

GIRLFRIEND RESCUE

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OFFICIAL STRATEGY GUIDE

This **strategy guide** contains:

- all maps
- world-to-world strategy
- advices on who to choose
- all monster's weaknesses
- all bonuses for each modes explained
- all character's spells (at the end of the guide)
- all states explained (at the end of the guide)

HOW DO I COMPOSE MY PARTY?

You are always playing with Dan, who is a good all-around character. Then comes the moment to adjoin him 3 party members. Please note more characters become available as you complete modes, and it is possible to accumulate all of them in one savefile.



1. Ralph:

He is a karate-ka who can hit multiple enemies at the time. He is better in easier modes because he doesn't rely on guns, and guns do "fixed damages". Since easier modes increase physical damages, Ralph will shine more in them.

2. Joy:

As expected, the sexy girl of the group is a bit more difficult to play when it comes to hitting hard. But she can cure several status ailments, replenish skill points (slowly) and even heal. She is also quite good to get more money and can charm many males. A character to put with hard-hitters and to get more money.

3. Phil:

He can hold guns and is able to attack from the back, up to 3 characters in higher levels, so pretty effective when there are many enemies. The way he can bargain to lessen the price of items is also an excellent asset of his. A good choice all-around including in difficult modes, but a bit of a slow starter.

4. John:

Strong and capable, good from the get-go, he is tough and difficult to kill due to his massive hit points. Like Ralph, his relying on physical hits make him a better choice for Easy and Normal modes.

5. Martin:

The kid of the group is a slow starter when it comes to physical attributes, but he is able to inflict mass ailments to enemies and can hit quite a lot of them in one round. Also pretty versatile with weapons. Decent choice, especially if paired with a "gunner" like Phil or Snow.

6. Snow:

A very interesting character with a wide selection of skills, can perform equally well in all modes, but quite poor at the beginning of the game. Gets better as he learns more skills.

7. Katia:

Like Snow, a very interesting character given the versatility of her skills. Poor physical attributes, but can target all the enemies with status ailments, boost herself, fix many ailments and even improve the bonuses. Good choice in harder modes for who knows how to play.

Cookie (found outside of the gang's hideout - in the garden):

Powerful pet, plays on its own but has a wide selection of nasty skills with several status ailments. Interesting pairing with Martin, but in this case make sure to select either a hard-hitter or a gunner to complete the group.

Some suggestions (but feel free to try your own combinations!):

Easy:

Ralph-John or Joy-Phil

Normal:

John-Phil or Martin-Snow

Hard:

Phil-Snow-Katia

Note:

See the section 'characters' spells' at the end of this guide for more info on the subject to help you make your decision.

Note (2):

In order to play with the frog, leave your 'gang's area' with a vacant room for a 4th character, then pick it up in the small garden nearby.

DIFFICULTY MODES AND THEIR BONUSES

* Completing Easy Mode

Bonus character #1 available

* Completing Normal Mode with help from the police

Bonus character #2 available

* Completing Normal Mode with no help from the police

Bonus character #2 and #4 available

* Completing Hard Mode with help from the police

Bonus character #3 available

Rogue Mode unlocked

* Completing Hard Mode with no help from the police

Bonus character #3 and #4 available

Rogue and Maniac Modes unlocked

Note:

The ending picture which you get for finishing the game also depends on which mode you completed (and how, with or without police help). You obviously get the most beautiful pictures if you do not receive police help all throughout the game. Just one healing from them is enough to "lose" the "good" picture.

WORLD I: CITY STREETS

IMPORTANT:

A few general (applicable to all worlds) recommendations before we start:

- Check all crates, barrels, trees etc. It is likely a few of them contain precious items. Maps will show hidden GOOD items, but not minor ones. ALWAYS check isolated crates as they all contain items. In general, before a boss and a semi-boss, you will find plenty of such crates scattered on the floor. Collect their items and make sure to re-equip everyone if an upgrading makes sense.