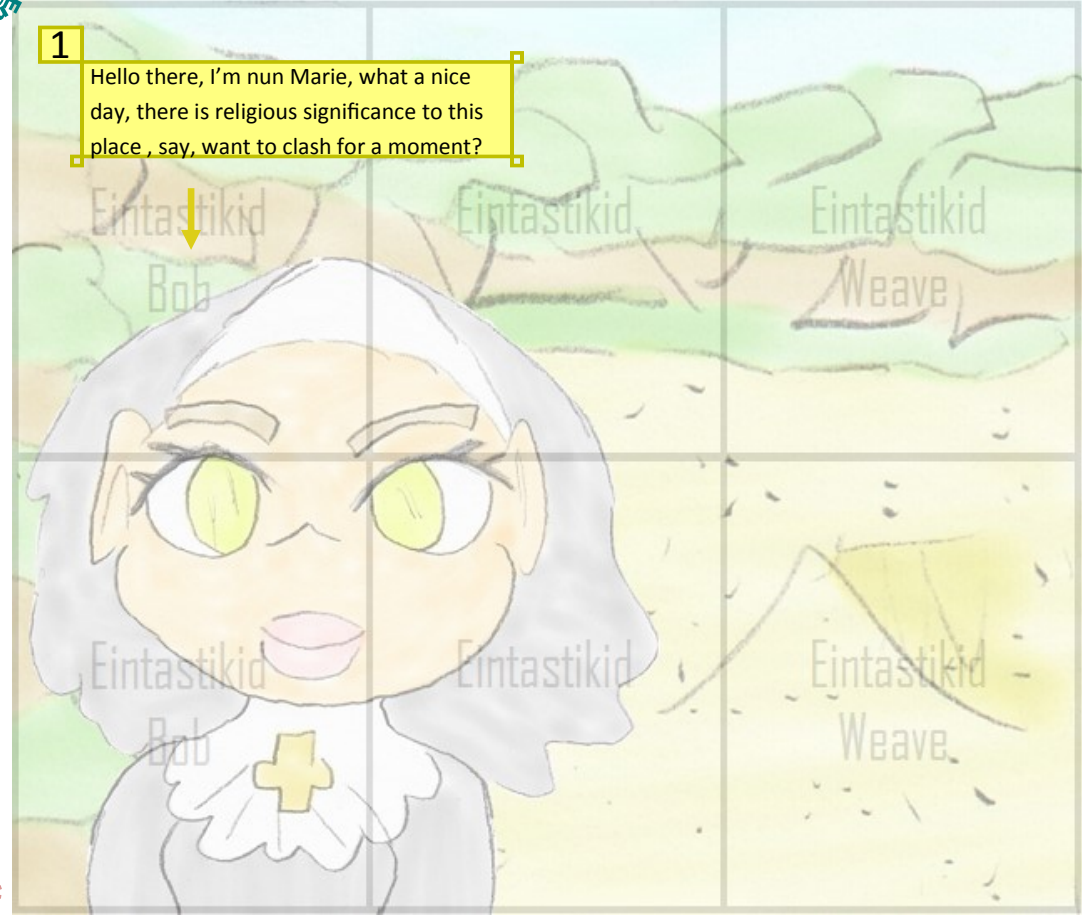
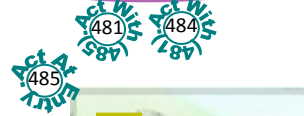
Set Eíntastikid.

"Fight Her" To Page 065

Scene

"Decline Her" To Page 068

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

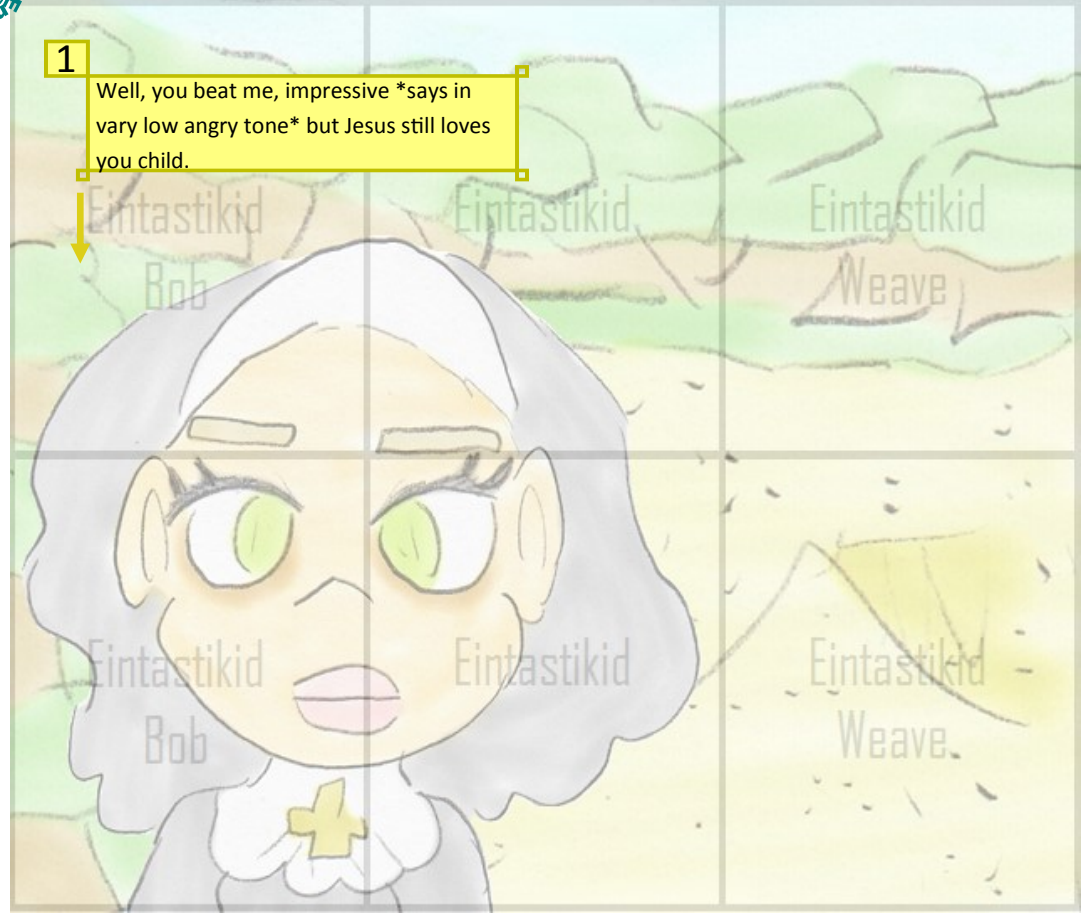
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 065

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

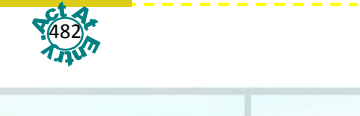
Nothing Here.

Set Eíntastikid.

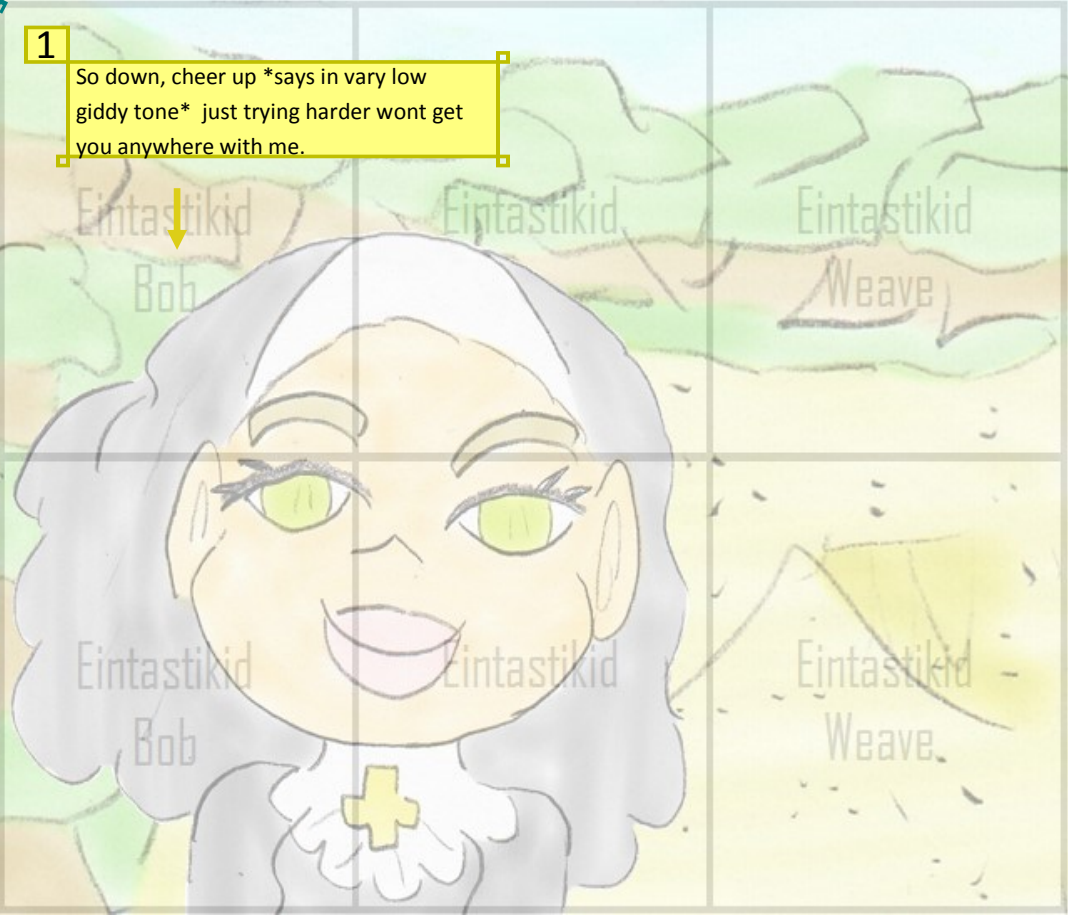
"Back Off" To Page 065

Scene

Ignore This.



1 So down, cheer up \*says in vary low giddy tone\* just trying harder wont get you anywhere with me.



Royal Desert Play Music: 04 (To use go to page 348)

Page's View <

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Nothing Here.

Nothing Here.

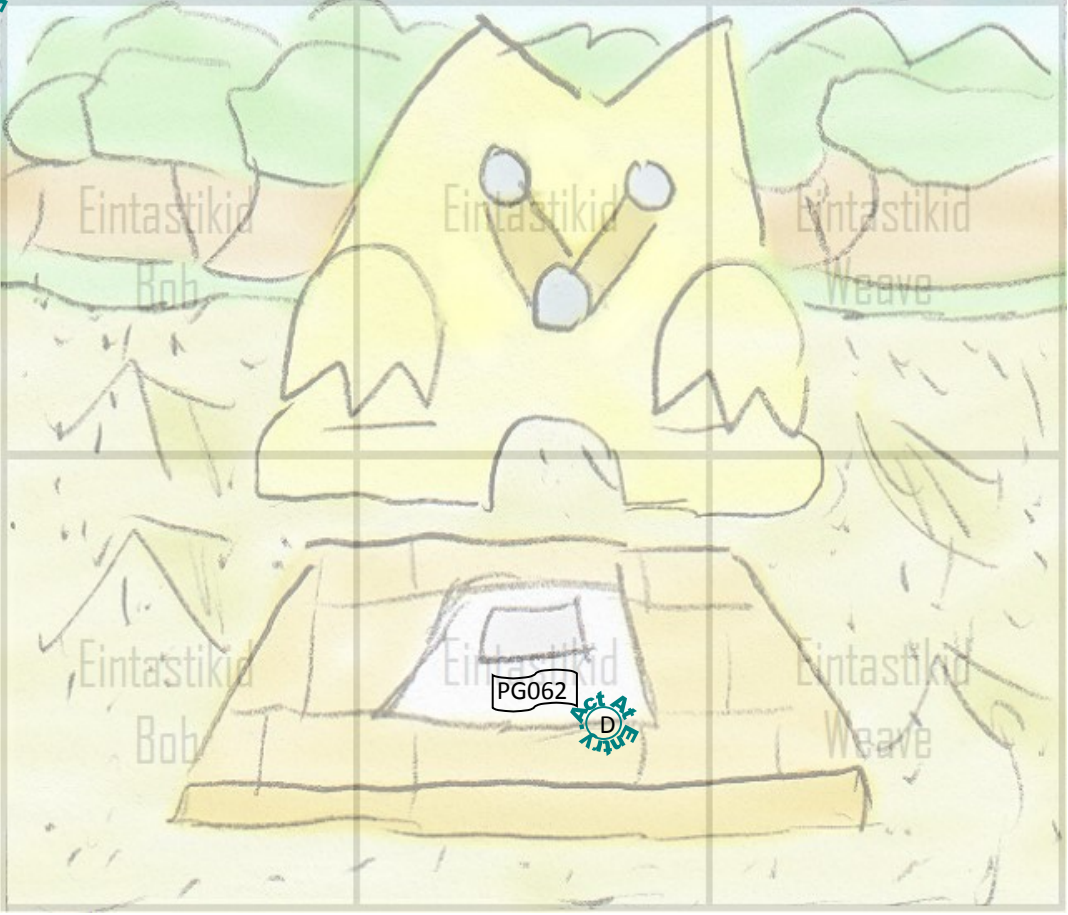
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



Royal Desert Play Music: 04 (To use go to page 348)

Page's View <

The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

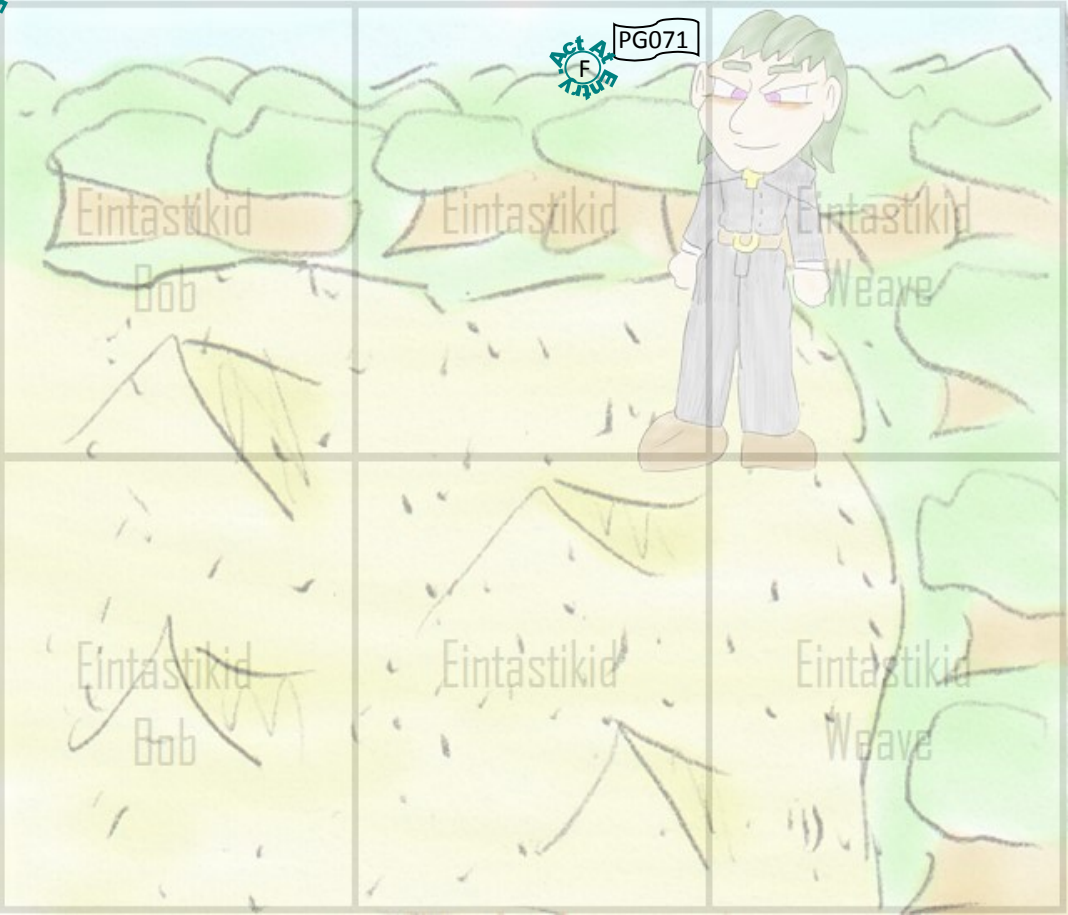
Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Fight From Pg. 071 AX



Page: 069



Page: 064 C



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

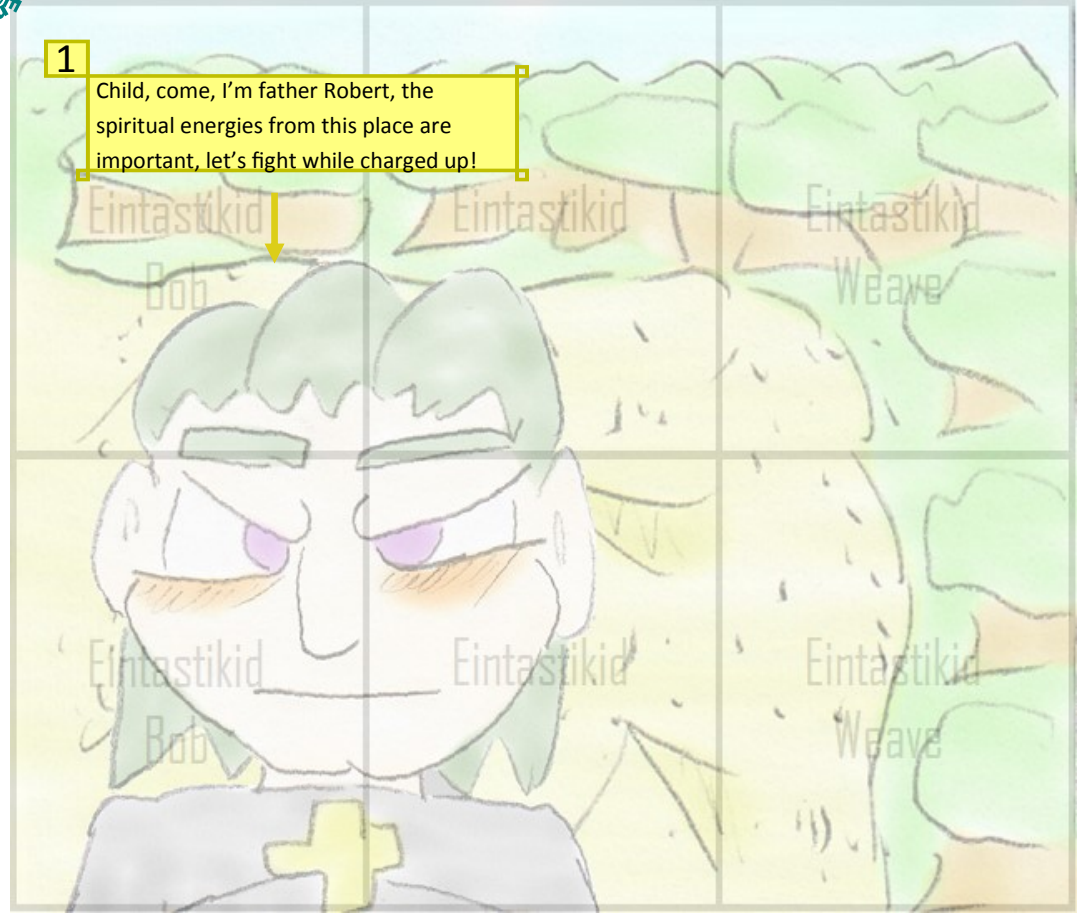
Set Eíntastikid.

"Fight Him" To Page 070

Scene

"Decline Him" To Page 073

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

"Back Off" To Page 070

Scene

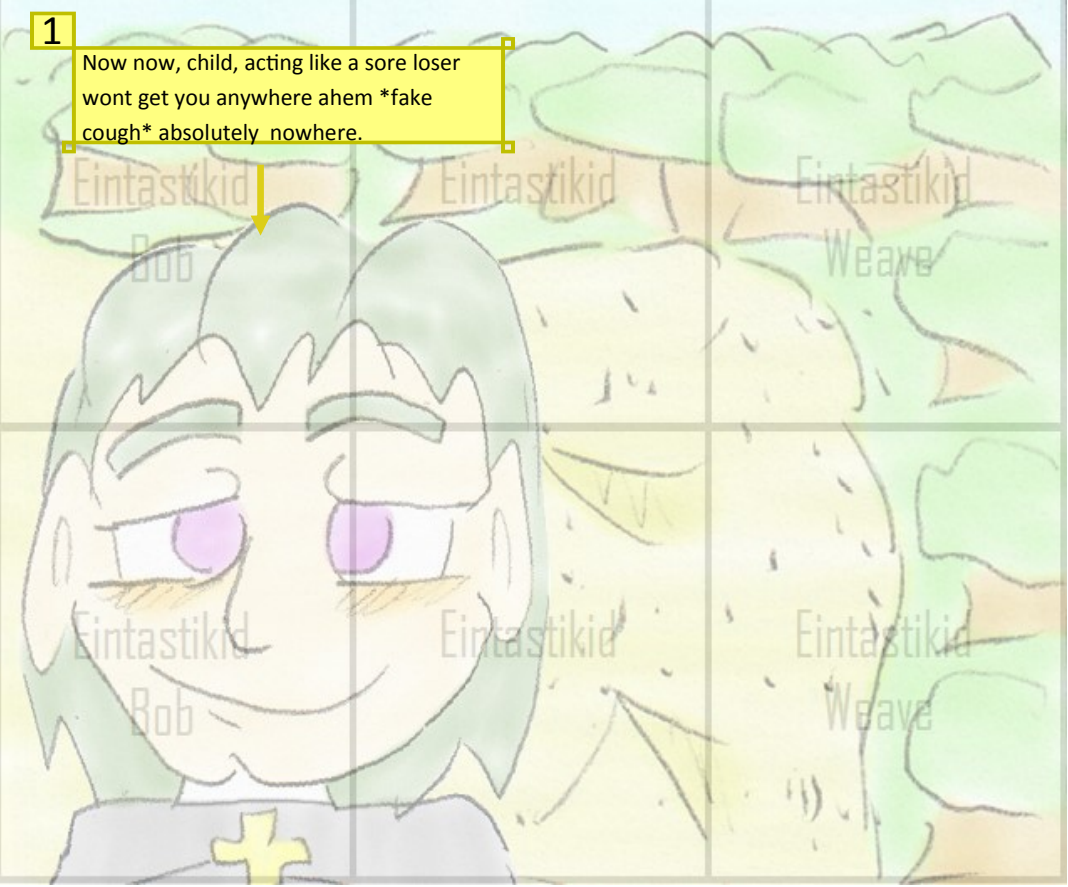
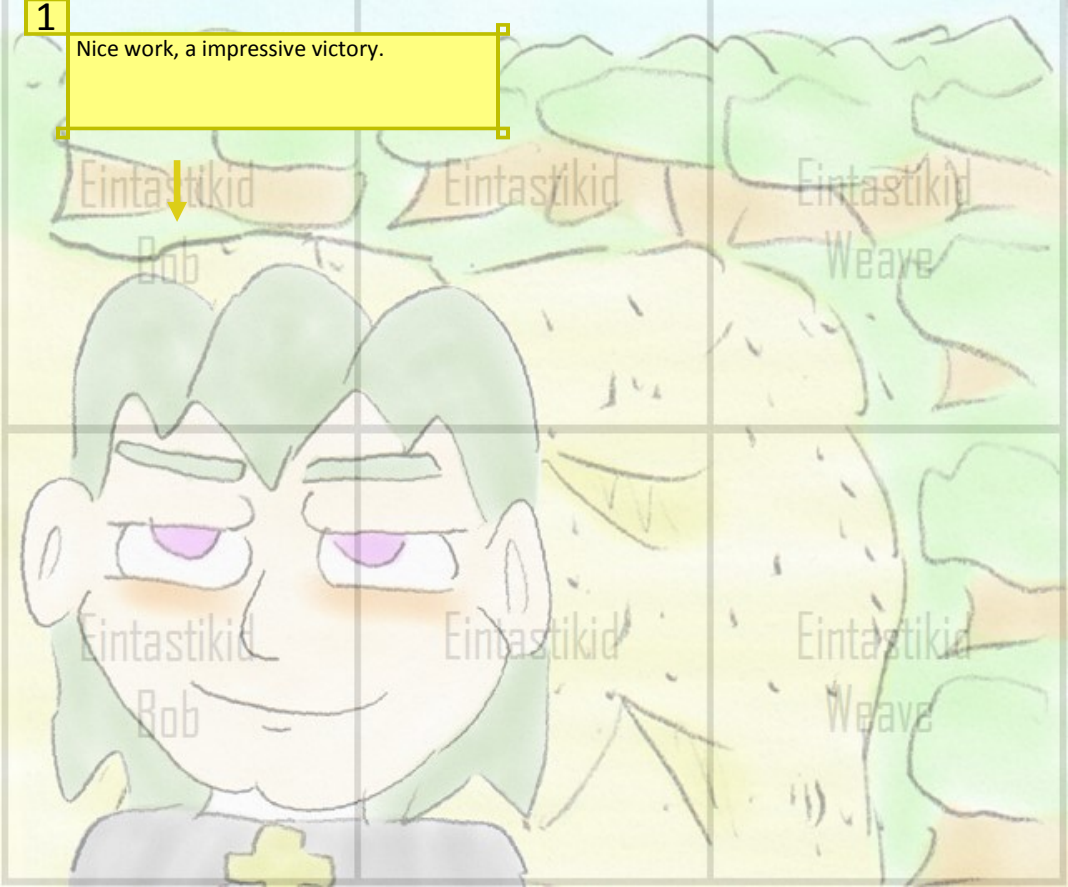
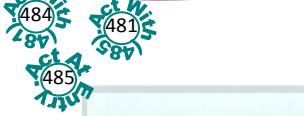
Ignore This.

Nothing Here.

"Back Off" To Page 070

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

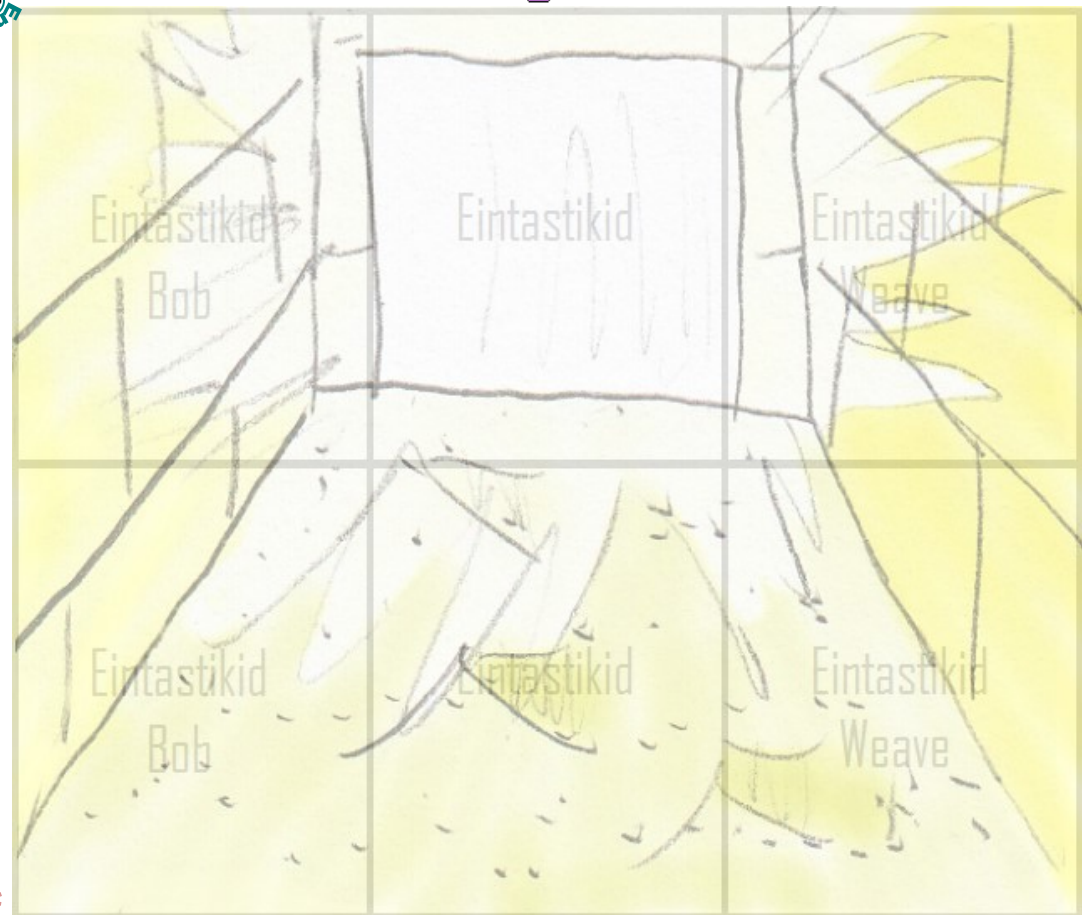
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 039



Page: 075



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

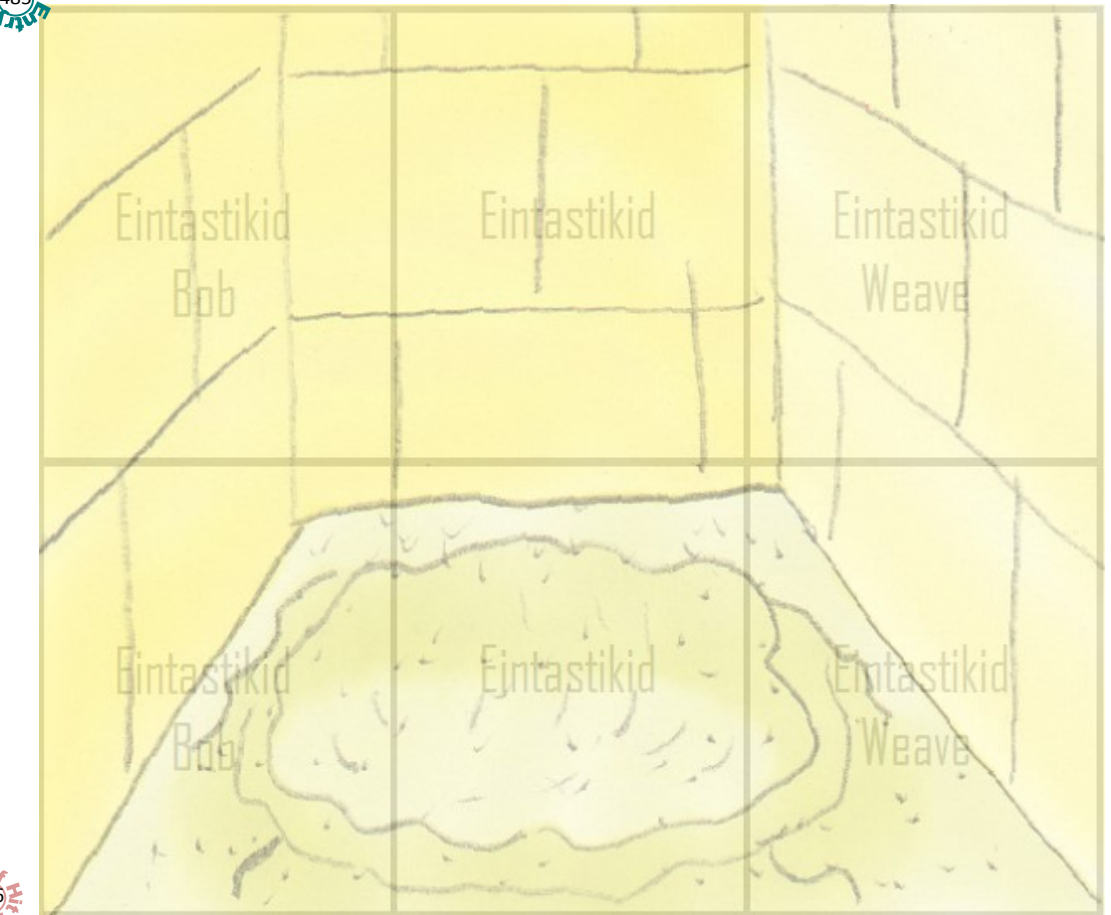
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 074



S001 Listed: Pg326

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

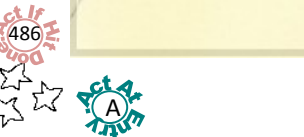
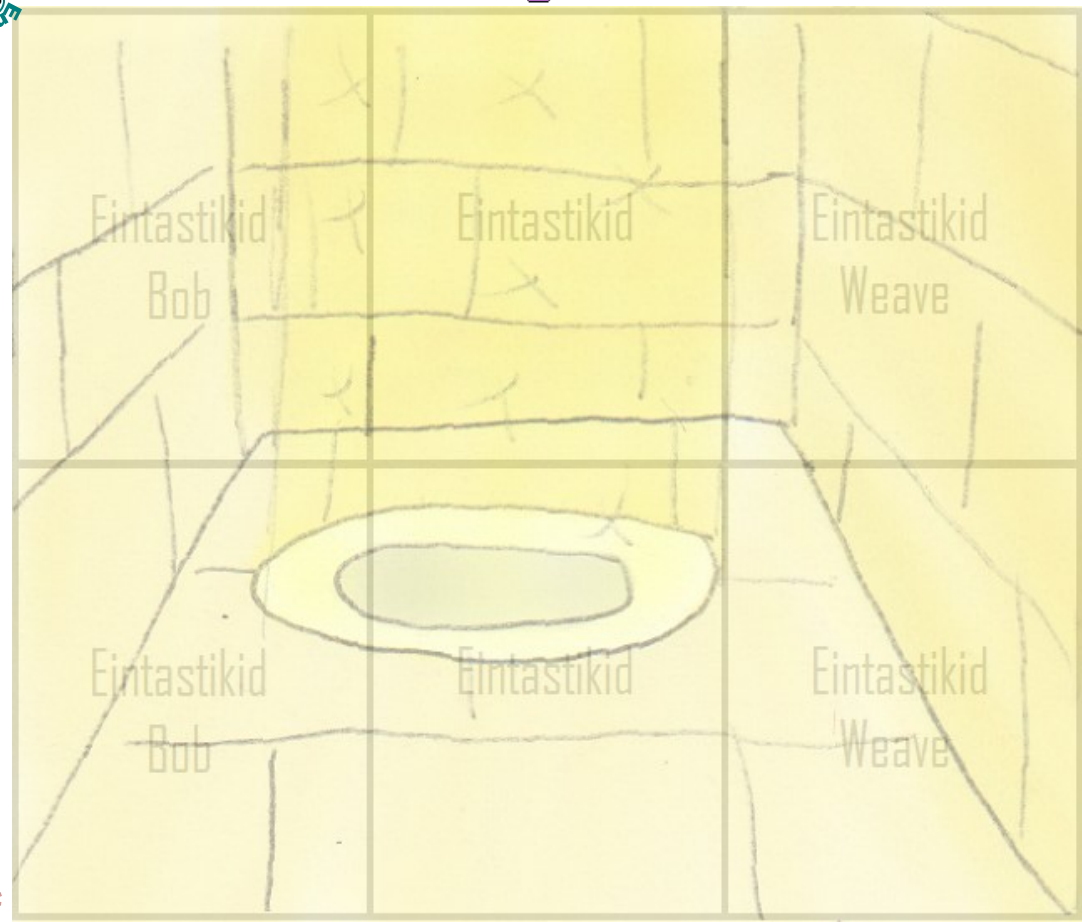
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 059



Page: 077



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

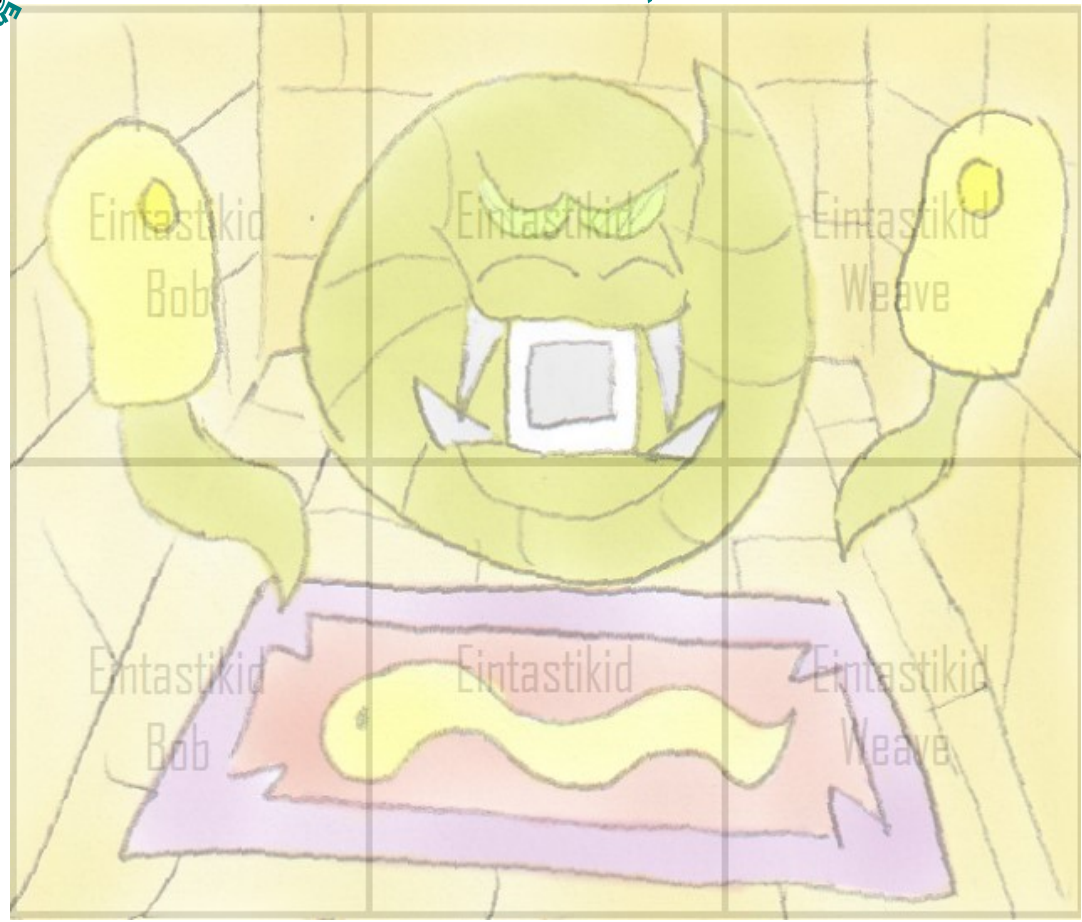
Set Eíntastikid.

Ignore This.

Ignore This.



5006 Listed: Pg333



Page: 076



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

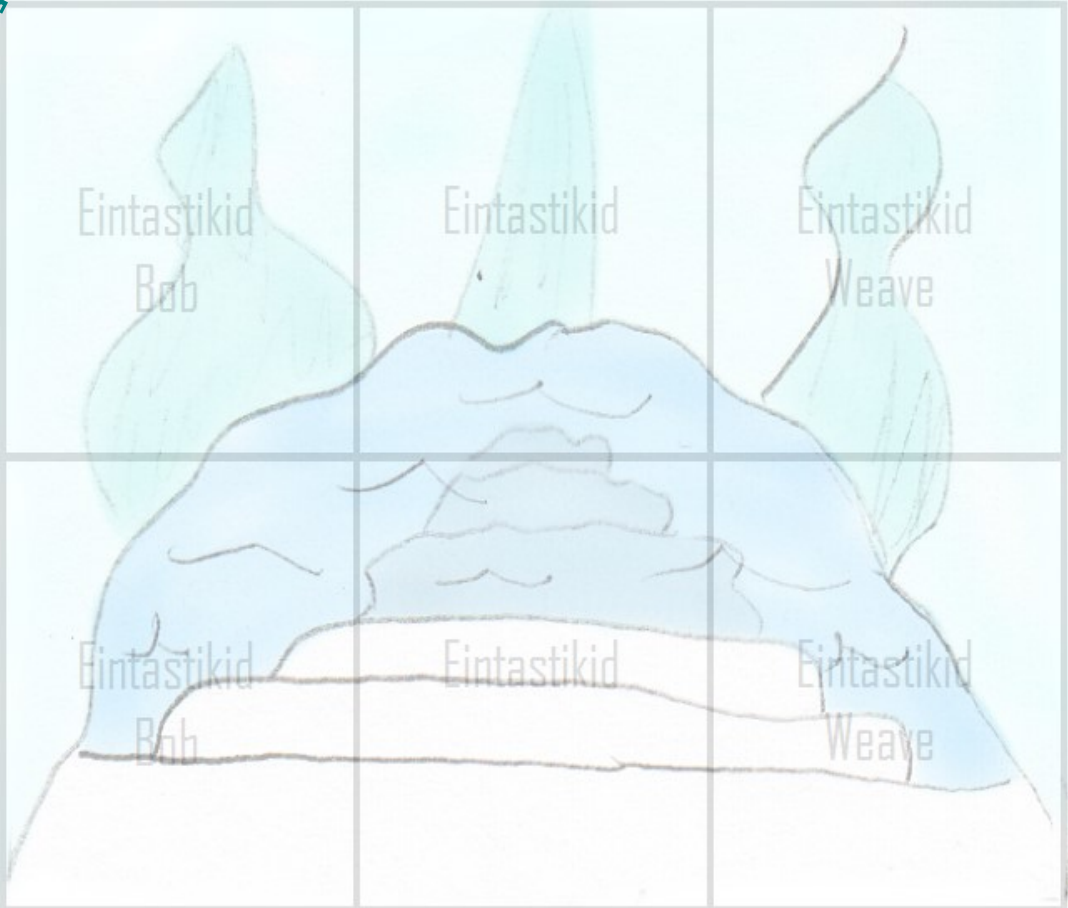
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 120



Page: 079



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.** Fight From Pg. 080 **AQ**



Page: 092



Page: 087

Page: 083

PG080



Page: 078



081

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him"  
To Page 079

Scene

"Decline Him"  
To Page 082

Ignore This.



1 Hey buddy, over here, my name is Redin, and I'm a phoenix mason, intrigued? Let's fight!



486



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

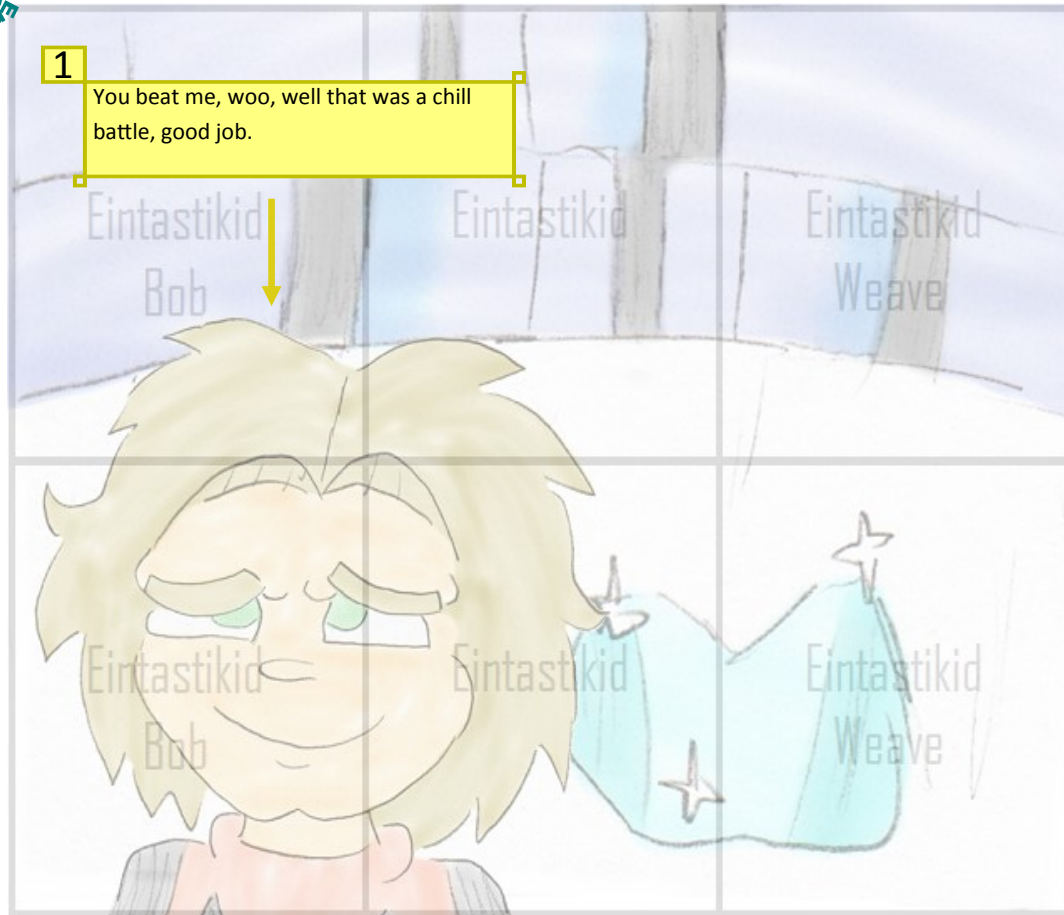
"Back Off"  
To Page 079

Scene

Ignore This.



1 You beat me, woo, well that was a chill battle, good job.



486





The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

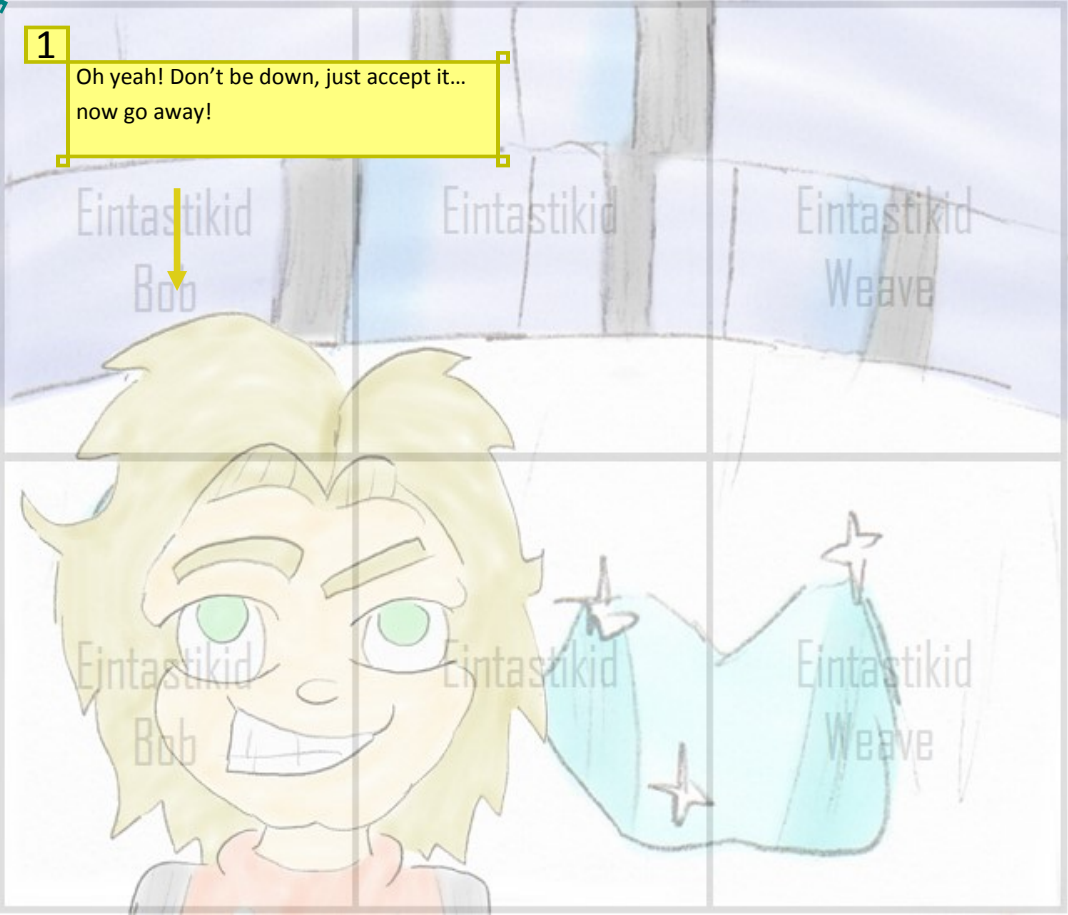
"Back Off" To Page 079

Scene

Ignore This.



1 Oh yeah! Don't be down, just accept it... now go away!



The area, the words in this box are a area name, which is the "Area" of this page.

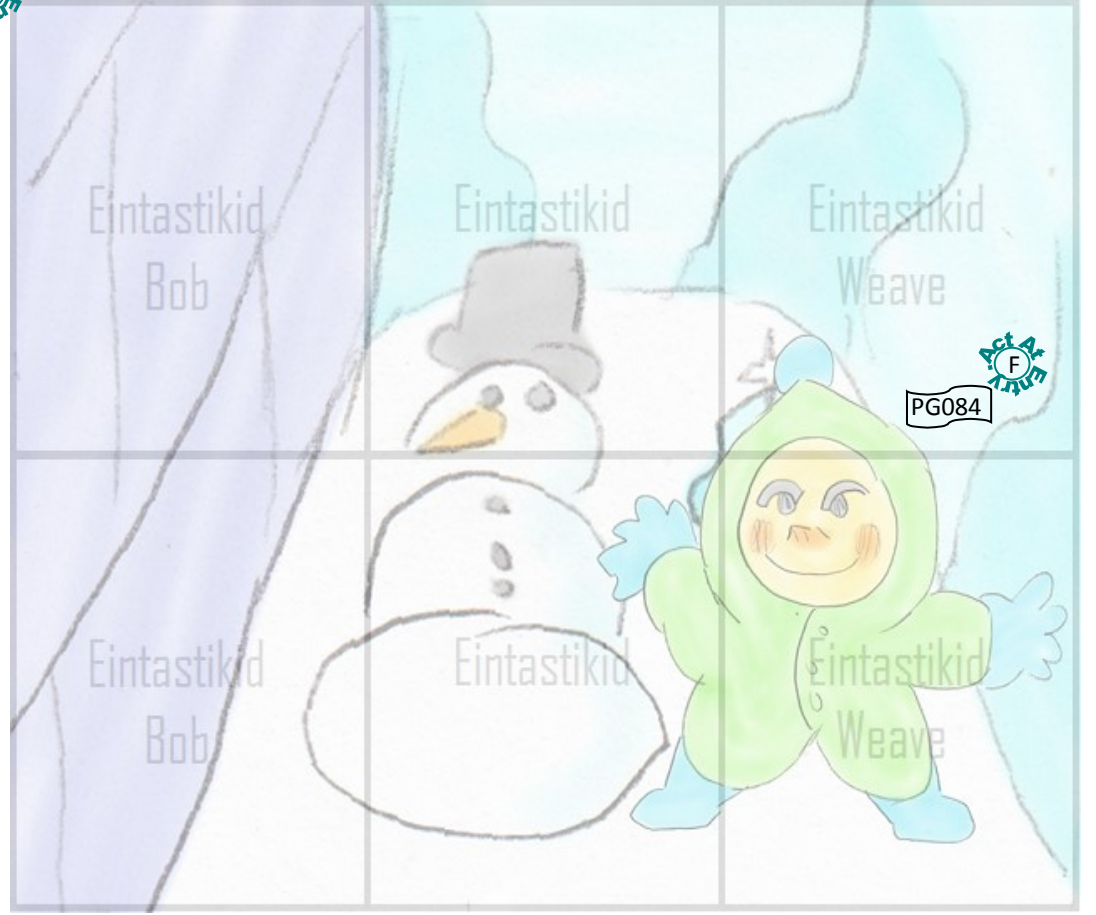
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 084 AS



Page: 079



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 083

Scene

"Decline Him" To Page 086

Ignore This.



1 Hello my name is Melvin, you make fun of me and you will have a bad day! Now let's have a friendly competition.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

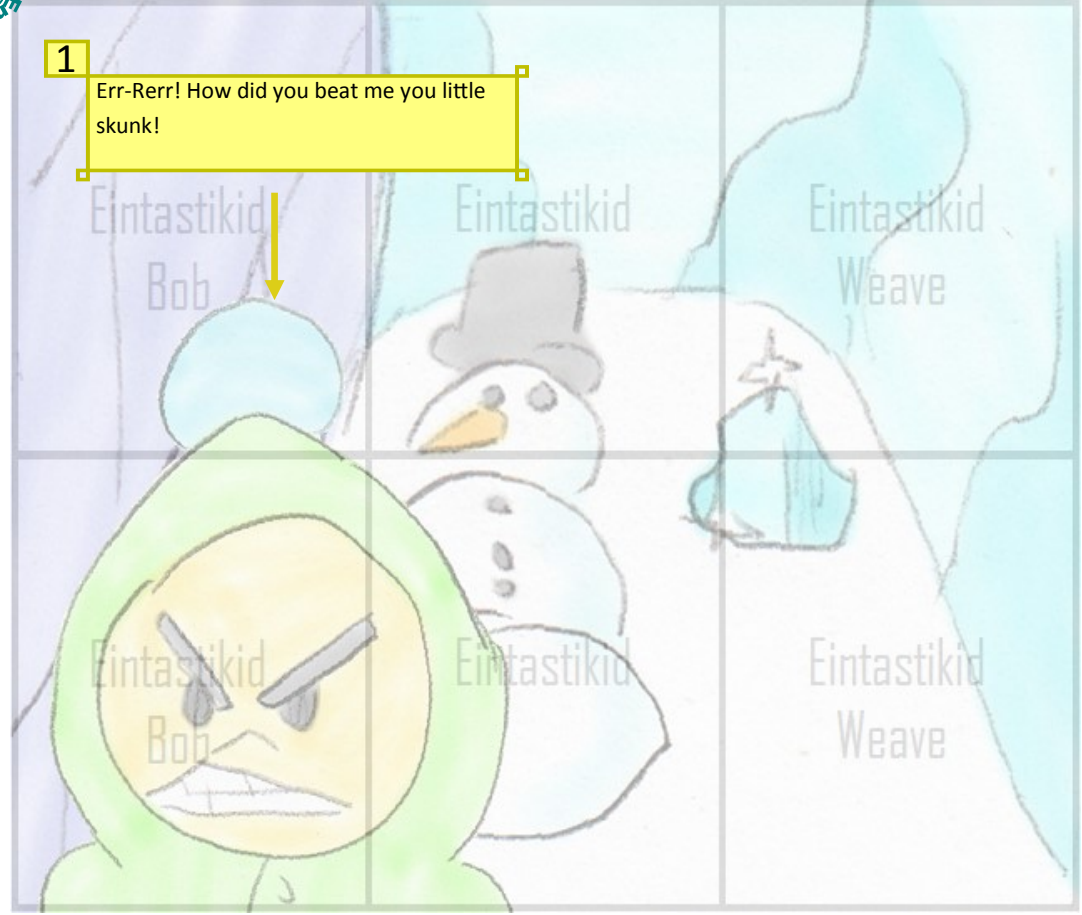
"Back Off" To Page 083

Scene

Ignore This.



1 Err-Rerr! How did you beat me you little skunk!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

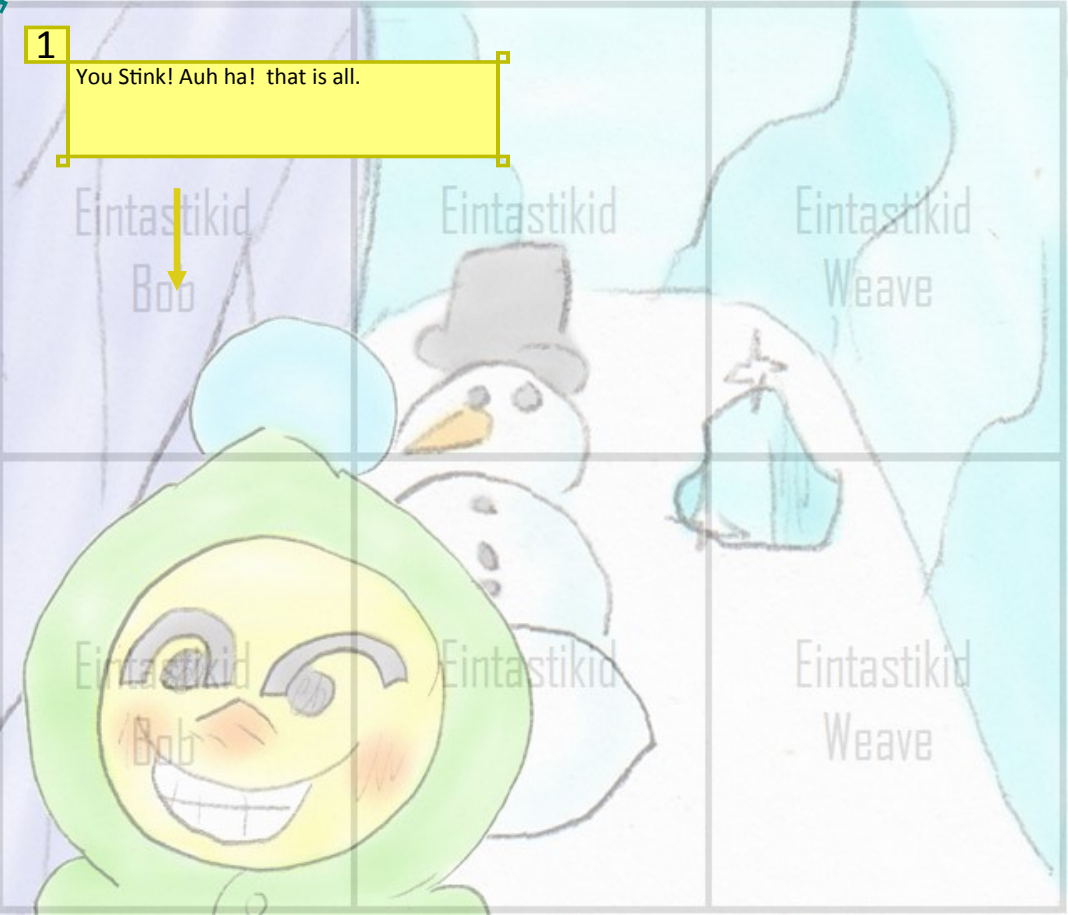
"Back Off" To Page 083

Scene

Ignore This.



1 You Stink! Auh ha! that is all.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this. A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

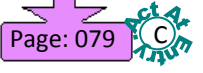
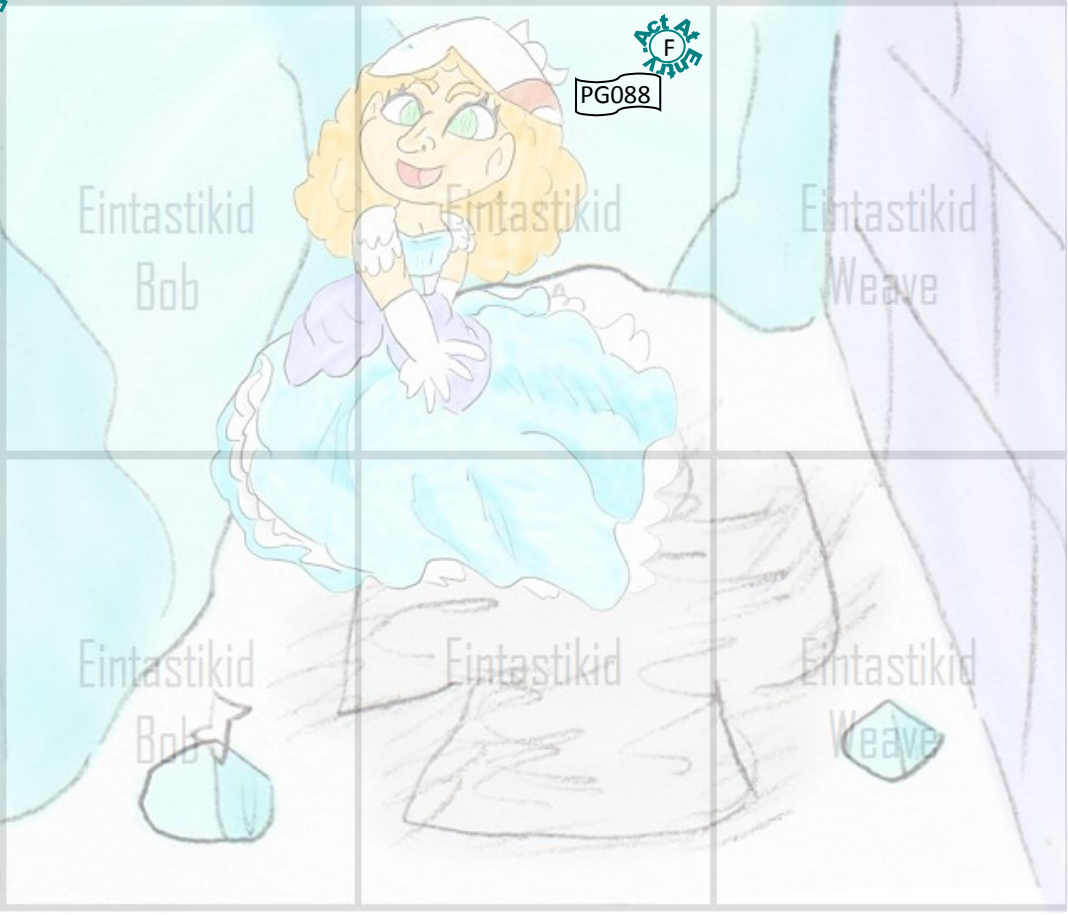
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 088 AR



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 087

Scene

"Decline Her" To Page 090

Ignore This.

Set Eíntastikid.

"Back Off" To Page 087

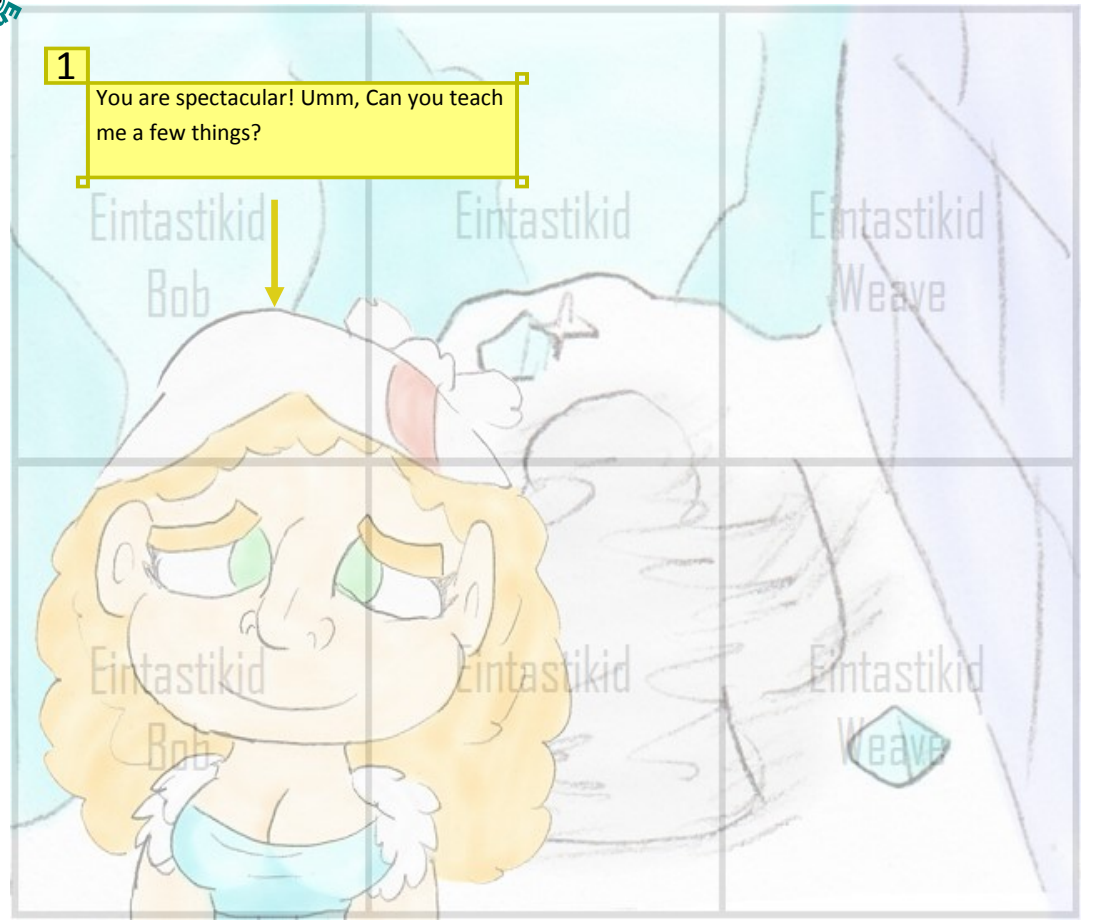
Scene

Ignore This.



1 Hey, cool day huh, my name is Eyela, and I'm a Jewish phoenix madam, let me check you out, come on, it will be fun!

1 You are spectacular! Umm, Can you teach me a few things?



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

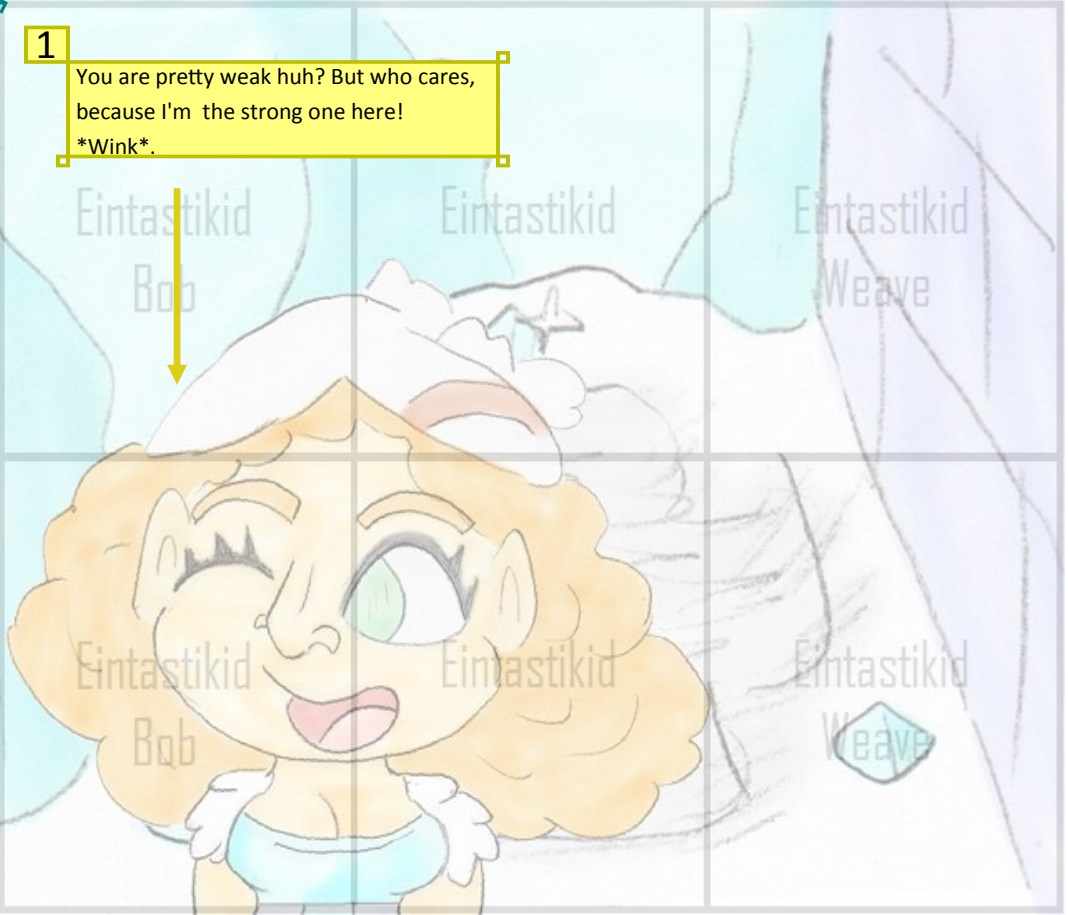
"Back Off" To Page 087

Scene

Ignore This.



1 You are pretty weak huh? But who cares, because I'm the strong one here! \*Wink\*.



The area, the words in this box are a area name, which is the "Area" of this page.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A Event, if you select this, go to the page with a page number that matches the PG number within this.Nothing Here.

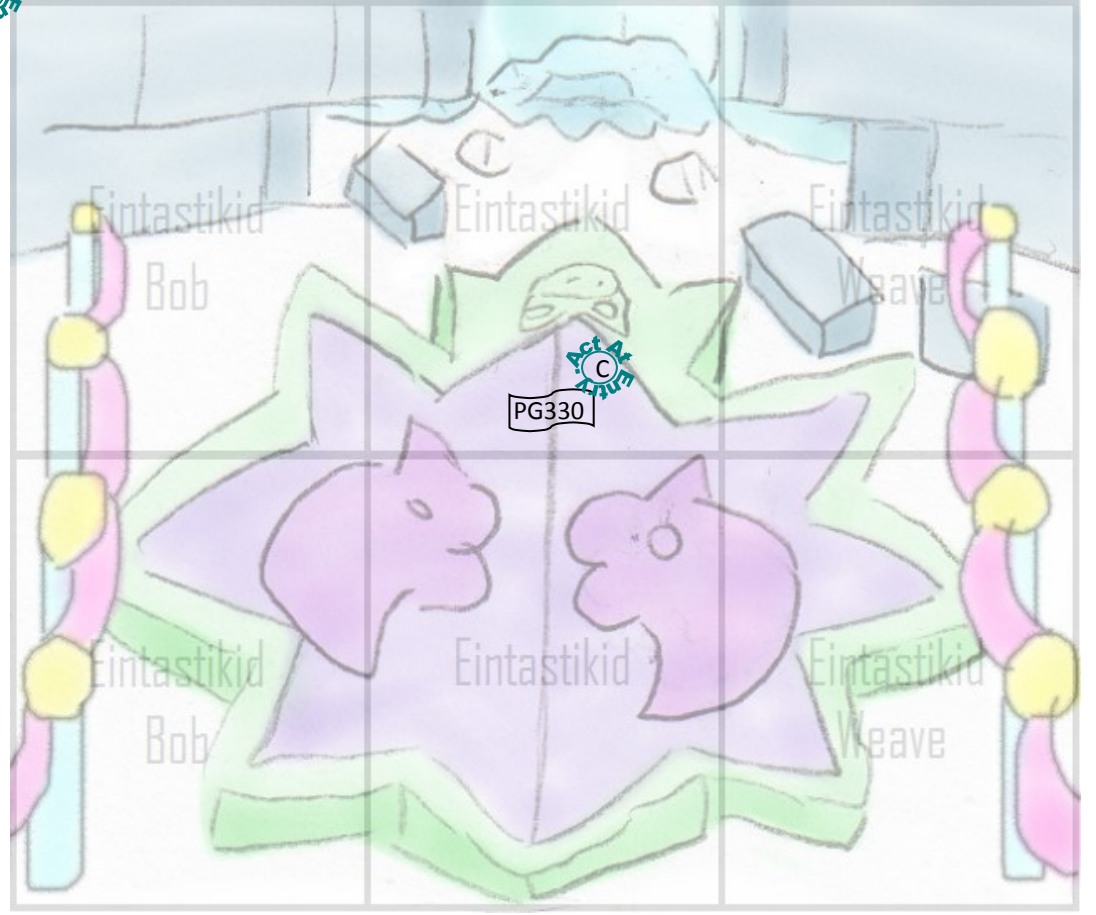
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 079



Page: 093



The area, the words in this box are a area name, which is the "Area" of this page.

A Anglo key, treat this object as a "Key", on this object's page, while you are in Anglo style, this is considered "On".

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

Navigation icons: 483, 484, 485, D @, Page: 079, Pg.091, E



Page: 093, C, A

Navigation icons: 486, A, B

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

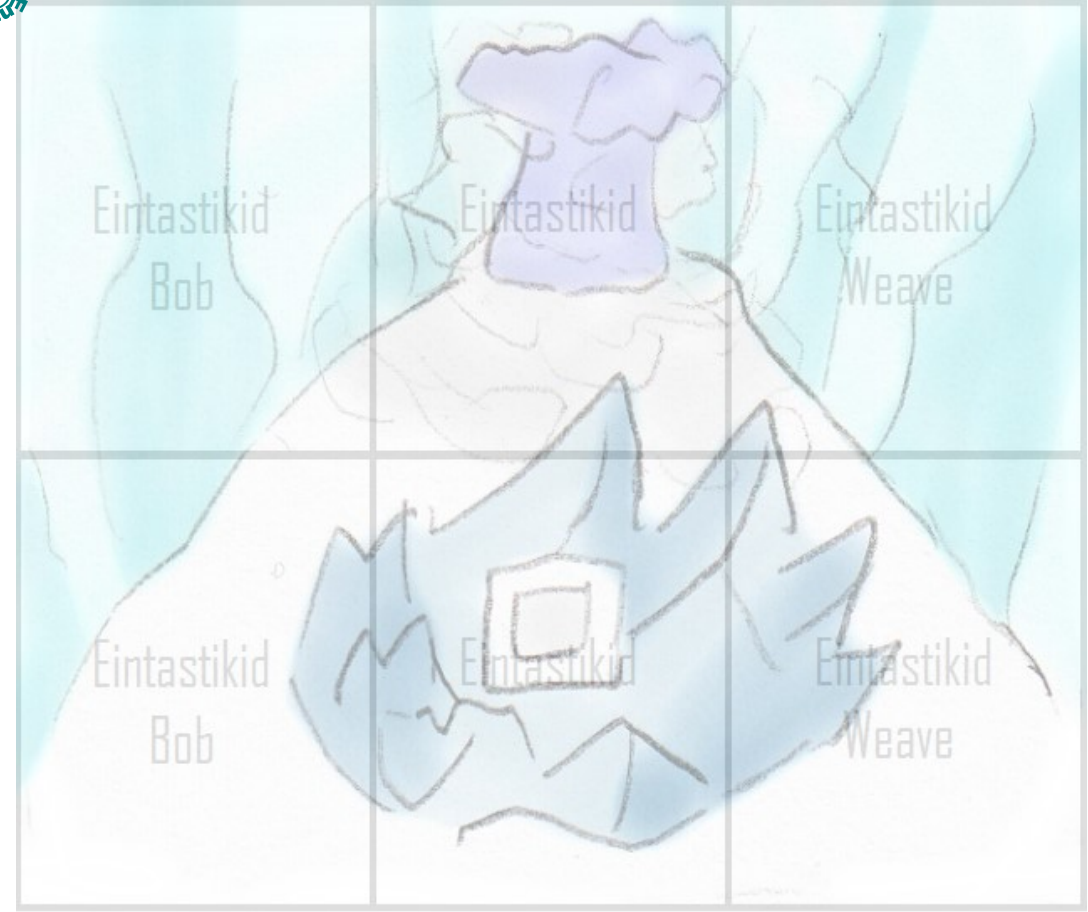
Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

Navigation icons: 484, 485, 481, Page: 094



Page: 092, C, B

Navigation icons: 486, A, B

The area, the words in this box are a area name, which is the "Area" of this page.  
A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A trap, on this's page, if you do not have a "Switch" in your mind matching S number in this, go to page of PG number in this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

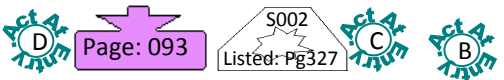
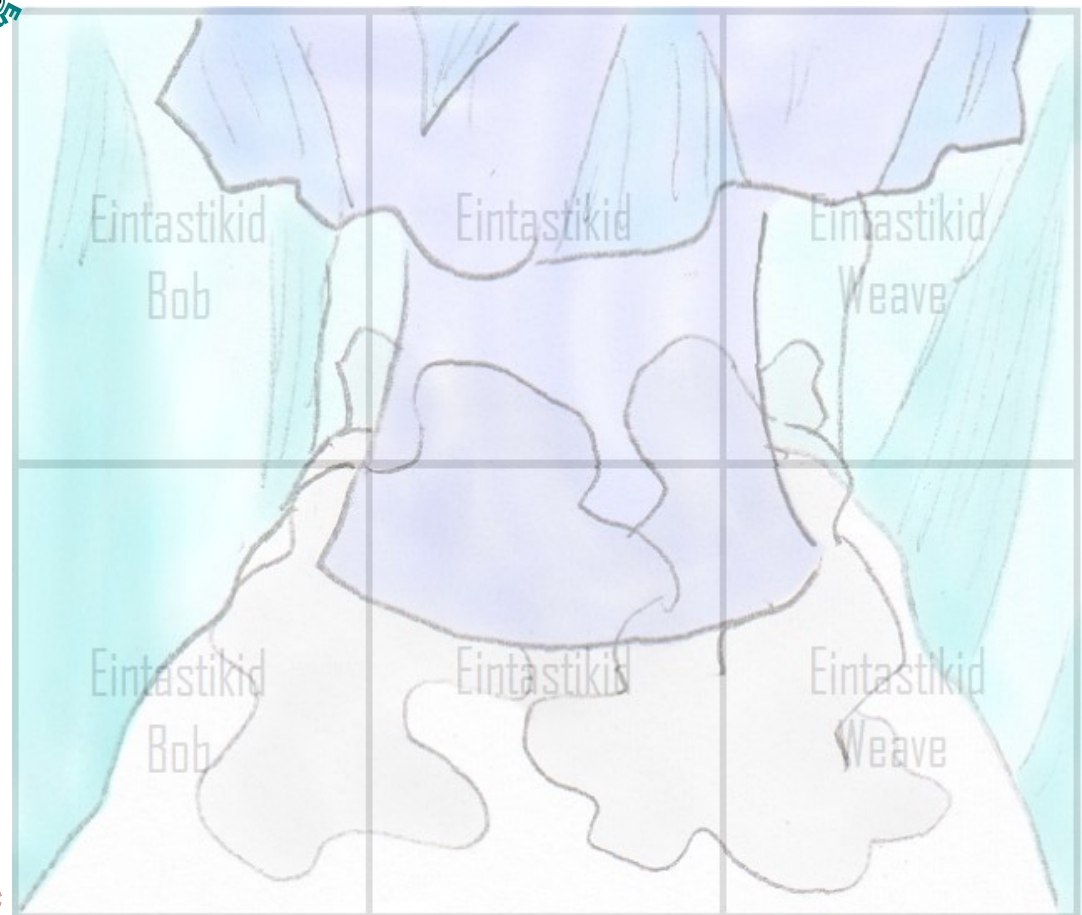
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



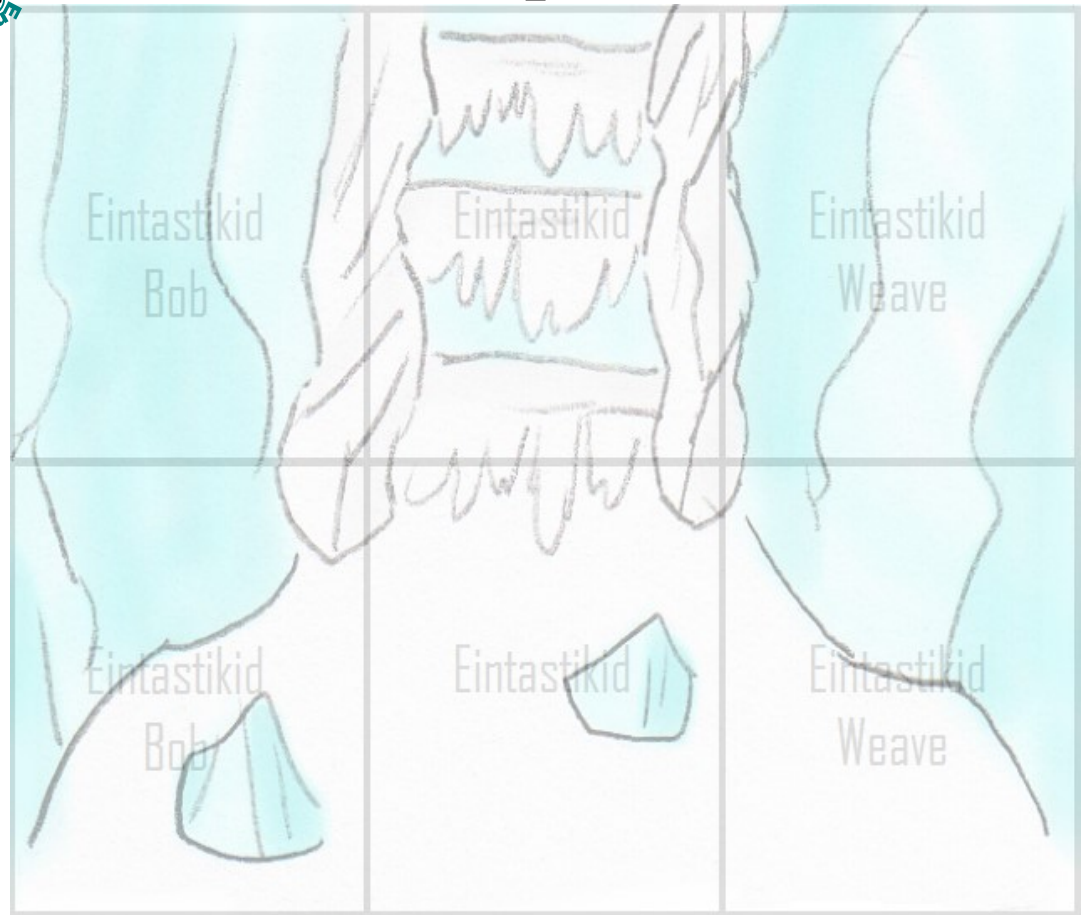
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 091



The area, the words in this box are a area name, which is the "Area" of this page.  
A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A trap, on this's page, if you do not have a "Switch" in your mind matching S number in this, go to page of PG number in this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

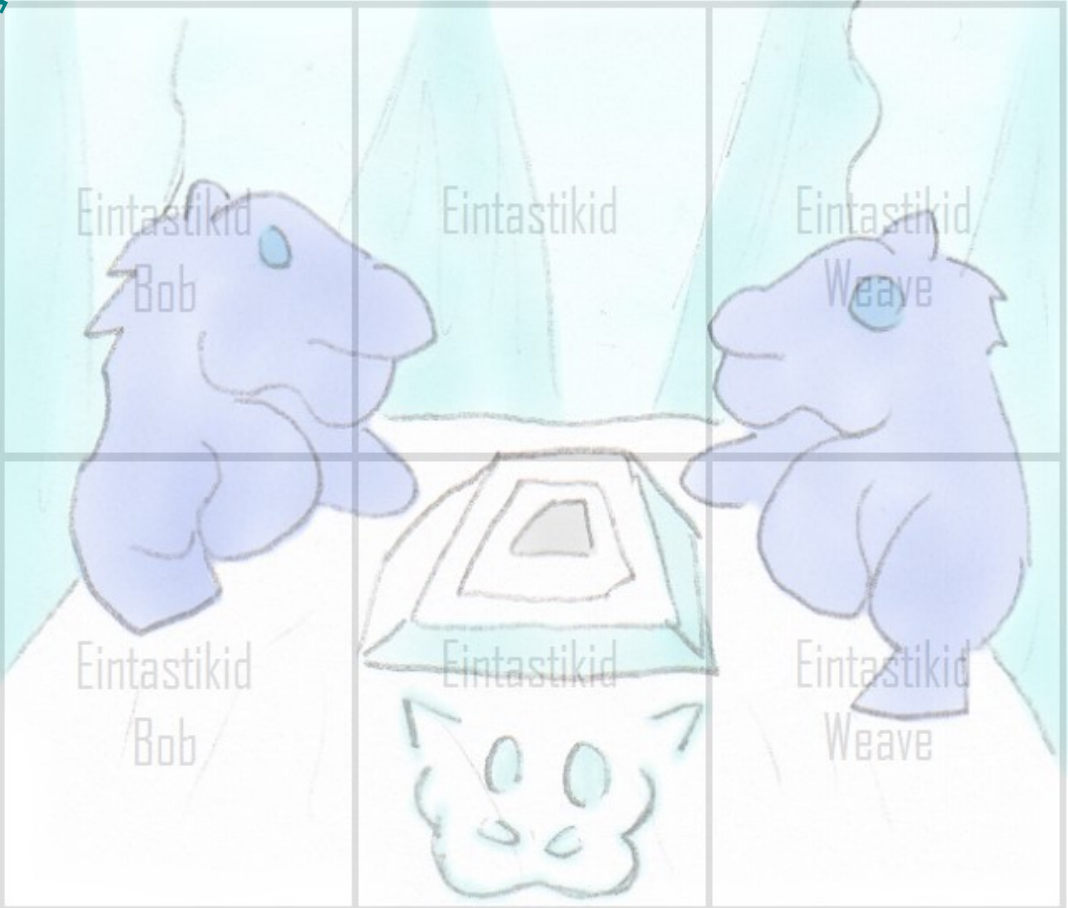
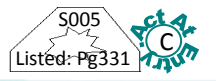
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.  
Consider the run time when choosing this.  
Nothing Here.

Set Eíntastikid.

Ignore This.

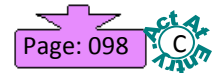
Ignore This.



Set Eíntastikid.

Ignore This.

Ignore This.





The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

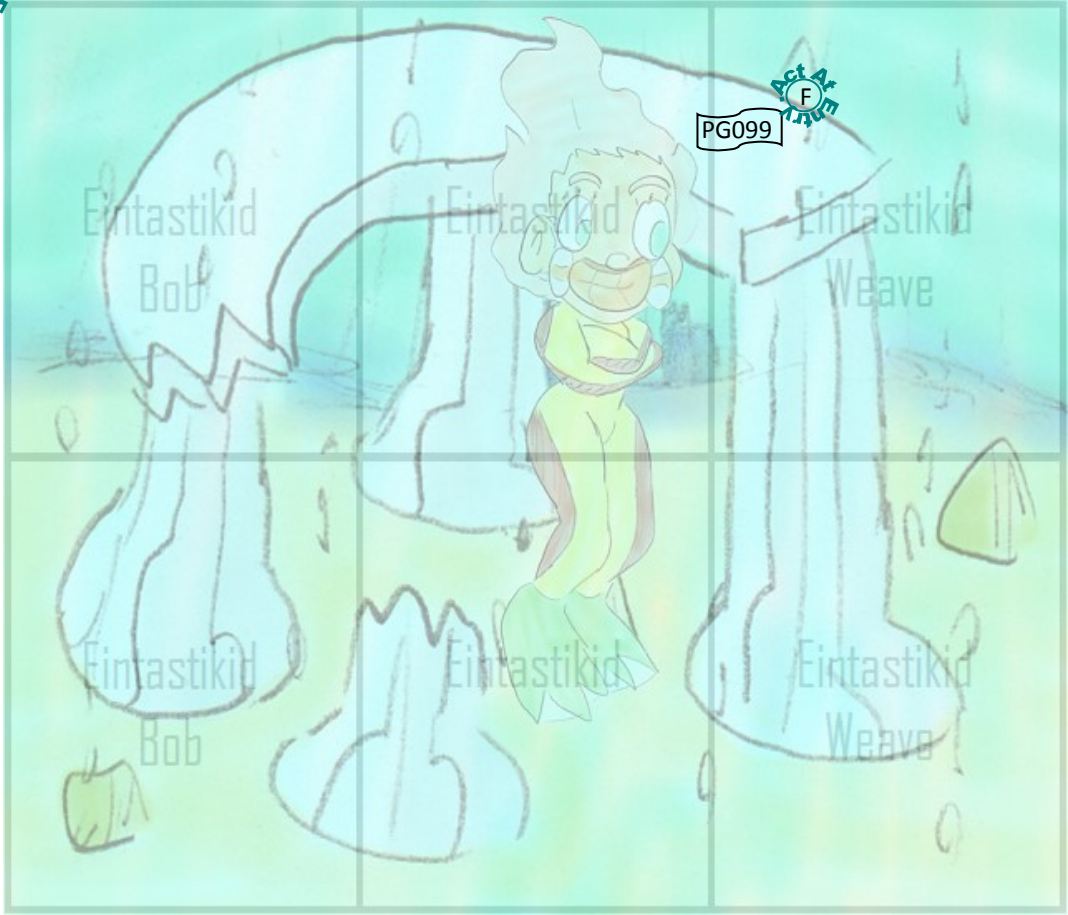
Set Eíntastikid.

Ignore This.

Fight From Pg. 099 BB



Page: 122



Page: 102

Page: 111



Page: 097



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 098

Scene

"Decline Her" To Page 101

Ignore This.



1

\*Muffled\* you're diver too? No. military huh, my name is Debbie, your suit allows for diving, lets see how tough are you.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

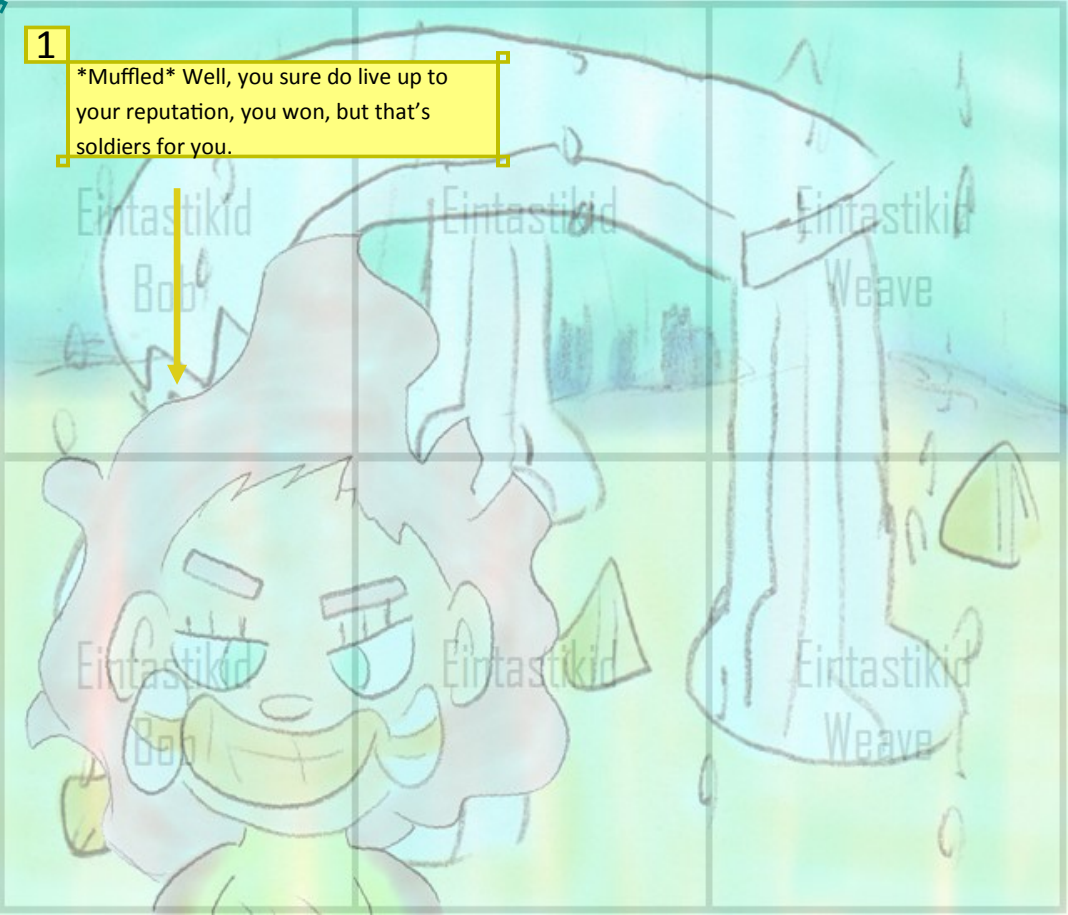
"Back Off" To Page 098

Scene

Ignore This.



1 \*Muffled\* Well, you sure do live up to your reputation, you won, but that's soldiers for you.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

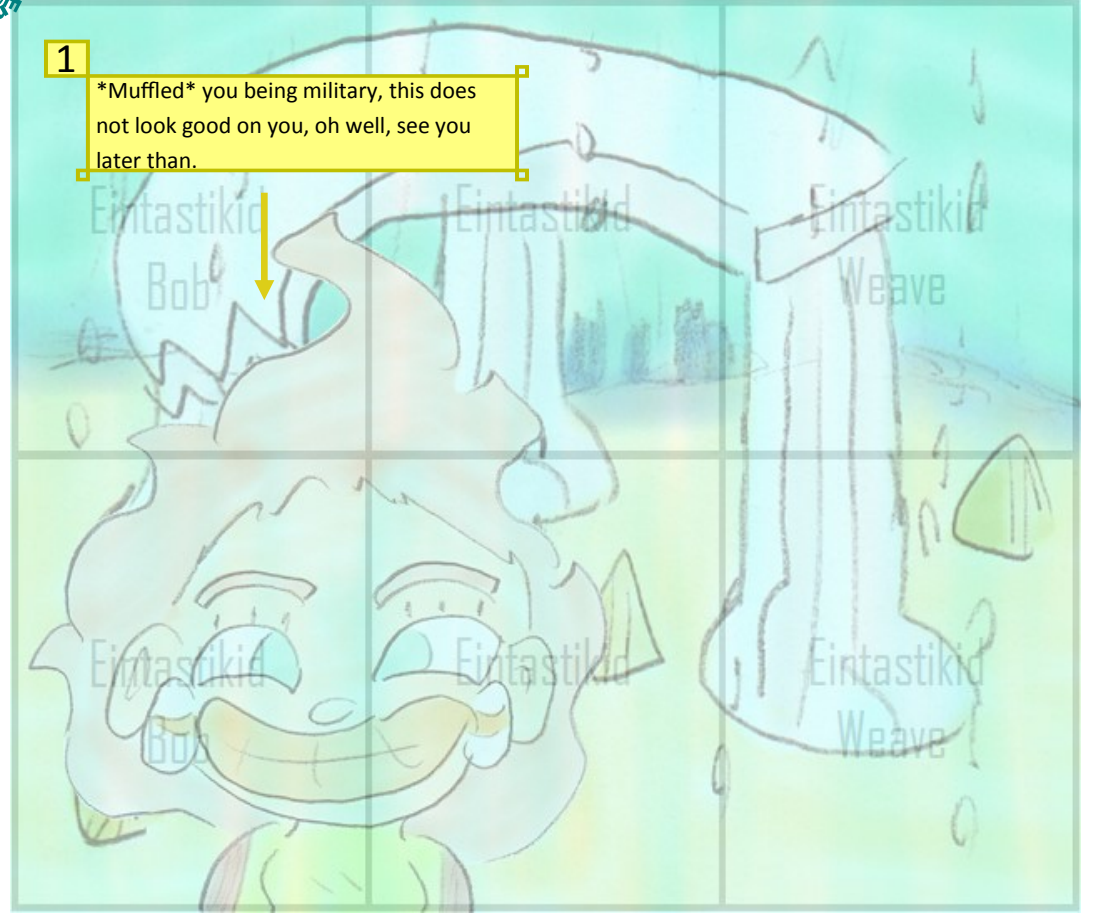
"Back Off" To Page 098

Scene

Ignore This.



1 \*Muffled\* you being military, this does not look good on you, oh well, see you later than.



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Fight From Pg. 103 AZ

Page: 106

483 484 485 D 105



Page: 098

486 487 488 A B E 104

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 102

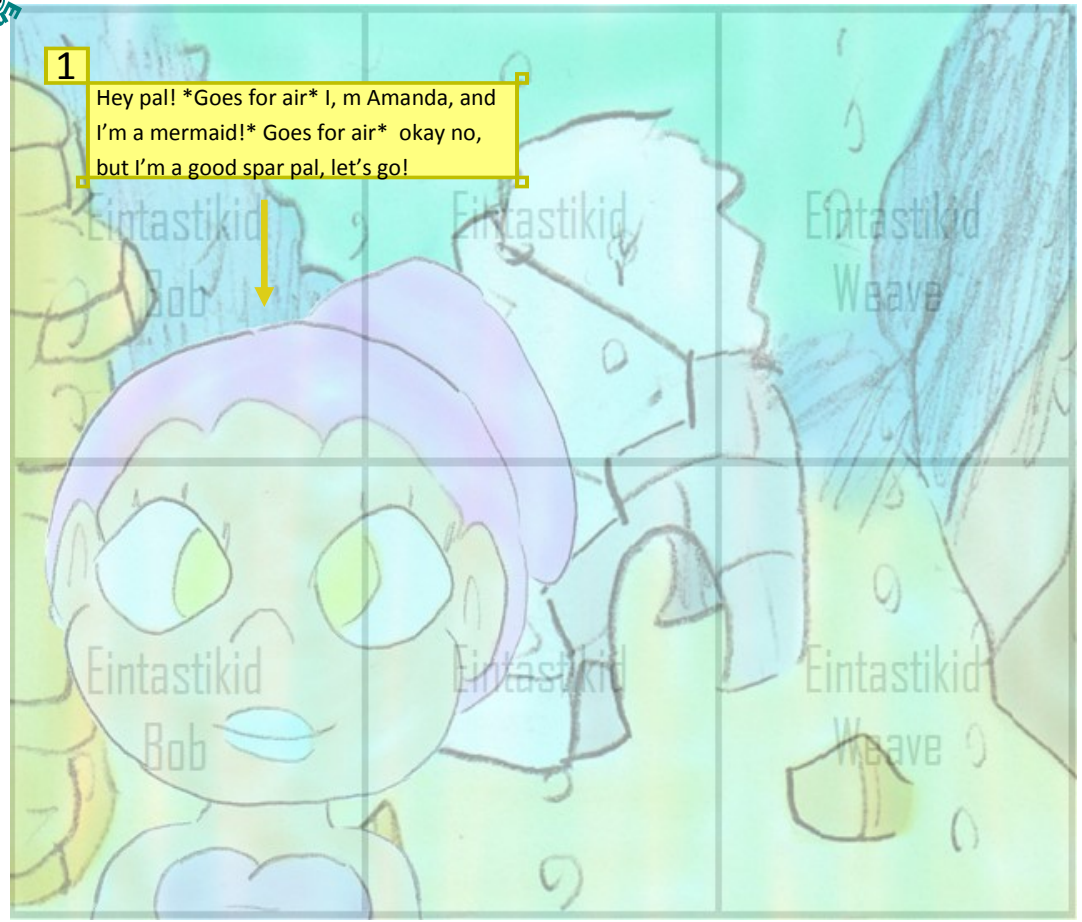
Scene

"Decline Her" To Page 105

Ignore This.

484 485

482



1 Hey pal! \*Goes for air\* I, m Amanda, and I'm a mermaid!\* \*Goes for air\* okay no, but I'm a good spar pal, let's go!

486 487 488 A

B

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 102

Scene

Ignore This.

Set Eíntastikid.

"Back Off" To Page 098

Scene

Ignore This.

1

I lost \*Glub, goes for air\* it's cool, you're a exceptionally powerful riser.



1

Take a shower, because you are all washed up, tee-hee!



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

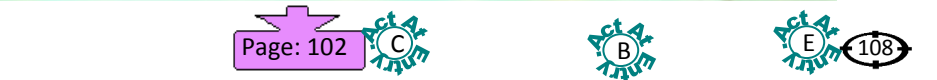
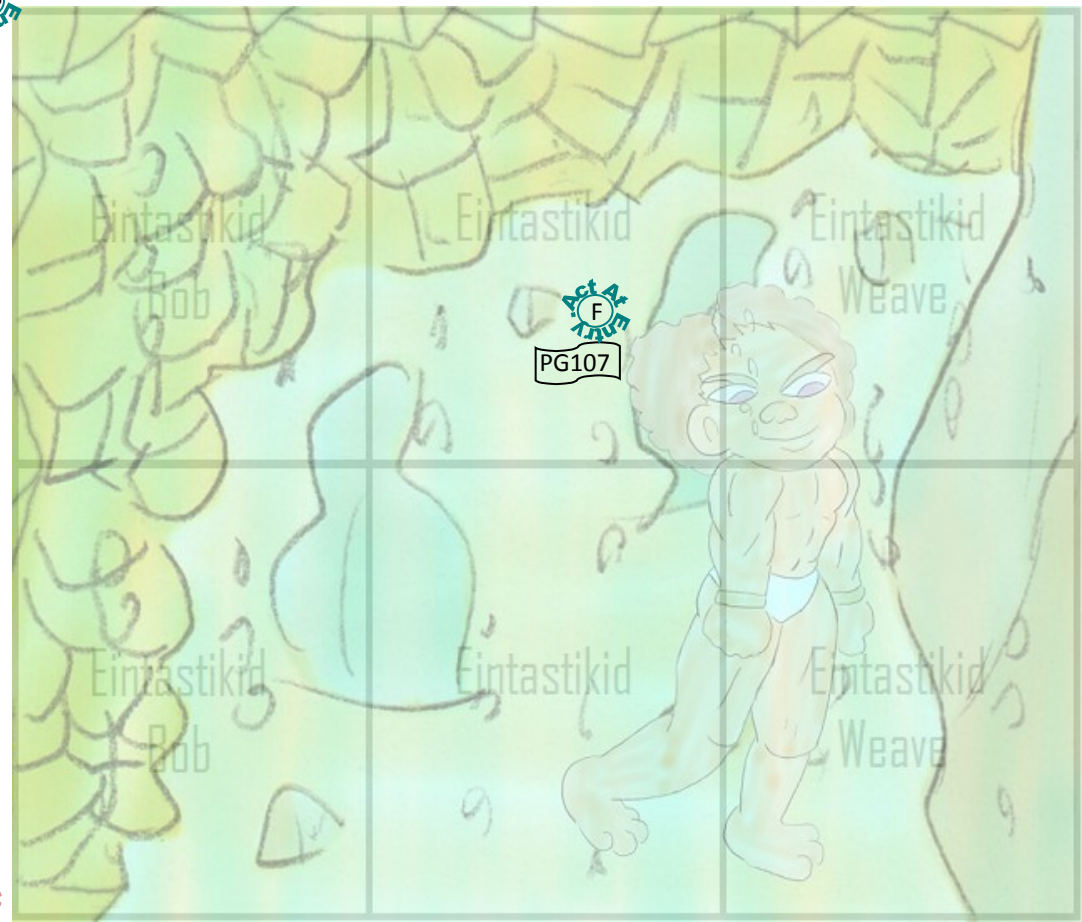
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 107 **BG**



Set Eíntastikid.

"Fight Him" To Page 106

Scene

"Decline Him" To Page 109

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

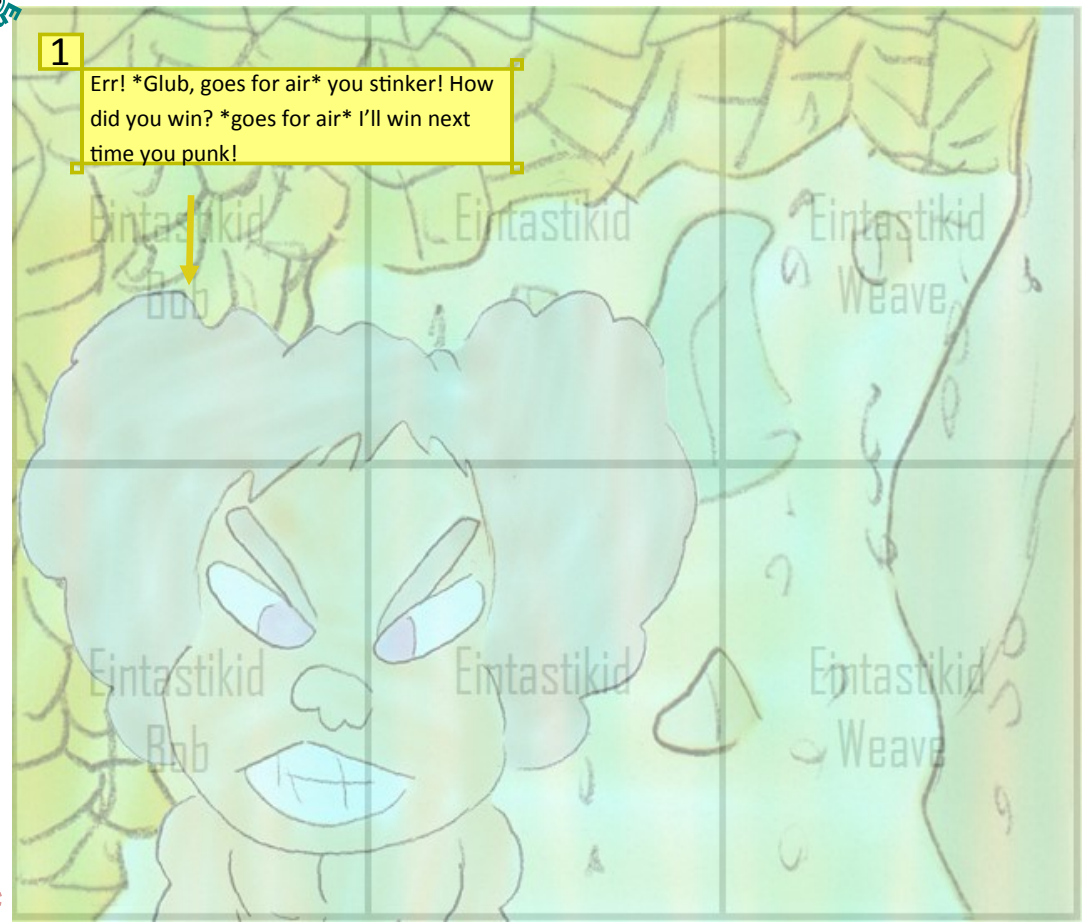
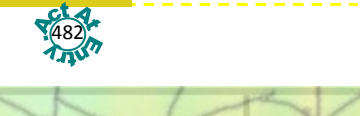
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 106

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

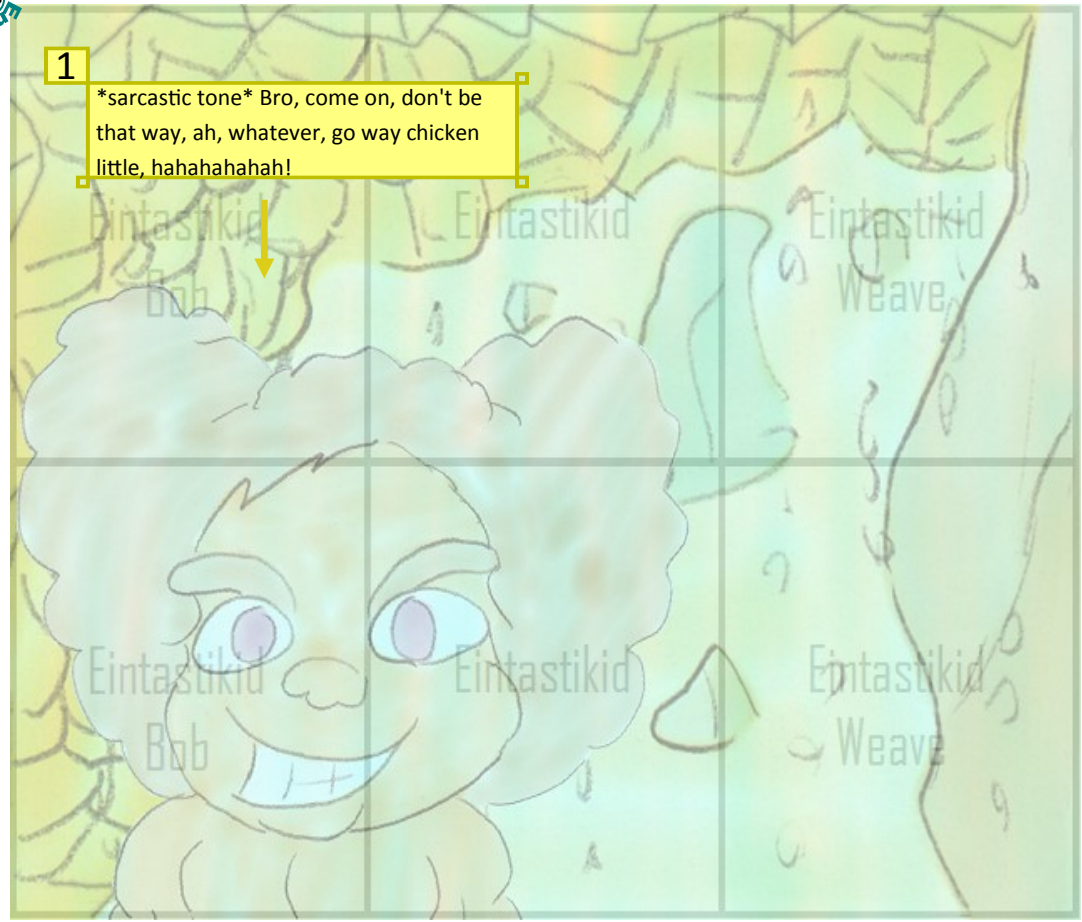
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 106

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

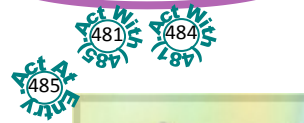
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

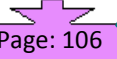
A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



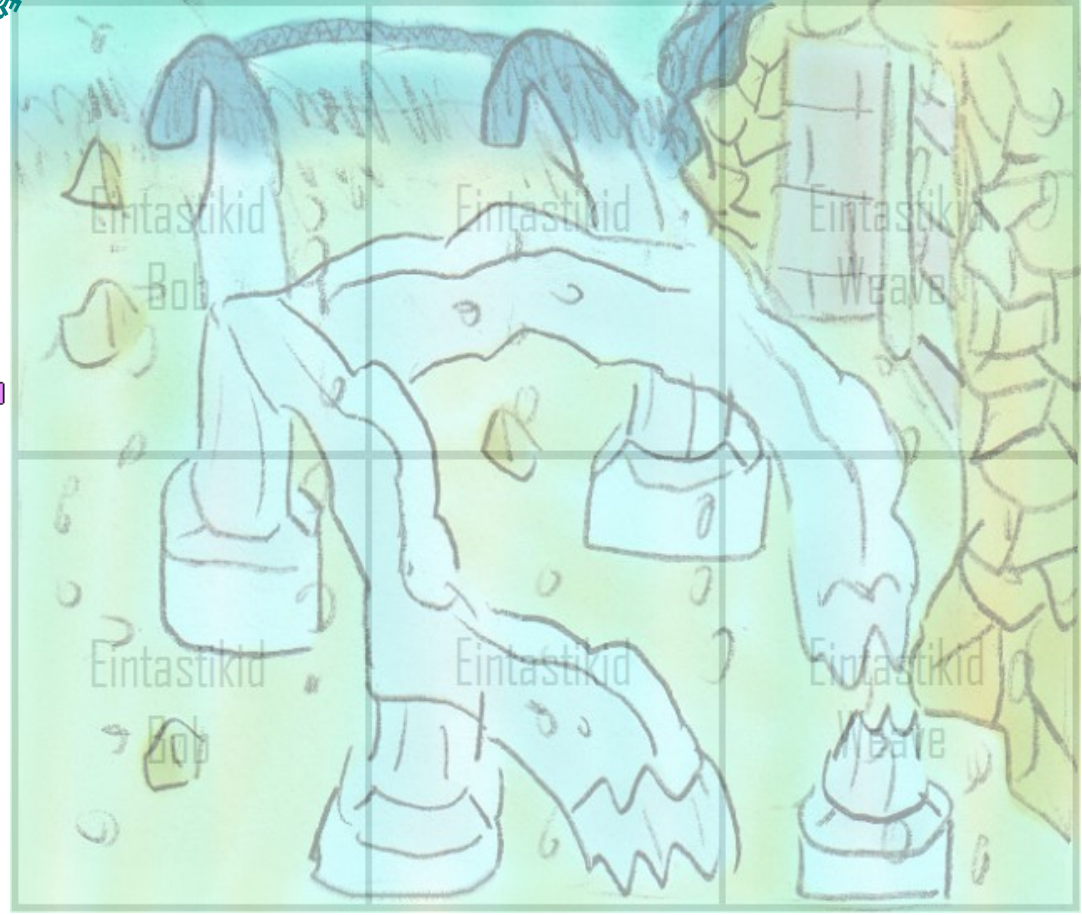
Page: 106  **C**

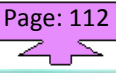
**A**

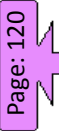
Nothing Here.  
**Set Eíntastikid.**

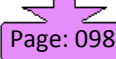
**Ignore This.**

**Ignore This.**



Page: 112 

Page: 120 

Page: 098  **C**

**B**

Page: 268 

The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

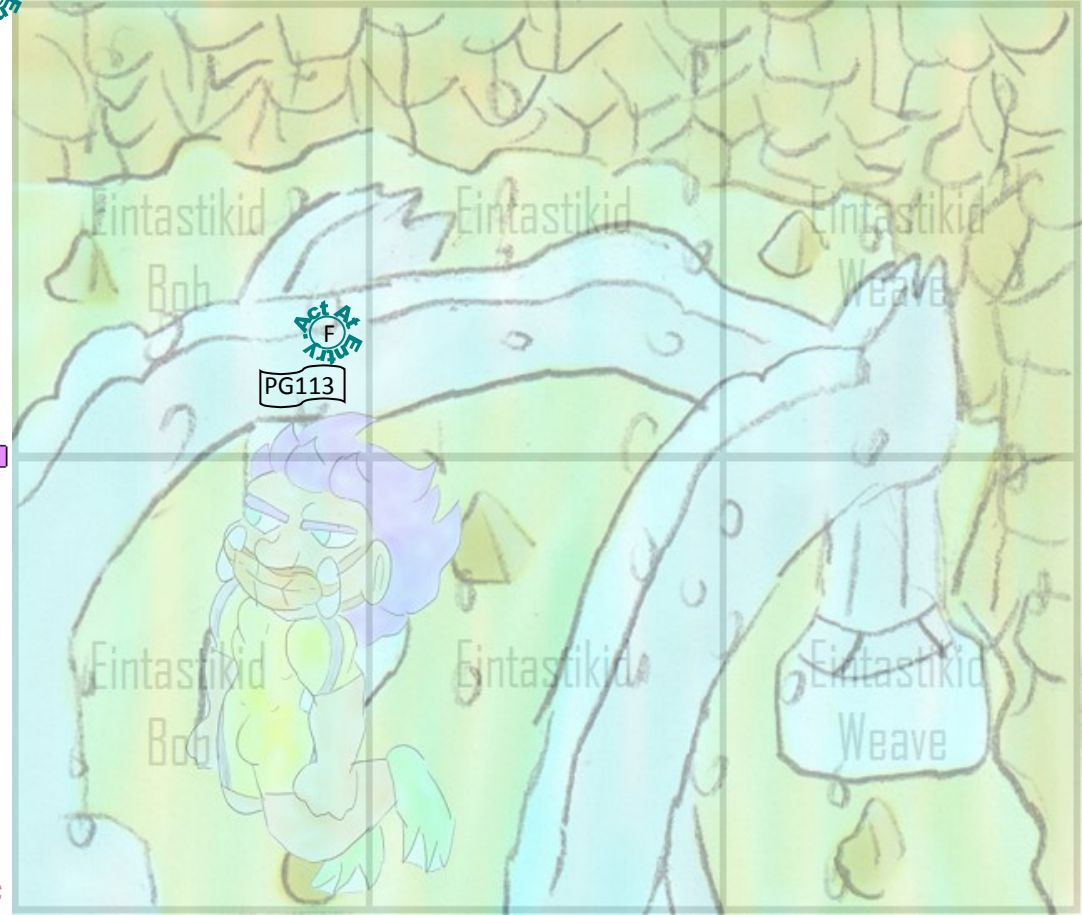
Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Fight From Pg. 113 BE



Page: 116



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 112

Scene

"Decline Him" To Page 115

Ignore This.





The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

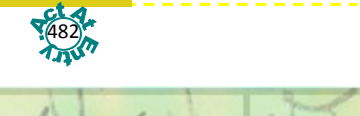
Nothing Here.

Set Eíntastikid.

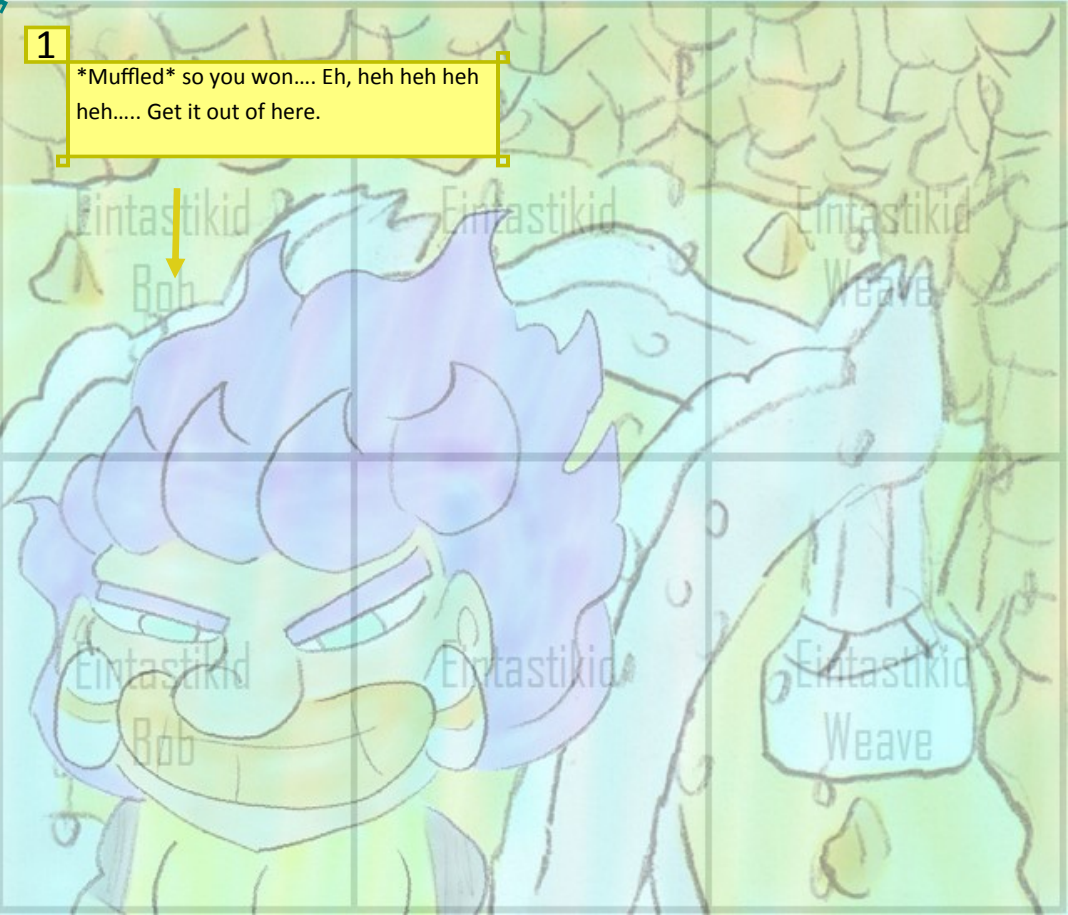
"Back Off" To Page 112

Scene

Ignore This.



1 \*Muffled\* so you won.... Eh, heh heh heh heh..... Get it out of here.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 112

Scene

Ignore This.



1 \*muffled\* such a sour puss, calm down nothing is going to happen, you can even try again if you feel like it, ha-hah!



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 117 BA



Page: 123



Page: 120



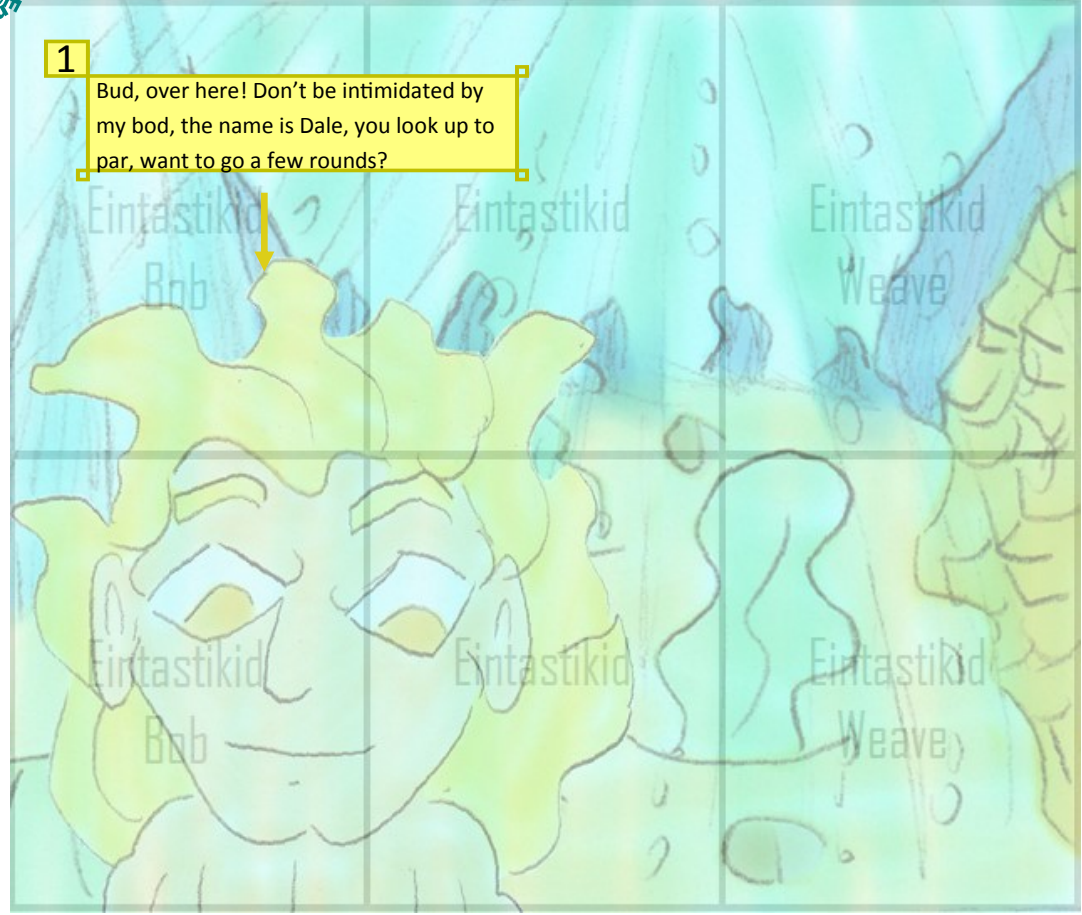
Set Eíntastikid.

"Fight Him" To Page 116

Scene

"Decline Him" To Page 119

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 116

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

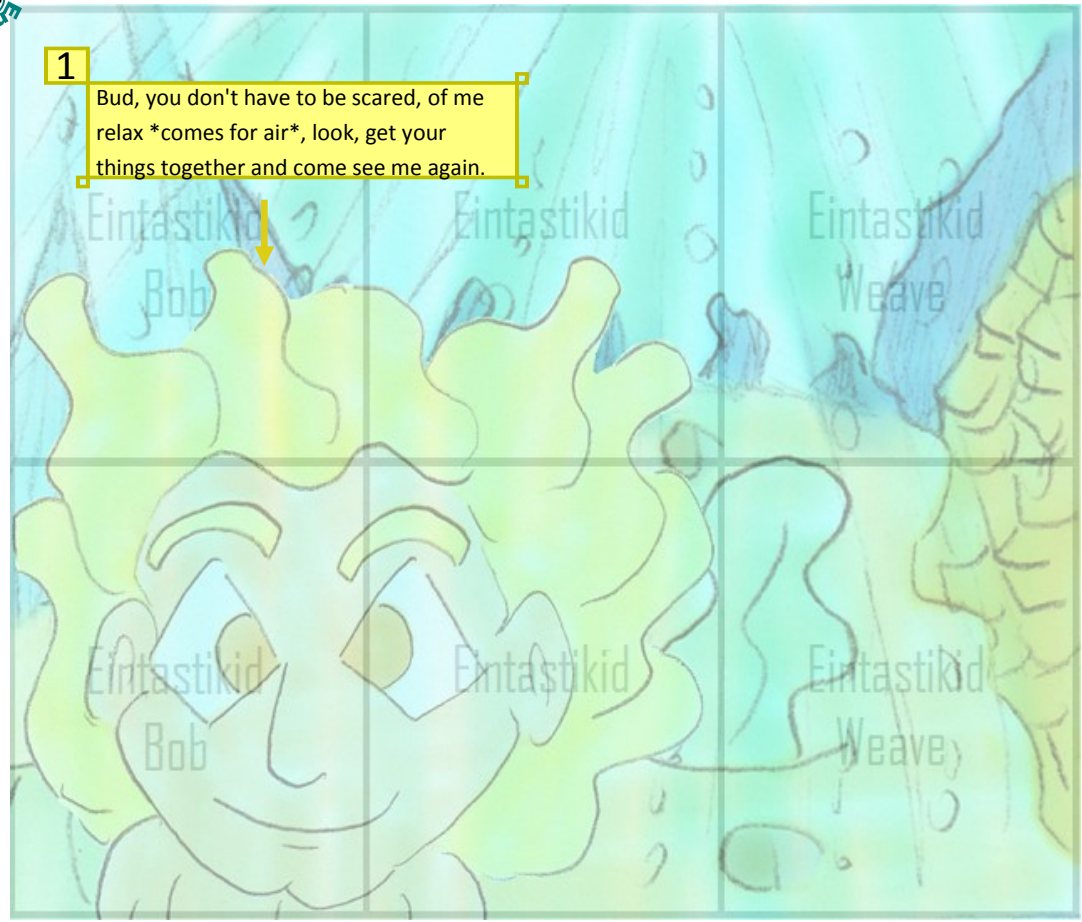
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 116

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

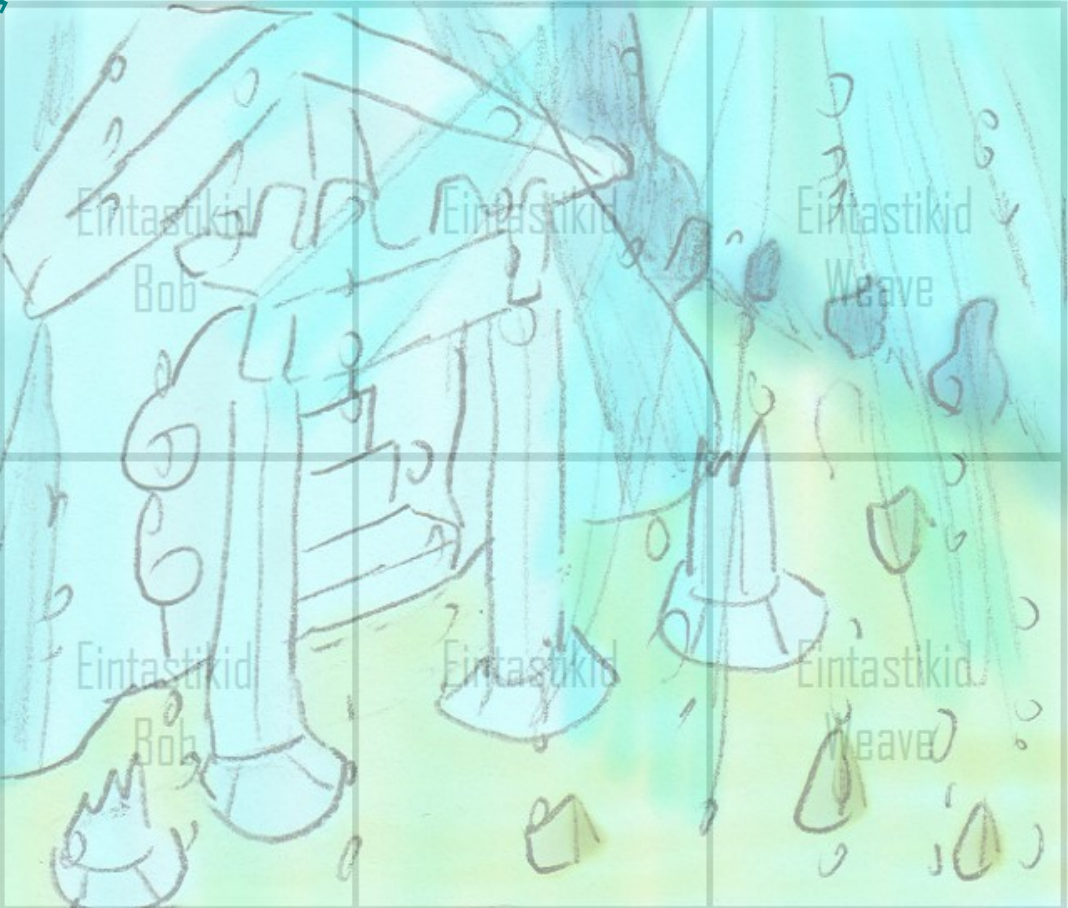
**Ignore This.**

**Ignore This.**

485  
484  
483

Page: 078

Page: 116



Page: 122

486  
485  
484

Page: 111 **C**

**A**

120

Lake Of Alpha

Play Music: 05 (To use go to page 349)

Page's View >

Nothing Here.  
**Set Eíntastikid.**

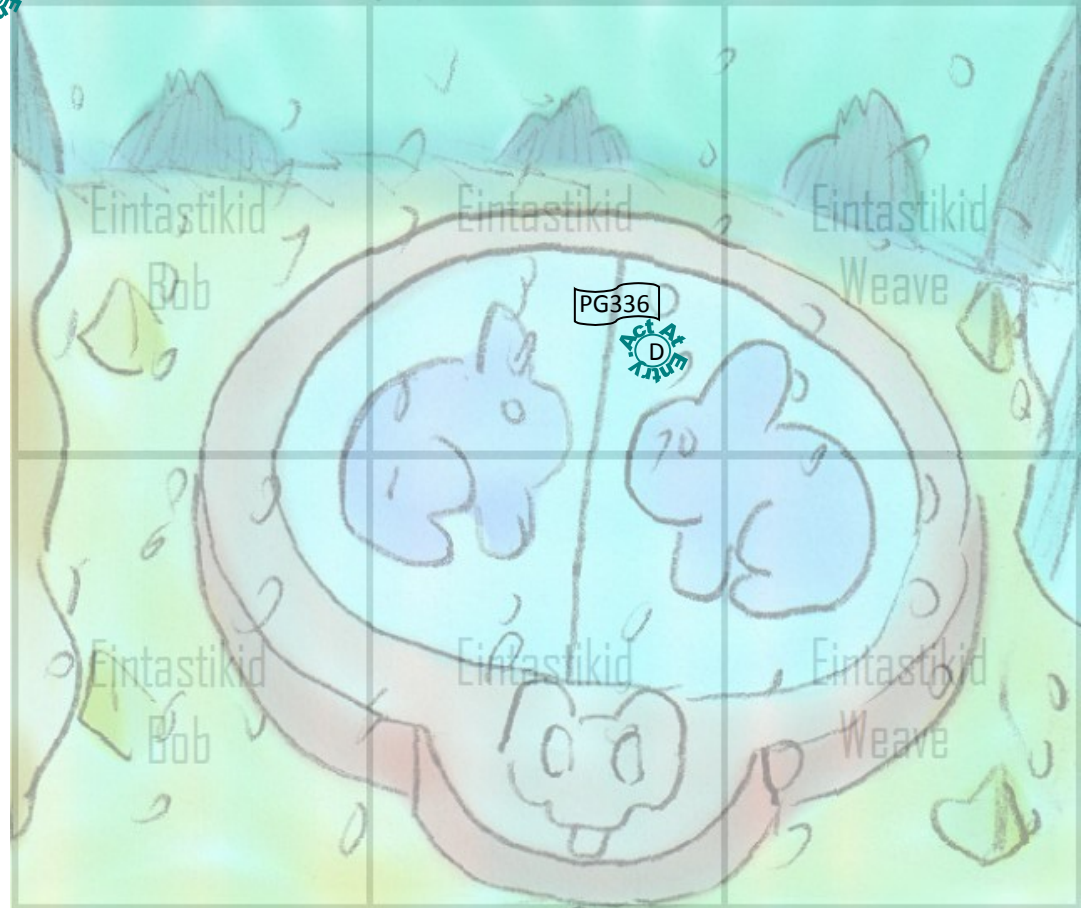
**Ignore This.**

**Ignore This.**

484  
483  
485

Page: 131

Page: 120



486  
485  
484

Page: 098 **C**

**A**

Lake Of Alpha

Play Music: 06 (To use go to page 350)

Page's View >

121

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A Anglo key, treat this object as a "Key", on this object's page, while you are in Anglo style, this is considered "On".

A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Nothing Here.

Set Eíntastikid.

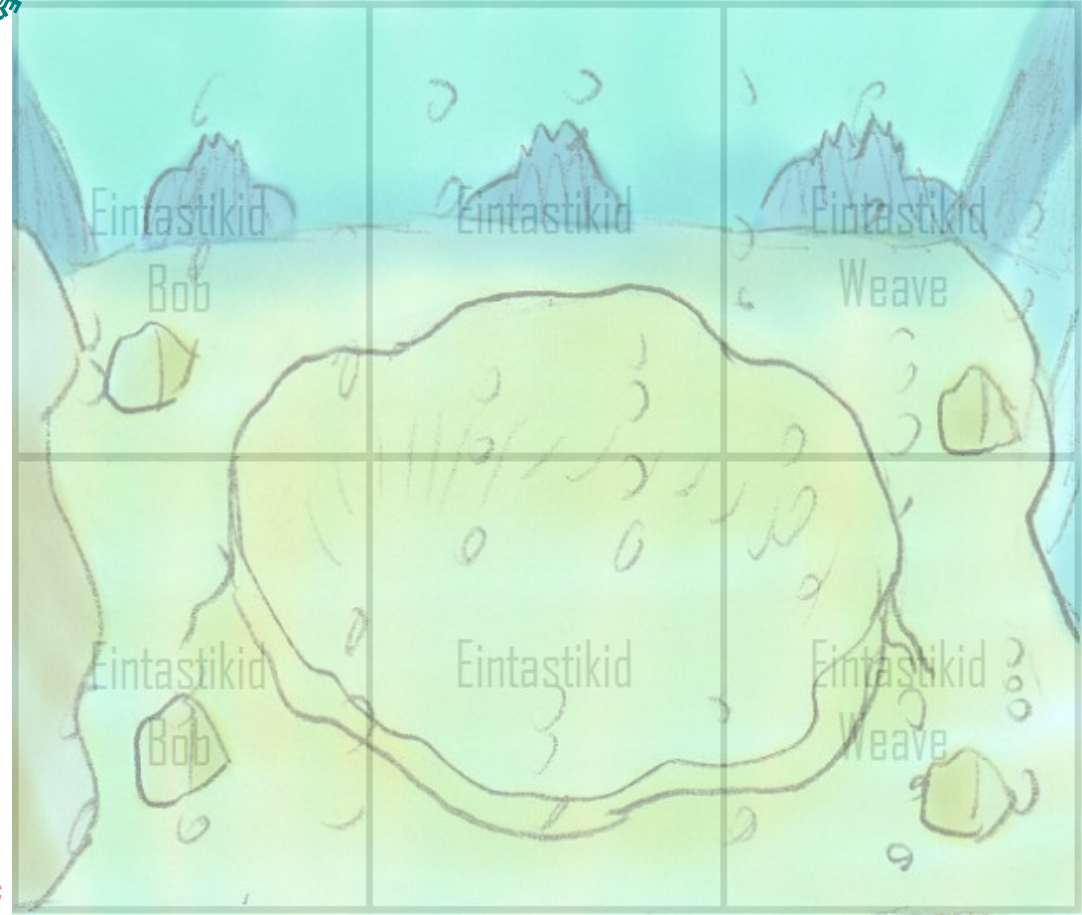
Ignore This.

Ignore This.

485 484 483

@ C Page: 131

Pg.121 D



Page: 120

486 A

Page: 098 E

A

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 124 BC

484 485 483

483 D 126



Page: 127

F PG124

486 A

Page: 116 C

A

E 125

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 123

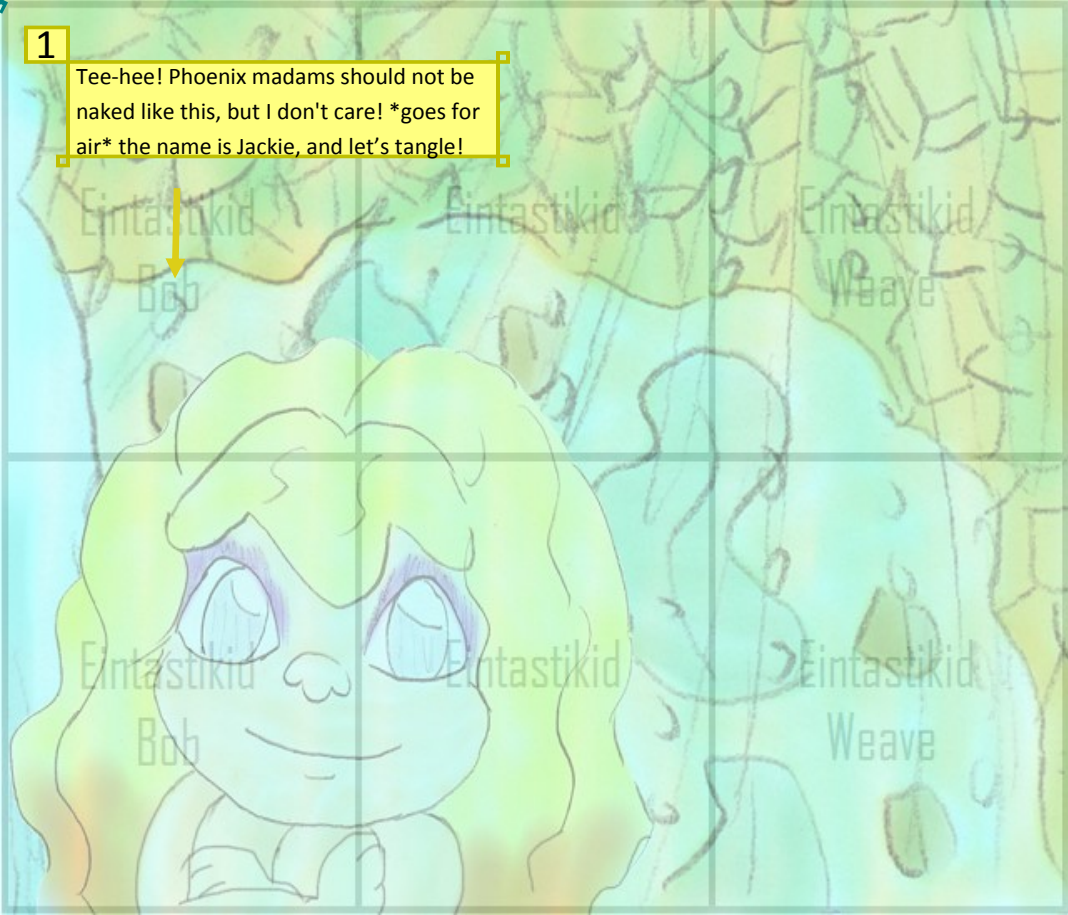
Scene

"Decline Her" To Page 126

Ignore This.



1 Tee-hee! Phoenix madams should not be naked like this, but I don't care! \*goes for air\* the name is Jackie, and let's tangle!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 123

Scene

Ignore This.



1 I guess I couldn't beat you, \*goes for air\* maybe there is some fortune in wearing the dress after all.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 123

Scene

Ignore This.



1 You aren't thinking about me to do something so poor like that are you?



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Nothing Here.

Nothing Here.

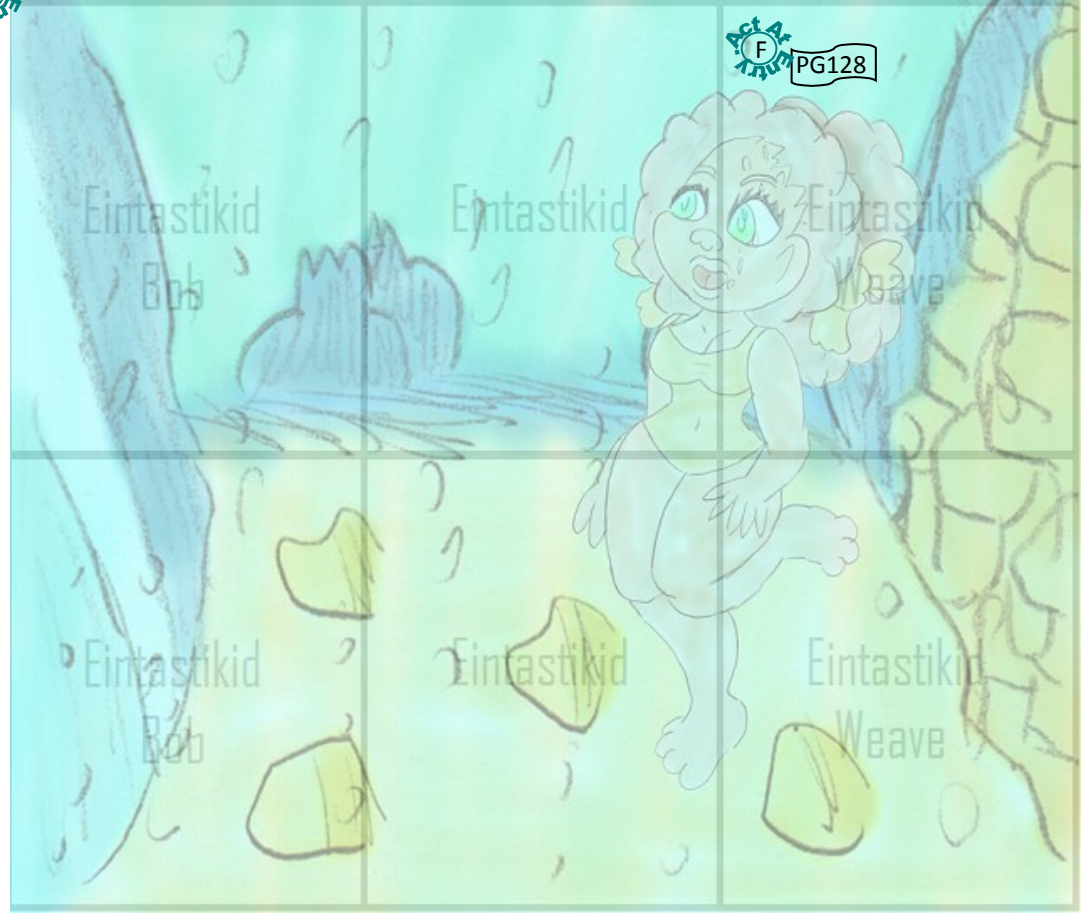
Set Eíntastikid.

Ignore This.

Fight From Pg. 128 BF



Page: 131



Page: 123



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 127

Scene

"Decline Her" To Page 130

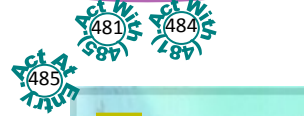
Ignore This.

Set Eíntastikid.

"Back Off" To Page 127

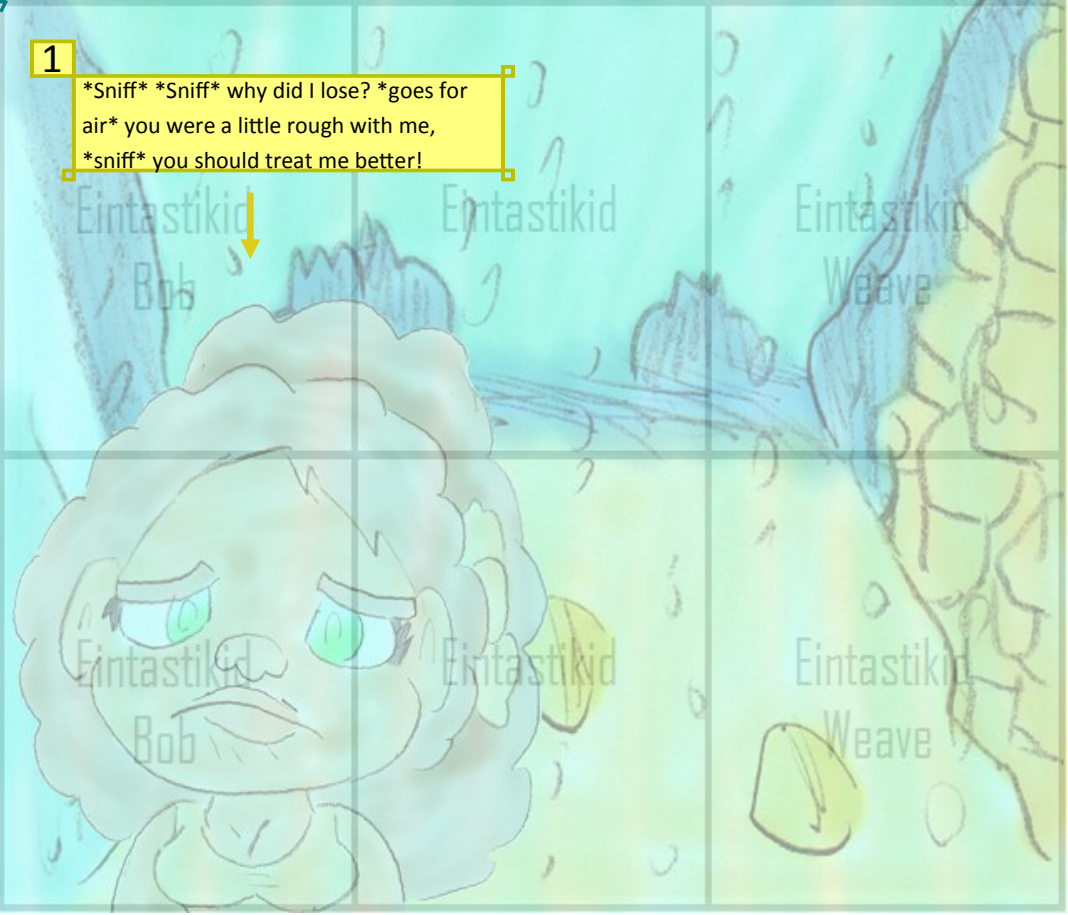
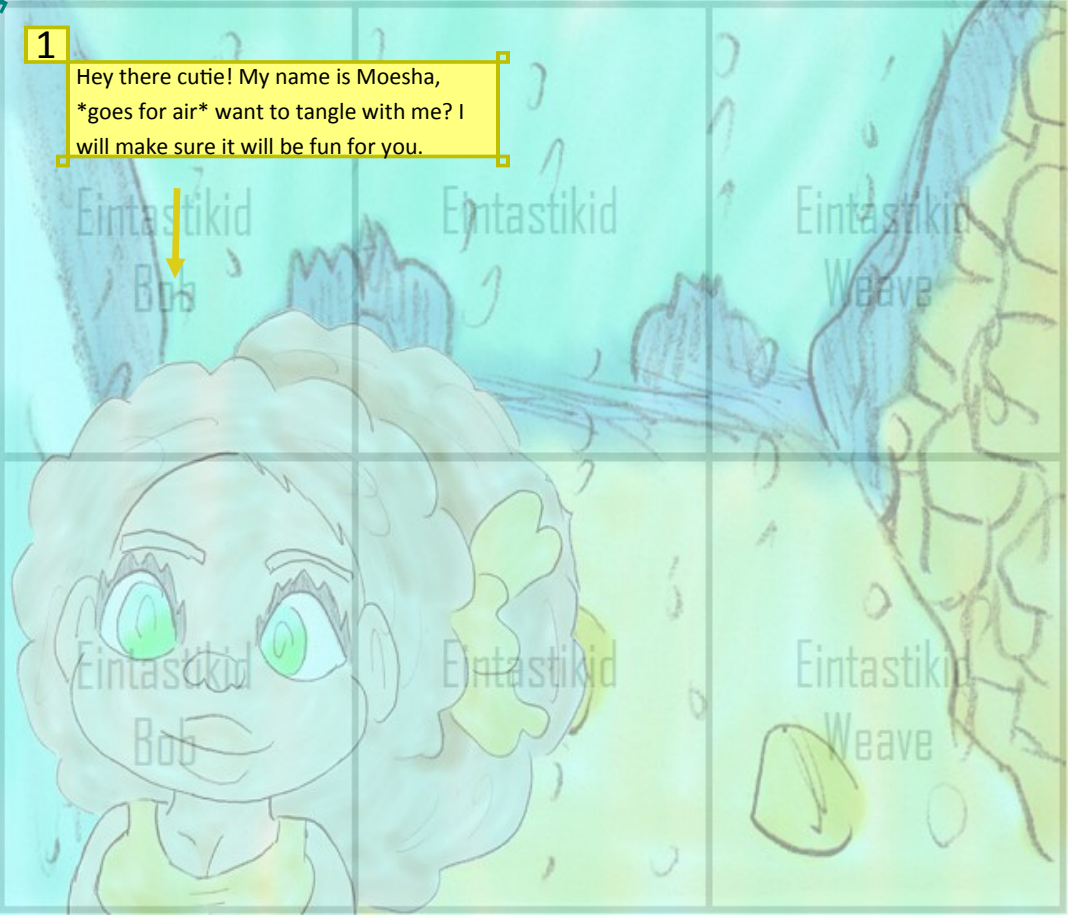
Scene

Ignore This.



1 Hey there cutie! My name is Moesha, \*goes for air\* want to tangle with me? I will make sure it will be fun for you.

1 \*Sniff\* \*Sniff\* why did I lose? \*goes for air\* you were a little rough with me, \*sniff\* you should treat me better!





The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

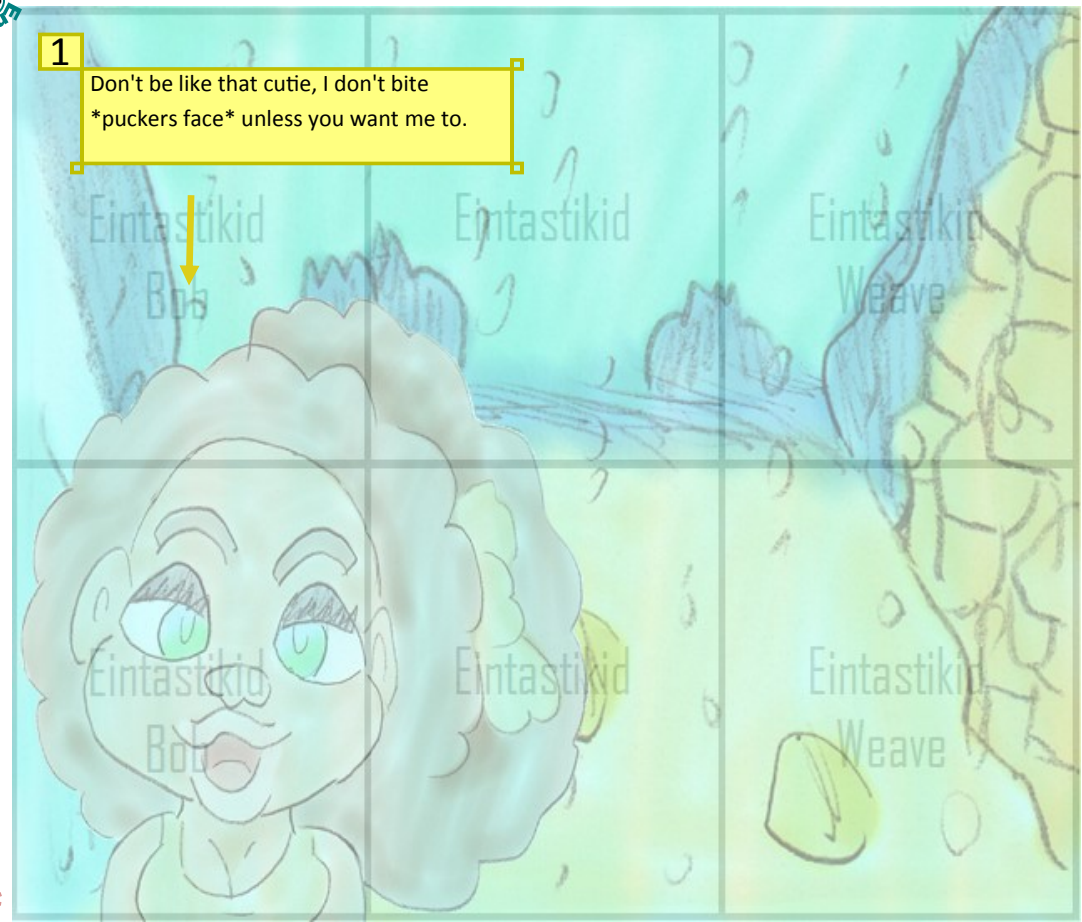
Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 127

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Set Eíntastikid.

Ignore This.

Fight From Pg. 132

BD



Page: 135



Page: 127



Page: 122



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him"  
To Page 131

Scene

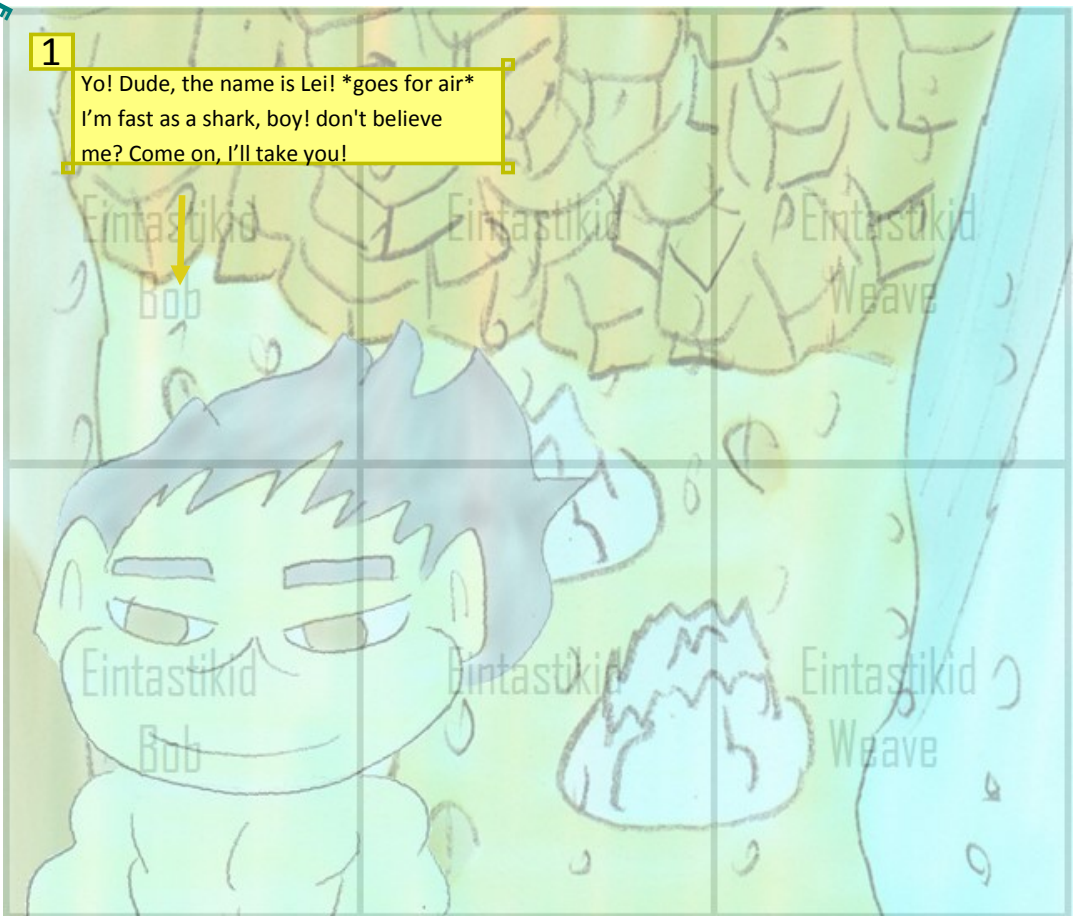
"Decline Him"  
To Page 134

Ignore This.



1

Yo! Dude, the name is Lei! \*goes for air\*  
I'm fast as a shark, boy! don't believe  
me? Come on, I'll take you!



132

Lake Of Alpha

Play Music: 05 (To use go to page 349)

Page's View

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off"  
To Page 131

Scene

Ignore This.



1

You out sped me! How!? Fine take that  
win, you earned it!



Lake Of Alpha

Play Music: 05 (To use go to page 349)

Page's View

133

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

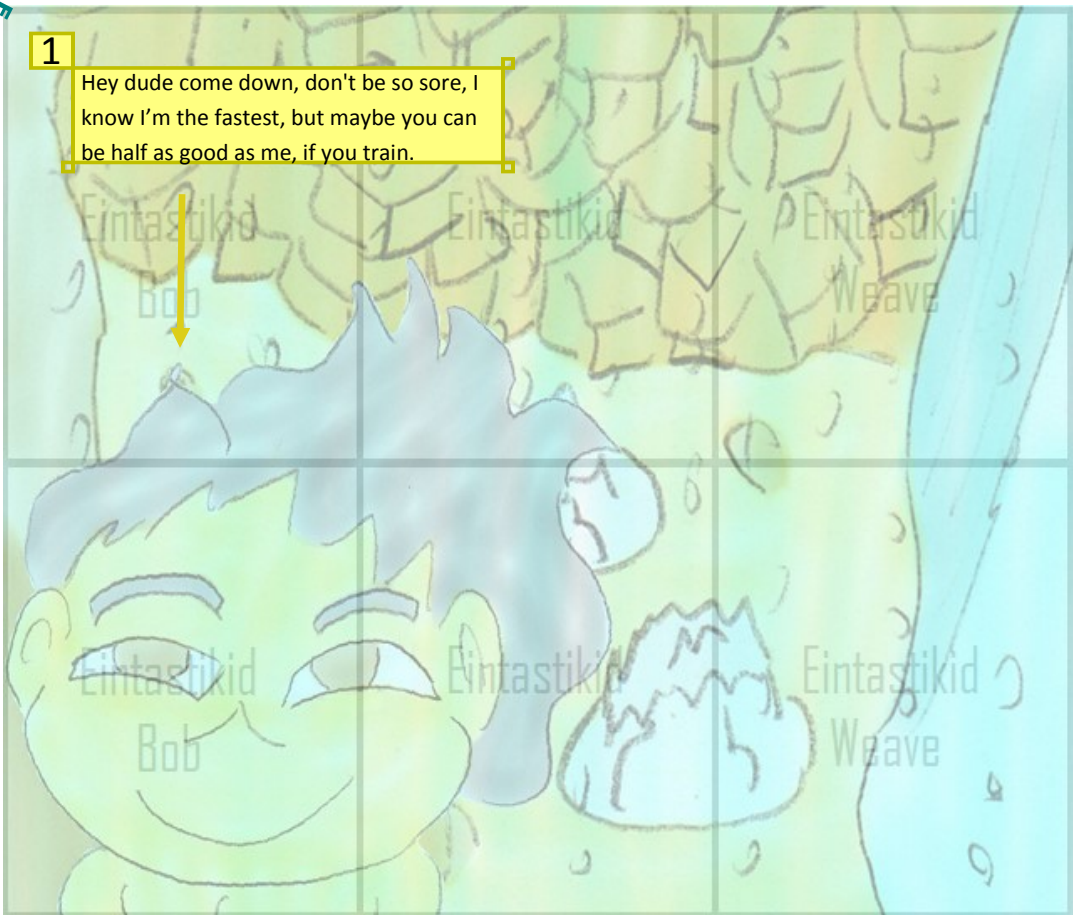
Nothing Here.

Set Eíntastíkid.

"Back Off"  
To Page 131

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Nothing Here.

Set Eíntastíkid.

Ignore This.

Ignore This.



Page: 136



Page: 131



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

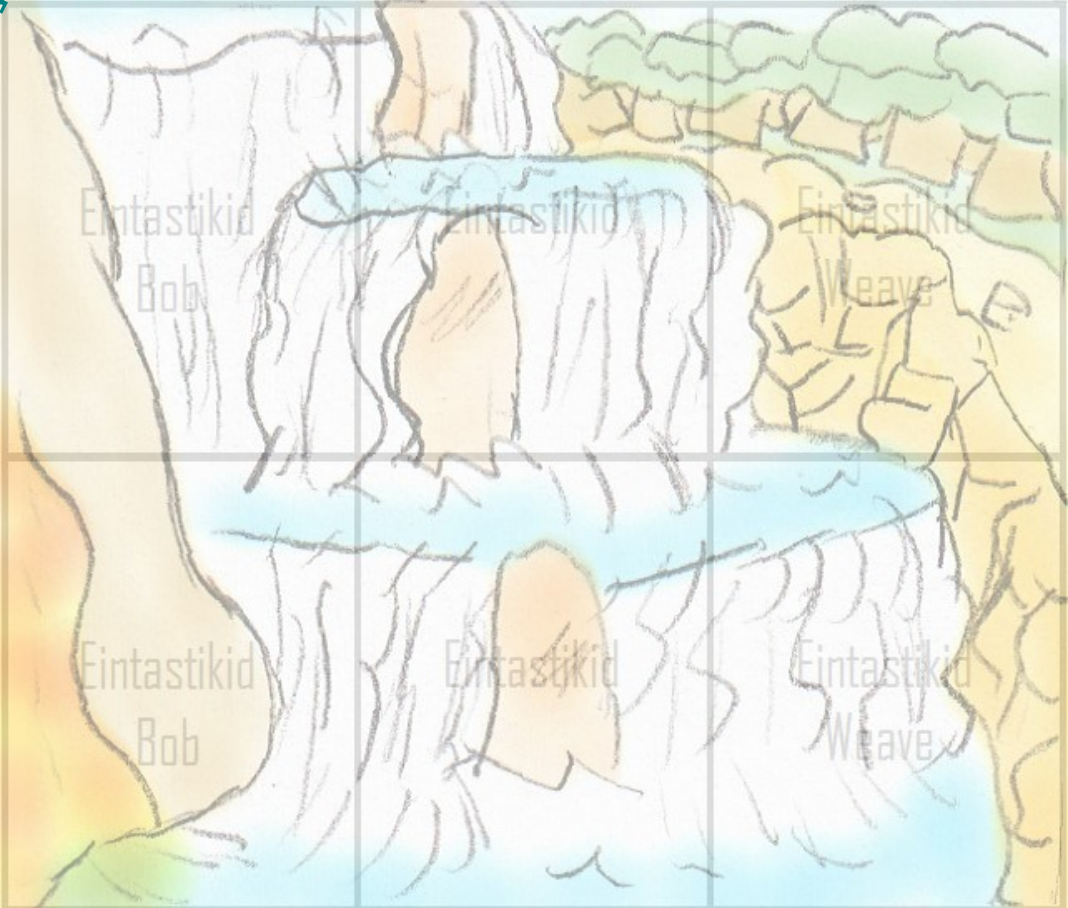
Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

485 484 483 Page: 137



486 A

Page: 135 C

B

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

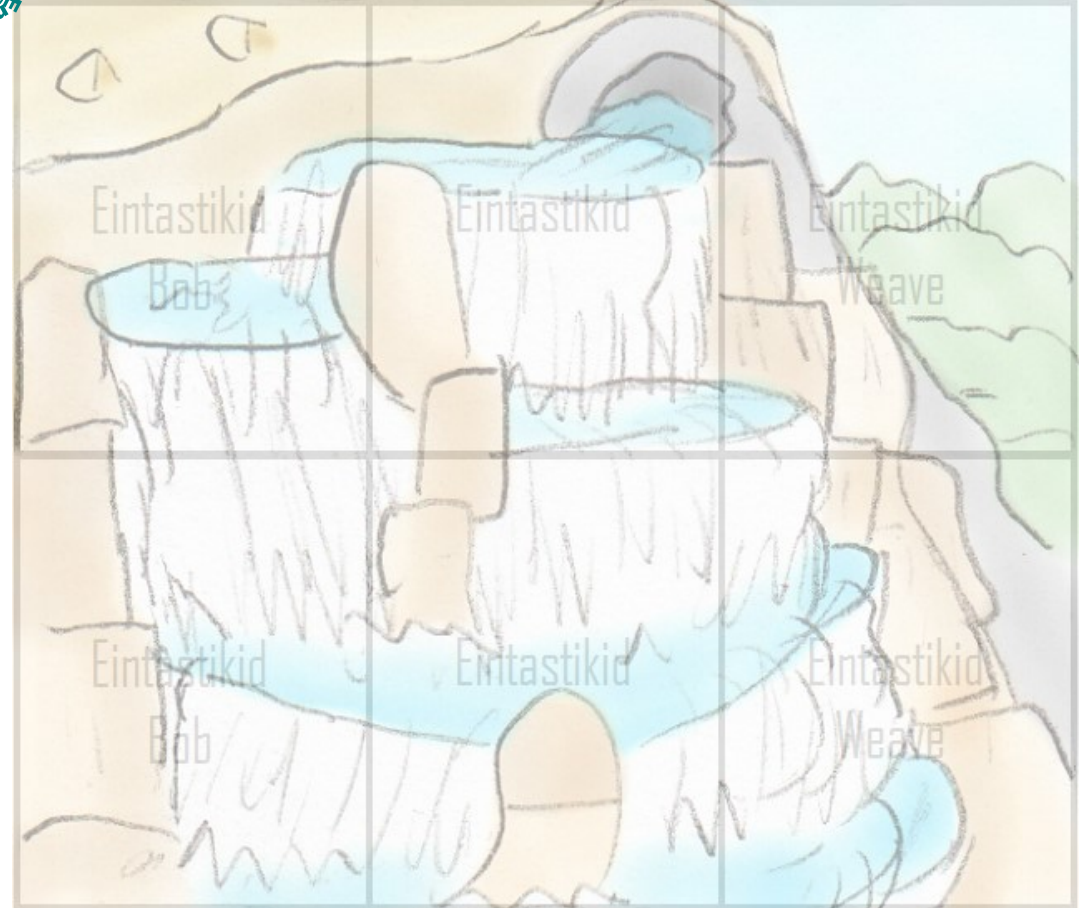
Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

484 483 485 Page: 139



486 A

Page: 136 C

B

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

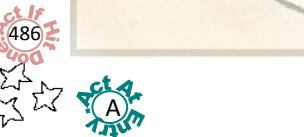
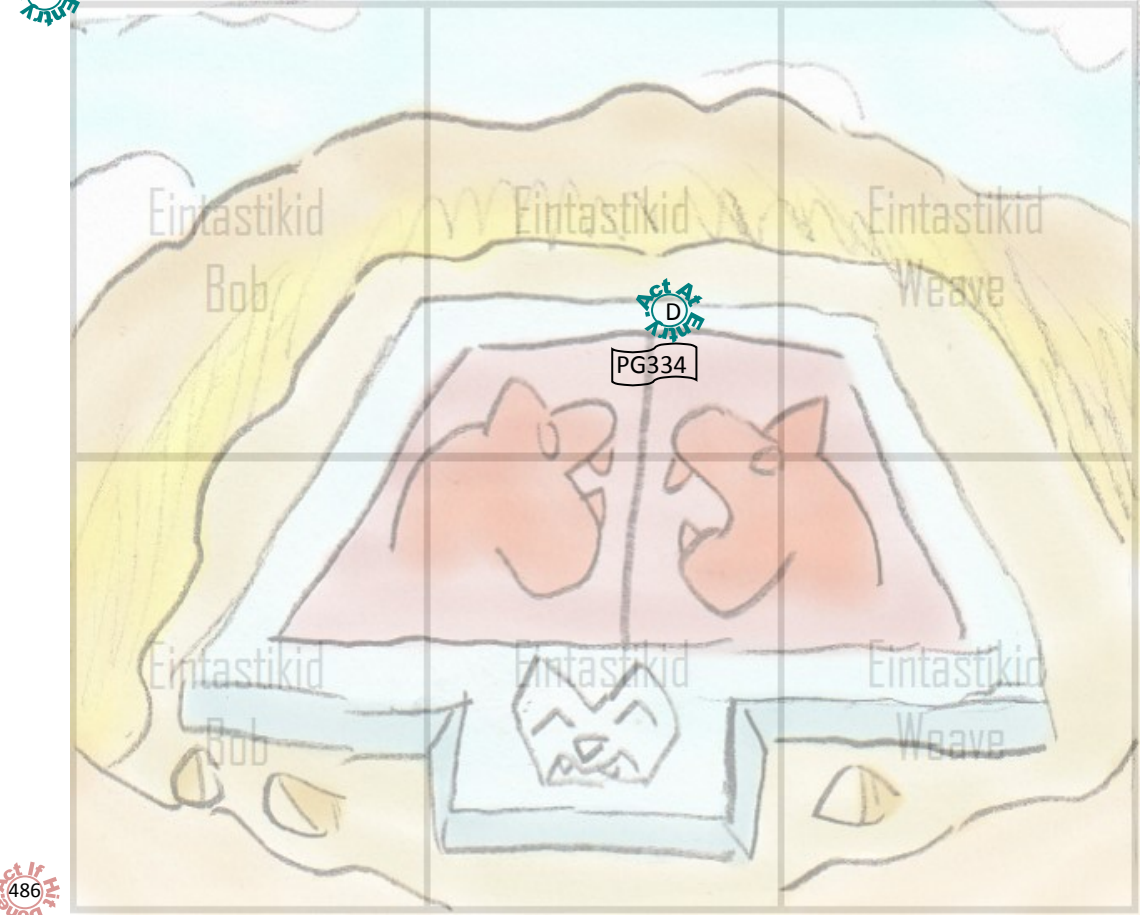
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



Page: 137



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

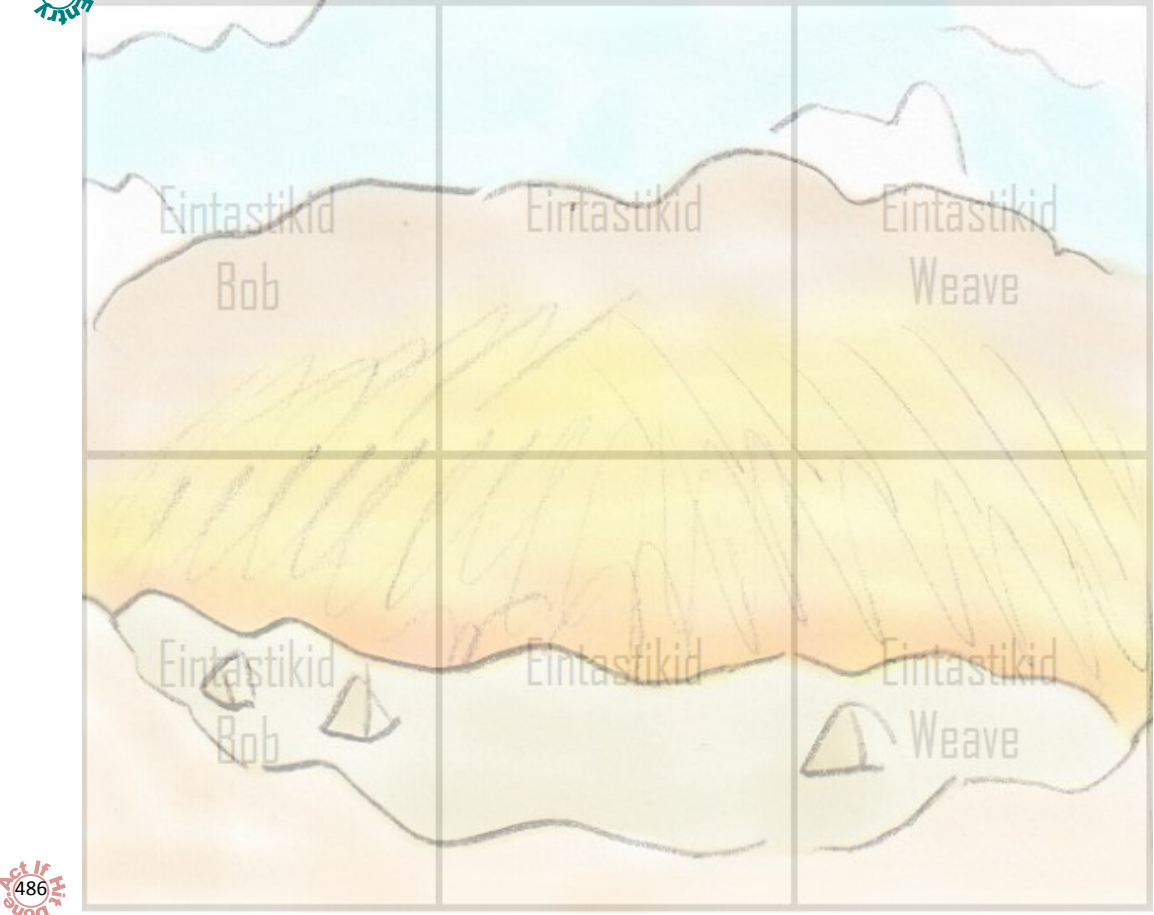
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



Page: 137



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

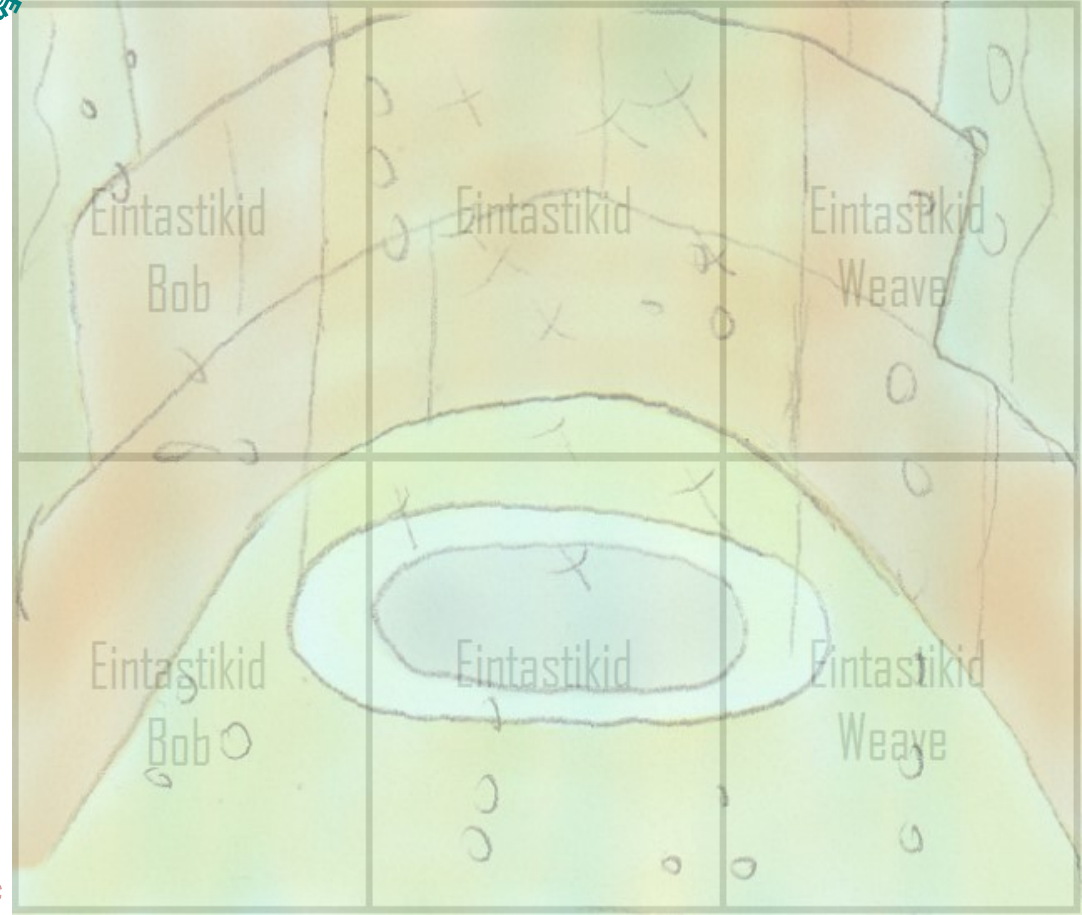
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 121



Page: 141



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A trap, on this's page, if you do not have a "Switch" in your mind matching S number in this, go to page of PG number in this.  
Nothing Here.

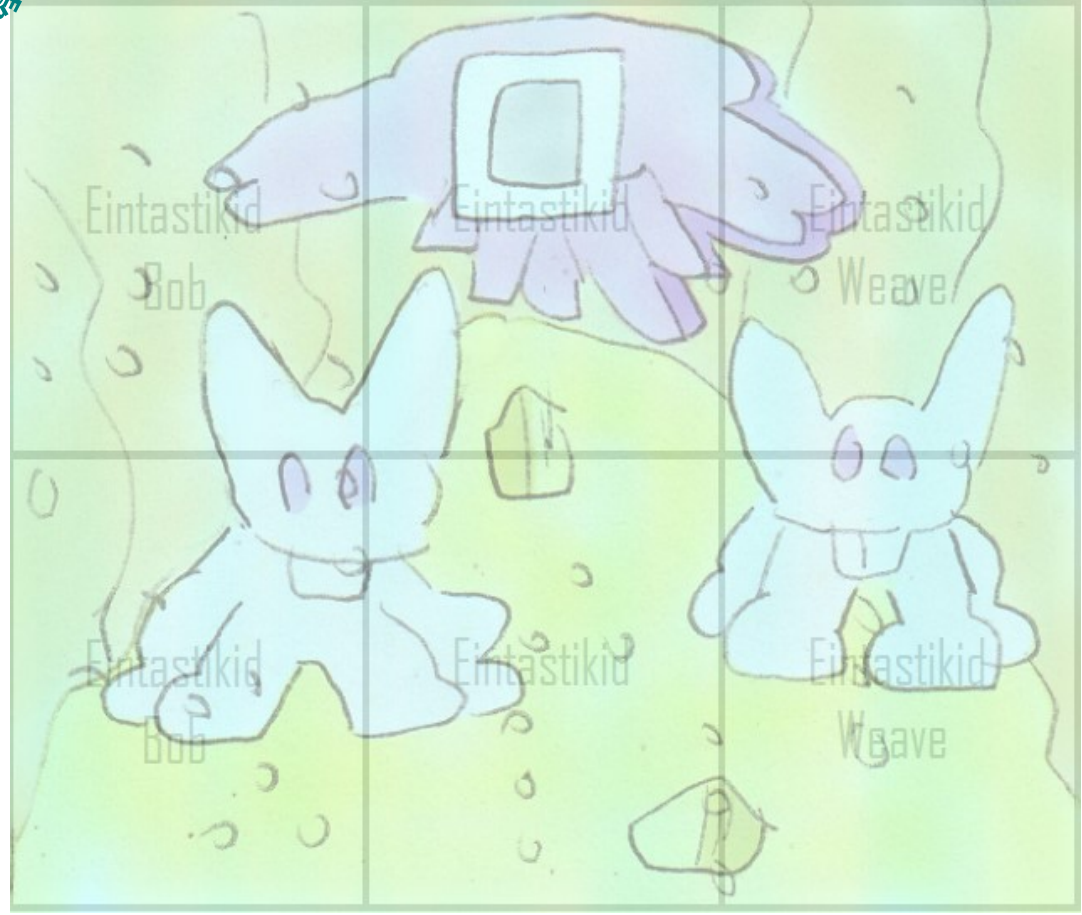
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



5008  
Listed: Pg337



Page: 140



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

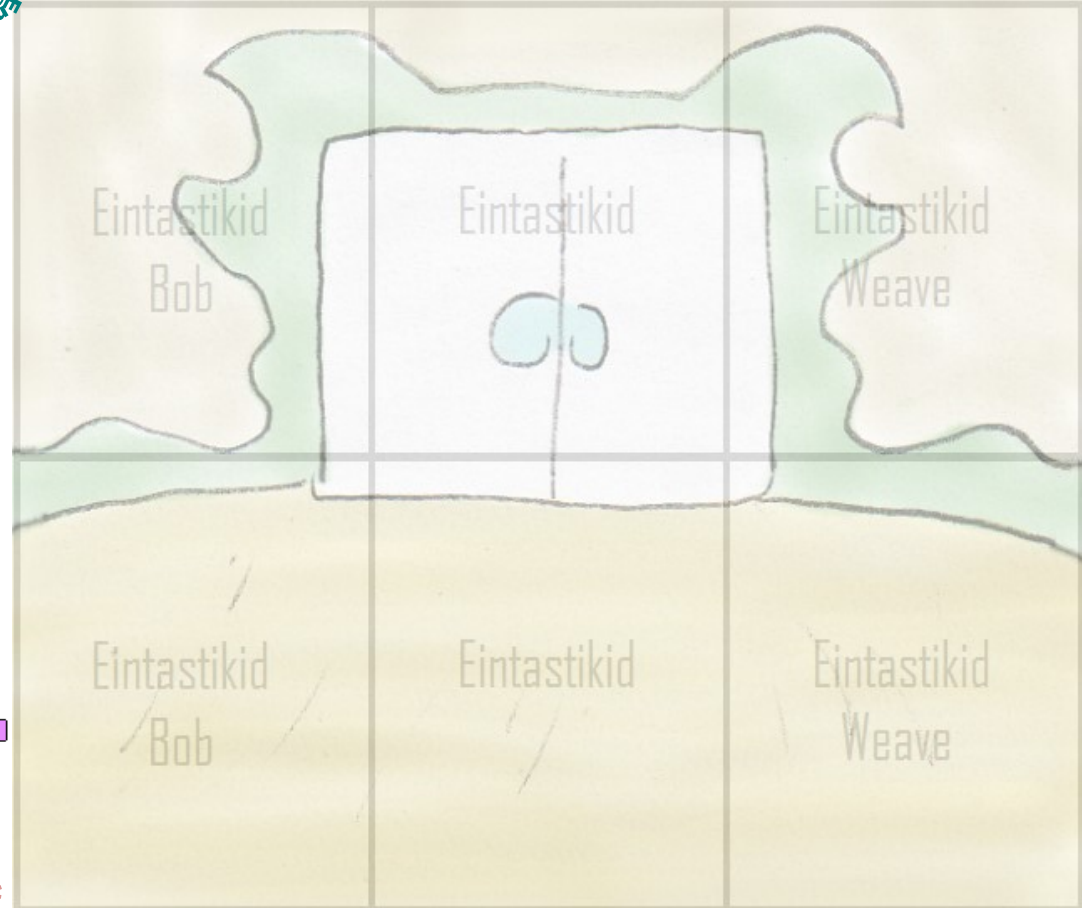
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 260



Page: 147

Page: 143



Page: 152



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Set Eíntastikid.

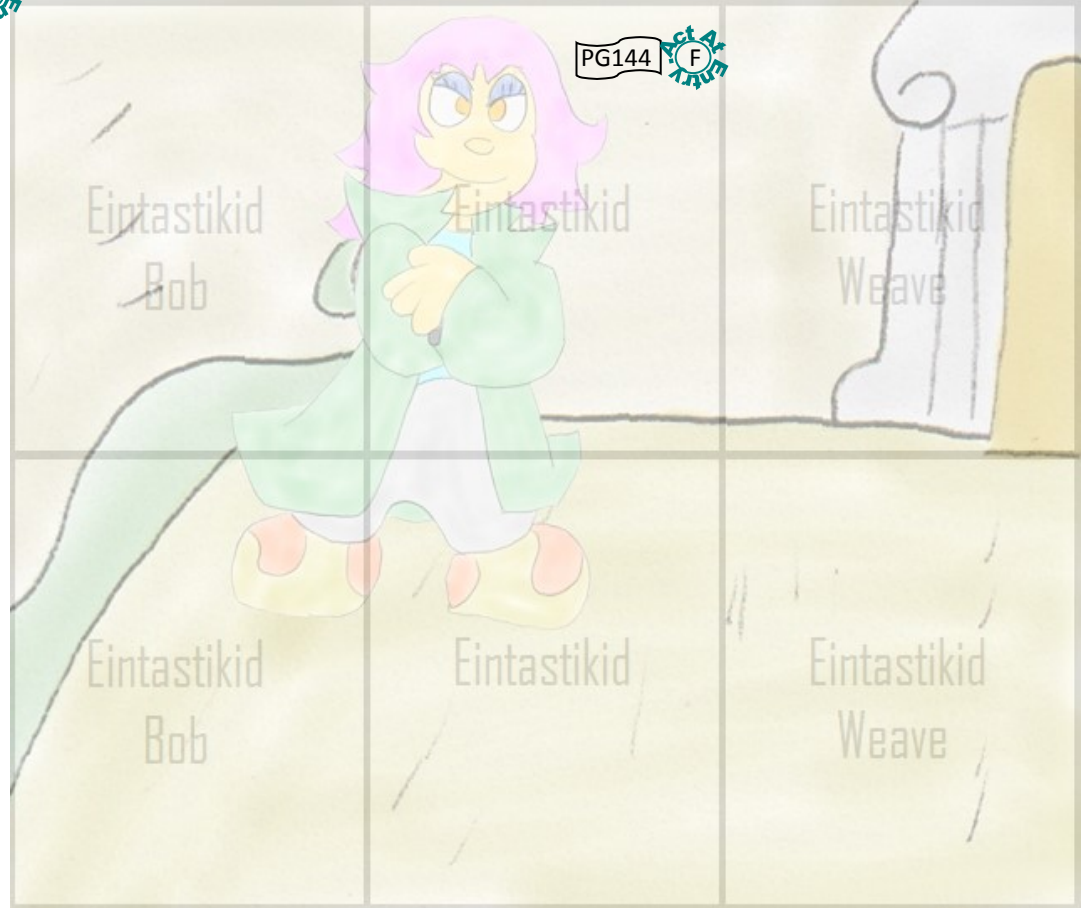
Ignore This.

Fight From Pg. 144 BR



483

146



Page: 142



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

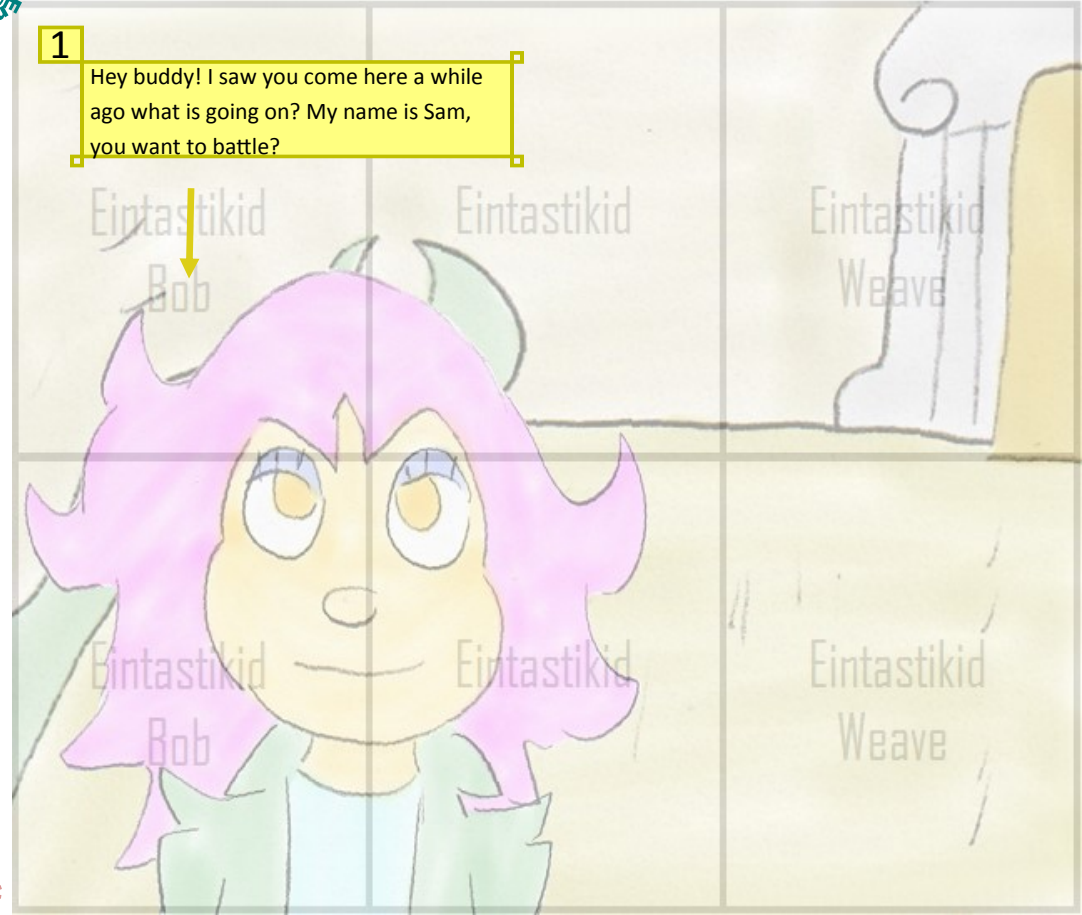
Set Eíntastikid.

"Fight Her" To Page 143

Scene

"Decline Her" To Page 146

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

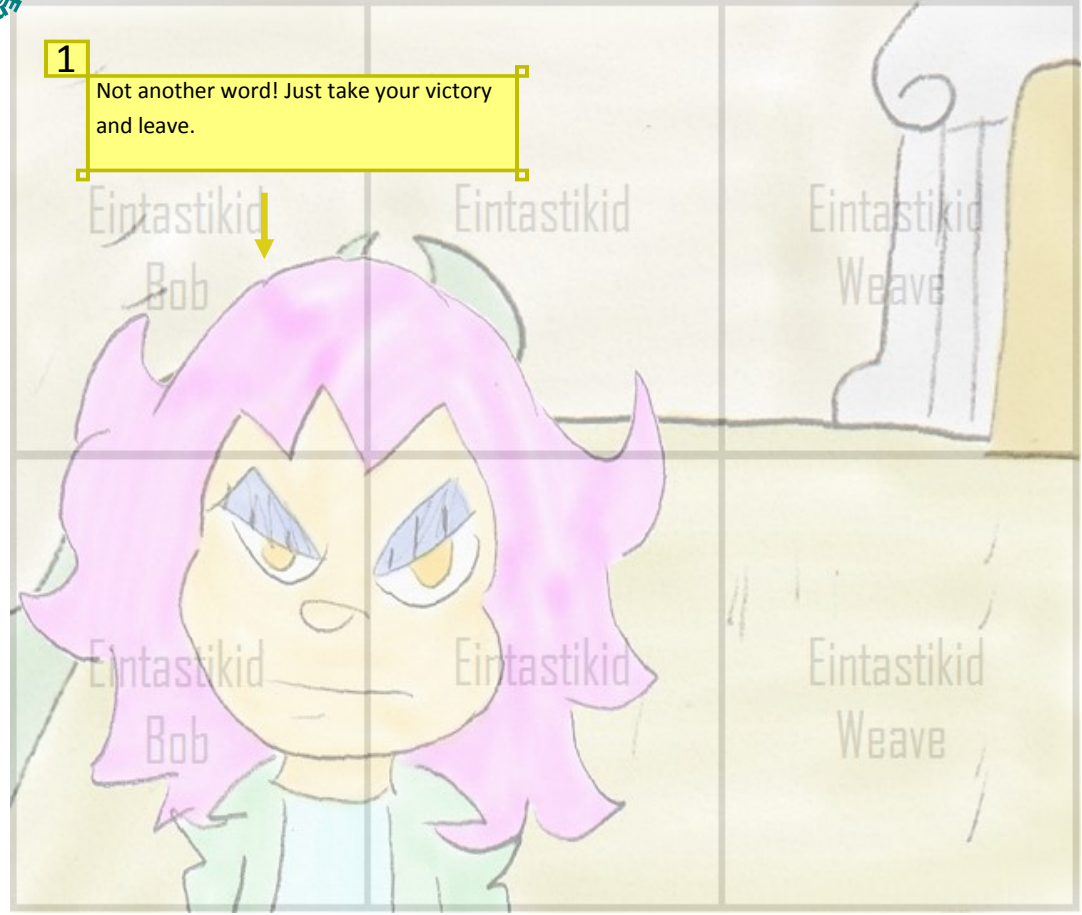
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 143

Scene

Ignore This.





The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

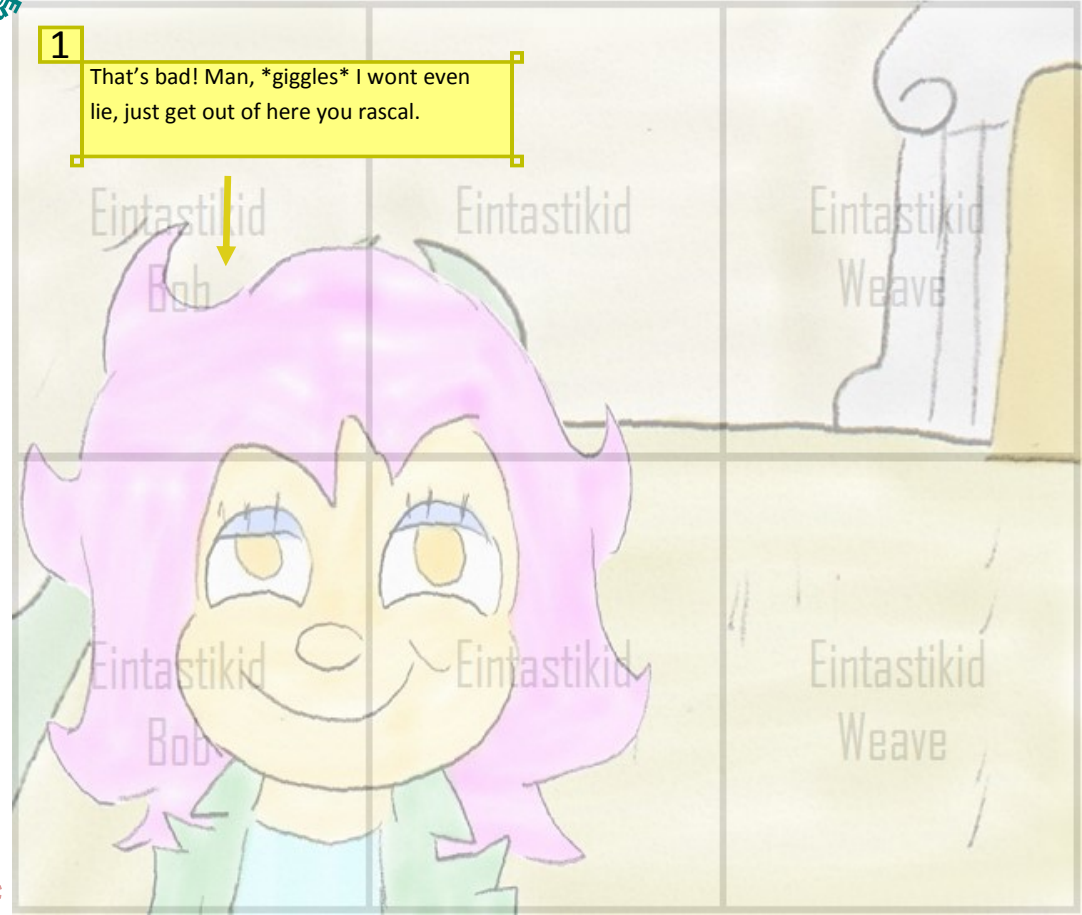
"Back Off" To Page 143

Scene

Ignore This.



1 That's bad! Man, \*giggles\* I wont even lie, just get out of here you rascal.



146 Sterling Mansion Play Music: 02 (To use go to page 345)

Page's View <



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

Nothing Here.

Nothing Here.

Nothing Here.

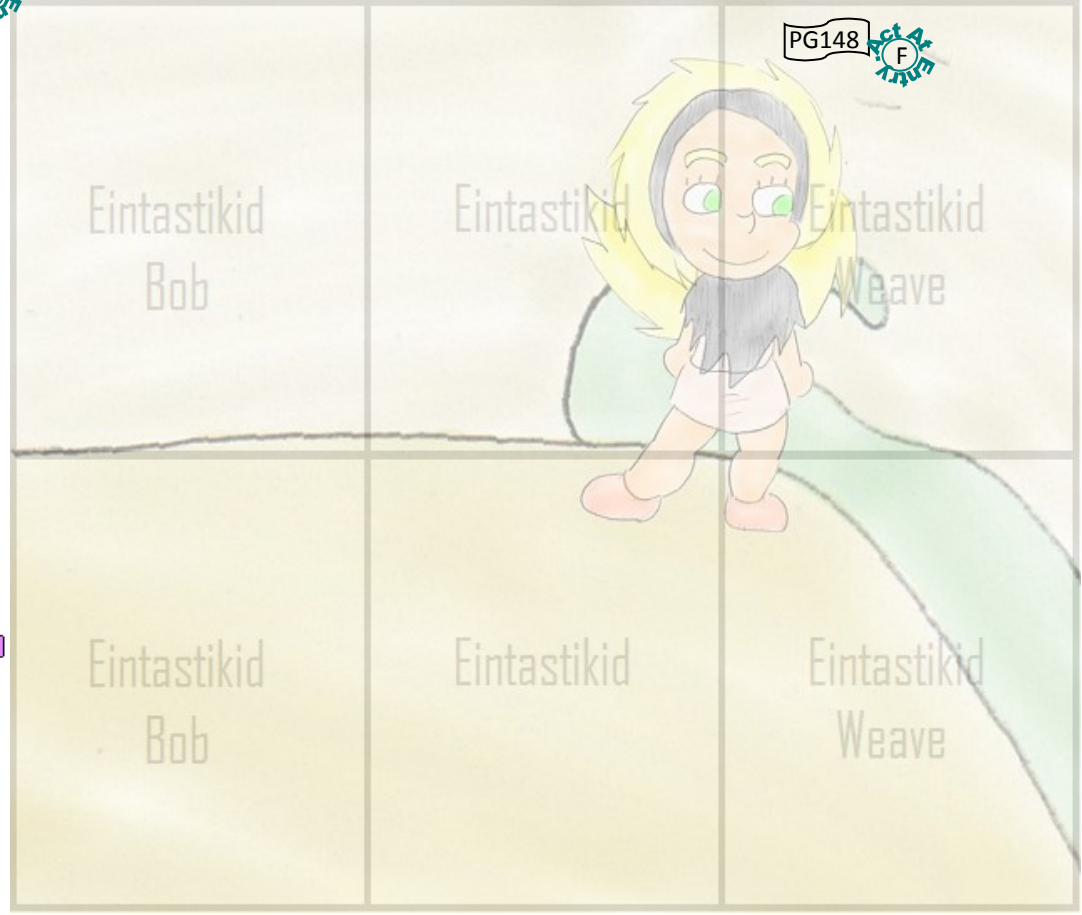
Set Eíntastikid.

Ignore This.

Fight From Pg. 148 BU



Page: 157



147 Sterling Mansion

Play Music: 02 (To use go to page 345)

Page's View >

Page: 142



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Her" To Page 147

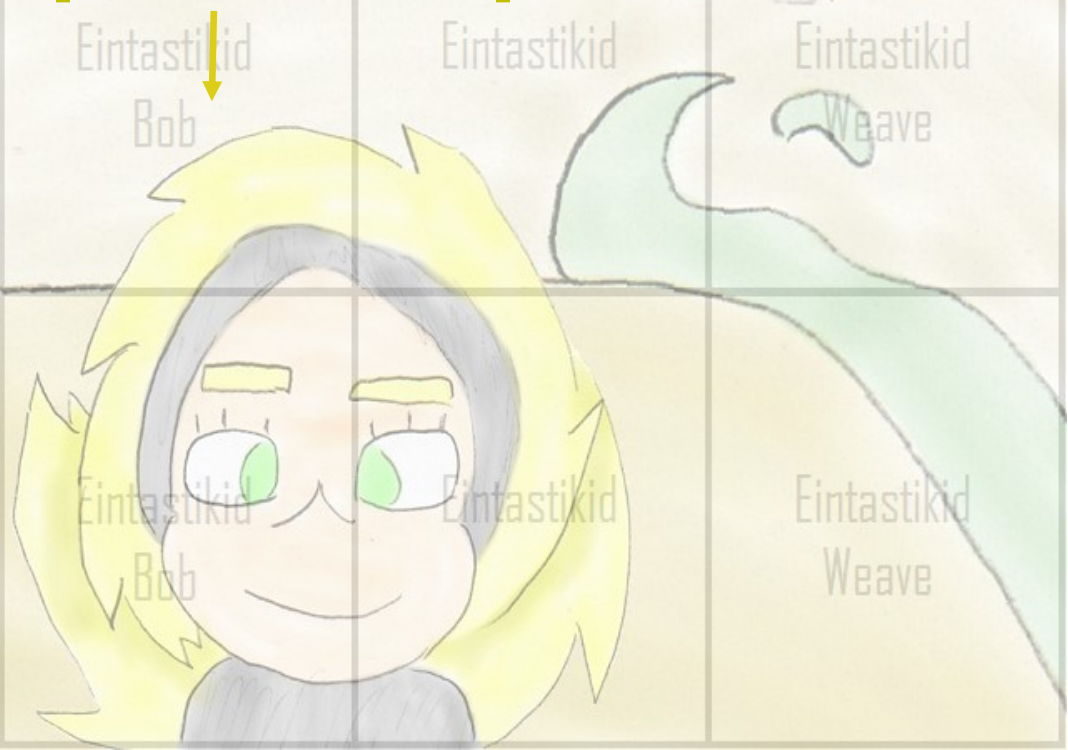
Scene

"Decline Her" To Page 150

Ignore This.



1 Hey cool cat, the name is Vanessa, I may be young, but I can still knock you out! So just test me!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

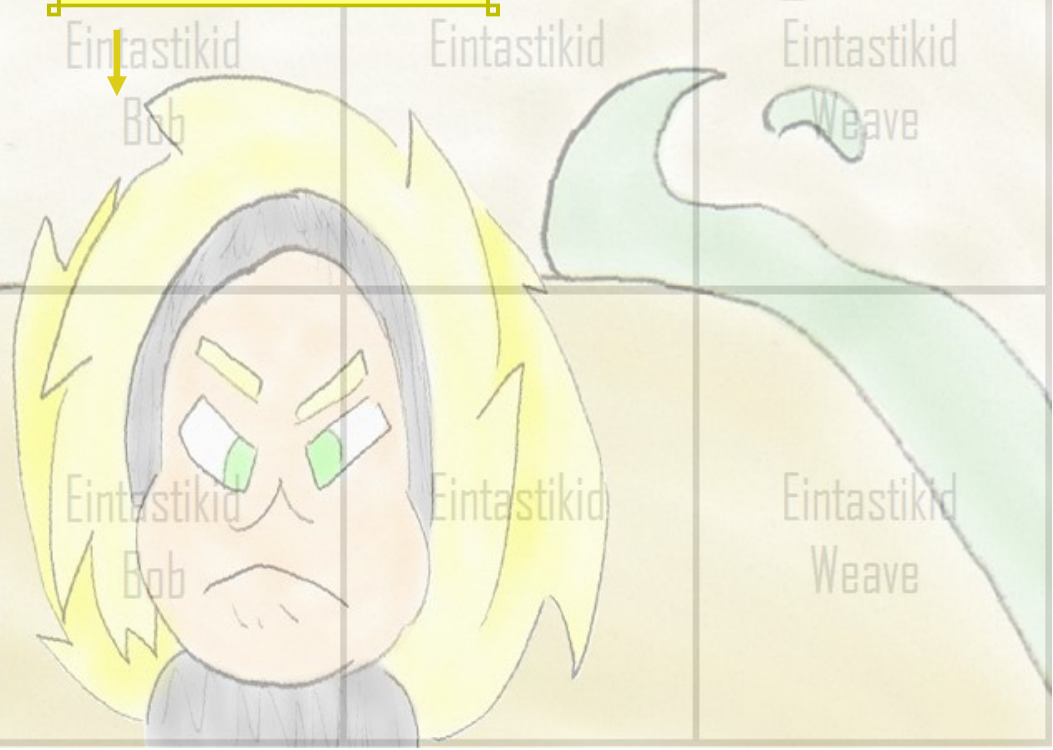
"Back Off" To Page 147

Scene

Ignore This.



1 Hmpt! What's the big idea picking on a kid like me! You jerk!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

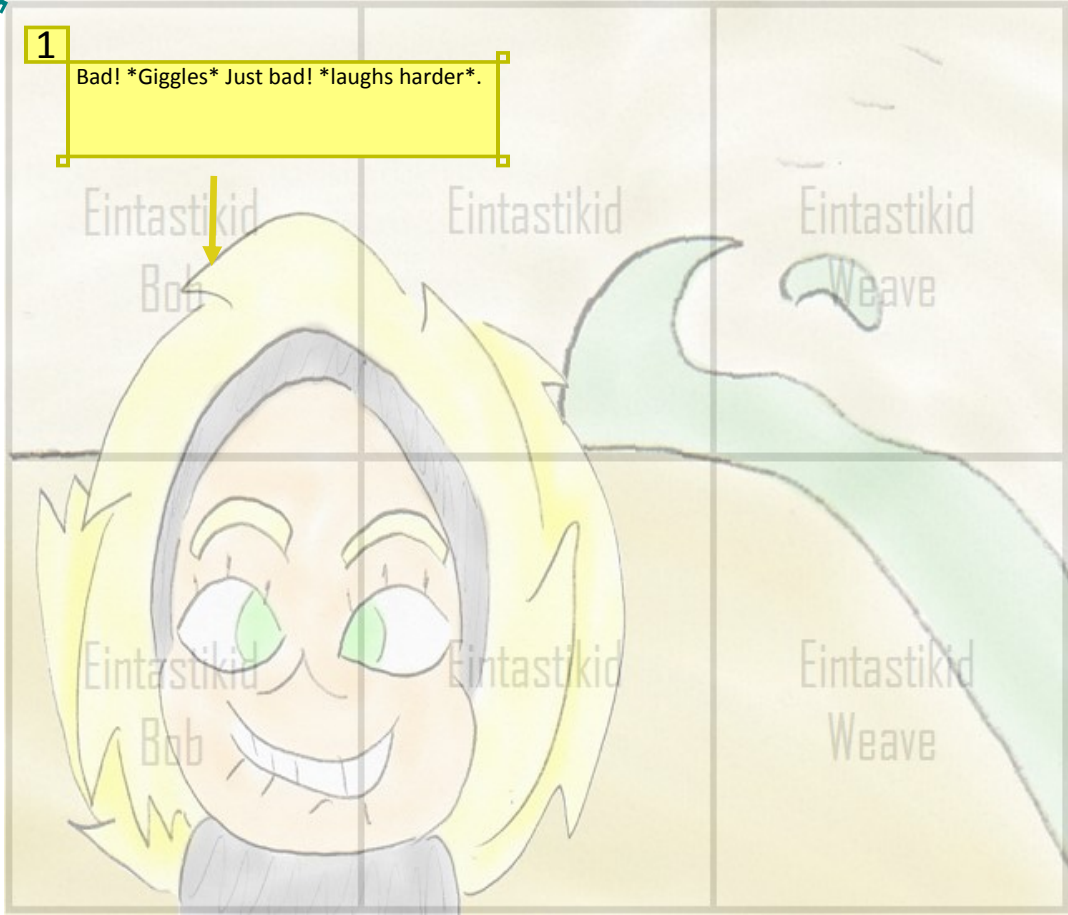
"Back Off" To Page 147

Scene

Ignore This.



1 Bad! \*Giggles\* Just bad! \*laughs harder\*.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

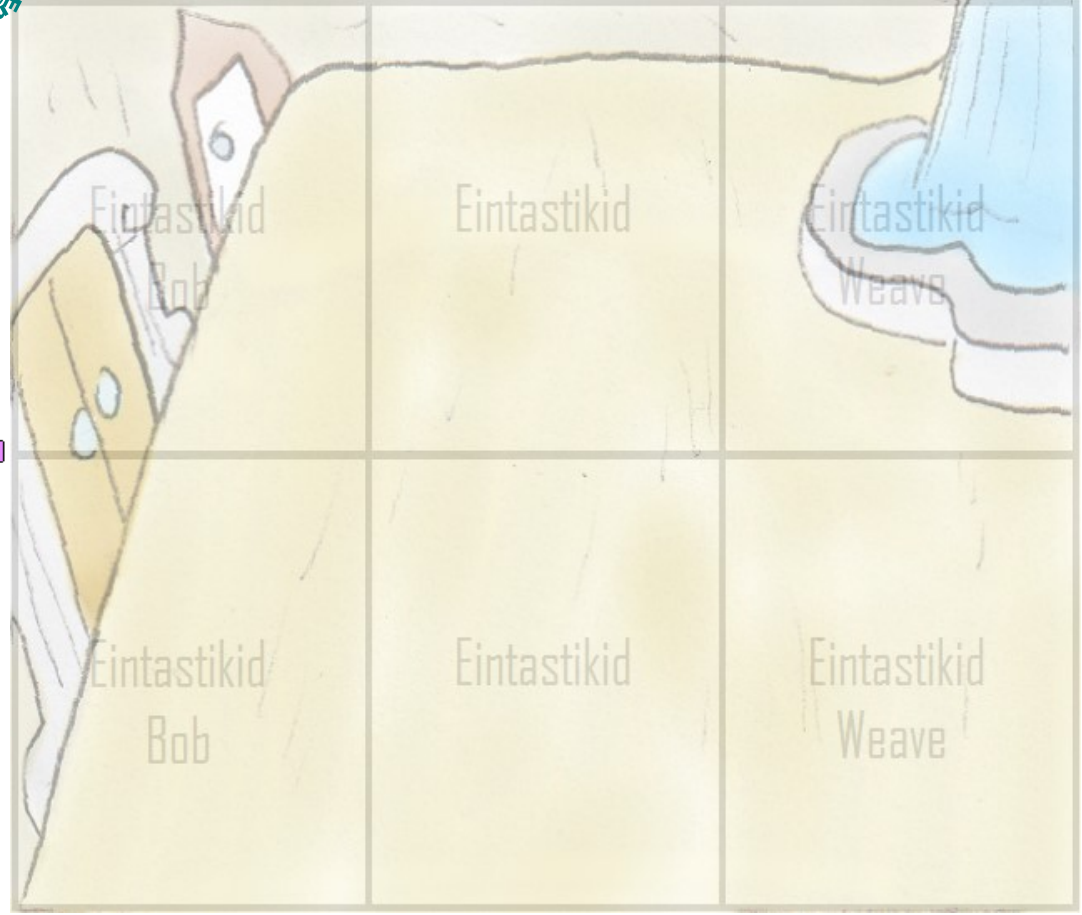
Ignore This.

Ignore This.



Page: 158

Page: 199



Page: 152



Page: 143



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

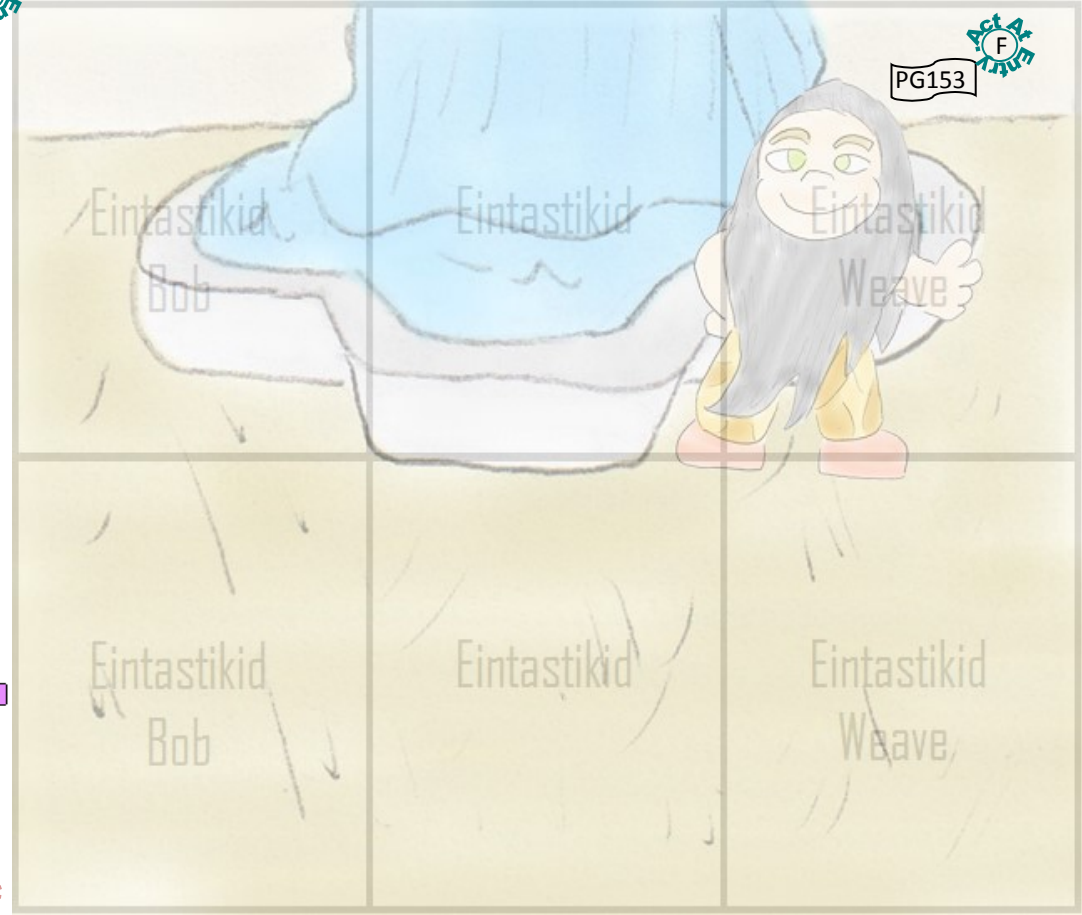
Set Eíntastíkid.

Ignore This.

Fight From Pg. 153 BS



Page: 156



Page: 151

Page: 157



Page: 142

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

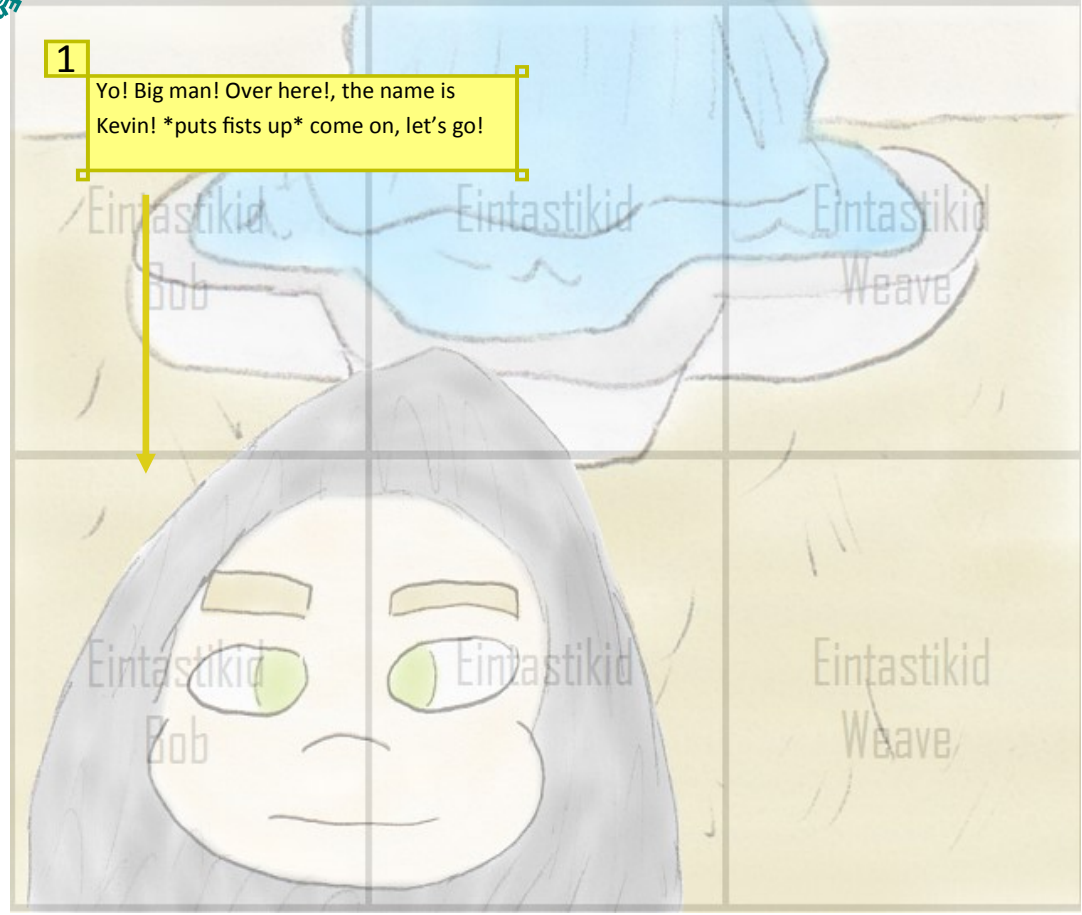
Set Eíntastíkid.

"Fight Him" To Page 152

Scene

"Decline Him" To Page 155

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 152

Scene

Ignore This.

Set Eíntastikid.

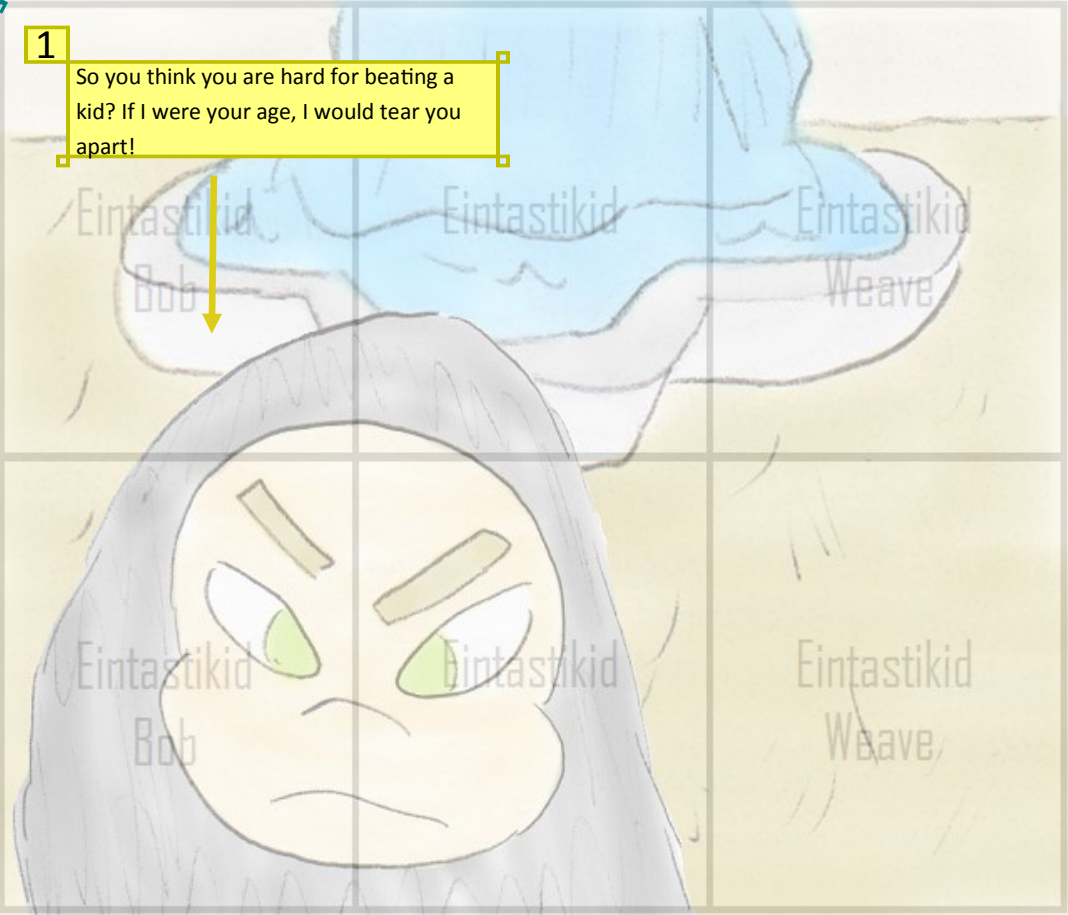
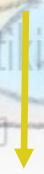
"Back Off" To Page 152

Scene

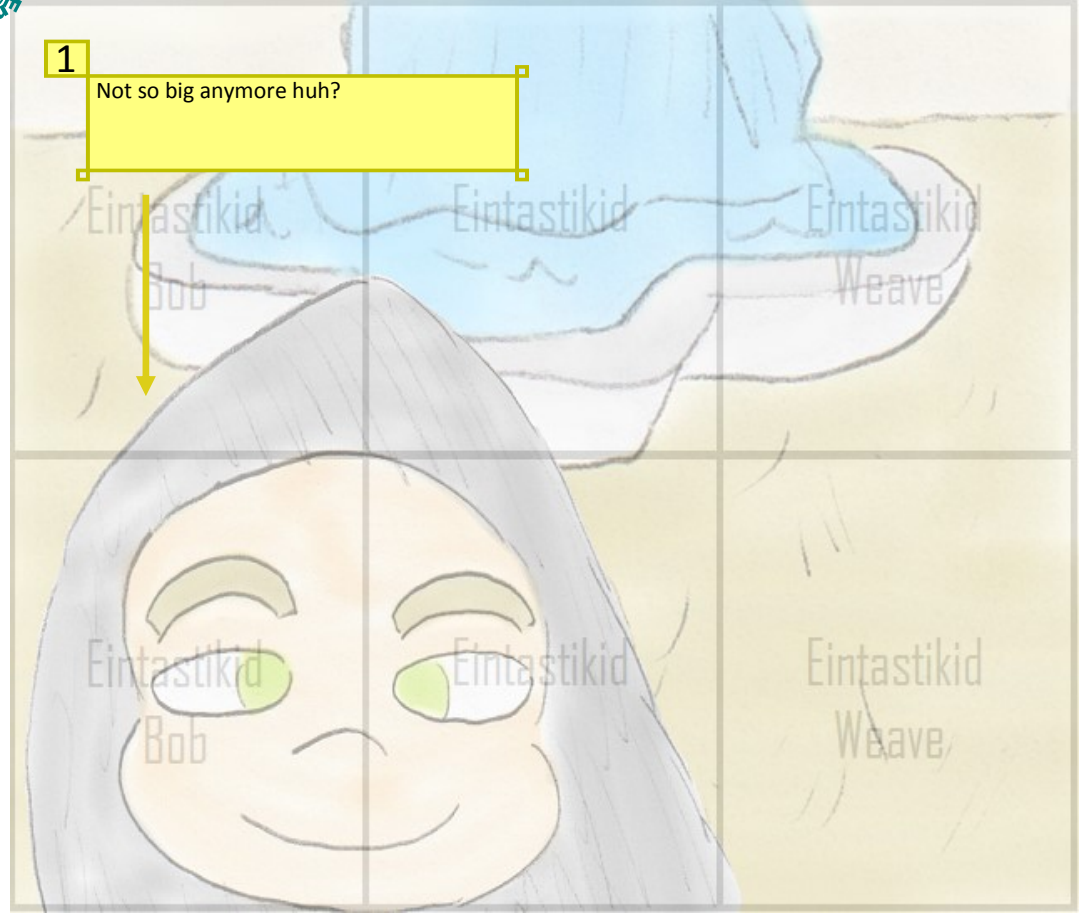
Ignore This.



1 So you think you are hard for beating a kid? If I were your age, I would tear you apart!



1 Not so big anymore huh?



The area, the words in this box are a area name, which is the "Area" of this page.

A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

Nothing Here.

A Anglo key, treat this object as a "Key", on this object's page, while you are in Anglo style, this is considered "On".

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this.

Consider the run time when choosing this.

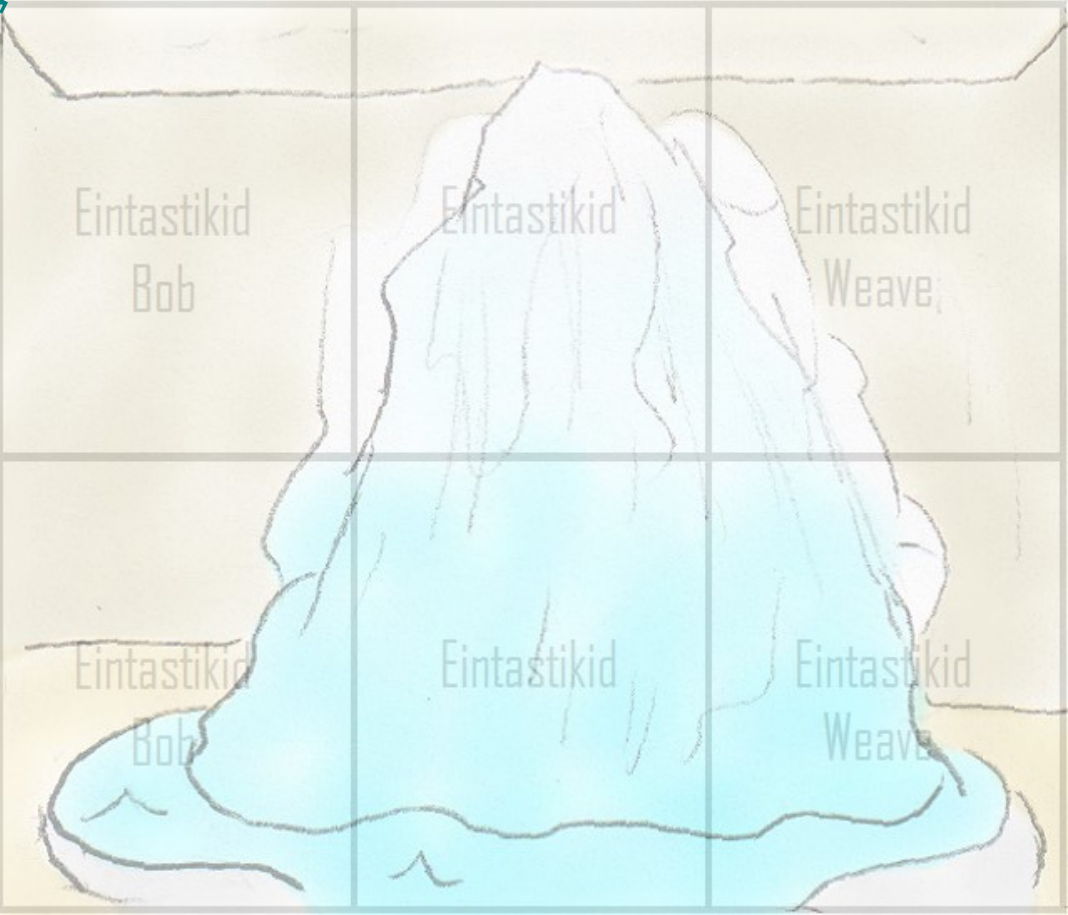
Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.

485 481 484 485 @ C D Pg.211



486 A Page: 152 E B

Set Eíntastikid.

Ignore This.

Ignore This.

484 481 485

Page: 159



Page: 152

486 A Page: 147 C B

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

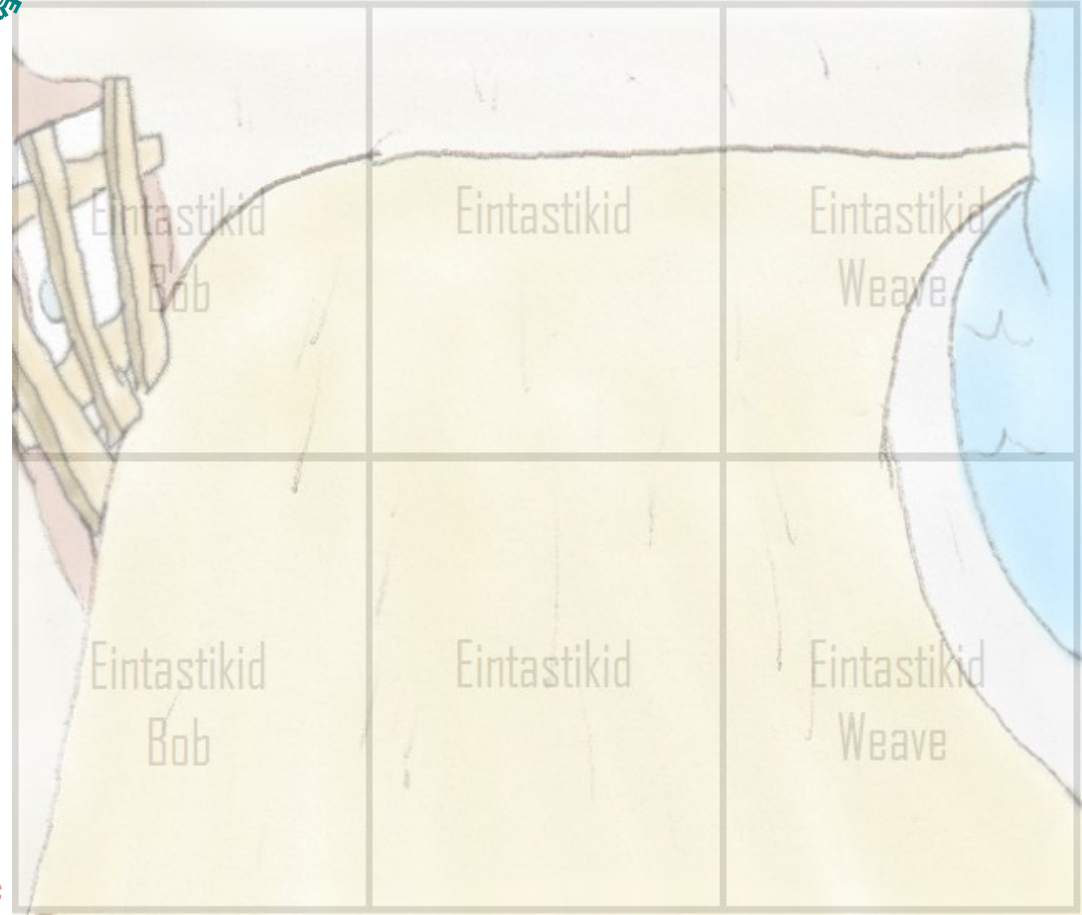
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 160



Page: 156

Page: 151



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

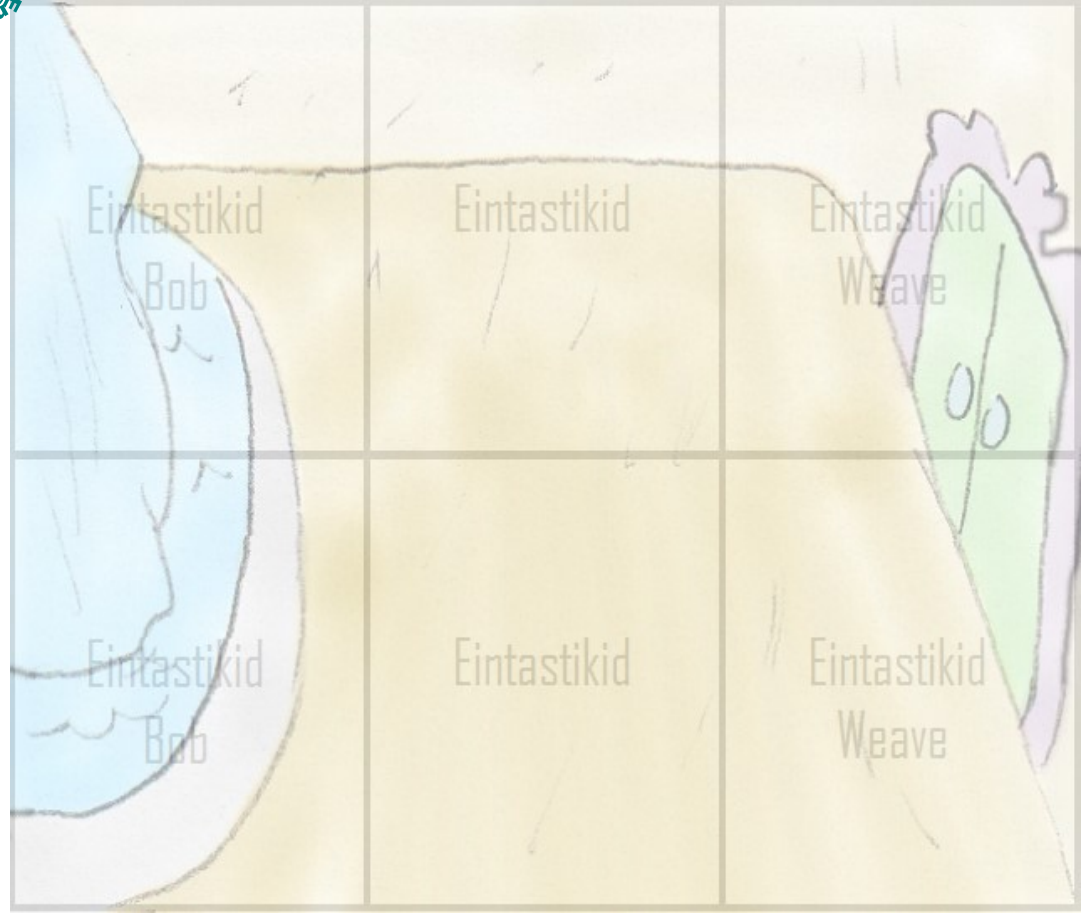
Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



Page: 164



Page: 168

Page: 157



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

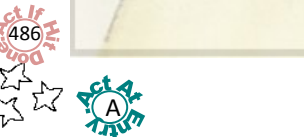
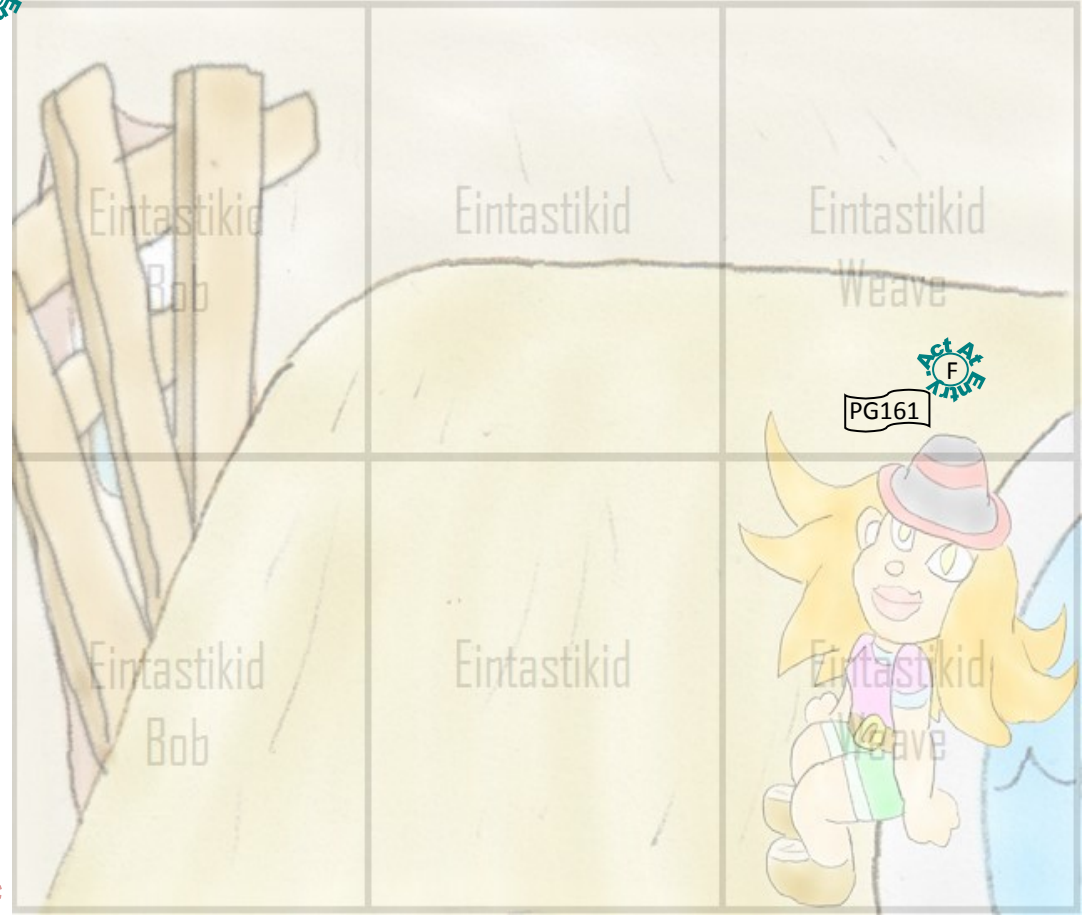
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 161 BJ



Page: 158 C



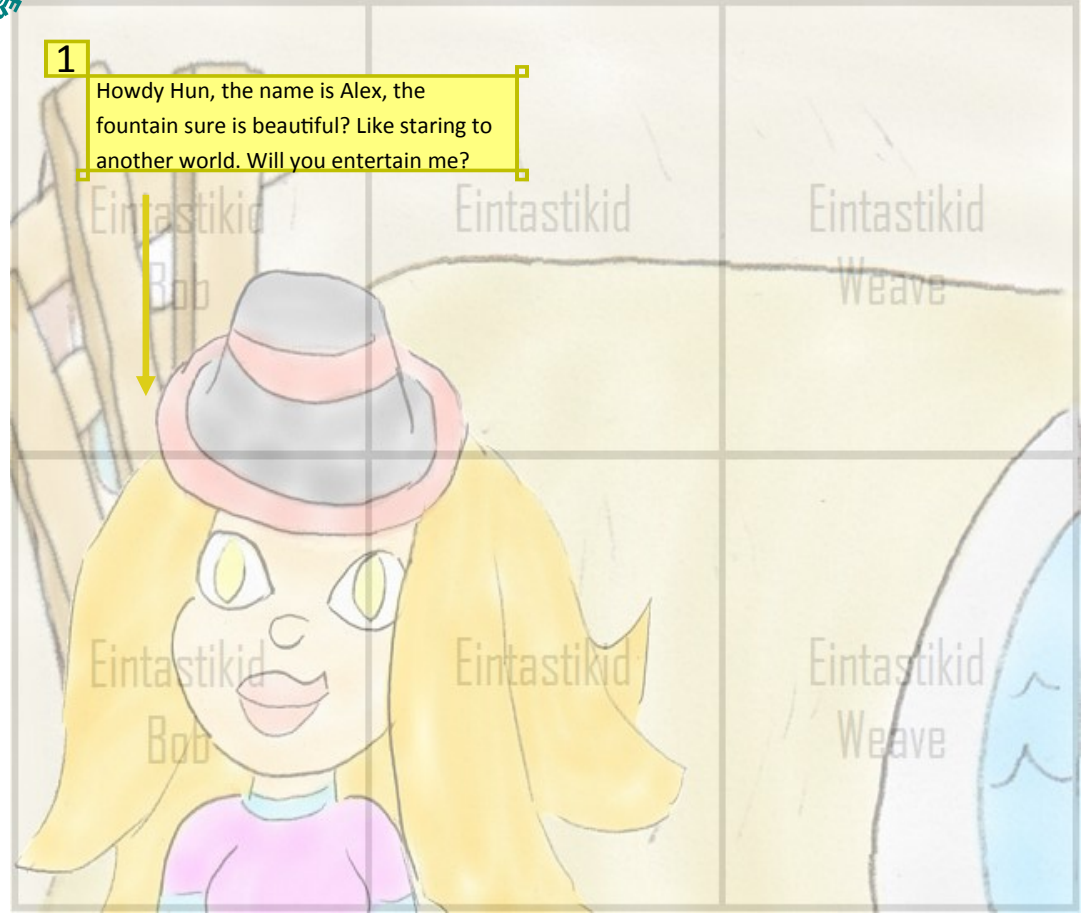
Set Eíntastikid.

"Fight Her" To Page 160

Scene

"Decline Her" To Page 163

Ignore This.





The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

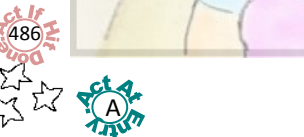
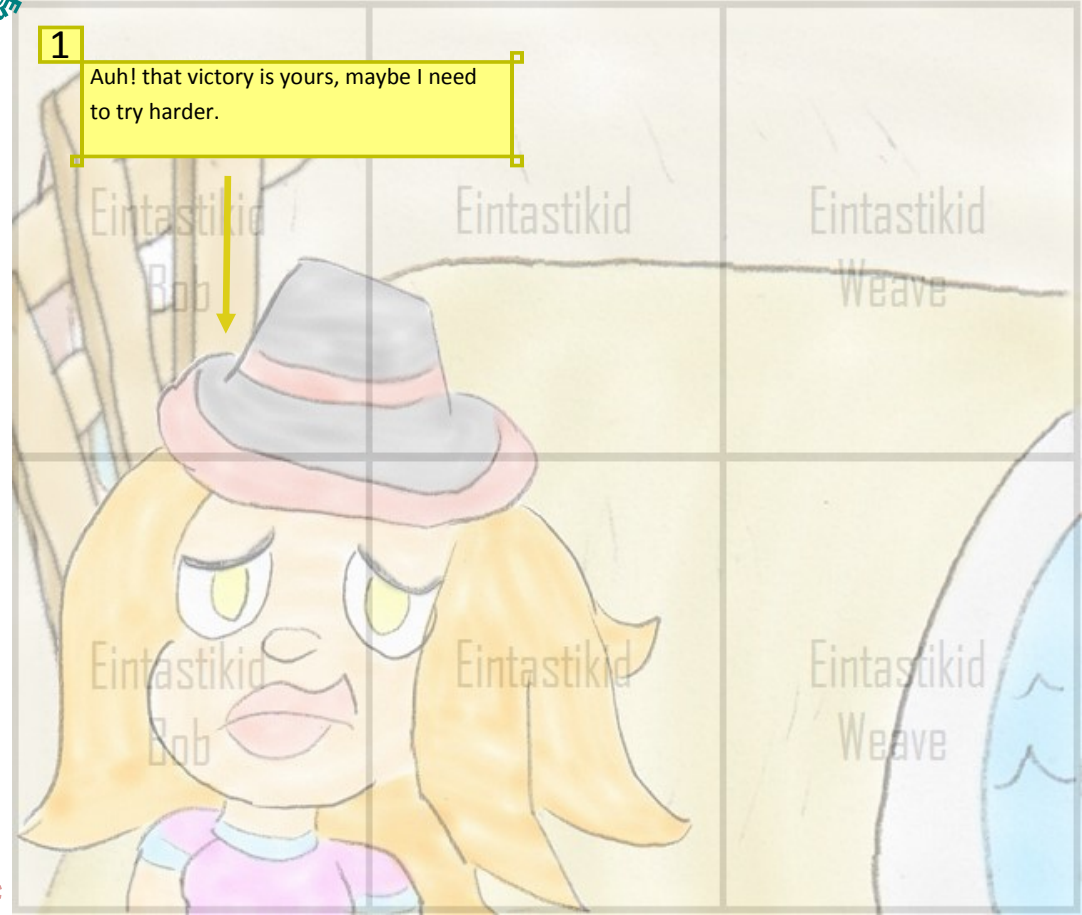
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 160

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

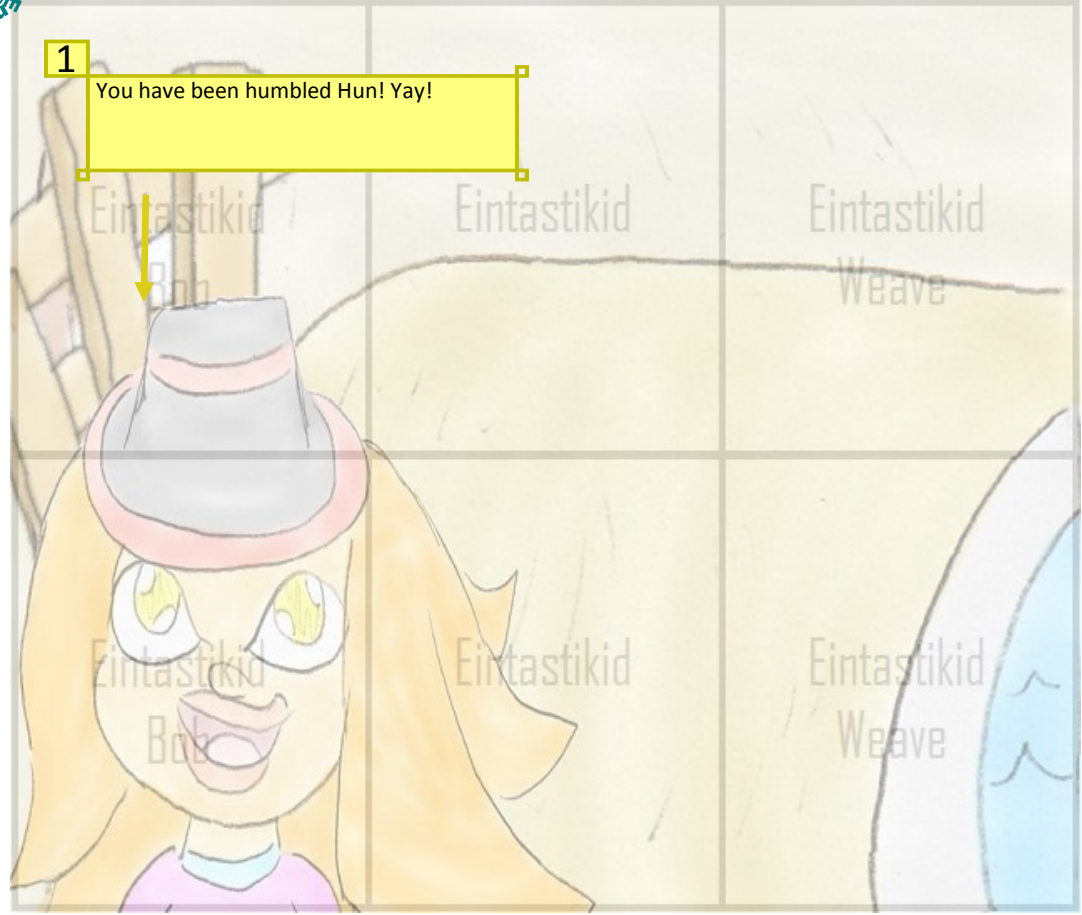
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 160

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

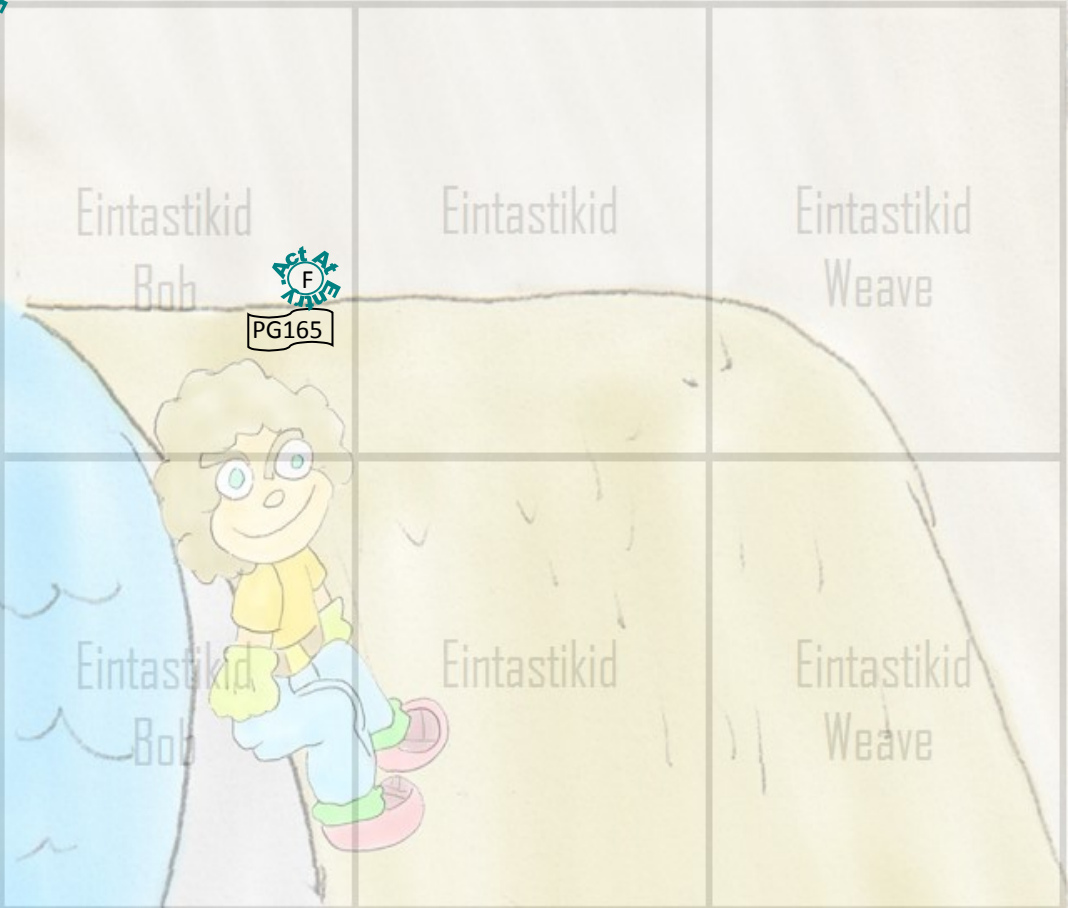
Nothing Here.

Set Eíntastikid.

Ignore This.

Fight From Pg. 165 **BL**

Navigation icons: 485, 481, 484, 483, D, 167



Navigation icons: 486, A, Page: 159, C, B, E, 166

Set Eíntastikid.

"Fight Him" To Page 164

Scene

"Decline Him" To Page 167

Ignore This.

Navigation icons: 484, 481, 485, 482



Navigation icons: 486, A, B

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

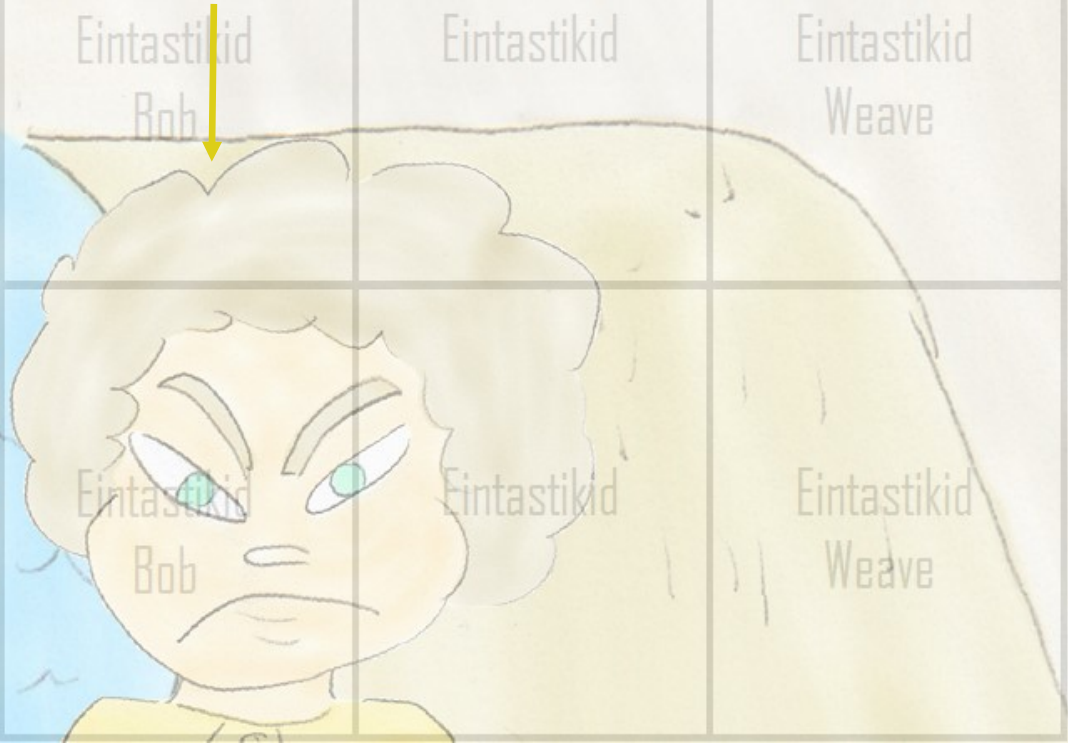
"Back Off" To Page 164

Scene

Ignore This.



1 Your smug behavior during your victory has ruined the tribute to the fountain! Party Pooper!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 164

Scene

Ignore This.



1 Heh heh heh. It is amusing when you are down. Ahem! Sorry.



The area, the words in this box are a area name, which is the "Area" of this page.  
A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
A Event, if you select this, go to the page with a page number that matches the PG number within this.

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

Nothing Here.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Fight From Pg. 169 BT**

Nothing Here.  
**Set Eíntastikid.**

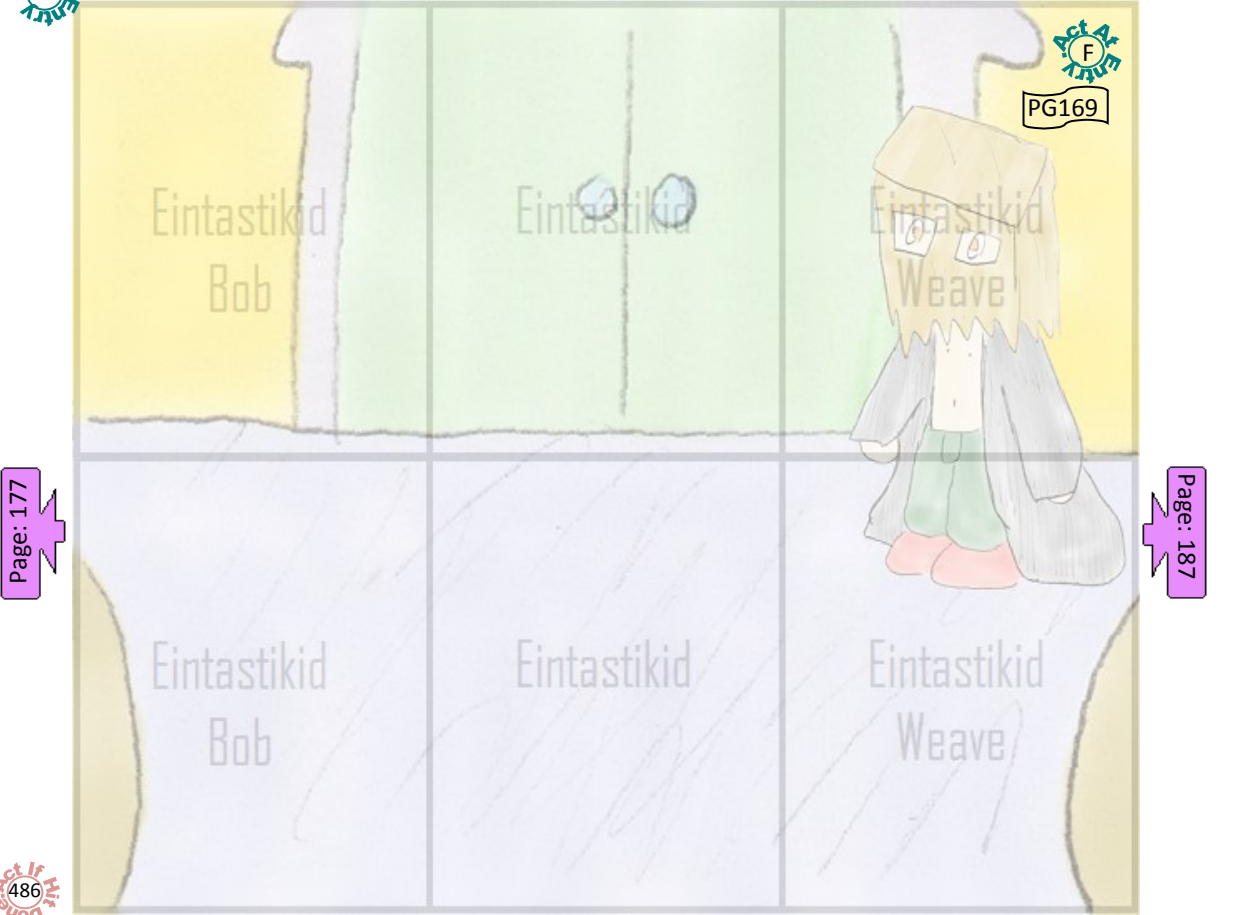
**"Fight Him" To Page 168**

**Scene**

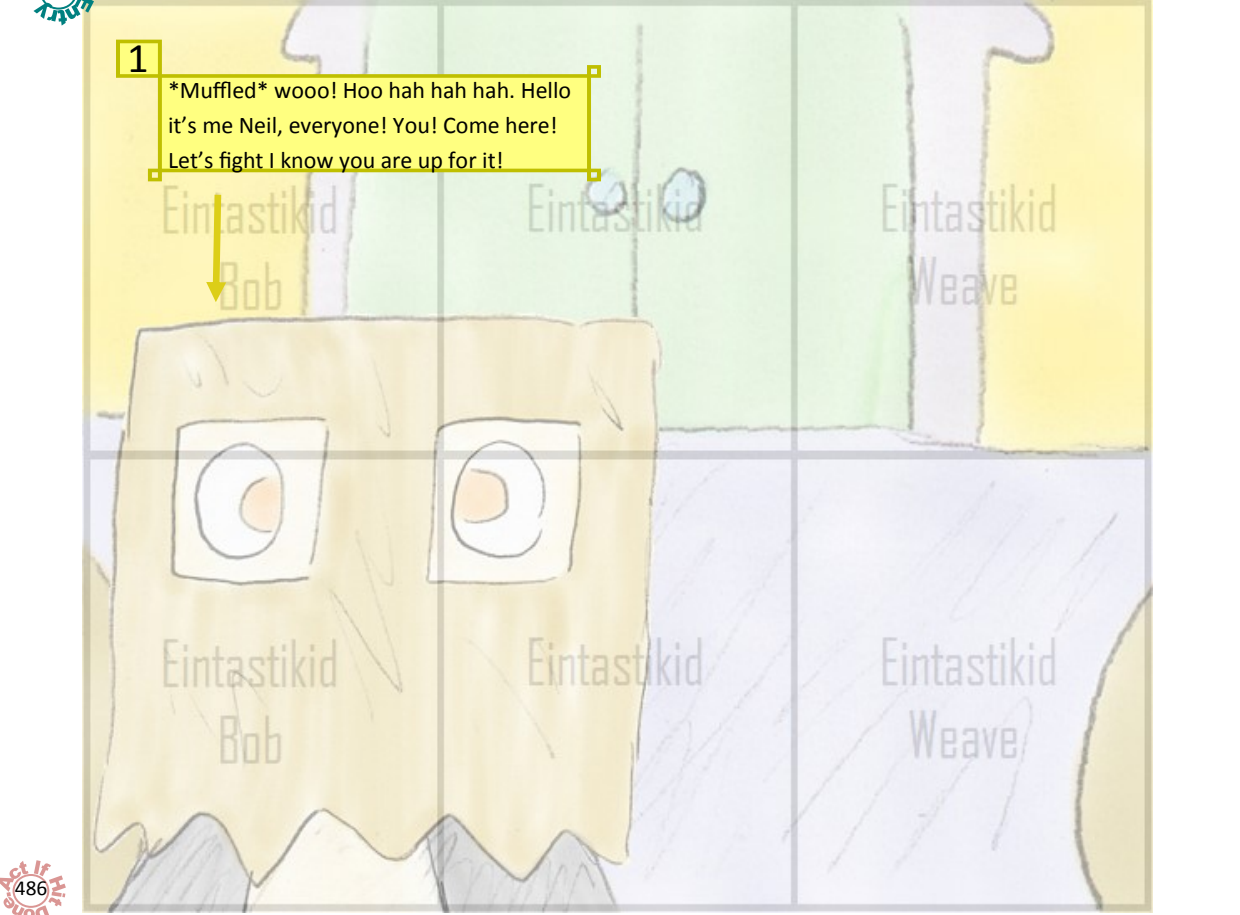
**"Decline Him" To Page 171**

**Ignore This.**

Navigation icons: 485, 483, 484, 481, 482, 485, 483, D, 171



Navigation icons: 486, A, Page: 172, C, B, E, 170



Navigation icons: 486, A, B

The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

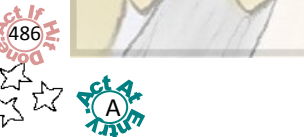
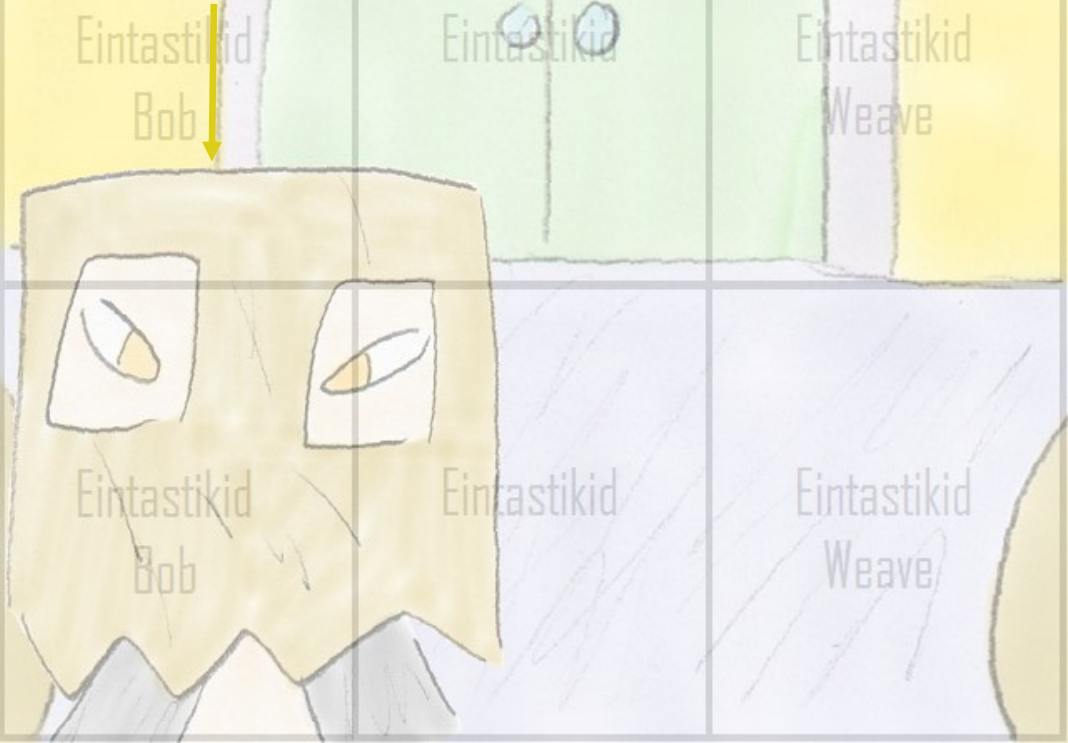
"Back Off" To Page 168

Scene

Ignore This.



1 \*Muffled\* So, do you get off beating kids or something? Jerk!



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 168

Scene

Ignore This.



1 \*Muffled\* wow, you sir, are a scrub! Wrecked! Completely Wrecked!



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

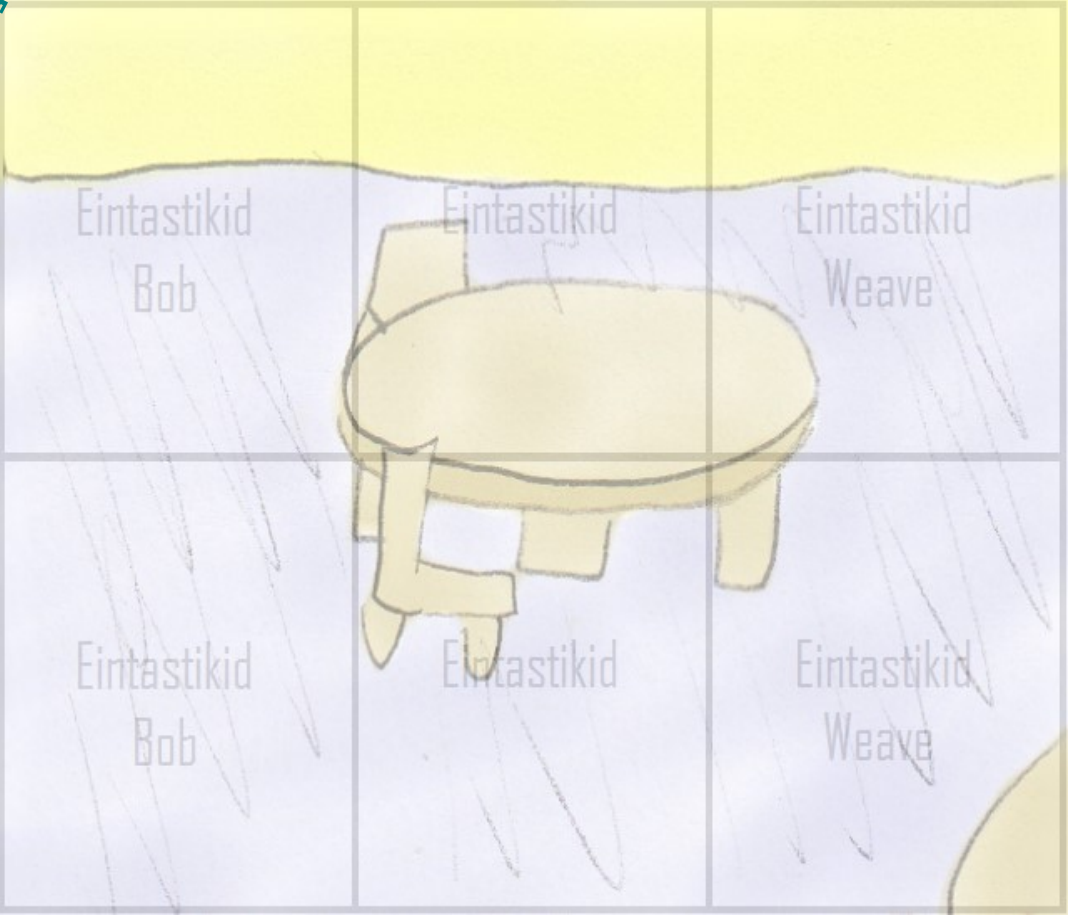
**Ignore This.**

**Ignore This.**

485  
484  
483

Page: 173

Page: 191



Page: 178

Page: 168

486  
A

The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

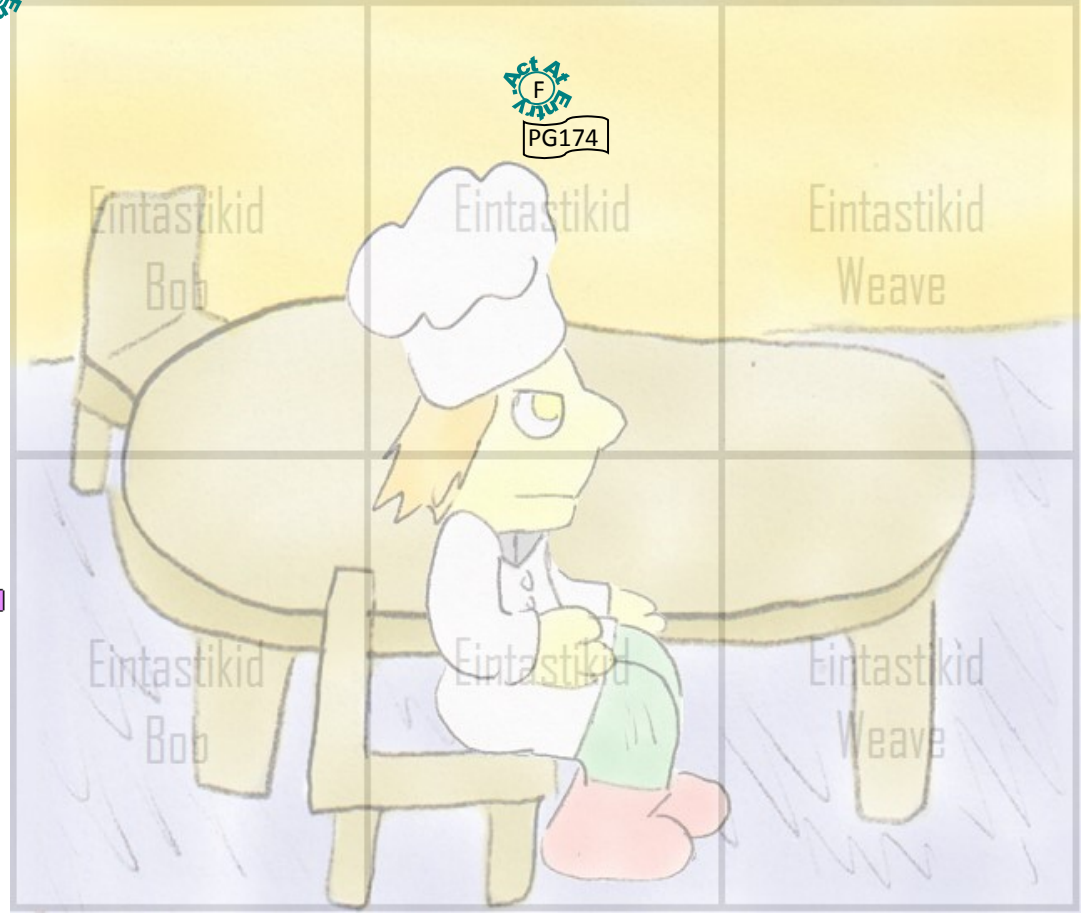
**Ignore This.**

**Ignore This.** Fight From Pg. 174 **BM**

484  
485  
481

Page: 176

Page: 195



Page: 182

Page: 172

486  
A

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

**Set Eíntastikid.**

"Fight Him" To Page 173

**Scene**

"Decline Him" To Page 176

**Ignore This.**

Nothing Here.

**Set Eíntastikid.**

"Back Off" To Page 173

**Scene**

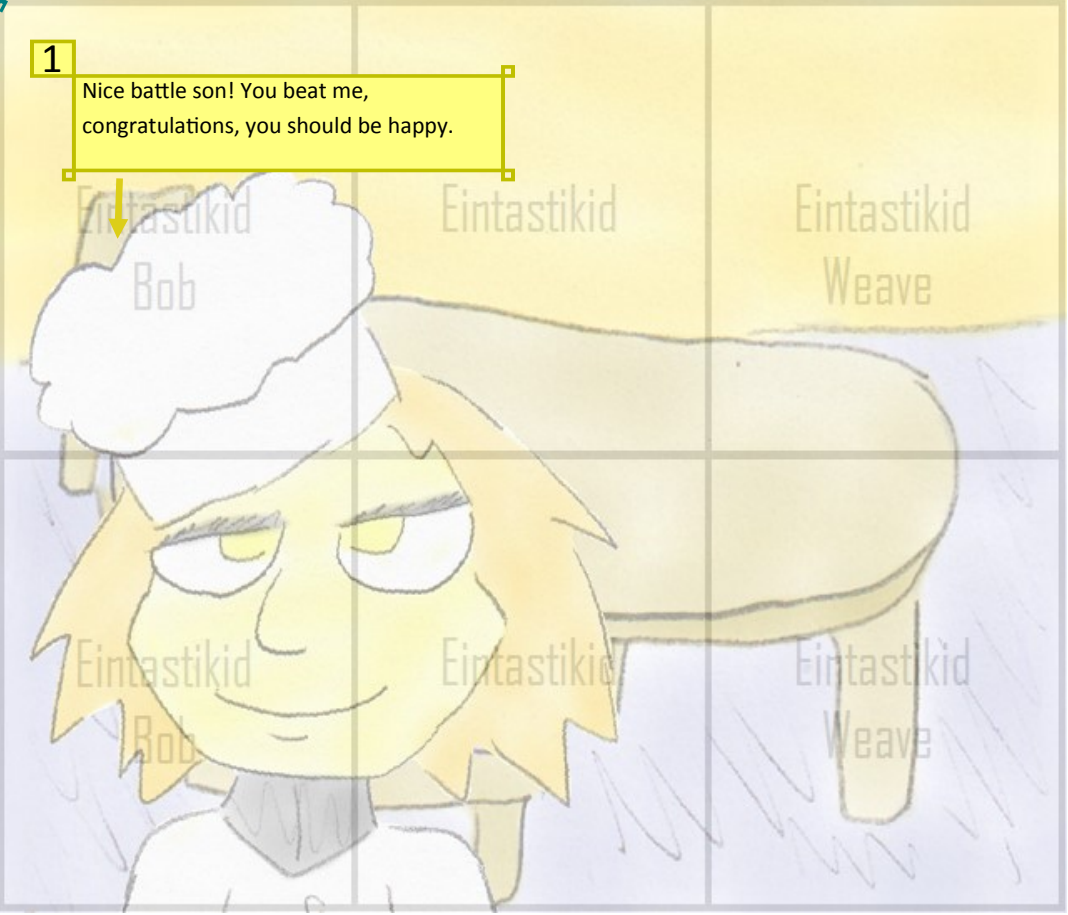
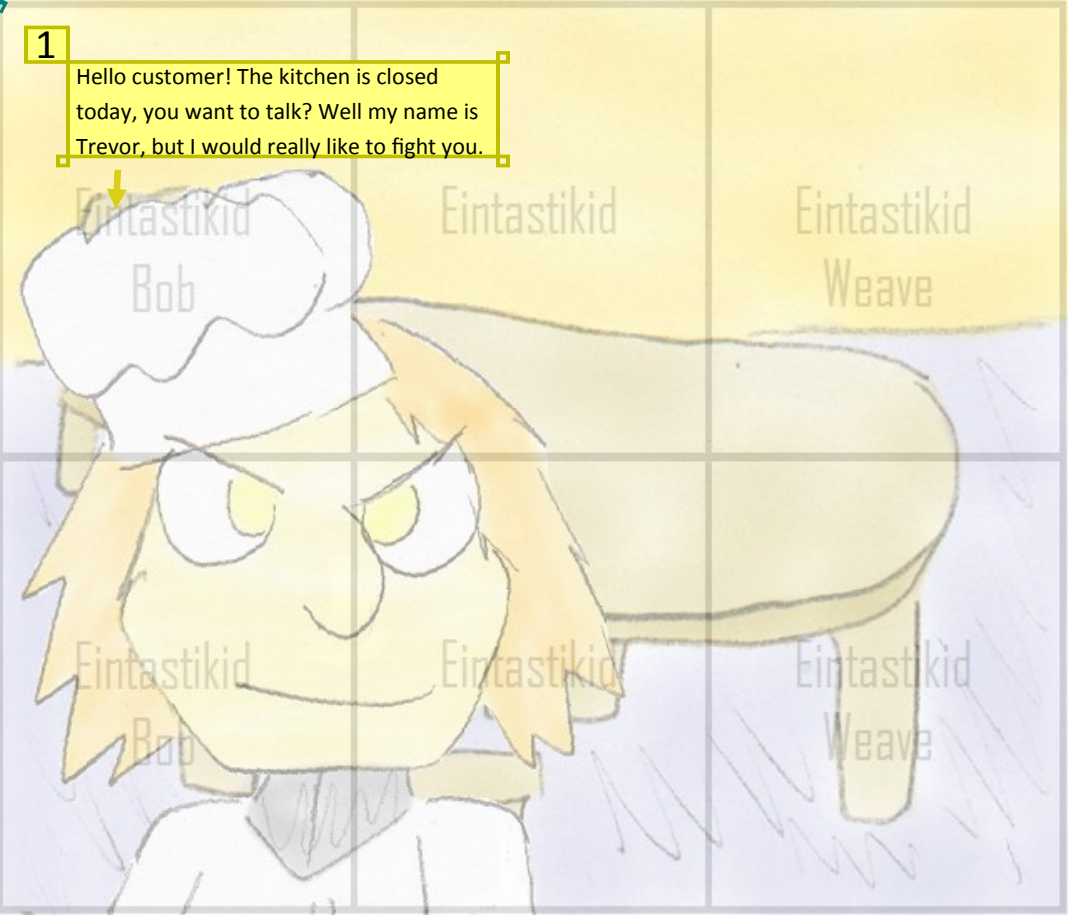
**Ignore This.**

481 484 485

482

484 485

482



486

A

B

486

A

B

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Set Eíntastíkid.

"Back Off" To Page 173

Scene

Ignore This.



Set Eíntastíkid.

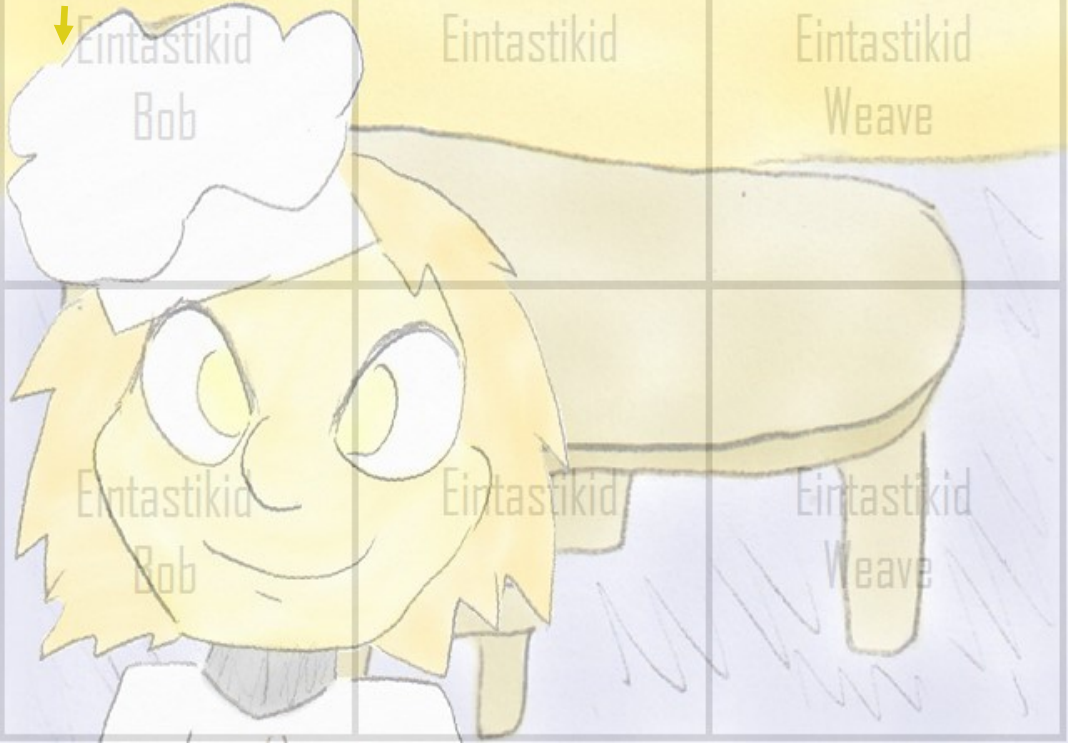
Ignore This.

Ignore This.

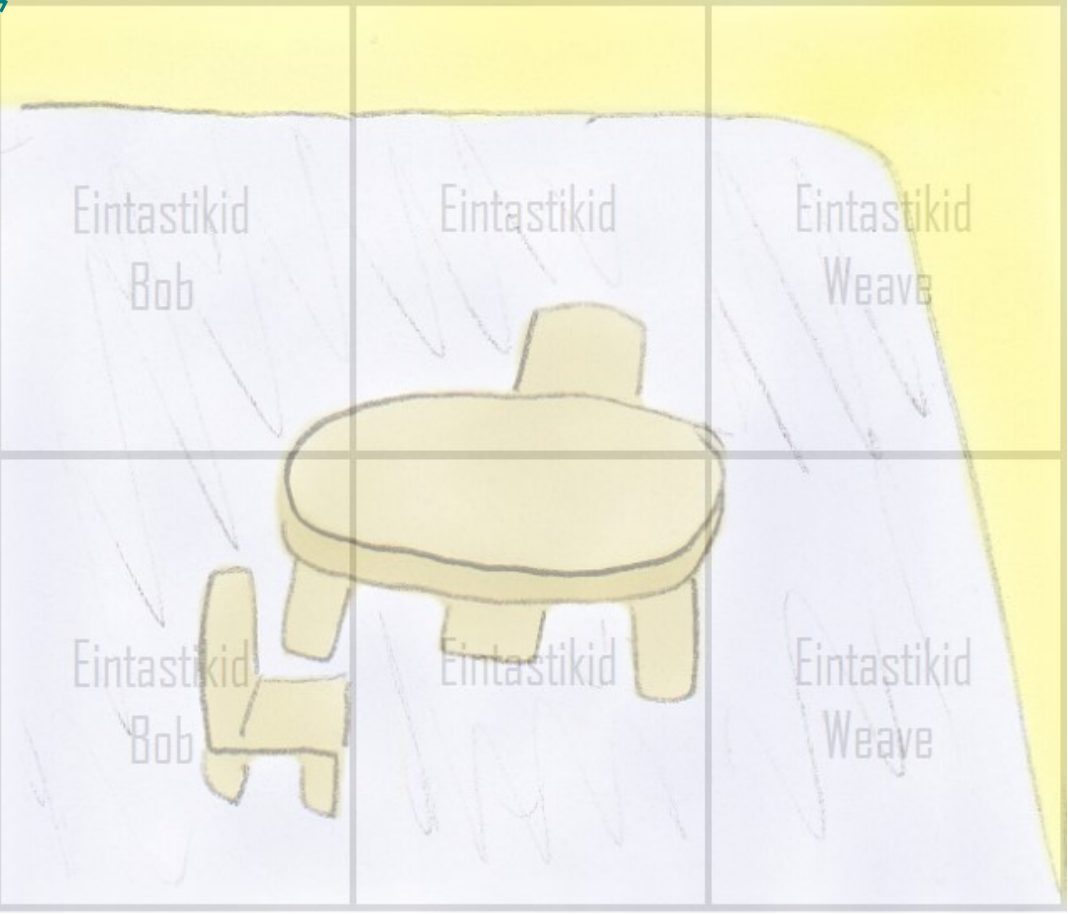


Page: 178

1 Well ,with a losing attitude like that, you will get nowhere son! I smile at your ridiculousness!



Page: 168





The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

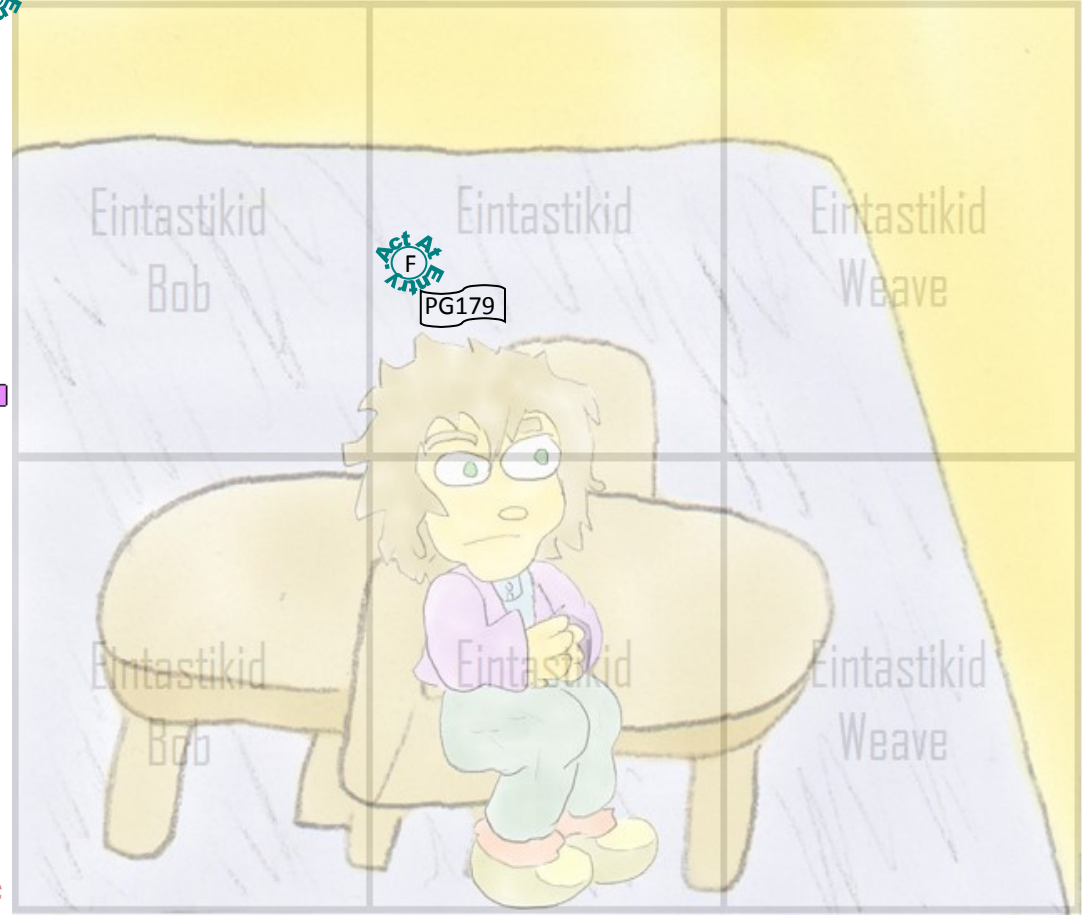
Set Eíntastikid.

Ignore This.

Fight From Pg. 179 BK



Page: 182



Page: 172



Page: 177



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 178

Scene

"Decline Him" To Page 181

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

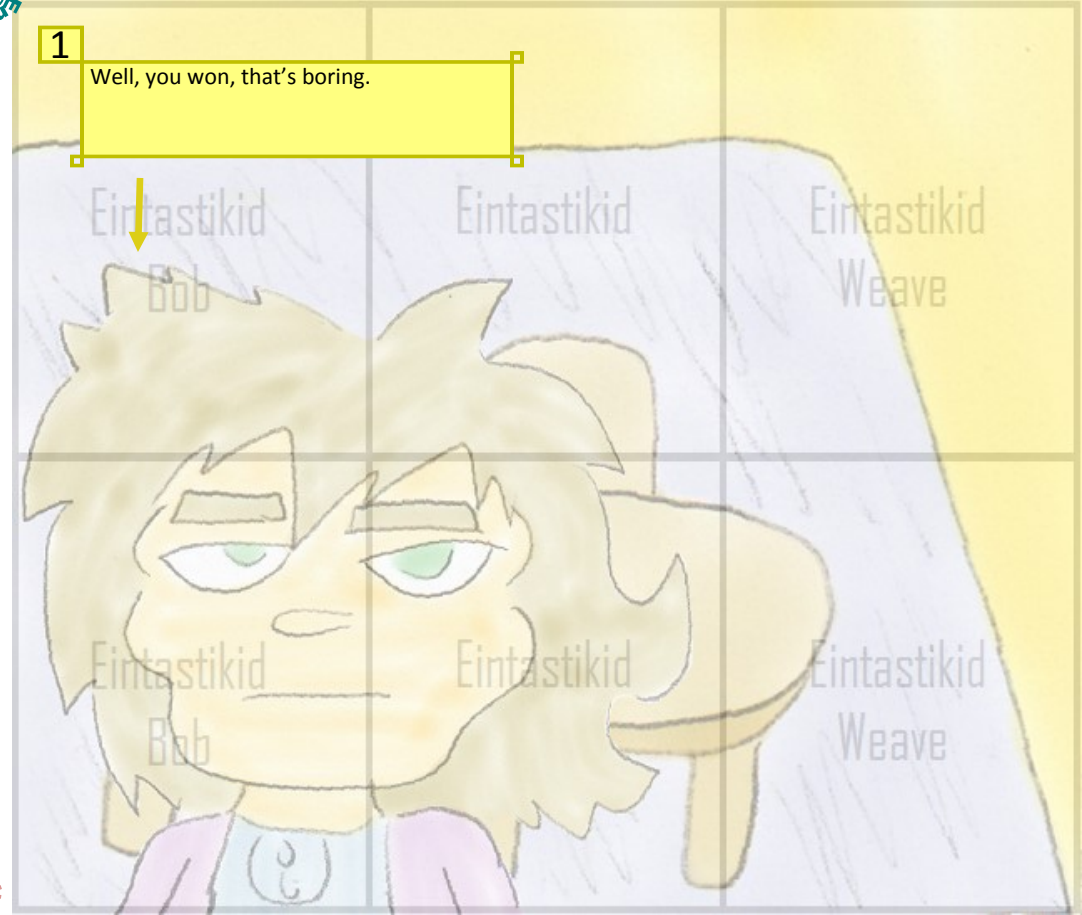
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 178

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

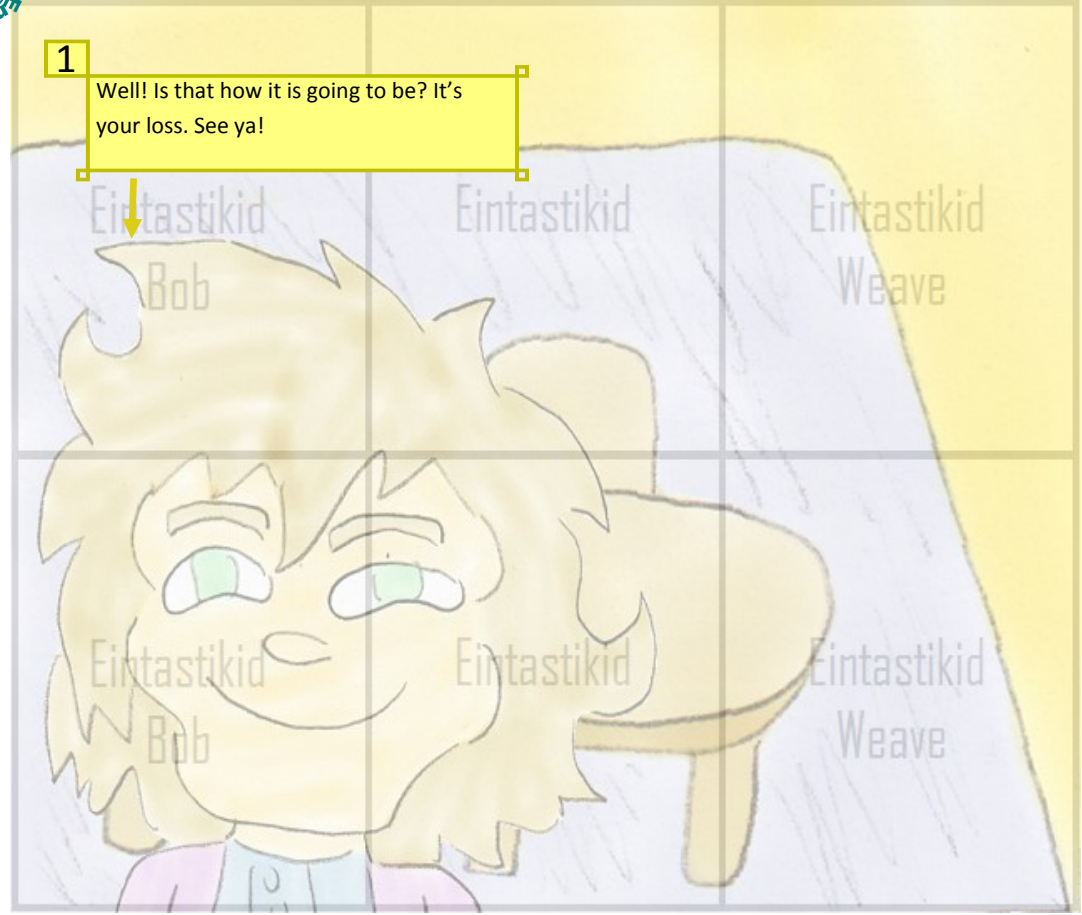
Nothing Here.

Set Eíntastikid.

"Back Off" To Page 178

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.  
A lock, if all "keys" on the same page as this object are "On", go to the page with a number same as PG number listed in this.

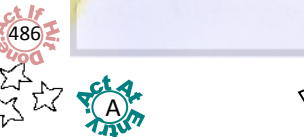
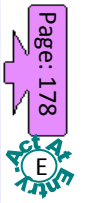
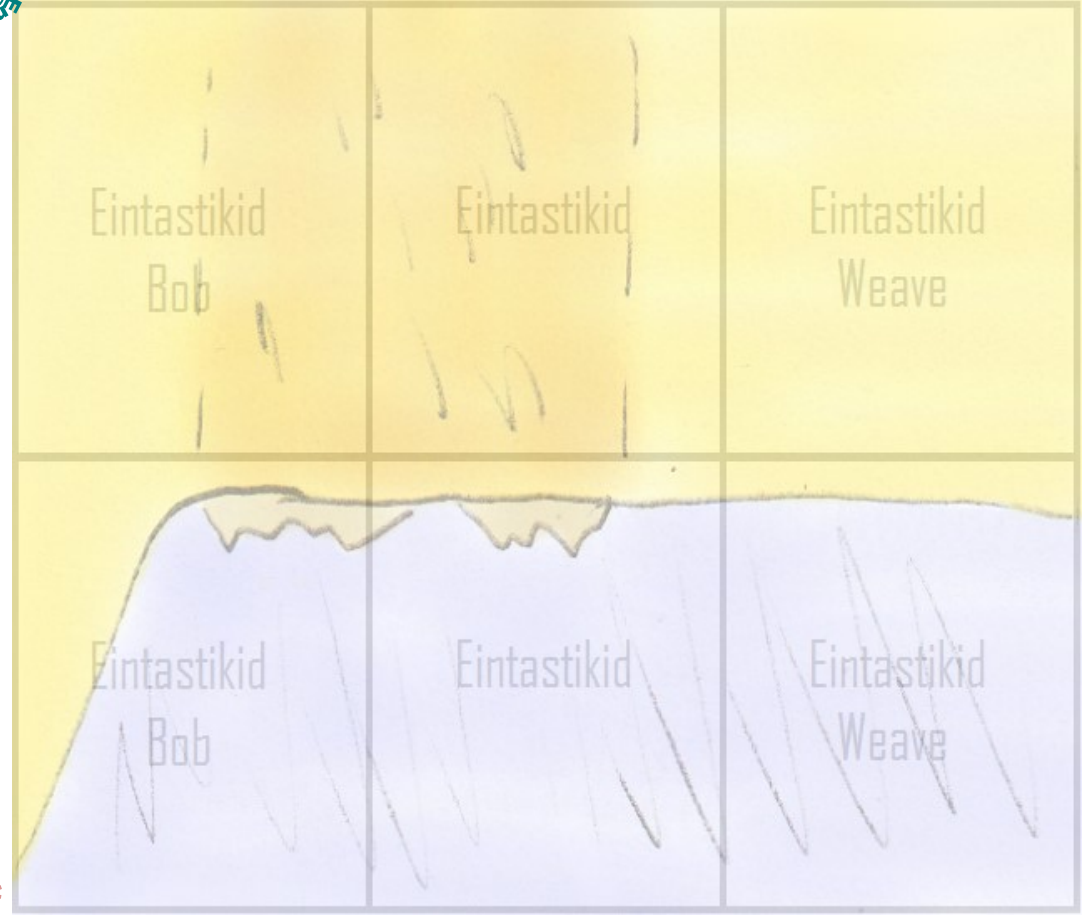
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A key, on this's page, if you and as long as you have a "Switch" in your mind matching S number in this, Consider this (key) "On".  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

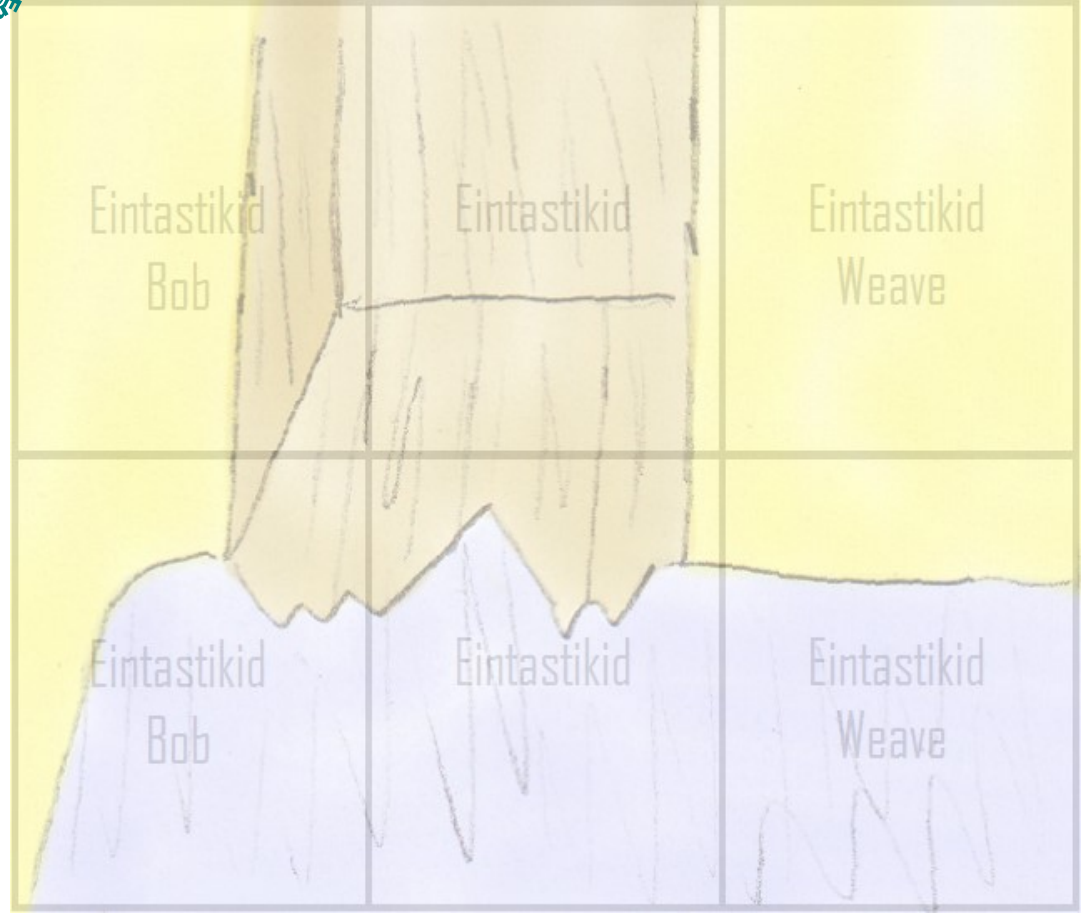
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.  
**Set Eíntastikid.**

**Ignore This.**

**Ignore This.**



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

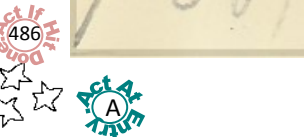
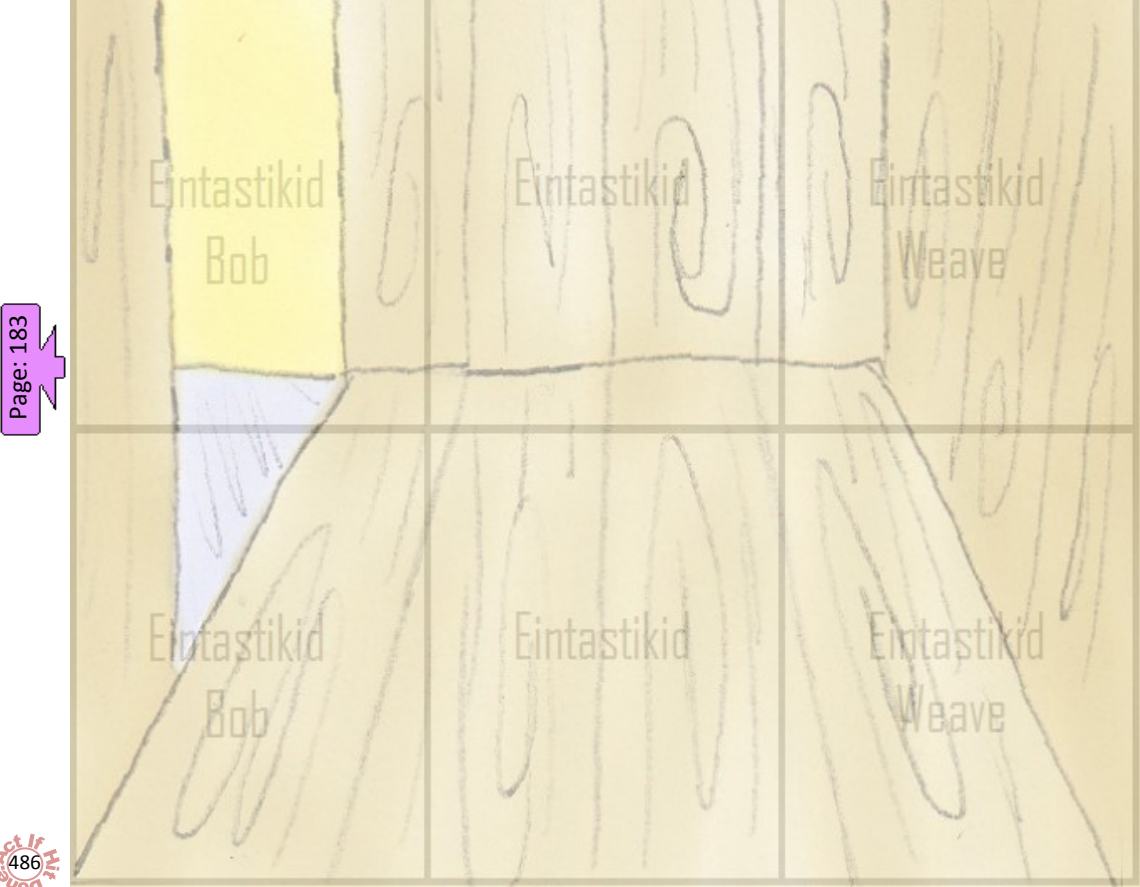
A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

Set Eíntastikid.

Ignore This.

Ignore This.



Page: 185



The area, the words in this box are a area name, which is the "Area" of this page.  
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing  
Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.  
Nothing Here.

Nothing Here.

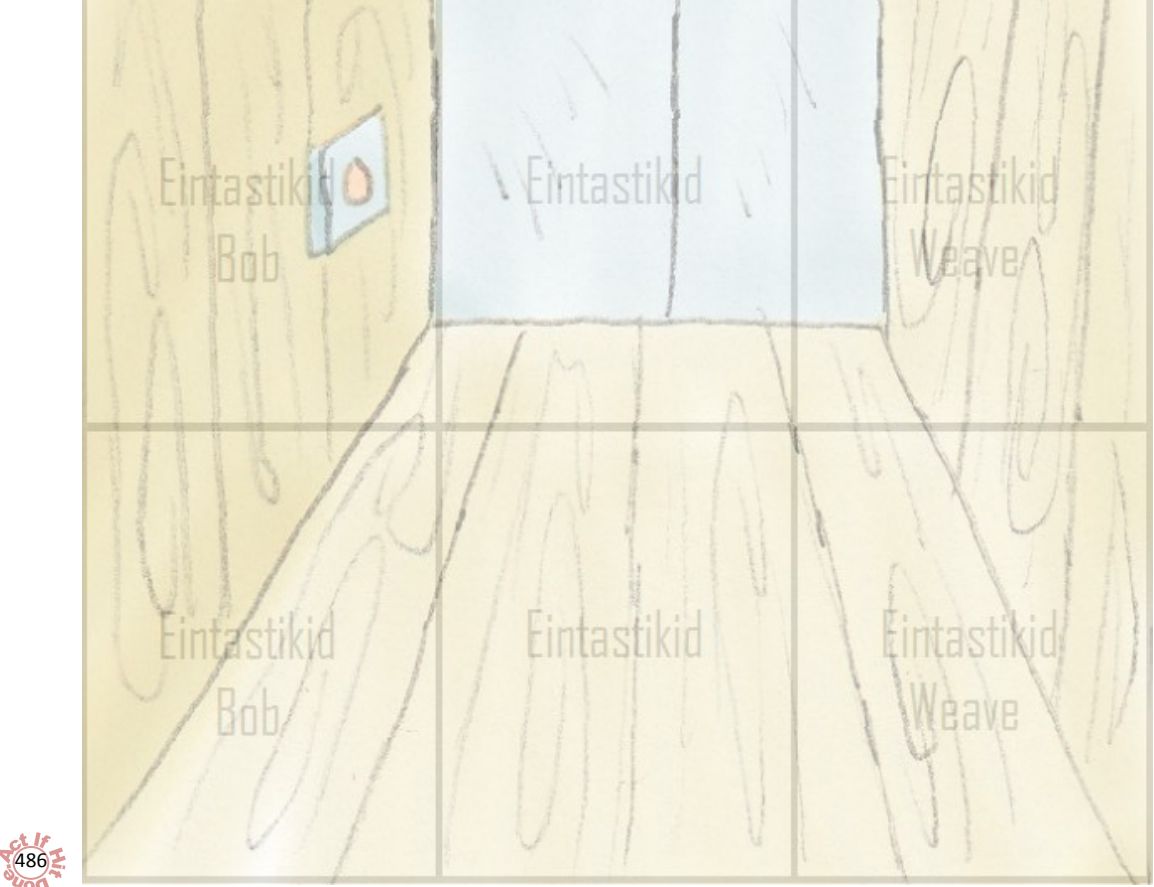
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 186



Page: 184



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

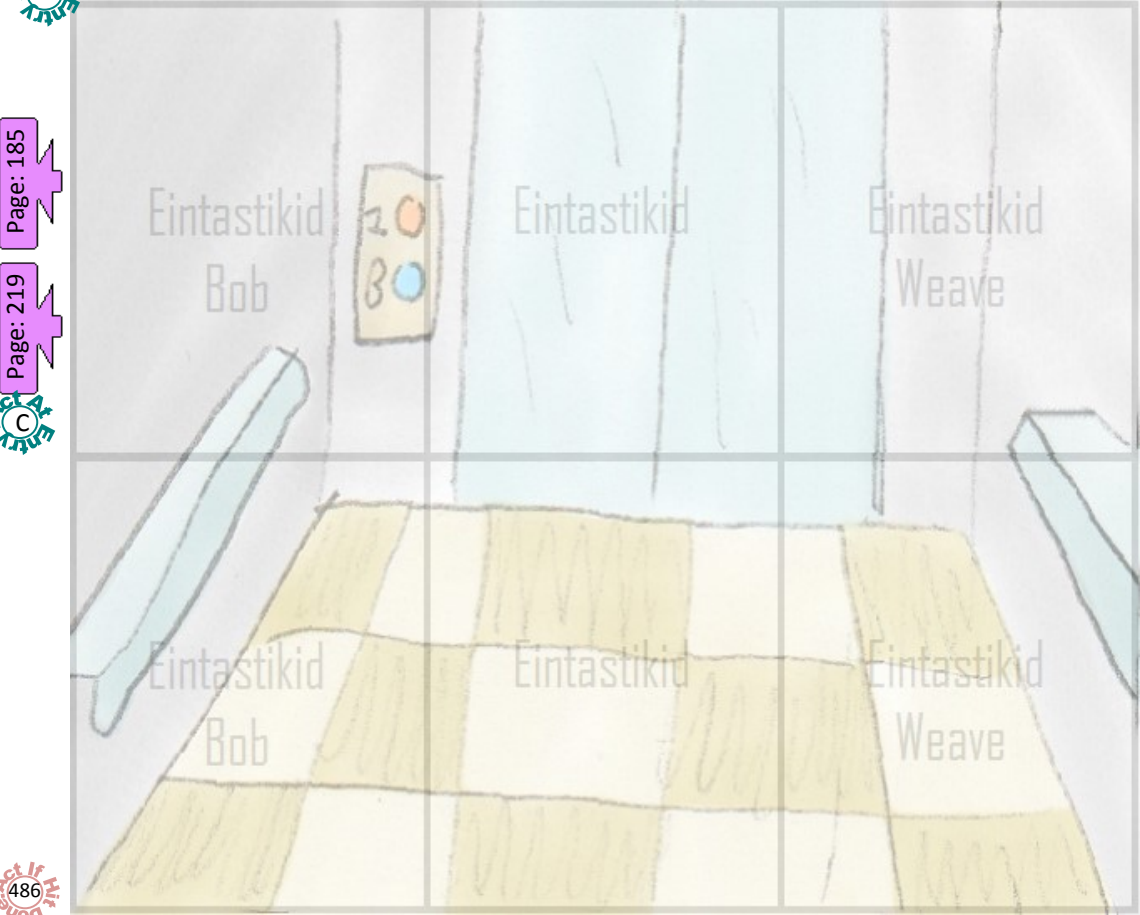
Nothing Here.

Nothing Here.

Set Eíntastíkid.

Ignore This.

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

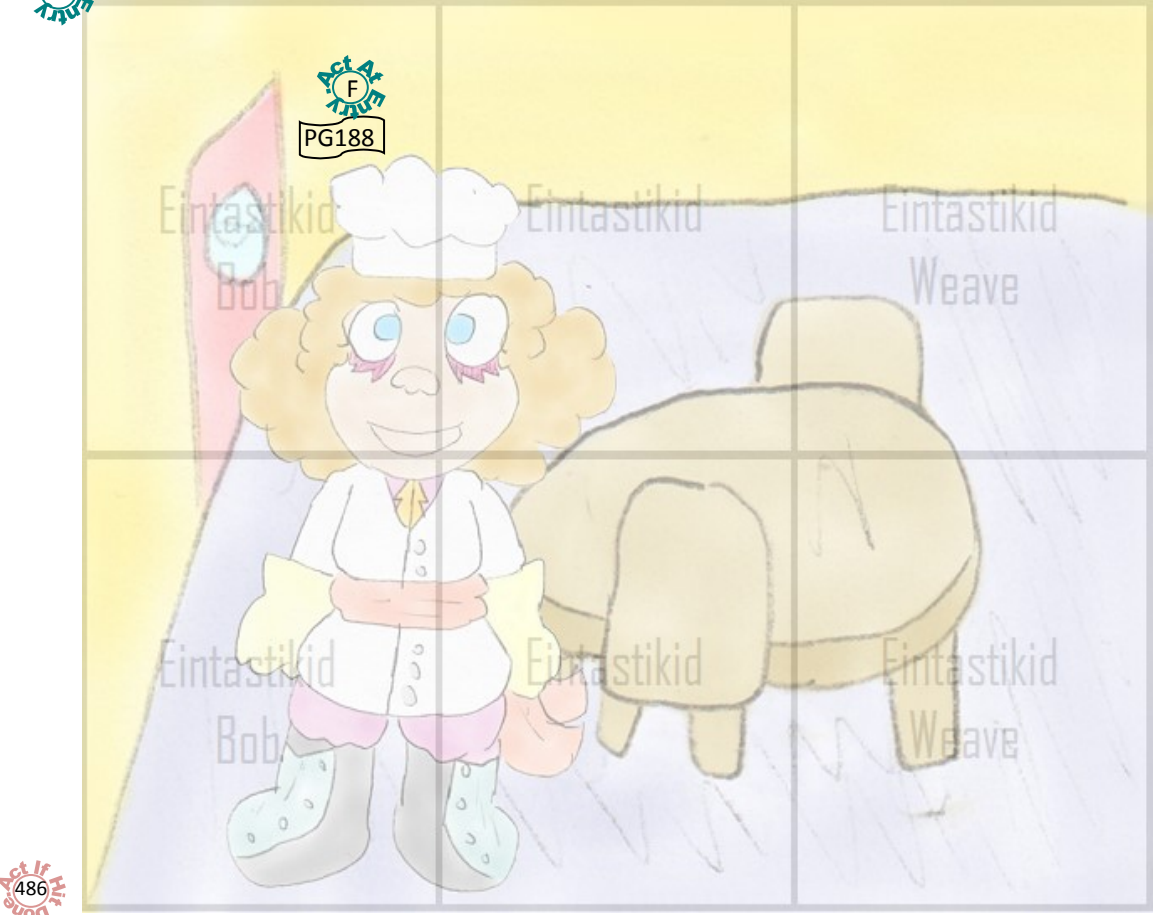
Nothing Here.

Nothing Here.

Set Eíntastíkid.

Ignore This.

Fight From Pg. 188 BN



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Fight Him" To Page 187

Scene

"Decline Him" To Page 190

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 187

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 187

Scene

Ignore This.



1 \*giggle\* sir don't make me laugh, oh wait! I already did!, such a starved mood wont get you victory!



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

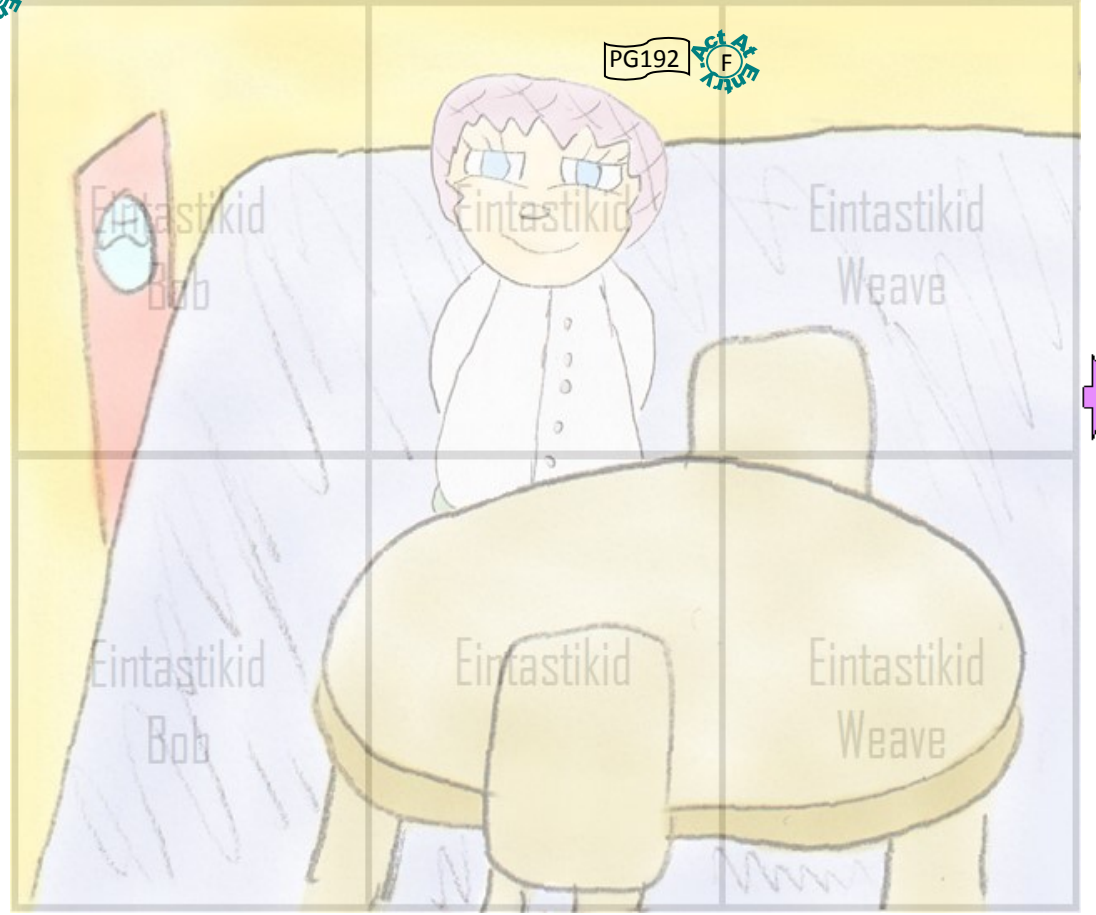
Set Eíntastikid.

Ignore This.

Fight From Pg. 192 BO



Page: 195



Page: 187 C



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

**Set Eíntastikid.**

"Fight Her" To Page 191

**Scene**

"Decline Her" To Page 194

**Ignore This.**



486

487

488

489

490

491

492

Sterling Mansion

Play Music: 02 (To use go to page 345)

Page's View >

The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

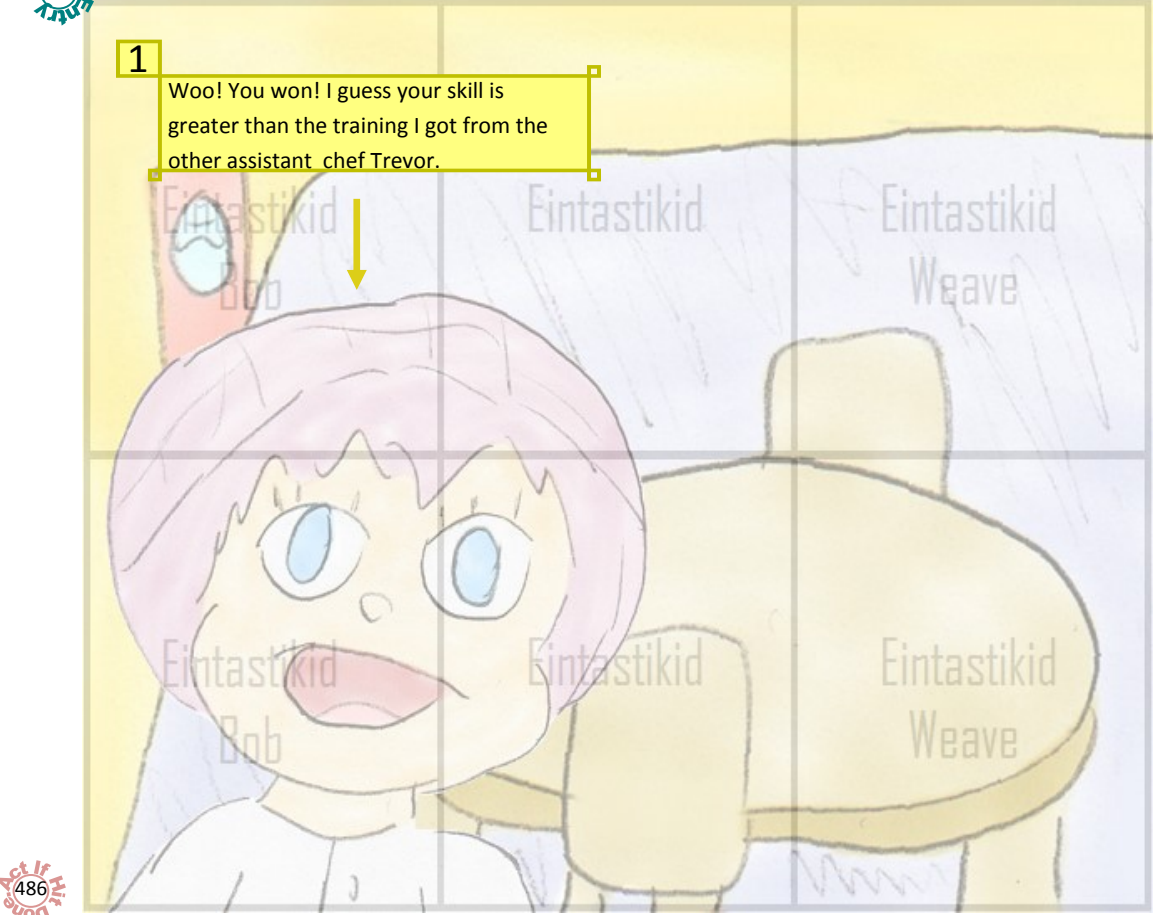
Nothing Here.

**Set Eíntastikid.**

"Back Off" To Page 191

**Scene**

**Ignore This.**



486

487

488

489

490

491

492

Sterling Mansion

Play Music: 02 (To use go to page 345)

Page's View >

193



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

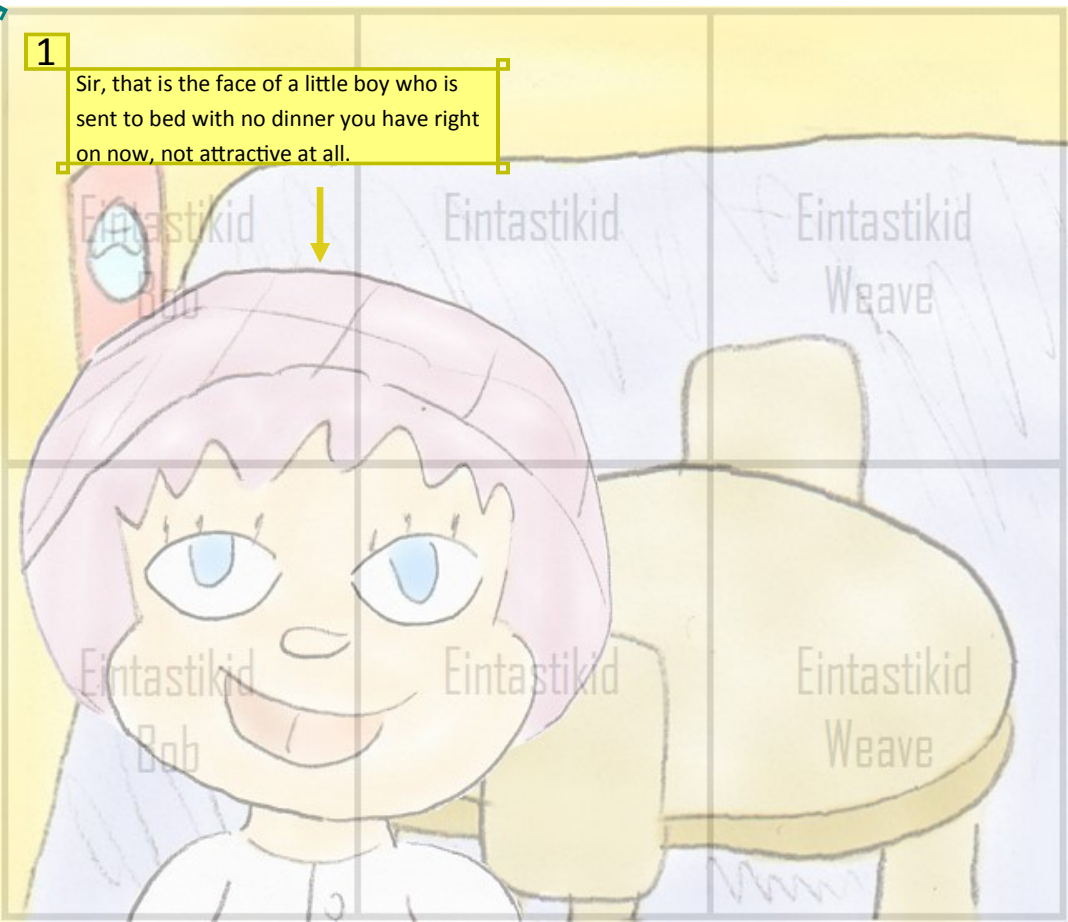
"Back Off" To Page 191

Scene

Ignore This.



1 Sir, that is the face of a little boy who is sent to bed with no dinner you have right on now, not attractive at all.



The area, the words in this box are a area name, which is the "Area" of this page.

A penalty, if you lose when the fight ends on page of this, go to the page with a page number matching number within this.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A reward, if you win when the fight ends on page of this, go to the page with a page number matching number within this.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

A Event, if you select this, go to the page with a page number that matches the PG number within this.

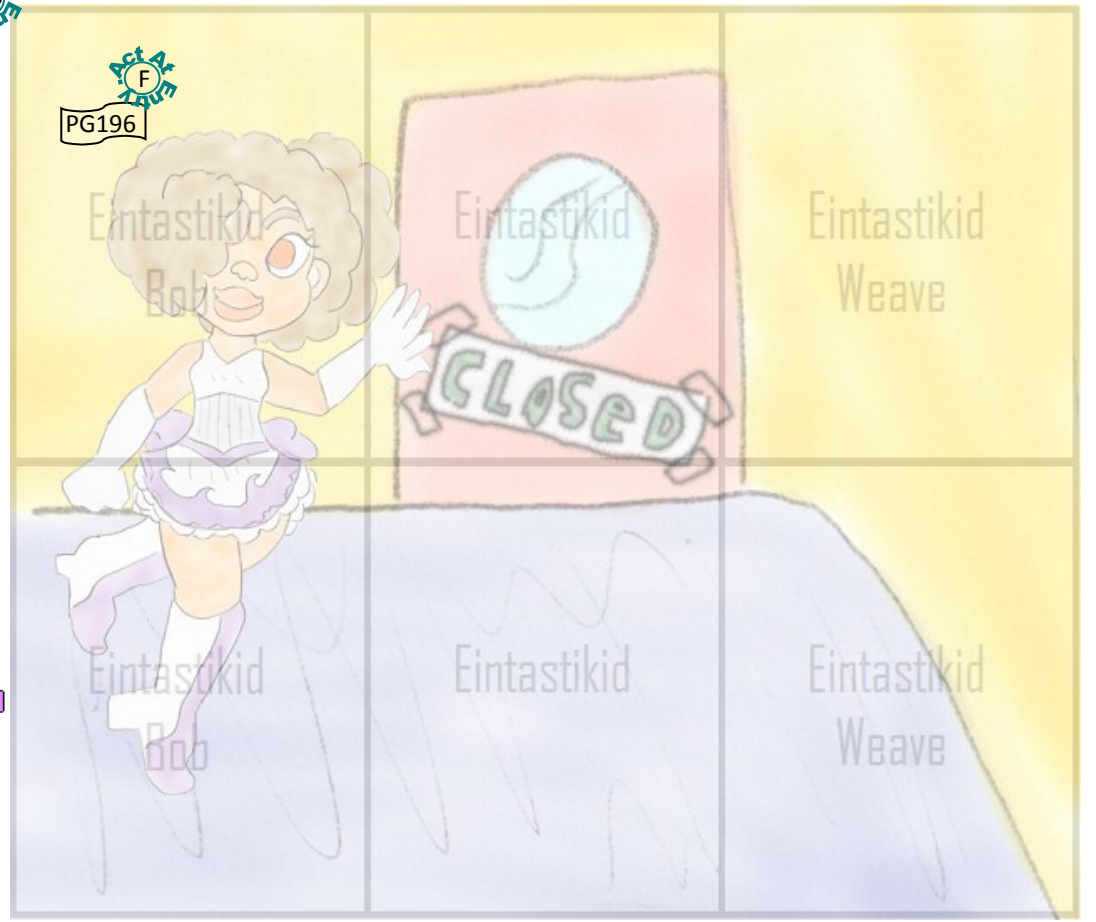
Set Eíntastikid.

Ignore This.

Fight From Pg. 196 BQ



PG196



Page: 191



Page: 173 C



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

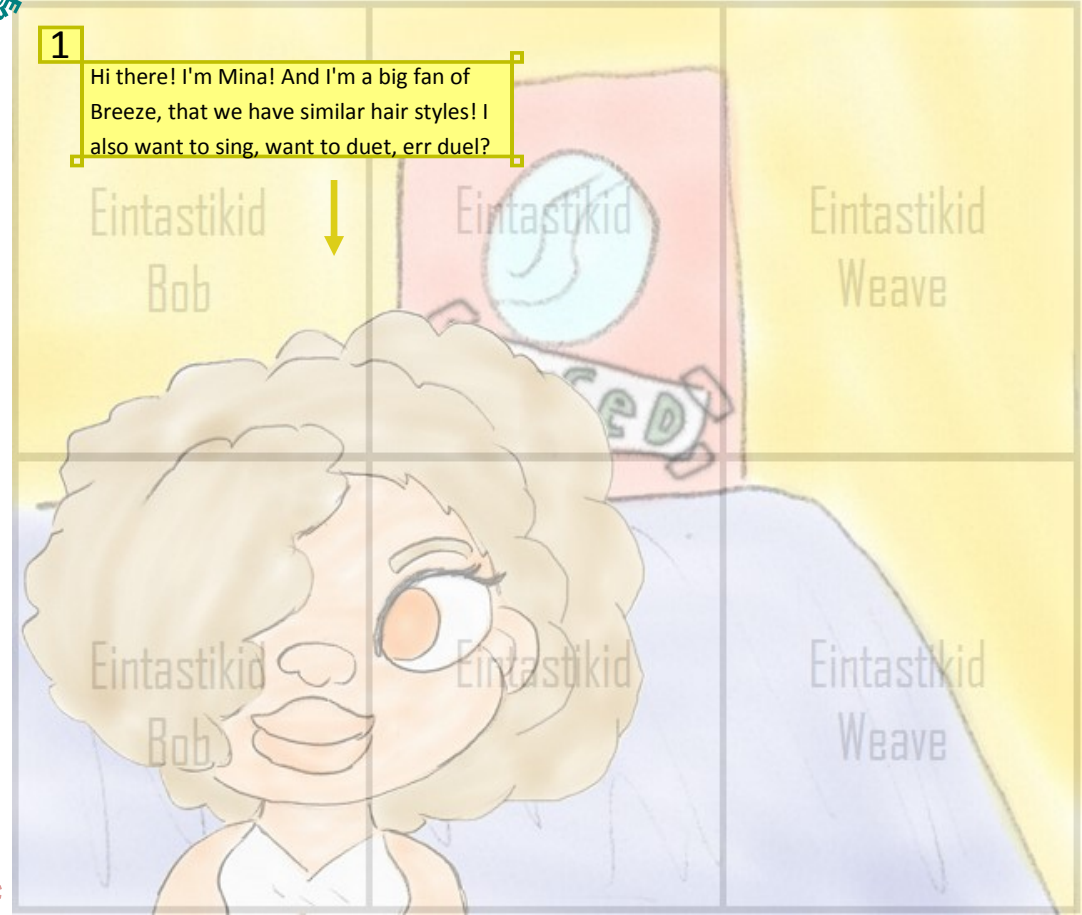
Set Eíntastikid.

"Fight Her" To Page 195

Scene

"Decline Her" To Page 198

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

"Back Off" To Page 195

Scene

Ignore This.



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

Set Eíntastikid.

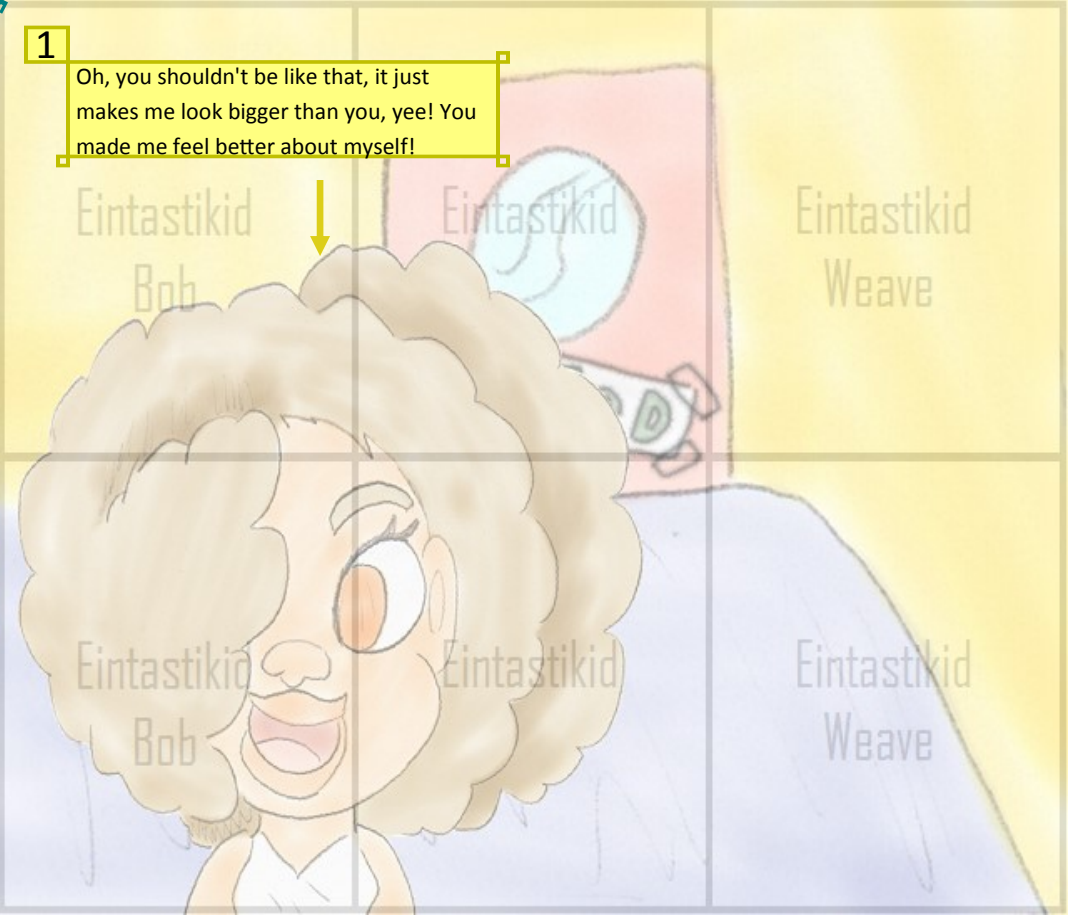
"Back Off" To Page 195

Scene

Ignore This.



1 Oh, you shouldn't be like that, it just makes me look bigger than you, yee! You made me feel better about myself!



The area, the words in this box are a area name, which is the "Area" of this page.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

A room link, you can choose this, if you do, go to page of the number listed on this. Consider the run time when choosing this.

Nothing Here.

Nothing Here.

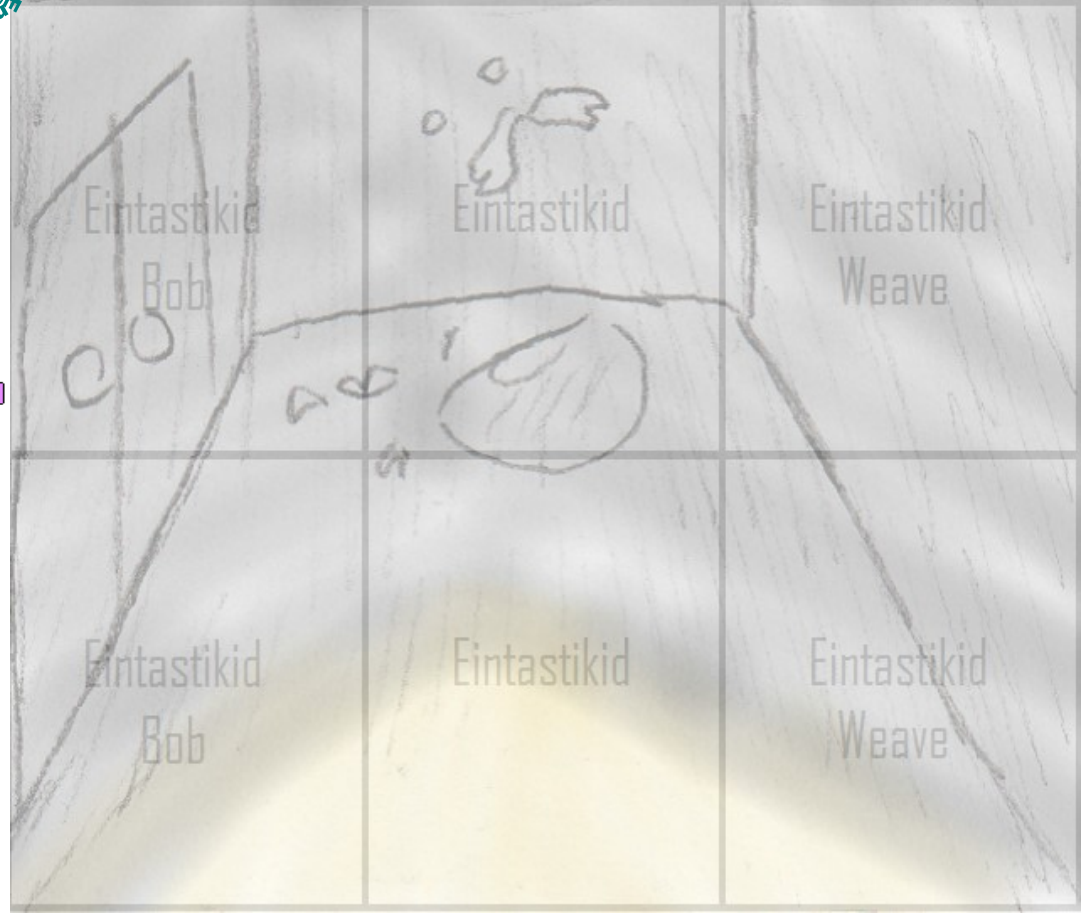
Set Eíntastikid.

Ignore This.

Ignore This.



Page: 151



Page: 200

