

El Dorado Gate: Volume Three (Import) FAQ/Walkthrough

by ADK

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ELDORADO GATE VOLUME 3 WALKTHROUGH BY ADK

Final version :

Welcome to the third chapter of this saga made by Capcom. This guide is now complete. I wrote it for people who used my others Eldorado faqs. I haven't abandoned the saga. After one month of struggle with my retailer i eventually obtained the original game. It's sure that SEGA has stopped to product dreamcast but everyone who want one have it, there are 2 millions to sell in shops and 10 millions that are waiting in SEGA's warehouse. The game are here but shops don't want to buy them cause they think the machine is already dead. Making walkthrough becomes a hard work in these conditions. The best we can do is to mobilize ourselves and ask for these games our country will never translate.

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

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. The only thing i haven't done yet is to find all the orga stones of each scenario, so if someone wants to e mail me their locations, be sure he or she will have the full credits.

I have missed one orga stone in scenario 7

I have missed one orga stone in scenario 8.

Version 1.1 : I missed an event at the beginning of the game. That's why i was stucked.

Version 1.2 : A full faq at least. I have restarted the game from the beginning and people who were using this guide must also do it, sorry. All sections updated.

Version 1.3 : added a cast of characters in scenario 8. Sorry i have forgotten it.

Version 1.4 : i corrected some english errors.

Final version : the special version for my site and gamefaqs.

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.

Here is the summary :

- 1 A QUICK REVIEW OF THE THIRD CHAPTER
- 2 WHAT HAS HAPPENED DURING THE PREVIOUS CD
- 3 BATTLE SYSTEM AND MAGICS
- 4 WALKTHROUGH
- 5 RETURN TO TERRA FORTUNA
- 6 FAQS AND CREDITS

1 A QUICK REVIEW :

Well in the third chapter, the presentation is as good as in CD 1, and i really have the feeling that Hamano worked this time. Hamano's design stays really pathetic in the song, but i admit that this time he made a good work for the third chapter. Nothing was forgotten.

In the way of the graphics, Capcom increases the quality with super cool decors . There are less details than in chapter 2 however. New situations appears like taking a sub marine, or having a pig or a dog in the team. Also the 3D effects of the level 3 of magics are welcome.

In the way of animation it's exactly the same thing, fun, Plus Capcom added real 3D effects and also news magic spells, in 3D. The monsters are numerous and various.

There is one new music that appears but it's not a cool one and i regret there is no voice acting. However if you complete the game, you will hear a voice acting of the dog, Thomas. Well, just to say there is one....

The maneuverability is perfect as usual.

What's really change again is the interest. The quest are longest but are for sure, more difficult. It's a real pleasure to complete this CD, but if you don't have a save file of previous scenarios, you will have problems of money and magic spells, it is sure.

I'm proud to play this game with my Dreamcast, even if we can play to Dead or Alive 3 or Virtua Fighter 4 on another machine. I can't wait for CD 4.

In some quests you can interfere to help the new hero you meet and the synchronicity with other scenario file allows you to find the previous hero as you let him.

So cool to my humble opinion. Also, scenario 7 and 8 allow to use the "create party" function in Terra Fortuna. You will see it in my guide.

PRESENTATION : 12/20

GRAPHICS : 18/20

ANIMATION : 17/20

SOUND : 17/20

MANIABILITY : 18/20

INTEREST : 18/20

FINAL NOTE : 90% (i don't care what you think it's a good game).

ADK, on the road to Eldorado.

2 WHAT HAS HAPPENED DURING CD 1 & 2 :

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 an 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.

3 BATTLE SYSTEM AND MAGICS :

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 them like in Cosmic Fantasy Story.

Last 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 CD 1, 2 and 3 but i prefer to say it now so you can decide by your own.

This blacksmith is also here to 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 later if it's necessary.

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 and 3 magic, the monsters will abuse of level 3 magic.

To cast a level 2 spell you must combine two magics like Ice and Ice to create Icen. You can cast a group magic, W ice for example is a group magic. If you combine it with Ice or another W ice you obtain W Icen a powerful group 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 3 magics used by foes.

You can store the combination by using the third option after a combination "the list option". Then use the List menu after all the magics menus during a battle. It's useful.

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 quite effective against all monsters. But even if you find some light equipment after a battle they are not very powerful. In CD 3 however, level 2 of light armor or light axe are recommended to have a powerful character.

4 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.

About the SECRET AREA on the map in each scenario :

To access them, move the cursor on the map and press START to find them. The secret area of scenario 7 is on the corner of continent, near the first cave and town.

The game begins with Bantross. He reminds you the story of Kanan. Then Kanan is contacted by the evil spirit of the mask.

"Kanan, Kanan, come to me ", you must answer Yes (answer 1).

The Gabris give the alert. Gomez, Ein, Radia and Elishin decide to help Kanan.

Elsihin : " There's no time to waste, come on ! "

Radia : " Kanan is my friend too, come on !"

Gomez : " Ok, i'm coming..."

Ein : " I'm my own master and i decide to help ! "

SCENARIO 7 : DEFENDING A FRIEND ! (6 orga stones)

CAST OF CHARACTERS :

GOMEZ,BANTROSS,EIN,ELISHIN, RADIA, KANAN.

PANNEL : A guide in Cole village. You must recruit him to not be stuck in the game.

DINSHARK : The bad guy of the part with Gomez.

PENNEY, RASINI, NIOK : 3 magicians who are serving Rayfish, or someone else maybe.

TENGUY : is a sailor and the only one who can take you to Sengo island. Help him, give some vine.

TOCLAS : The bodyguard of Crabdoll.

CRAB DOLL : He is the guardian of the bubble ball.

RAYFISH : The final boss of the part with Elishin and Radia.

GRAN BELL : He is a inhabitant of Vanis, but he seems to be afraid of his true nature.

KELB : The final boss of scenario 7.

SPECIAL GUEST FROM CD 2 :

JIZAMU : This samurai is actually searching for Bud. You will see him if you go in Cole Village at a certain moment.

The action takes place in the region of Vanis (maybe a clone of Venise cause the capital has lot of flood in it). It's a small reference to Italia.

TREBA WATERFALL CAVE : (must be equipped in Green)

ROOM 1 : Enter the dungeon. You see a warp to Terra Fortuna.

ROOM 2 : Kanan is here. You can't join her cause of the water. You decide to explore more to drain the water here.

ROOM 3 : 1 item and 2 exits, one leads to a save point, the other is up. Try to go right before the exit to open a chest. The exit down is a dead end with an item and then take the one just up.

ROOM 4 : Go up to open a chest then continue down. There are 3 items + 2 hidden in flowers. Talk if you wish to the guy here and use the ladder.

VANIS TOWN : (a clone of Venise)

If you go down you can arrive in a harbor, go inside a tower and climb the stairs. On the top, hidden by the decor, is an orga stone. Go back to the area where you arrived first. Now talk to the guy on the left near the church and Elishin and Radia leave the team. Talk to the guy on the right (a cooker), answer Yes (answer 1) to meet Dinshark.

Talk to him, he wants you to bring him a TRUFFE, to help you he gives you TINTIN THE PIG (ta ta !). Exit of the town. Note that a lot of items are hidden in barrels, ground and buildings of this town. Note also that in the pub, a guy with red hair talk of a group named BARO. You will also see a character of the fifth CD, the monster hunter Sophie.

"Believe in Baro and fight the dolls" (curious no ? you will understand later)

MAGI FOREST : (red)

ROOM 1 : There are one item here and one chest. You meet the master monk GOW.

ROOM 2 : 3 items here, exit north.

ROOM 3 : Simply exit.

ROOM 4 : You can find 4 items here. Exit.

ROOM 5 : 1 item + 1 item hidden on the tree south of the exit. Exit of the dungeon.

COLE VILLAGE :

When you arrive, search for the little vine field on the right of the entrance to find an orga stone, hidden by the vine. Go directly in the cave here after you saved, to kill a boss.

BOSS : GARAGARLA. (red)

After the battle you discover an egg. Take it. Please don't forget to talk to Pannel, the big guy just near. ANSWER NO 3 times to him and he will join the team (If you answer yes you give the egg to him and it can change a detail in scenario 8). Try to equip yourself in Blue because the monsters of Mayla Moutain are very hard to kill. Bring the egg to the magician, MAGIMO, in Vanis town, his house is the one near the Ein robot in the main place. You will have to choose between :

- light axe level 2 for Gomez
- light armor level 2 for Elishin
- light ring.

I personally take the light armor, cause Elishin is a boss with it. Elishin will find it in the inventory when you will play him. Now return to the map and this time go in the next dungeon.

MAYLA MOUNTAIN : With and without the help of Pannel ! (Blue)

ROOM 1 : Once you arrive, Pannel shows how to destroy a rock. With this you can access, new rooms, new chests and also the last room of the dungeon directly. Exit or use the cave. In the cave you find a chest + 3 items. You see 2 exits, north right to the end of the dungeon and north left behind a rock for a chest.

This is the only moment where you can access to all chests and destroy all rocks here so even if it's difficult don't finish the dungeon by using the shortcut provided by Pannel.

ROOM 2 : There is one item. If you walk on the spike, you will find an orga stone.

ROOM 3 : Exit.

ROOM 4 : 1 item then the exit.

ROOM 5 : The chest behind the rock can be taken by using a bomb. Exit.

ROOM 6 : Click on the stone under the flag to see a little scene. Read the sign and answer yes. After a moment, Tintin will find the TRUFFE. Before you take it, destroy Rocks down to find an item and then bring the Truffe automatically to Dinshark. Answer 2 to fall in a trap.

Save here. Advance.

BOSS : BAKU BAKU + 2 POACH BAKU. (green weapon)

Now exit. Talk to Dinshark again and he becomes a boss.

BOSS : DINSHARK (green)

You have obtained one of the key of the tower that drains the water in town. You wonder what Elishin and Radia became.

MEANWHILE :

Elishin and Radia meet Rayfish. She asks them to bring her a BUBBLE BALL. If you talk to his butlers, one of them says that you can find it on SENGO ISLAND. Cool, so you need a boat. Go on the harbor and take it... no. It won't work. Talk to the old man, he said that only Tenguy the sailor can take you to SENGO ISLAND (the only crazy sailor that can do this for you, why ? the island is full of monsters). You can find him in the pub of the town. Talk to the guy that looks like a sailor of course. He said that he is ok, only if you bring him the KELMI VINE. You ask to his little brother where to find it (the guy at the same table), and he answers that it's in

Cole Village near Mayla Mountain. OK, exit to the map.

MAGI FOREST : (red)

ROOM 1 : You will use another way by going up to reach different rooms.

ROOM 2 : 1 chest + 1 item.

ROOM 3 : Pass the bridge.

ROOM 4 : Down there is a chest. You can enter the log here. Exit.

ROOM 5 : 1 item. Exit of this dungeon.

COLE VILLAGE :

Once you arrive, talk to everyone. You can access to the Kelmi vine field here only if Pannel came with Gomez and Ein. That's why i understood "You need a guid who takes you to Mayla Mountain. Pannel is the last guid of the town but he didn't want to come with me." Of course because he must join Gomez...

Anyway, there is no more a problem. So you reach the field and ask the permission to take vine with you. The girl is ok and lets you pass. You watch a scene with Bud Robot destroying the house. Then he flies again. You can find an orga stone here, just behind the first small wall. Then Take the Kelmi vine and bring it to Tenguy. Now you can go to the harbor and take the boat. What a mess !

SENGO ISLAND : (green and red according to the monsters)

ROOM 1 : You find one item here. Exit.

ROOM 2 : You find 2 items and one chest. You see 2 exits but they lead to the same room.

ROOM 3 : You find one chest and one item. The exit north right leads to an orga stone, the exit north left leads to room 4 and the exit left to room 5.

ROOM 4 : exit on the left to room 5. 2 items and the exit to room 6.

ROOM 5 : 1 item + 1 chest, the exit here leads to room 4.

ROOM 6 : 3 items and the exit to room 7.

ROOM 7 : Save. You find one chest. Then meet 2 monsters. Answer Yes to fight Toclas.

BOSS : TOCLAS (green)

Simply use magic on him.

Then answer yes to Crab Doll to fight him.

BOSS : CRAB DOLL (green)

Now you have found the Bubble Ball. Elishin will obtain his second skill by touching the bubble ball. He can do a super attack level 2 now ! Exactly as for Gomez, Rayfish betrays you and you fall in a trap. Try to exit, you can't, return to where you fall and you hear a sound. The statue which blocks the way has moved.

The 3 magicians come to kill you. They said that they are working for another person.

BOSS : PENNEY + RASINI + NIOK

Concentrate all your power on one magician, because they are powerful together. Kill them from the left to the right. Use Ice on Penney and Rasini and Fire on Niok.

Then you will talk again to Rayfish.

BOSS : RAYFISH (green)

She fears the green power, she is not very difficult.

It's time to activate the drain machine in order to help Kanan. Before you enter the tower be sure to save at the inn. If you wish to equip everyone in fire armor, be sure to buy those of the village of Cole. You will also see Jizamu from CD 2, who is searching for Bud. He has heard of his "show" here.

Enter the tower but Gran Bell arrives and shows his true face.

Gran Bell : " I'm a doll, i will obey. Neither Dios or Raijin can command me, and you will obey too or die "

Answer what you wish (answer 1 really makes him furious) and fight.

BOSS : GRAN BELL (red)

Everyone must have a fire armor. Gomez must have the fire Spike Hammer. The other heal or cast level 3 magic spell.

After this tough battle you can go upstairs. You activate the machine, but another doll appears. It's Kelb. He creates a magic barrier you can't break without a special item and use a wind to crush you all. (Dinshark will say : "Ho Honey..." and Rayfish will answer : "My My darling..." i didn't say it but they are more than friends).

Now you are Kanan. Each time you can, advance in the dark until you stop for a recall and be sure to answer NO.

RECALL 1 : You stole the bred.

RECALL 2 : Your mother didn't help you.

RECALL 3 : Your friends didn't want to talk to you, only the guard comes to talk and arrests you.

RECALL 4 : You killed Freeman.

RECALL 5 : What you become, what you are : a lonely girl without no one in her life. The third answer is the good one.

After the fifth recall you have lose all your (evil) power. You are teleported. It's time to awake Kanan. Now that Kanan is free of her curse, she receives the Siren emblem. Simply exit.

Mysterious voice : "We have lost Kanan, what a shame..."

Don't forget to take the Uroco item in room 1 because it can break the magic barrier of Kelb. go back to Vanis and save. Visit the underground of the town to collect an item and a chest in a secret room hidden by the decor. Equip Kanan in green with the gold bow and the best green suit at the shop. Go to the tower and talk to Gomez. He awakes and Elishin awakes too to help you. Talk to Rayfish and she takes care of Dinshark. It's time to kill Kelb.

BOSS : KELB + 2 TENTACLES (green)

Concentrate your power on the left tentacle, which is the attack tentacle and try to never hit the right tentacle which is the defense tentacle. You must hit only the head. The problem is that the right tentacle protect it sometimes and once the two arms are destroyed, they respawn. The battle is long, be sure to have all your time.

Kanan will go back home just to see if everyone is ok and you will enjoy the end.

Extra Note :

From this moment on, Kanan has awoken. If you replay her scenario in the first CD, you will be able to fight the Heat Titan. The combat is still tough and i will give advices maybe in another guide. For the moment, if you wish to fight by yourself this boss, be sure to have a blue gold bow and a blue suit. I suppose it will be easy to kill him with a strong armor.

SCENARIO 8 : THE STORY OF PAMELA : (4 orga stones)

CAST OF CHARACTERS :

Bantross, Gomez, Ein, Elishin, Radia, Kanan, Tenguy.

PAMELA : The new heroine. You must help her to recover her memory. She is a mix of Gomez and Kanan. A good character.

KARLA : is the best friend of Pamela. After she helped Pamela to escape, she was captured.

THOMAS : is the dog of Karla. It has a special power. It can understand and communicate with Karla. You must find him in order to restore the memory of Pamela.

CASHI : Is also a friend of Pamela and the leader of the Baro.

ZAN : Is the black ninja who chased Karla, Pamela and Thomas at the beginning of the scenario.

GOW : Is the famous master monk of Vanis. However, a rumor said that he completely changed of mind after he met Titan.

MAGIMO : is a scientist. He lives in Vanis town. He is afraid of Titan.

TITAN : Is the chief of the puppet army. He wants that everyone become a puppet. But sometimes he acts also like a puppet.

DORINE THE PUPEETER : is she real, or not ? She is rumored to live in Titan's dojo. But it is well guarded. How can someone check if she exists or not ?

The scenario begins with Pamela, her sister Karla and their dog Thomas who are running from a black ninja. Unfortunately Pamela falls and Karla is not strong enough to beat the ninja. Thomas takes with her the memory of Pamela (concentrate in a small item, you will understand later) and run. Karla is captured.

Bantross : " Gomez, Elishin,... Radia, Ein, someone ! Ok i will save her. "

" It began like that. Pamela is too weak to retrieve by herself Thomas the dog. Anyone wants to help her ?"

Gomez : " I hate dog, i don't want he makes pipi on me. "

Ein : " If master Gomez don't go, i don't go. Simple."

Elishin : " It has been since a long time i haven't see my girlfriend, bye ! "

Kanan : " I have just recovered my force, it's too early for another quest. "

Bantross : " Ah Radia ! thanks ! "

Radia : " Me ? I haven't... Well, let's gooooo...ooooh la la... "

Don't despair however. Go in the central room and talk to the gabri on your right to create a party : take Gomez and Elishin with you. Then talk to the gabri of the left to quit Terra Fortuna.

TOLLEY VILLAGE :

You arrived here. Go north to enter a dojo. Take the orga stone here. After she talks to a Kendo student, Radia learns her second skill, attack level 1. Now you can exit of the town.

Once in the map, you can find a secret area in the mountain or in the small island in the river that split the continent in two.

SECRET AREA : (european dreamcast)

Very special. You see 2 magic stones. If you take one of them you gained 99 items in ice or fire. After you take the first you fight a green element. But it's too powerful to be beaten now. I hope we will come back to it later in CD 4 or 5. Run he is invincible (Monster number 107 in the monster gallery).

SECRET AREA : (japanese dreamcast)

You arrive in a strange store where a pet talks of on line server. You will find a chest hidden by the giant screen with a poor magic item inside. You will see 3 URL linked to the world of Eldorado.

Extra note :

The second time i played the game, i arrived on the second area, the difference was the machine. I don't know if it's linked to the machine, but there is a way to go to both secret area because the monster number 107 must be seen if you want to have it in your Monster Gallery.

ARIDE DESERT: (light and blue according to the monster)

You can use only group water or level 3 water spell to win each battle.

ROOM 1 : 1 item and the exit.

ROOM 2 : 1 item and one chest. One exit leads to a broken bridge. Forget it and take the other exit.

ROOM 3 : 1 item + 1 chest. Exit.

ROOM 4 : 3 items (one is hidden in the big stone on the right of the dead end path). Exit.

ROOM 5 : A secret area in the rock which looks like a spike with a chest. You find 3 items here and 2 exits. The exit north left leads to an orga stone. Exit north right.

ROOM 6 : 1 chest and the exit.

ROOM 7 : You watch a strange scene with some Baro cultists. Advance and don't talk to the guy here. Continue to an exit and take the item you can see when you are in room 1. Now return to the guy for a little show. They ask the code to enter the base, they know that you are not Baro cultists. Answer 3, then 2 (take a battle pause (or posture)). A nounours, oh sorry, a bear arrives.

BOSS : POACH BEAR + 2 BARO CULTISTS (blue)

Use group water on them. The bear performs a fury every 3 or 4 turns and hits everyone, allies and foes. Then use the ladder.

BARO UNDERGROUND BASE :

Begin to find the dog by going as down as possible, or after the cooker takes him if you have used the wrong way like me. Anyway talk to the dog Thomas, he will feel the smelt of Pamela on Radia and will join, then he will run. You must chase Thomas until he shows you where the memory of Kanan is. Take it. You can find an orga stone hidden by the boxes here. Now try to escape, i said try because you will fight a lot of baro cultists on the way. You can find a King Card in the room where the dog was.

BOSS : 3 BARO CULTISTS + POACH BEAR (blue)

After the battle CASHI arrives and stops the cultists. She has recognized Thomas and she is the chief of the Baro. It's not a religion. They are fighting against the dolls. Magimo and Titan made experiences and brainwashed everyone in Vanis, the town of the 2 pisces (Dinshark and Rayfish). Fortunately Karla stole the memory of Pamela and helped her to escape. You bring the memory to Pamela. She remembers a lot of things but you must find other parts of her memory in order to help her to awake.

PAMELA : " It's pay back time ! "

RADIA : " I will come with you ! "

You can take with you Elishin and Gomez for example when you create a party. Go back to the BARO base and talk to Cashi. She recognizes Pamela and asks her to find all the Baro member on the bridge. Go to the bridge in Room 2. The Baro member create a passage. Use it to reach Vanis town.

VANIS TOWN :

Save and go in the house of Magimo. Search for a wall on the north, it's a secret door. Enter.

ROOM 1 : Push all the switches here to reach the chest. It has a memory disc inside (Tenguy's memory)

ROOM 2 : You meet Magimo. He explains that he was used by Titan to create dolls. Titan has destroyed Dinshark's house to make is dojo. Magimo threw all the memory discs of Pamela in the water. He hates her, that's why he captured her. Try to exit.

MAGIMO : " YOU WILL DIE PAMELA, TOULIAAAAAA !!!!!!! "

BOSS : MAGIMO (everyone must have a blue armor)

You obtained a memory disc (one of the guard of the house of Titan). Now exit.

Talk to one of the 3 scientists here. He recovers and talks to you of an egg. The snake escaped in the sewer. Go to the house of Rayfish and go in the sewer by using the ladder under the statue. Talk to Garagarla's son, answer yes and he will give to you a Kusanagi Card.

Bring his memory to Tenguy and you go in his sub marine (it reminds me Gulliver Boy).

SENGO ISLAND 2 : (green)

ROOM 1 : Enter.

ROOM 2 : Go right in the hole.

ROOM 3 : Open the chest and Pamela finds her attack and defense memory disc and 2 items on the ground. Exit.

ROOM 2 again : go left this time. Fall in the hole.

ROOM 4 : Open the chest to recover Pamela's magic ability and skill memory disc and find one item on the ground. Exit.

ROOM 5 : Fall in the hole.

ROOM 6 : 2 items + 1 boss.

BOSS : CATIDO (green)

After his death a storm appears. Use it. Awake Pamela ! Pamela receives the Wolf emblem and her first skill, healing. Exit and return to Vanis (talk to Tenguy). Go to Dinshark's house and talk to the guard of the right. You give to him his memory and he lets you pass. Enter the dojo with blue armor and weapon (you can take an item in a jar before).

Have you seen " le jeu de la mort " (i don't know the english title) with Bruce Lee, it will be the same thing here.

1F : Beat the 3 idiots who caused problems to Gomez in CD 1.

2F : Beat DOKI, after you click on the jar. You can't attack but you can cast magic and especially ICE * 3 on him. Save.

3F : Beat GOW, the master monk (blue). Magic is useless on him so hit him. Save.

4F : Beat ZAN, the black ninja. To kill the true Zan, simply fight the same guy until it becomes the true Zan (light). Then try to go to 5F but Karla stops you. Pamela tries to give her back her memory but it's useless. Beat Karla (blue). She is ill when you try to go to the inn. Save and go to 5F.

5F : Beat TITAN (blue), beware of his counter attack skill. But he wasn't the final boss as

expected. He is only a puppet.

MYSTERIOUS VOICE : " I want a lot of puppets. I like puppets, They obey. You will become my favourite because you are stronger than my ancient favourite, Titan. Look at your new master, DORINE ! "

BOSS : DORINE THE PUPEETER (light)

You can at least enjoy the end of this scenario.

ADK, on the road to Eldorado.

5 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. You can have only in a party a character who received an emblem. Now this option is available during the game and not only when you go back to Terra Fortuna, i hope you will appreciate it in this CD.

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 isBantross, 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.

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

6 FAQs AND CREDITS :

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.

Is there a secret scenario in this CD ?

No.

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

On your save file you see, 1, 2, 3, 4, 5, 6 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.

I thank Capcom for this good idea of RPG.

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I'm sure to obtain the fourth CD (there is a sound test inside and 3 scenarios), the saga is rumored to finish at CD 5 because it doesn't have a good success in Japan but it was also said that if the saga doesn't end at CD 5, it will end at CD 7, as it was originally planned. This fact has changed in the last week of March because at the beginning of March, i read an article about this saga, and Hamano was working on the design of CD 10. Too bad that Capcom changed his mind.

ADK, on the road to Eldorado.