

# El Dorado Gate: Volume Five (Import) Walkthrough

by ADK

Updated to vFinal on Dec 9, 2003

ELDORADO GATE VOLUME 5, WALKTHROUGH BY ADK

FINAL VERSION :

Welcome to my guide for the fifth volume of this saga. I have the game since July 2001 but i couldn't play with it until now for a lot of reasons. I have heard of a rumor : it's possible that Capcom dumps all the seven CDs in english in 2002 in the us market. Let's hope that it will be true.

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Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back.

If you wish to talk of video games with me or other fans in the future join my forum.

Also, i want my readers to know that my first language is the french, so you can ask me more about this game either in french or in english.

Version 1.0 : Added 2 new sections and began the walkthrough for scenario 12.

Version 1.1 : Added the final walkthrough for scenario 12. I have bought the sixth and the seventh CD. I will finish the saga.

Final version : I have found all the orga stones and complete the game.

Here is the summary :

- 1 A REVIEW OF THE FIFTH CHAPTER
- 2 THE ABOUT SECTION
- 3 WHAT HAS HAPPENED DURING PREVIOUS CDS
- 4 BATTLE SYSTEM
- 5 THE ART OF MAGIC
- 6 EXTRA OPTIONS
- 7 MONSTER HUNTER GUIDE
- 8 WALKTHROUGH
- 9 RETURN TO TERRA FORTUNA
- 10 ELDORADO GATE AND THE VGA BOX
- 11 FAQs
- 12 CREDITS

1 REVIEW :

Wouh ! It wasn't easy to complete the game and the walkthrough. I admit that i was quite rude with the CD 4. I blamed it just because i wasn't able to unlock the secrets. Now that i have found them all, i admit that the fourth CD was as good as the others. When i think to this CD, i can easily say the same thing. It's only for the true fans of the saga.

Let's begin with the presentation which is excellent. The opening movie becomes more and more an original animation. We can see that there are a lot of things to do in this CD. I give also a large credit to Amano. I was impressed by his design in this CD. All the monsters are excellent and the boss truly impressive. You will even see another designer from Game Arts in the game.

The graphics are incredibly cool. You will visit various and original places. You will discover new visual effects. The sprites of the boss are excellent (on the contrary of the fourth CD). I enjoyed the whole thing.

The animation goes beyond all the other CDs. Capcom adds more and more 3D animations. The character seems faster and a ton of new animation appear on the VMU. As in CD 3 you can use a lot of things to move, like a balloon or your feet.

The sound is back to the normal. A good atmosphere. This time Capcom uses the old musics and only the best of the fourth CD. The new musics added for the fifth CD are cool, except for Sophie's scenario.

The controls are still excellent and the new functions for Sophie are easy to understand. It's a pleasure to see that Capcom can add originalities.

Of course i like so much this CD. It's the best of all, for the moment. You can catch monsters, you will have powerful and invincible characters. How is it possible to miss such an episode ? If you have ignored this saga, you will regret it by playing this CD. The originalities are great and the quality so impressive.

To conclude this review i will simply say that you have a true RPG, even if it's in 2D. If you don't play to this game and then to the whole saga, you will lose a great part of Capcom.

PRESENTATION : 16/20  
GRAPHICS : 19/20  
ANIMATION : 18/20  
SOUND : 17/20  
CONTROLS : 17/20  
INTEREST : 18/20  
FINAL NOTE : 92%

ADK, on the road to Eldorado.

## 2 THE ABOUT SECTION :

This section will be in each guide i will product from now.

ABOUT MY ENGLISH : i know it's an awful one, but it's the only one i have. Correct me if you wish that's the best you can do.

ABOUT MY E MAIL ADRESS : Please write to me only for true questions. Most of the time, i know it by the poor questions i received, you write to me just because you have seen my name near the faq. You don't want to read my faq but you want a quick advice. Sorry to say this but i'm tired of these mails.

ABOUT THIS FAQ : This faq is basically dedicated to my own site and to gamefaqs. If you wish to download it for your own site, ask for the permission but it's not all misters and misses webmasters. Think to update my faq, because when i correct my english or post an update with more informations it's on gamefaqs but never on YOUR sites.

THE RESULT IS EASY TO IMAGINE : i receive questions about things that are in an update and some people continue to ask me when i will complete the faq of Skies Of Arkadia...

Conclusion : if you download my faqs, be sure to download the updates as you do for an emulator. It will work better for everyone.

## 3 WHAT HAS HAPPENED DURING CD 1, 2, 3 & 4 :

In scenario 1, you met Gomez and helped him to save Marsha from Draco. If Gomez was the bad boy of the CD 1, he has learned how to become a better guy in the life. His emblem is the Buffalo.

In scenario 2, you met Kanan and helped her to evolve enough to beat the terrible Freeman. She didn't find her emblem yet and was only powered by the evil power of the mask.

In scenario 3, you met Radia, the most sympathetic character, and helped her to free the village of the curse of her beloved father, Radigan. Her emblem is the Fox, a strong robber.

In scenario 4, you met Bud, in a world where beast were chased by hunters. After the death of his sister, he decided to awake the power of Metanomu and killed Bubba, hunter's chief. Unfortunately he didn't find his emblem and was probably kidnapped by the evil force at the end of his scenario. He mutated in Bud Robot and escaped of the town.

In scenario 5, you helped Elishin, the prince, to save her princess. Behind a poor scenario idea was one of the best in the way of the interest. You must search a bit for your way as in a true RPG. His emblem is the Pegasus.

In scenario 6, the best of all for the moment, we discover Ein, a robot that gained consciousness by helping Gomez to save the Gabri (people of Terra Fortuna) from the terrible Baku baku tribe. Ein's emblem is the Golem.

In scenario 7, Kanan disappeared. Gomez and the other look for her. They arrived in Vanis the town of the two pisces where they found a lot of problems. Finally, Kanan purged the evil from her body and then awoke. Her emblem is the Siren.

In scenario 8, we discovered a tortured Pamela. She has lost her memory and looks like a robot, and even worst a puppet. After a lot of battles, she finally awoke. Her emblem is the Wolf. The final boss was Dorine and after her death, all Vanis was free.

In scenario 9, we discovered a sympathetic fairy named Mima. She completed a quest in order to save her 3 mothers of a disease. Greatly helped by Gomez and the other she finally killed all the 3 gods of disease. At the end of the scenario we learn that Mima likes so much Gomez. Her emblem is the Fairy.

In scenario 10, Pamela wanted to fight in order to progress. She goes alone in Alambra and was involved in a quest. The local king, Alan, wanted to retrieve his love, Aylis. Instead of finding her, Pamela found her son Mamma. After he awoke Mamma went in the Mammoth Sanctuary to beat the king of Mammoth who was the first minister of Alan. After decades he completed the quest of his father Alan. Mamma's emblem is the Mammoth

In scenario 11, We discovered that Elishin and Mamma are good friends. They wanted to go to the fest in Alambra town. We also discovered that Mamma has a lot of problem to stand up. They were involved in a quest. Bubuton stole all their money and the Energy Core guarded by a guy named Burl. After they found the Energy Core and killed Bubuton they met Gigi. Gigi kidnapped Mamma and asked to Burl the Energy Core in exchange. After Gomez and Elishin found Burl and his fiancée Anna, they all run to Farble Island for a fight with Gigi. Unfortunately it was a trap and they escaped with Mamma letting Burl and Anna for dead.

#### 4 BATTLE SYSTEM :

The battle system is very simple. Here are the menus when you fight :

Fight  
Magic  
Defense  
Run  
Skill  
Equip  
Auto

Usually the monsters hit you before you hit them cause some of the heroes are slowest than monsters as in Cosmic Fantasy Story.

There is a blacksmith in some town, so you can combine two weapons of fire to obtain a level 2 weapons of fire. It's not an obligation to do this in each CD but i prefer to say it now so you can decide by your own. Another property of this blacksmith is that he can create weapons with skills like poison or decrease force. Try various combination of weapons.

After a battle you can choose which items you want sometimes. The one you choose comes with you and the other can be found in Terra Fortuna because there, you can store all items you have found and then give it to a character if it's necessary.

Last you must understand the battle system in order to survive in the world of Eldorado.

Heat beats Leaf  
Leaf beats Ice  
Ice beats Heat

That's why when you buy items, an armor or a weapon is in three different colors.

For some dungeons you must be in fire to minimize the damage and then all change the equipment during a battle against a boss.

Once you have understand it you can win easily all fights here.

Let me finish with the light which is effective against all monsters. Light equipment are useful when you fight a Sacred Knight.

## 5 THE ART OF MAGIC :

It's time to fix it. Powerful and useful magics must be used to win the game.

The magic has 5 forms :

Recov : the healing spell.  
Heat : the fire spell.  
Ice : the water spell  
Leaf : the earth spell.  
Light : the light spell.

In this CD, heroes can cast level 1,2,3 and 4 magic.

So far the effects change a little from CD 1 to CD 2 but not from CD 2 to CD 3, except for the level 4 magics used by foes.

In CD 4 no news except that a level 5 exists. It's not exactly a level 5, and i will come back to it below. In the three last CDs it's the same thing.

You can store the combination by using the third option after you create a spell : "the list option". Then use the List menu which is after all the magics menus during a battle. You gain a lot of time.

Here are the names of all the spells in the game :

For the Recov spells :

Single Attack :

Recov

Recoven (Recov + Recov)

Recov Highen (Recoven + Recoven)

Recov Rayon (Recov Highen + Recov Highen)

Group Attack :

Wrecov

Wrecoven (Recov + Wrecov)

Wrecov Highen (Recoven + Wrecoven)

Wrecov Rayon (Wrecoven + Recov Highen + Recoven)

There are other ways to obtain the Wrecov spells. For example, Recov + Recoven + Wrecov gives a Wrecov Highen, but it's less good than a Recoven + Recoven + Wrecov. Fortunately, all the combinations are the same for each magic form.

For the Heat spells :

Single Attack :

Heat

Heaten

Heat Highen

Heat Rayon

Group Attack :

Wheat

Wheaten

Wheat Highen

Wheat Rayon (wonderful magic)

For the Ice Spells :

Single Attack :

Ice

Icen

Ice Highen

Ice Rayon

Group Attack :

Wice

Wicen

Wice Highen

Wice Rayon

For the Leaf spells :

Single Attack :

Leaf

Leafen

Leaf Highen

Leaf Rayon

Group Attack :

Wleaf

Wleafen

Wleaf Highen  
Wleaf Rayon

For the Light Spells :

Single Attack :  
Light  
Lighten  
Light Highen  
Light Rayon

Group Attack :  
Wlight  
Wlighten  
Wlight Highen  
Wlight Rayon (very powerful and impressive)

I will finish with the "level 5" of magic. To cast a Wlight Rayon, or more generally a "W\* Rayon", you need a powerful magician who can cast a level 4, but you need also a ring that increase the magic skill of this magician, else you will not be able to cast such a spell. Other single spells like a "\* Rayon" cause the same problem to some characters. In CD 6, Kanan will be able to cast these spells easily.

6 EXTRA OPTIONS :

You have probably noticed the extras available since CD 3. In CD 5, you can visit a Monster Gallery, an Art Gallery and a Sound Test.

The Sound Test and the Art Gallery are updated automatically by Capcom.

To update your Monster Gallery, you need to fight new monsters. If you have a ???? aside a number it means you have missed the monster. To meet a monster you need to fight him. It's not an obligation to fight and win. If you wish the monster in your gallery you need at least to hit him and then escape.

You can replay an old scenario !

So far there are three bosses you will beat later, when you will have more power.

- 1) The Heat Tank in scenario 2. After you helped Kanan to awake you will be able to meet him in Kanan's scenario.
- 2) Rune, the final boss of the fourth CD. He is not very hard but long to kill, so escape for now and beat him later with the powerful weapons of CD 6 or 7.
- 3) The Green Elemental of scenario 8. It's hard to meet him. It seems that there are two secrets area in this scenario according to the Dreamcast you are using. I will make the light on this later.

This is just what i have found but there are more secret bosses and you will see how many by using your own Monster Gallery.

7 MONSTER HUNTER GUIDE :

Sophie is a very special character. She has her own ability. You can catch monsters and use them against other ennemies.

The menu of Sophie during a battle is the following :

Attack  
Magic

Defense  
Run  
Skill  
Equip  
Auto fight

When you choose Skill you can see :

Catch  
Sight  
Release  
Monster Shot

Catch can be used only on monsters and never on human. It acts like a Poke Ball. Fortunately you haven't to catch them all. You can catch at least 5 monsters. To catch a monster you need to weaken it...

Sight is a strange name to say "G0000000 !" You ask to your pocket monster to join the fight. Only one pokemon can join you during a fight. That's why you see a fifth member place on your party. If Sophie is one of the four heroes you have chosen for a party, she can capture monsters and use them for a next battle. Five against a boss is better than four.

Release is a complete nonsense. It's the name given to the function "COME BACK TO YOUR POKEBALL !". You must enclose your pokemon before the end of a fight or you will lose it. The release option becomes available once you have used the "Sight" function.

Monster Shot : The best function. It's like a fury. Sophie concentrates all the power of a monster in her gun or in her Rifle to do a lot of damage to an ennemy. The drawback is that you lose the monster.

Now that you are a perfect Monster Hunter you are ready for the walkthrough.

8 WALKTHROUGH :

General Tips : At the end of each scenario, if you wish to zap the credits press and hold the A button of your dream pad.

The action takes place in the region of Ladona. I would like to say Ladonia to pronounce it as a spanish native. Ladonia was referenced to a legendary spanish pilot in Wing Commander 1. Maybe Capcom made a small reference to Spain.

SCENARIO 12 : MONSTER HUNTER SOPHIE ! (6 orga stones)

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

SOPHIE : The new heroine, it's a complete fighter and a very good magician. She has particular skills.

MERYL : She's Sophie's sister.

HANS : He's Meryl's true love.

MONARK : He will say which monsters are valuable.

MYSTERIOUS GIRL WITH PURPLE HAIR : She helps Sophie to escape.

ABOGUARD : The bad guy of the story.

NB : This scenario is very hard to play.

After a fight in a pub, Sophie was arrested and sent to the jail. You arrive in a jail. Stand up and click on the water. Give it to the girl. Once she feels better she tells her story. She has a boyfriend named Hans. She gives to you a "Hans Present". She wants you to escape and save him. She shows a breakable wall. Click on it then answer yes to break it. Now escape.

JAIL : (blue)

ROOM 1 : Try to open doors. It won't work. Try to exit but a guard comes. Fight him to receive the key of the jail. With it you can open all the doors. Take items in the boxes and exit.

ROOM 2 : Kill 4 guards and exit.

ROOM 3 : You can find 2 chests guarded by one guard. Save the three idiots of CD 1. In their jail hidden by a wall there is an orga stone. Before you escape you must beat 3 guards.

ROOM 4 : You dive in the water and swim to the town of Ladona.

LADONA TOWN :

When you enter you see a merchant running very fast. You ask about Hans and he answers that he is probably working for the rest of his life in Ladona Mountain. In this town all the prices are multiplied by 100 or more due to the tyranny of Aboguard.

General advices :

- 1) Give money only to the guy i will indicate. All of the other including the father of the church can't help you.
- 2) Click every where to find hidden items in barrel and boxes.

In this first part of the town, go on your right to talk to a guy. Talk to him twice until he asks for 500 senis. Answer yes. He says that to earn money you need to chase rare monsters for a guy named Monark. Monark is actually in the pub of the town. Go to the second part of the town. Go north first and find the orga stone partially hidden by the smoke of a cheminey. Exit north to the third part to see Aboguard playing with his Senis. Go back to the second part and enter the pub.

Once in the pub, go right to the exit and click everywhere to find items. Then go to the second floor to see the show of Meryl, when you approach of the stairs. Now go to the first floor.

Right of the entrance is a merchant. Talk to him and he formally recognizes you as the famous Monster Hunter Sophie. Now talk to Monark who is the guy in green. He will give you the name of 10 different RARE MONSTERS. Each time he gives a name and where to find it. Once you catch the monster show it to him and then sell it to the merchant. If you exit on the map now, you have 3 new locations. By the way the fourth part of the town is of no interest for now.

SECRET AREA : Click south of the forest on the circle part of the continent. You will arrive at Game Arts shop. Yes Game Arts, the editor of Lunar or Grandia. You will find in it a strange girl and some pencils. You can talk to her and you will see that she was designed by someone else than Amano, and she is not the only one in this shop. When you talk to her, Sophie escapes automatically (you can't exit if you don't buy something in theory...). The points of interest are the URL to exchange Eldorado Gate cards on line and the pencil that sells an item for 500 000 Senis. Don't waste time to economize



for it, the item is a poor "Double Gem", but is not very useful. If you buy it, you can exit of the shop. Economize your money to buy it because you will lose all the money earned in this scenario at the end of it.

#### LADONA MOUNTAIN :

You arrive here first. Enter and pay 10 000 senis to obtain the permission to visit this jail. People who can't pay the taxes, came here to work except for someone who finds a generous person to pay his debt. You can find an orga stone here. Enter the mine and use the ladder to meet Hans. You give to him the present from his fiancée. You must pay his debt and the amount is 800 000 Kibas (1 seni = 1 Kiba). Now you decide to chase Rare Monsters to gain a lot of money.

HERE IS A GENERAL DESCRIPTION OF THE TWO AREAS. I WILL GIVE THE LOCATION OF EACH MONSTER AFTER.

#### GEHENA DESERT : (blue)

ROOM 1 : Go north and take the orga stone. You find 1 item. Exit north.

ROOM 2 : 4 items here. Exit.

ROOM 3 : 2 items and one chest. Exit.

ROOM 4 : Save here and take the item.

ROOM 5 : 3 items and one chest. When you exit you are back in room 1.

#### LESTER LAKE : (red)

ROOM 1 : Go left to take the item and north to take the orga stone.

ROOM 2 : 1 chest and 2 items. Exit.

ROOM 3 : 1 item. Use the bridge to reach room 4 or the exit to go directly to room 5.

ROOM 4 : You find one item and the exit to room 5.

ROOM 5 : 1 chest and the exit. You are back to room 1.

After you visit the two dungeons you have a fire rifle, your blue gun, your blue Prism Suit, a green Suit and you have won a minimum of one green gun by fighting the dogs in Lester Lake. Be sure to have all of this always on you to catch the monsters. In order to succeed you need to change your equipment during a battle against a rare monster to catch him.

Now go to Monark and talk to him. The first monster is the Red Tooth which lives in Gehena Desert. Go there, catch him, show it to Monark and ask about the second monster. You can then sell the first monster for money. It's the same thing each time.

- 1) Red Tooth : Gehena Desert in room 5 near the chest.
- 2) Luname : Lester Lake in room 1 near the lake.
- 3) Fan Bird : Gehena Desert in room 3 near the chest.
- 4) Yostis : Lester Lake in room 5 near the chest.
- 5) Crab Web : Gehena Desert in room 4 in the water, near the jar.
- 6) Zorak : Lester Lake in room 3 near the lake.
- 7) Akyana : Gehena Desert in room 2 near an abandoned house not so far of the exit.
- 8) Lacoa : Lester Lake in room 4 when you enter.
- 9) Dark Whip : Gehena Desert near the abandoned church in room 3.
- 10) Rachef : Lester Lake in room 2, hidden in the flower up then right of the entrance.

I had a total of 200 000 senis after i sold all the monsters and some green guns and accessories. You can economize the 1000 senis for the night by saving

in Gehena. I suppose that the goal is to reach 800 000 senis. The cycle restarts a second time.

Now, go to the fourth part of the town. Enter the only house here. You find the girl who helped you to escape from the jail. Talk to her, after a short dialogue she disappears. Go to the pub and talk to the chief of the 3 idiots (the blond hair guy) until he gives a dice. Now go to the second floor and enter the dressing room (use the stairs). Talk to Meryl (the chief of the dancers). She knows Hans and want to see him again. You can find an AO Card near her. Exit and you talk to an old man. He says that when she was young Meryl's sister was kidnapped by a mysterious cavalier.

You must catch again rare monsters. Catch again the Red Tooth, the Luname, the Fanbird, the Yostis, and the Crab Web. Sell them after you catch them. After you catch the Zorak go back to Ladona town and an event will occur. Bantross and the other were looking at Sophie. Gomez decides to meet her.

BOSS : GOMEZ

Find the color that weakens him (it depends of the equipment you let to him in a previous CD), then use 3 times a magic spell level 4 and he loses.

After the fight, Gomez is so surprised that Sophie used a pokeball to catch him. You will watch another scene where Bantross worried about this.

Now continue to catch the four last monsters and begin a third cycle of 10 rare monsters. After the 27th monster you decide that it's enough. You enter the pub and talk to a guy named Cort near the exit in the pub. He is the ruler of this bar. He is ok to decrease the debt if you find employees for his bar. Exit on the right and you release Gomez. Unfortunately, Cort can't do anything of him. Gomez will stay near the trash to "grumble" because he is useless.

Keep in mind that 1 employee = 100 000 Kibas. Go to the fourth part of the town, you meet Kanan.

BOSS : KANAN.

After you defeat her, bring her to Cort. She will become a dancer. You can look at her show. Exit and you hear that a thief went in the house of Aboguard. Go there to meet Radia.

BOSS : RADIA.

Again bring her back to Cort. Exit of the pub and this time you meet Elishin.

BOSS : ELISHIN.

Bring him to Cort. He is also recruited as a dancer. Now do a break, and heal. You notice in the first part of the town that the girl in front of the inn has disappeared. She is afraid by a man in a blue coat. Go to the weapon shop, Ein exits.

BOSS : EIN.

Ein is recruited to help the girl to serve the customers. Now Cort need 2 more persons to help Cook and Barten. Exit to the fourth part of the town to meet Mamma. He is playing with the two children here. Talk to him.

BOSS : MAMMA.

Bring him to Cort. He will do the cooker. Now go back to the first part and you

meet Pamela.

BOSS : PAMELA.

Bring her to Cort. She will not help Barten but she will dance. Look at the show. Last go back to the first part of the town to meet Mima. Talk to her.

BOSS : MIMA.

Now the team is complete. Look at the final show and you will see Meryl. She is dancing because there are only 100 000 Kibas to pay to see Hans again. Talk to a man in brown on the second floor. He will propose 3 choices. Answer 1 ten times to pay the 100 000 last Kibas. Now go to Ladona Mountain to tell the good news to Hans. When you arrive you have a recall. The day Meryl's sister was captured she receives her emblem the Spider. You discover that Sophie is Meryl's sister. You take the crystal and awake. Talk to Hans and go back in town. When you arrive at the bar, you learn that Aboguard has kidnapped Meryl because he doesn't want that Hans marries her. Go to Aboguard's house.

After the scene with the girl who helped Pamela, you can create a party.

ABOGUARD'S HOUSE : (light)

ROOM 1 : After you enter you meet a boss, Orga. Kill it. Exit right.

ROOM 2 : You come here just to collect the last orga stone of the scenario. Go back to room 1 and exit left.

ROOM 3 : Use the stairs to open a chest. Now pass the only door you can open and go upstairs.

ROOM 4 : Go right.

ROOM 5 : You see one exit right and some stairs. Use them. You are back to room 1. Use the lever and take the key on the ground. You can open one of the locked door in room 3.

ROOM 6 : Go back to room 5 and exit right. You are in room 6. You find a second key on the ground. Open the last locked door in room 3. Go back to room 6 and go down.

ROOM 7 : Go up to exit.

ROOM 8 : Exit.

ROOM 9 : Use the lever to open a shortcut. it's wise to exit now and save the game. When you go back here, you will fight 4 Orgas before you can use the stairs to the third floor.

ROOM 10 : You must beat 2 orgas in this room. You find two known person. If you answer yes, you paid and they let you pass.

ROOM 11 : At least you meet the final boss, Aboguard. He mutated.

FINAL BOSS : ABOGUARD/GARIGALU. (red)

This boss is very long and it's a good idea to cast fire spell level 4. Gomez must have a fire hammer to be useful (if you haven't Gomez in your team, you need a Striker/a Bouncer like Pamela or Mamma).

You can enjoy the end of this hard scenario. The crystal changes into an egg. You will learn more about it in next scenarios.

SCENARIO 13 : TERROR IN TOWN ! (6 orga stones)

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

BUD : Basically it's a robot and no more a human. He is very powerful and also an excellent magician.

RADO AND THE DEVIL SOLDIERS : Very fun character, Rado is just a guest for the moment.

UNDEAD WITCH : She will help you even if you fight her. She is the guardian of the Raw Link.

GAYACOSH MASTER : He is the keeper of the gate to the Soul Hell.

SOUL EATER : The bad guy of the story.

GUESTS FROM CD 2 :

JIZAMU, LITTLE BEAST GIRL AND THE ELDER.

LISA : Bud's sister.

Bud Robot arrives at Terra Fortuna. Gomez attacks Bud Robot but he loses. After the scene you can create a party. Talk to the warp Gabri to go in town.

TANOS TOWN : (it's Tanas but i'm sure it's related to Tanos aka Thanatos, god of death)

Part 1 : you arrive here. Go to the second part.

Part 2 : Approach of Bud. Rado and his Devil soldiers arrive. Rado pushes Gomez and try to fight Bud. He loses. Go back to the first part. Enter the fortune teller house. Talk to her and answer 3 to help Bud (don't pay 1000 senis by answering 1). You can exit of the town.

Part 3 : you can find here the 3 idiots of CD 1 and the house of Watt, a scientist, and his son Kid.

Part 4 : Here is the pedestal where you can put the Raw Link.

SECRET AREA : Click north of the lake to find it. Take the item and exit.

FAIZAND FOREST : (light)

This dungeon is very cool. If you don't use the good way you will wander infinitely here. On the good way there is always a tree. If you take the wrong way, you will be back at room 2.

Room 1 : Enter.

Room 2 : Go left.

Room 3 : Go down.

Room 4 : Go down.

Room 5 : Go left.

Room 6 : Go right.

Room 7 : you find an orga stone and open a chest. Go back to room 2. This time at room 5 go right.

Room 8 : Go up.

Room 9 : exit.

DEAD SHRINE :

Room 1 : Click on the rock to open it (answer yes). You can find a ring on the right, hidden in a stone.

Room 2 : 1 item, exit.

Room 3 : 1 orga stone. There are 1 item, 1 chest and a save point.

Room 4 : 1 item, exit.

Room 5 : 1 chest + 1 item hidden in the candle of the right. You will find another item and a last hidden north in the candle. You will see a second orga stone and the exit.

Room 6 : Talk to the Undead Witch. Answer 1 then 2. Click on the skull, answer yes then no.

BOSS : UNDEAD WITCH (blue)

After you defeat her, you will take the Raw Link. Kanan obtains her second skill : Siren's Scream. Exit and go back to Tanos. Put the Raw Link on the pedestal to enter the dead world.

DEAD WORLD :

After the cool 3D effect you arrive in the dead world. Take the orga stone. Talk to the cop who is chasing Lisa, Bud's twin sister.

BOSS : 2 GAYACOSH (blue)

Now you can talk to Lisa and then leave her. Enter the house to talk to the Gayacosh Master. You will see the story of Bud. You hear a bell. It's time for the soul to take the train to the paradise. Exit. The purple door has opened. Approach of it and there will be an earthquake. Go back to Tanos. Heal and save.

TANOS :

Talk to Bud. Rado will try again to beat him. He loses. Undead Witch will enclose him in the sign of the ground. Go to the fortune teller and ask the soul of Lisa for 1000 senis (answer 3). To calm Bud she says you must find a Bouquet of his village, Joluba. Go to Terra Fortuna and talk to the warp Gabri. He will offer a new choice (the first) Going to Joluba.

JOLUBA :

When you arrive, Jizamu asks if you are a hunter, answer 1 to him (i want to help Lisa). Enter the house. Talk to the elder then to the little beast girl. To create a bouquet she needs the head of an Ichcoro. In the village you find 3 items. In the house of the elder, push the box to find secret stairs. You will discover an orga stone. Exit. Use the ladder on the left to visit the escape area.

ESCAPE AREA : (blue)

This area is full of Ichcoro.

BOSS : ICHCORO (blue)

Kill all the Ichcoro you see to take all the items and open all the chest in these two rooms. Bring the head to the beast girl. The first time you talk to her, she creates a bouquet and the second time she takes all the other head and thank you. Warp back to Terra Fortuna then into Tanos. Use the Bouquet on Bud and he joins the team. Now use the Raw Link to go to the dead world.

DEAD WORLD :

When you arrive, Bud can't talk to Lisa because Soul Eater arrives. You must follow him in the Soul Hell.

SOUL HELL : (blue)

Room 1 : You find a key to open the door. Exit.

Room 2 : Bud creates a shortcut. You can use it if you wish. 1 item, 1 key and

1 orga stone. Use the key to open the door to the inaccessible chest in room 1.

Room 3 : Save. Take the key south and open the door. Exit.

Room 4 : Exit.

Room 5 : It's time to save Lisa.

FINAL BOSS : SOUL EATER (blue)

Beware, he will use the Heat Rayon and the W Heat Rayon on you. He doesn't fear the magic.

After you kill him, Bud says bye bye to his sister. It's sad but it's like that.

SCENARIO 14 : THE BATTLE AGAINST GAMERANDAL !

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

RADO : He is a very cool fighter but also a poor magician, as Gomez.

BUD/KOBUD : He will awake in this scenario. Once Kobud arrives, Bud will use magic.

GAMERON : He is the leader of the Gamerandal Fortress.

GAMELINE : She is Gameron's sister.

GUESTS FROM CD 4 :

GIGI, RIAS AND THE SACRED KNIGHT.

GUEST FROM CD 6 :

KISKA.

Radia is sad for Bud. Bantross comes and asks Gomez to find Rado. He is the only one who can help Bud. After you warp, you can play Rado.

Kid (the son of Watt the scientist) will ask the help of Rado. First help a girl who is talking with a mafia man.

BOSS : MAFIA (blue)

You have +1 of popularity. Go to the second part to meet the mafia boss.

BOSS : MAFIA BOSS + 2 MAFIA (blue)

After you defeat them, you gain +1 of popularity. If you heal at the inn, be sure to answer no. If you say Yes during the night you will lose a point of popularity. Go to the third part and enter the house of Watt. After the scene Gomez comes. In the next scene, The Gamerandal fortress will come and attack Tanos. Bud arrives too.

BOSS : GOMEZ + BUD

the battle will stop and Bud will help Rado.

BOSS : GOMEZ

With the help of Bud it's easy to win. Talk to Watt. Exit to the second part. Answer yes to an old woman. You help her and gain +1 of popularity. Go to the weapon shop and take the item. Give it to the man and you gain +1 of popularity. Give 1000 senis to the fortune teller to gain +1 of popularity. Exit of the town.

SECRET AREA : Click on the island to find it. Take the item and go to the next dungeon.

PALACE DESERT : (blue)

ROOM 1 : 2 items. Exit.

ROOM 2 : 1 item, exit.

ROOM 3 : 3 items and 2 exits. Take the first right, use the sand fall to reach 3000 senis in room 2. Back to room 3, use the second exit.

ROOM 4 : Save. You find an orga stone and a chest. Exit.

ROOM 5 : You arrive in a small village. Enter the house and talk. Now you can exit to the sixth room.

ROOM 6 : Here play with the sand fall to collect all items.

Bring the item to the man in the house. Exit.

Talk to the man near the balloon (from the left) answer yes and Gamerandal will attack. You take off. You land on Gamerandal. Approach the guard.

SECRET AREA : Click on the island to find it. Take the item and go to the next dungeon.

PALACE DESERT : (blue)

ROOM 1 : 2 items. Exit.

ROOM 2 : 1 item, exit.

ROOM 3 : 3 items and 2 exits. Take the first right, use the sand fall to reach 3000 senis in room 2. Back to room 3, use the second exit.

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Talk to the man near the balloon (from the left) answer yes and Gamerandal will attack. You take off. You land on Gamerandal. Approach the guard.

BOSS : GAMERON (blue)

Gameron is saved by his sister, Gameline. Everyone is happy they go away. Talk, click on the barrel to find a devil ring and exit. You can visit the fortress to save.

KINPOCA SHRINE :

Enter the shrine. Approach of the king, Shina Rock, and fight his birds.

BOSS : HYPER BIRDS (light)

After the victory you exit to the balloon. Take it to go back in Gamerandal. After the scene, save and use again the balloon.

LADONA MOUNTAIN : (blue)

Go down to where Hans worked. You find a new tunnel.

ROOM 1 : 1 item. 2 exits. Left or right. Go right first.

ROOM 2 : Take the chest and go back to room 1. Use the other exit.

ROOM 3 : Use the ladder.

ROOM 4 : Use the ladder to reach the orga stone. Then click on the egg to kill all the Little Byters

ROOM 5 : Time to fight the mother.

BOSS : GRAN BYTER (blue)

After the scene, save and the next destination is Gaston's Hills.

GASTON'S HILLS : (green)

Enter. In this room, take the item and enter the house. You watch a scene Where Larry is killed by a soldier. After the scene you must go back to Gamerandal. During the fest, a soldier read the diary of Larry and you discover that it was a big friend of Kid. You are teleported and Dios says that you can't awake because you are evil. You awake in Larry's house. After the scene, exit and Gamerandal will attack. Kid is kidnapped by Gameline. try to follow her and she escapes. Go to the room south to find an orga stone. Exit to the map. Re enter the hills. You meet Gomez and Bud. A baby screams. Go back to Terra Fortuna and create a party, then you can explore the dungeon.

ROOM 1 : 2 items, you hear the scream again.

ROOM 2 : 2 items + 1 chest. Exit.

ROOM 3 : 2 items, Bud remembers of the baby he took in CD 2. He leaves the team.

ROOM 4 : Follow Bud.

ROOM 5 : Bud awakes by using Kobud, the baby inside him. He is the Serpent and will revive inside Kobud. Technically Bud is no more. Rado awakes too. He is the Unicorn and comes with his first skill, Grand Cross. Exit. Bud's skills are Wlight Rayon, Wrecov Rayon and a fury where he hits everyone (friends and foes)

ROOM 6 : Go south to find an orga stone, then go north to exit of here.

GAMERANDAL FORTRESS : (green)

ROOM 1 : Kill the guy and enter.

ROOM 2 : Use 2 switches, open a door for a chest and an item.

ROOM 3 : You find 1 item here. Use a switch then a second.

ROOM 4 : You need a key for the chest, find it by using the second exit up. Use the first exit.

ROOM 5 : Exit for the moment, you need a key.

ROOM 6 : the true exit is closed, go to room 7.

ROOM 7 : There is one chest. You find a key, so you can open the door in room 5, and then you will find an orga stone. Press the switch here, to open the good way in room 6.

ROOM 8 : Go back to room 6 and use the new exit. In room 8 you can save.

ROOM 9 : You can't use the balloon, exit.

ROOM 10 : There is an orga stone hidden by the decor on the right. Exit.

ROOM 11 : it's time to fight the boss. Gameline asks the soul of her big brother to be strongest.

BOSS : GAMELINE (green)

Be sure to heal after the fight. Exit.

FINAL BOSS : GIGI (light)

After this fight, Gigi orders to retreat. The giant ship of the sacred knights



destroys the fortress. You can enjoy the end of the CD.

ADK, on the road to Eldorado.

#### 9 RETURN TO TERRA FORTUNA :

It's fairly simple, at the screen where (after you load a file) you can select a scenario, press down after the last scenario for a new choice which is : "go to Terra Fortuna", answer yes (the dragon shines). Between each scenario, the storyline changes and you can create a party by talking to the gabri (name of the creature in Terra Fortuna) of the right. This Gabri is even called in CD 4 "the party Gabri". You can have only in a party a character who received an emblem.

Since CD 3 this option is available during the game and not only when you go back to Terra Fortuna, i hope you will appreciate it.

Another point of interest is when you go up of the main room. You arrive near 2 shops. One is for exchanging Orga Stones against an item. Every five orga stones you receive something.

Just near is Bantross, talk to him and he explains that the next shop is the DOWNLOAD SHOP. It means that you must go on the internet homepage and download the files there. Once done come again to this shop, and choose to load your download files. You will buy extra items that are not sold elsewhere.

Since CD 2, you can make shining an orga stone. It happens when you exchange orga stones against an item.

#### 10 ELDORADO GATE AND THE VGA BOX :

If you are using this device to play with you DC, i just want to say that you need to have a distance of one meter or two between you and your computer screen. If you play this game at 5 cm of the PC screen, you will see a Genesis game in 320 X 240. On the contrary with the distance you will enjoy the antialisasing and see that the VGA BOX is effectively more suitable than any other cable (Scart, Cinch or S VIDEO).

#### 11 FAQS :

How can i earn money ?

When you fight a bird, use magic on him before he escapes. You can also sell the useless items and weapons. In CD 4 for example, when you kill light monsters you find money. You can also sell monsters captured by Sophie.

Is there a secret scenario in this CD ?

No.

How can i be sure that the eleven scenarios are synchronized ?

On your save file you see, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 once you have completed them all.

How can i obtain all the scenarios on the same file ?

Once you have saved after the end of a scenario, reload the same file to access to the next scenario, then overwrite the file of course.

#### 12 CREDITS :

I thank Capcom for this good idea of RPG.

Thanks to Lord Gynn. He helped me to buy the three last Eldorado Gate.

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