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<><>   a. Controls   <><>  

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BUTTON	MOVEMENT MODE	BATTLE MODE	MENU SCREEN
Control Pad	Move Character	Move Cursor	Move Cursor
A	Talk, Check Something	Confirm Action/ Selection	Confirm Action/ Selection
B	Dash	Cancel Action/ Selection	Cancel Action/ Selection
L	Change Character Order	View Order Commands	Not Used
R	Change Character Order	View Defense Commands	Not Used
Start	View/Hide World Map	Not Used	Not Used
Select	View Menu Screen	Return To Movement Mode	Not Used

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<><>   b. Battling   <><>  

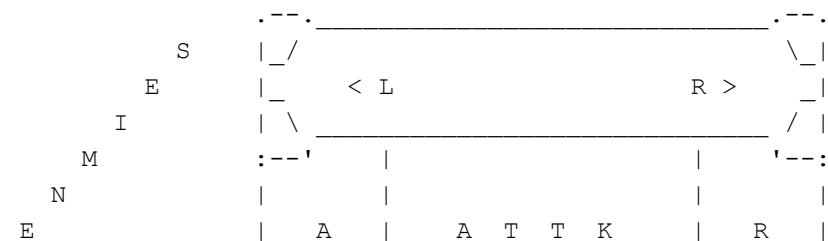
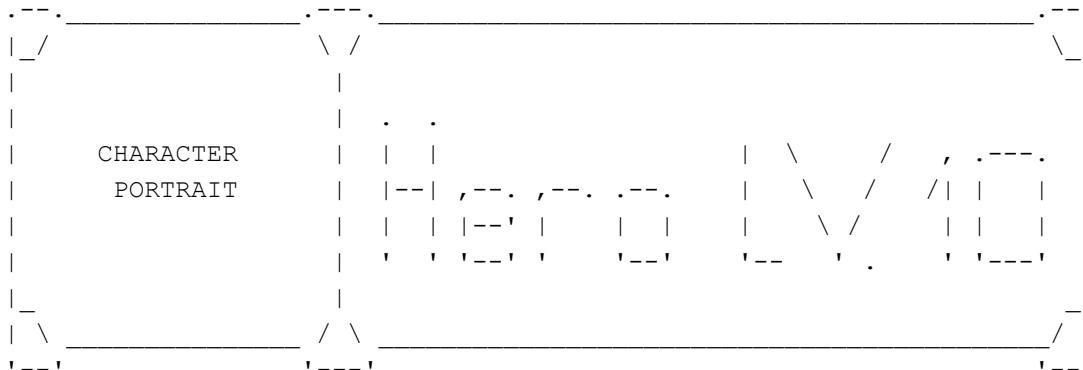
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DISPLAY
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|   U   |   C H N G   |   U   |       |       |
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|   T   |   S P E L   |   N   |       |       |
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HP	###	HP	###	HP	###	HP	###
=====		=====		=====		=====	
AP	###	AP	###	AP	###	AP	###
=====		=====		=====		=====	

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BASICS

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Commands

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- Attack (ATTK) - Ally attacks selected enemy with equipped weapon
- Change (CHNG) - Change to a different character that is not currently fighting
- Spell (SPEL) - Ally performs a spell
- Item (ITEM) - Use an item from your inventory
- Auto (AUTO) - Computer does the battle for you automatically
- Run (RUN) - Run from battle
  
- Switch (SWCH) - Switches the row of the allies
  - Press L to access
- Defend (DFND) - Forfeit a turn to decrease the amount of damage inflicted upon an ally
  - Press R to access

Status Ailments

=====

This is a list of the many negative effects that your character can suffer in battle throughout the game. Also is included are methods of how to cure them.

POISON

Effects:

- o This ailment takes away a fraction of ally's total HP every round while in battle
- o Outside of battle, poisoned allies also lose HP with every step you take

Cures:

- o Heal, Purify spells
- o Antdt, Antler, Charm, Mackrl, Trout, Panacea, M.Drop, Life2 items

CURSE

Effects:

- o Character's statistics are lowered

Cures:

- o Heal, Purify spells
- o Charm, Panacea, M.Drop, Life2 items

PARALYZE

Effects:

- o This effect immobilizes an ally for a few rounds
- o Ally cannot perform any command while paralyzed

Cures:

- o Heal, Purify spells
- o Charm, M.Drop, Panacea, Life2 items
- o Wait for the effect to wear off

ZOMBIE

Effects:

- o Character is transformed into a Zombie creature
- o Statistics are lowered sharply

Cures:

- o Heal, Purify spells
- o T.Drop, Charm, M.Drop, Panacea, Life2 items

STUN

Effects:

- o Occurs when an ally's HP drops to 0
- o Ally in Stun state is totally immobile until cured

Cures:

- o Life, Panacea, Life2 items

Other Battling Information

=====

- \* Battles occur randomly in any area where there is enemy activity, including the World Map and any other dungeons, forests, caves, etc.
- \* In battle your character and allies can strike with a Slam attack, doubling the damage done to the enemy. Also, your character/allies will, at times, strike back at an enemy with a counter attack (Cntr) after being hit. These attacks occur randomly in battle.
- \* In boss battles, though the boss may appear to be at 0 HP, they may flash and still stand for a few more hits
- \* When your entire party is in the Stun state (all allies are down to 0 HP), you are warped out of battle to the last Dragon Statue that you saved at.
- \* After every battle, the amount of experience points (EP) and gold (GP) you receive will be shown on the screen, followed by any items that the enemy dropped.

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<><>      c. Characters      <><>  

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/-----\  

|              R  Y  U              |  

\-----/  

/-----\  

|              Description              |  

|              -----              |  

|  Ryu is a descendant of the White Dragon Tribe |  

|  and has the ability to turn into a dragon. The |  

|  tribe has sealed its power after almost      |  


```

destroying the world in the Goddess War of several thousand years ago. However, it is allowed to use it when the world is in danger in order to save it, Ryu lost his parents when he was young and now lives with his sister, a shaman who can summon powerful magic. Ryu's hobby is fishing.

Starting Statistics

		HP	20/ 20
		AP	0/ 0
LEVEL 1		EXP	0/ 10
STRENGTH	10	ATTACK	15
VIGOR	10	DEFENSE	19
AGILITY	8	ACTIVE	3
WISDOM	12	INTLGCE	12
LUCK	12	FATE	12
		MAG DEF	9

Starting Equipment

WPN	Dirk	SHD	WoodSH
ARM	Robe	HLM	StrawHT

Special Ability

Fishing - Ryu can fish in small ponds on the world map. There are different rods available in the game and you must use better rods to fish for better fish and items.

N I N A

Description

Nina is from the Fae tribe. She can turn into a gigantic bird and fly through the air with people on her back. The Fae tribe abhors fighting, and its people hid themselves in a remote mountain during the Goddess War. Because of their seclusion, their ancient traditions remain intact. Nina learned the ancient ways when she was young, and now she is a master in the use of healing magic.

Starting Statistics

	HP	36/ 36
	AP	45/ 45

LEVEL 5		EXP	140/ 280
STRENGTH	10	ATTACK	15
VIGOR	24	DEFENSE	32
AGILITY	35	ACTIVE	9
WISDOM	38	INTLGCE	38
LUCK	30	FATE	30
		MAG DEF	30

Starting Equipment  
-----

WPN	ShortRP	SHD	None
ARM	Dress	HLM	None

Special Ability  
-----

Flight - Late in the game, Nina gains the ability to fly, allowing your party to reach areas previously out of reach. Flight can also get you to places much faster than walking.

B O

Description  
-----

The Hunting tribe lives in the forest and reveres nature. This tribe is so familiar with the forests that you will never get lost when Bo is leading the group. Bo is cool-headed, reliable and very good at hunting with the bow. In battles against the Black Dragon Tribe, Bo led his tribe to multiple victories. However, the Hunters ere soon outnumbered and had to retreat to their home in the southern forest.

Starting Statistics  
-----

		HP	69/ 69
		AP	21/ 21
LEVEL 9		EXP	1310/1700
STRENGTH	40	ATTACK	54
VIGOR	39	DEFENSE	50
AGILITY	40	ACTIVE	30
WISDOM	33	INTLGCE	33
LUCK	9	FATE	9
		MAG DEF	31

Starting Equipment



-----  
WPN BronzeBW SHD N/A  
ARM ArmPad HLM SuedeHT

Special Ability  
-----

Hunting - Bo has the ability both to walk through trees on the world map and to hunt using his bow. To hunt, fire at any of the wild animals found randomly on the world map with his bow by pressing A.

K A R N

Description  
-----

As a tiny child, Karn was found in the Town of Darkness by the leader of a guild of thieves. He knows nothing about his parents or his hometown. Karn is not interested in his past, however, he is dedicated to acquiring the best thieving techniques. Karn is always practicing his craft. The guild leader wonders when he should tell Karn the truth about his beginnings.

Starting Statistics  
-----

		HP	116/ 116
		AP	53/ 53
LEVEL 12		EXP	5100/7300
STRENGTH	38	ATTACK	58
VIGOR	34	DEFENSE	50
AGILITY	69	ACTIVE	59
WISDOM	42	INTLGCE	42
LUCK	51	FATE	51
		MAG DEF	45

Starting Equipment  
-----

WPN ThrowDR SHD None  
ARM SuedeGN HLM NiceHT

Special Ability  
-----

Thievery - While Karn is in the front of your party, he can do various things such as pick locked doors and disarm traps on chests. If

there is a trap hole in the floor, Karn will also prevent your party from falling in it. Karn also has the ability later on to fuse with other characters through certain spells, which causes him to change in form, appearance, and attributes. He also has different abilities based on his various forms.

Shin: Hunting with faster shooting arrows and the ability to walk through trees.

Debo: No special ability, but can only be used underwater.

Doof: Can also walk through trees as well as smash rocks and weak walls. He can also push very heavy objects.

Puka: Can open sealed stone walls to reveal caves.

## G O B I

### Description

Gobi is from a tribe of traders who boast that they will one day control the world's commerce. Their trade area is any place that touches the sea. They are notorious for their greed, and Gobi is especially greedy - his own tribesmen shun him and he has been expelled by the tribal leader. Because of this, his ability to turn into a huge fish is sealed and his life of commerce is very limited. However, Gobi still hasn't learned his lesson.

### Starting Statistics

		HP	90/ 90
		AP	48/ 48
LEVEL 15		EXP	17500/22500
STRENGTH	35	ATTACK	47
VIGOR	40	DEFENSE	75
AGILITY	32	ACTIVE	17
WISDOM	49	INTLGCE	49
LUCK	69	FATE	69
		MAG DEF	40

### Starting Equipment

WPN Pole SHD None  
ARM BronzAR HLM BronzHT

Special Ability

Swimming - Later on in the game, Gobi will gain the ability to turn into a large fish and travel speedily underwater.

O X

Description

Warriors of the Creation Tribe are immense and powerful. They trace their mastery at creating weapons and armor back to ancient times. They are also skilled at breaking apart walls and hard rock. Despite their size, they are capable of delicate and subtle work. Ox once made a beautiful golden hair ornament for his wife. They are best at crafting weapons, but since the oppose war, they rarely use this talent.

Starting Statistics

		HP	168/ 168
		AP	30/ 30
LEVEL 16		EXP	23000/29500
STRENGTH	73	ATTACK	103
VIGOR	71	DEFENSE	98
AGILITY	14	ACTIVE	0
WISDOM	40	INTLGCE	40
LUCK	21	FATE	21
		MAG DEF	30

Starting Equipment

WPN Club SHD SuedeSH  
ARM BronzAR HLM None

Special Ability

Hammering - Ox has the ability to break down weak walls as well as break through rocks holding items or blocking your path.

B L E U

Description

Bleu is the sorceress who was in a deep sleep at Wisdon. She is also the sorceress who imprisoned the goddess Tyr. She is a highly offensive spell-caster with many powerful spells right off the bat. Like all magic-based allies, she has low health points and terrible attack. She is a very useful ally, however, as she has an array of attacking spells.

Starting Statistics

		HP	119/ 119
		AP	159/ 159
LEVEL 19		EXP	31000/31500
STRENGTH	28	ATTACK	33
VIGOR	38	DEFENSE	58
AGILITY	59	ACTIVE	56
WISDOM	75	INTLGCE	75
LUCK	41	FATE	41
		MAG DEF	69

Starting Equipment

WPN	Stick	SHD	SuedeSH
ARM	Gown	HLM	None

Special Ability

None - Bleu does not have any special ability to use.

M O G U

Description

Mogu is a mole who, at first, was in a deep coma under a spell from a sorcerer. His emotions of Fear, Sorrow, Humor, Anger, Reason, and Courage were scattered in his dreams and only when they were united could Mogu be whole again. Mogu's best attribute is his strength, which is not that great, while his other attributes are decent.

Starting Statistics					
-----					
			HP	91 / 91	
			AP	54 / 54	
LEVEL	22		EXP	52000 / 53800	
STRENGTH	80		ATTACK	122	
VIGOR	52		DEFENSE	77	
AGILITY	76		ACTIVE	65	
WISDOM	45		INTLGCE	45	
LUCK	22		FATE	22	
			MAG DEF	49	

Starting Equipment					
-----					
WPN	DigCW		SHD	N/A	
ARM	BronzAR		HLM	None	

Special Ability					
-----					
Dig - Mogu can dig in dirt areas for items in the ground.					

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           I I I.  W A L K T H R O U G H          ~~~~~
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                                     [ WKTHR ]
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!!! N O T E !!! This walkthrough contains major plot spoilers and summaries of every cutscene in the game. Read at your own risk, as I will not mark any spoilers throughout the rest of the walkthrough. !!! N O T E !!!

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<><>      a. Prologue      <><>  
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STARTING A NEW GAME

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At the main menu, press down once and select NEW GAME. Select either of the blank spaces and choose your main hero's name (up to 4 characters). The default name on my game was Zack but I think his real name is Ryu, so I'll call him that. Choose your options for Text Speed, Dash, and Music and go down, selecting END. Back at the main menu screen, select GAME START and choose your new game file.

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DROGEN

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Items: 300GP





Enemies: Slime, Flea, Bulla

Out here, walk around to get accustomed to the area and level up Ryu to around four or five if you have the patience. I would wait, however, as the first dungeon has monsters that give much better amounts of EP. The Slimes are plentiful out here and are very easy to kill. The Bullas are strong but aren't that tough to kill. Watch out for the Fleas, however, as they are fast and have a pretty high attack. In groups of two or three, these things can be deadly. Luckily, they give a fair amount of EP and GP. If you are running low on HP, head back to the large house in the center of Drogen and talk to the old woman who will heal you. Try and save up enough GP to buy a Sabre and any other equipment you want before proceeding onward on your quest.

From the town of Drogen, head west then north across a stone bridge. When you reach a corner, head east for a short ways and you should see the city of Camlon.

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=====  
          CAMLON  
=====
```

You will find that the city of Camlon is just as ruined as Drogen. Talk to the villagers to find out that the city has been recently invaded by the Dark Dragons and that the castle has been "occupied by putrid monsters." Before anything, head to the Dragon Shrine, the only open building in the entire place aside from the castle, located in the left-center of the city. Now talk to the royalty up north standing outside the castle and you will learn that they need a strong fighter to rid the castle of the evil monsters. Hey, maybe you should do it! Enter the castle.

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._._._._._._._._._._._._._._._._._._._._._._._._._._._._._._.  
CAMLON CASTLE
```

Enemies: Beak, Creep, Gloom, P.Bug  
Items: 70GP(x2), BronzSD, Herb(x5), SuedeCP, Visor, Antdt(x2), 150GP

The path in here is very linear as many rocks block other paths. Head up, left, and up again with the path and you should see a small blue pond. You can drink from it as many times as you want to replenish your HP. Continue right past the spring and head north to the upper wall. Go right from here and then south through an opening down to two chests each containing 70GP. Continue heading east past another recovery spring. From here, go down with the path and then head back up the other side of the wall. Keep heading north to a staircase and take it down.

In this area, press A at the purple doors you see to make them open and take the BronzSD and Herb from the chests. Head east from here to another set of purple doors and open them to get the Gauntlet and Herb from these two chests. Equip both the Gauntlet and the BronzSD on Ryu and proceed north and up the set of stairs. Back on the floor you started, head south all the way to another set of stairs leading back down to the lower level. This area looks exactly like the previous lower-level room, except you are coming from the opposite side (and the candles by the stairs). Head down and open the purple doors to grab the SuedeCP and another Herb. Head over to the right and grab yet another Herb and a Visor from these chests behind the purple doors. Equip both the SuedeCP and the Visor on Ryu and continue on up the stairs to the right.

On this floor, head south, west, and then north with the path to a chest. This chest triggers a "Sproing" (whatever the hell that is) and you magically recover all HP and AP, which is convenient. You also get an Antdt. Now proceed









The king acknowledges that you gave up the kingdom of Nanai to destroy the forces of the Dark Dragons, saying that you are a true hero for making the tough decision. Another member of the royalty tells you to travel east to Winlan, where you shall find a cave to another kingdom. There is nothing else to do here so leave the city.

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WORLD MAP
=====

You probably will want to head back down to Drogen and heal up and stock up on items there before continuing on your journey. Grab some herbs or apples from the item shop and anything else you think you might need and also sell some of your unused armor. Now proceed back to where the kingdom of Nanai once stood and head east past its ruins. Start heading northeast when you reach some water. Stay along the cliff edge and take it north to a gap that you can take up to a grassy area. Follow the dirt path here to the kingdom of Winlan, ignoring the cave to the left for now.

=====
WINLAN
=====

Items: V.Ptn, Herb(x4), SuedeSH, SuedeHT, Antdt(x2)

Head up a set of stairs inside the city and the Inn will be to your left. Take a rest here to heal up and then proceed to the Dragon Shrine to the right of the stairs and save your game here. Now head up the next set of stairs and you will find the Weapons and Item shops to the left. You really don't need any other armor or weapons than what you have now, however, but the Item Shop does have some good stuff. From here head all the way east to a small circular house. Enter it and take the V.Ptn from the chest in the back and use it on your Hero to increase his vigor. Now head up a couple smaller sets of stairs, then west to a large set of stairs up to the castle. In here, head straight up and talk to the woman there with a guard on either side of her.

! C u t s c e n e !
! The woman will tell you to wait while she sees if it is alright to see the king. She runs up to Princess Nina and asks her if she should tell the visitor (Ryu) that the king is ill. Nina replies that no word of the king being being poisoned shall get out or the people might panic. She says to keep quiet until they can get the Remedy, which may be very difficult to find. One of the guards now runs up and reminds the two women that their visitor is waiting and suggests showing him to one of the guest rooms to stay the night.
! The princess starts to run off but the woman is worried that she is going to find the Remedy alone. Princess Nina assures her that she can take care of herself and proceeds up the stairs to the right. The woman is still worried, however, and the guard says that he will find someone to help her and he goes away. The woman now returns to Ryu and tells him that the king is away and shows you to a bed for the night. The scene now switches to Nina, who gets out of bed and tells herself that she must save her king.

You now have control of Nina, the princess of Winlan. You can head over and around to the left and speak with the king and his servants if you wish and they will tell you that the king was poison after receiving a letter from Zog and that a wizard from Karma once used that trick before. That's nothing really important for now so head down the stairs just outside of Nina's room. Back in the main room, head up and around to the right for a couple chests with Herbs. Now head back around where the woman and the two guards are and head left and up from here, opening the door to four chests with a SuedeSH, SuedeHT, Antdt, and another Herb. Equip the Suede items on Nina and head back to the center of the room.

Now head down the stairs at the northeast corner of the room to an underground area. Head to the southwest room in this area and grab the Antdt and Herb from the chests here. Now head back to the main room and make your way out of the castle. You can talk to sleeping Ryu if you wish and find that he mutters "S...a...r...a..." in his sleep. A girlfriend maybe? Anyways, proceed out of the castle. Back outside in the city, head to the weapons shop and exchange your ShortRP and Dress for a BronzRP and SuedeGN. Save again at the Dragon Shrine and exit the city.

=====  
WORLD MAP  
=====

Remember that cave that you caught a glimpse of as you were nearing Winlan? Well head southwest and enter the cave.

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AURA CAVE  
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Enemies: Beak, Creep, Gloom

Items: Cure, SuedeGN, 150GP, 70GP, I.Ore, Herb(x2), B.Stn, C.Stn

Walk up a couple steps in the cave and you will be approached by two guards who accompany you through the cave, thankfully too, as Nina lacks firepower. Proceed north through the cave to a little peninsula surrounded by water. Head up a ramp and down the stairs here. Head down another set of stairs to another water-filled area. Go down the ramp to the left and head around to the right for a Cure in the chest. Continue east and head down and around another obstruction for a SuedeGN in a chest. Now head up the two ramps to the left to a chest with 150GP. Now head down the ramps, left, then up on a small strip of land. Head up the ramp here and grab the 70GP in the chest. Go back down the ramp and over to the left for an I.Ore in the chest here.

Proceed back around to the left and up to the stairs where you first entered the room. Head north up a ramp and across a rope bridge. Grab the Herb in the chest here before continuing on east across another bridge. Go north across yet another bridge, west, and down a couple ramps to a chest with another Herb. Head back up the ramp and continue on west. Pass one ramp heading up and take the one just past it down to a narrow strip of land. Head north on this strip to a chest with a B.Stn and make you way back south and up the ramp. Head up the ramp you passed before to a staircase. In this enclosed area, head north then west to chest with a C.Stn before going up the stairs to the right. From here, head straight down and out of the cave.

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WORLD MAP  
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Just head directly west to the town of Romero.

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ROMERO
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Items: Map, ProtnB

Save at the Dragon Shrine here just to the left of the Inn, then rest at the Inn to replenish your health and AP. Now head to the house just northeast of the Inn (the one with smoke coming out the chimney). Enter it and drop down the hole in the room. You should notice a configuration of jars to the left in this room blocking a hallway. They are configured in this order:

```
(3) (4)
(2)
(1)
```

To unblock the hallway, move jar 1 left, jar 4 up, and jar 3 to the left so that they look like this (though jar 3 will be blocked by the wall):

```
(4)
(3)
(2)
(1)
```

Now walk through to another jar and push it back once, then press A at it to receive a Map. Now head up the stairs at the bottom of the room and you will be back out on the World Map. Press Start out here to view the Map that you just found. Now head back into the city and enter the tall house in the upper-right corner of the city. Head up the stairs in here and take the ProtnB from the chest of drawers here. Now head out the west exit of the city.

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=====
WORLD MAP
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Head due west from here to enter the Ramui Woods, on your way to the Karma Tower.

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=====
RAMUI WOODS
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Enemies: Creep, P.Bug, Spider

Items: Bandage

In this open, grassy area filled with trees, start by heading west until you see an opening to the south. Head south and west through here, then south again when an opening appears. Continue heading south and west until you reach a corner with a chest containing a Bandage and equip the shield on Nina. Now head up and around a small alcove of trees and continue heading west until you are out of the area back on the World Map.

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=====
WORLD MAP
=====
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Head directly west to the pair of towers in the middle of the lake.

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          KARMA TOWER
=====
```

Enemies: Beak, Creep, Gloom, P.Bug, Spider  
Items: Herb(x2), M.Drop(x2), Cure(x2), Charm(x2), Life2

This open tower has many different staircases leading to different areas, but overall, the area isn't very confusing at all. Head straight forward and you should see two recovery springs that you may use whenever necessary to replenish your HP and AP. Go down the stairs in the area between the two springs and take the two Herbs from the chests in this room. Head back up the steps and go west then north when you get to the wall. When the wall to the right ends, head past it and then back down that way. Follow this path to a staircase up to a chest with an M.Drop.

Head back downstairs and around the wall to the north wall and proceed all the way east from there. Hug the eastern wall and make your way south to a chest with another M.Drop. Now head back north and around the wall to the left back south. You should notice a floating thing blocking a path to another staircase. Heal up at the spring before talking to him for a mini-boss battle.

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              o-----o
              |   Mini-Boss Battle: MORTE   |
o-----o-----o-----o-----o-----o-----o-----o
|   This is a very simple battle. Just attack with all   |
|   allies each round and heal with Nina when anyone gets |
|   to around 15-20 HP. You actually really don't have to |
|   heal as there is a recovery spring right next to you, |
|   but it's your call. When I fought him, he only used   |
|   his default attack, so I don't know if he has any    |
|   other attacks. But his normal attacks do around 15   |
|   damage. He is nothing formidable at all so just keep |
|   striking him until he falls.                          |
|   .-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-. |
|   336 EP and 240 GP acquired.                            |
o-----o-----o-----o-----o-----o-----o-----o

```

Heal up at the spring once you have defeated him and proceed up the stairs he was blocking. Head over to the east wall and south from there. You should see two staircases down here, the northern one heading up, and the southern one heading down. Take the northern one to a chest with a Cure, and head back downstairs, taking the southern staircase to a chest with a Charm. Go back up a floor and head back north along the eastern wall. Stay along this outer wall as you go west around the area. Once you reach the southwest corner of the area, head back up north to a staircase and take it up to another room.

Head north from this staircase through a couple openings to the northern wall. Follow the western wall and head south through a zigzag path down to a chest with a Charm. Now proceed back up to the north wall and follow it around east and south, through another zigzag path to a staircase leading down a floor. From this staircase, follow the windy path north to an area with two holes in the floor and a staircase leading up. Take the staircase up to an Herb and another floor with four holes. Fall down through the upper right one down to a floor with a single hole to the left. Avoid this and take the staircase here.

In this small room, head south to another staircase, and south again in this area down a staircase. Go down and around to yet another staircase here and grab the Life2 in the chest here. Head back up two staircases and you should

notice another floating enemy like Morte over to the right. Go down and around to this figure and talk to it to enter another small boss battle.

```

o-----o
|  Mini-Boss Battle: MORTEA  |
o-----o-----o-----o-----o-----o-----o
| This mini-boss is the sister of Morte, and unlike her |
| brother, she can prove to be a challenge. Her attacks |
| do almost double Morte's, but she still uses only one |
| attack. You should be at level 7 with Nina right now |
| so use the Atk-Up spell on the two soldiers to         |
| increase their power. Use Nina to cure each round     |
| while the soldiers attack. If more than one ally gets |
| low on health, use an M.Drop to heal all. Keep up the |
| attacks and she will fall.                             |
|      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.|
| 336 EP and 240 GP acquired.                            |
o-----o-----o-----o-----o-----o-----o

```

Proceed north up the staircase that was previously blocked to get to the top of the tower. Head west onto a platform to make a bridge appear. Head west across it, causing it to disappear once you cross it. Head up the stairs here to heal at the spring and save at the Dragon Shrine. Now head back downstairs and open the pink doors, stepping on the switch beyond them to make the bridge appear again. The middle of the three girls to the left will move aside, unblocking the path to the stairs. Take them downstairs to a small area with a chest containing a Cure. Proceed right to another staircase and in this room, head around the wall to another staircase.

You should now be in a dark, cave-type area. Nina says that the remedy should be in this room, so you should find it quickly and leave. Begin heading south, but the wizard will appear from the stairs behind you shortly afterwards. The wizard notices you and releases Xeon Gas into the air, very harmful to the bird-like species of Winlan. You engage in a "battle" with the wizard where all your party members are at 1 HP. You are forced to lose as your attacks do nothing to the wizard, so just meaninglessly attack as the wizard just stands there until the battle ends in a cutscene.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                                C u t s c e n e                                !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!  Nina decides to distract the wizard while one of the      !
!  soldiers runs off to get help. (You now finish off the   !
!  the battle with the wizard felling you). The scene       !
!  switches to the fleeing soldier, who hears a scream from !
!  inside the tower. The wizard appears at the steps and    !
!  tells the soldier that he can wipe out the winged-army of !
!  Winlan with his Xeon Gas. The soldier then transforms into !
!  a bird and flies off to Winlan, pursued by three dragons. !
!  The soldier arrives at the castle and tells the guards    !
!  The wizard has captured that Princess Nina. The guards   !
!  want to send out a rescue team but the soldier warns them !
!  of the Xeon Gas. The believe that perhaps the traveler at !
!  the castle can help them...                                !
!      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.|
!  The soldier then perishes and disappears and the guards go !
!  off to round up a rescue party and get Ryu. The scene    !
!  switches to Ryu in the castle as the guard walks up to him !
!  and asks for his help. You are informed that a rescue    !
!  party is waiting outside for you to join them.           !

```



=====  
WINLAN  
=====

Exit the castle and proceed out of the city where a circle of soldiers awaits you.

=====  
WORLD MAP  
=====

Out here, talk to the leader of the group (the one dressed in darker clothing) and he will tell you to hop onto his back. He, along with three others, transforms into a bird and you fly off to Karma Tower. Along the way, you are nearly attacked by dragons, but the birds avoid them. You soon encounter a wall of three dragons, which you slip by as the three others distract them.

=====  
KARMA TOWER  
=====

Items: Foil

You land on top of the tower as the soldier reverts back to human form and joins your party. Head down the stairs to the left and save at the Dragon Shrine here. Now go down another set of stairs here and head over to the left for another staircase. In this room, proceed over to the right down another staircase, and head around the wall in this next area to get to this final staircase. As you approach it, the soldier senses the gas and leaves your party. Ryu heads down alone into the dark, cloudy area.

Head down and around in this area along the brown path, past one path upwards to a second up to a chest with a foil, a very strong weapon that strikes all enemies. Equip it to Ryu and proceed up the path that you passed, preparing for a boss battle. As you head up the steps, the wizard notices that you are a warrior from the Dragon clan, and that the gas won't effect you, so he attacks you.

```

          o-----o
          |   Boss Battle: WIZARD   |
o-----o-----o-----o-----o
|  Wizard really isn't too tough as he doesn't have a  |
|  great amount of HP. He is magic-based and he uses  |
|  fairly powerful Freeze and T.Bolt spells that do    |
|  around 10-15 damage to your Hero. He also has a    |
|  Petrify ability that, I believe, boosts his defense |
|  minimally. He also has the ability to dodge your   |
|  attacks by spinning and moving around the battle area |
|  randomly, but this may be connected to Petrify.    |
|  .-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'- |
|  With just Ryu, there is not much to say along the  |
|  lines of strategy. Just attack, attack some more, and |
|  heal whenever necessary. If you are around level nine |
|  you are plenty strong enough to beat Wizard. When you |
|  get to around 15 HP feel free to use a Herb just to  |
|  be safe. He will fall quickly.                      |
|  .-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'- |
|  1000 EP and 700 GP acquired.                       |

```

The Wizard explodes and disappears after you receive the Remedy from him. Nina comes up to you and thanks you just before she collapses into Ryu's arms. Back at the top of the tower, the soldier thanks you and gives you and Nina a lift back to Winlan, accompanied by a fleet of other birds. You land just outside the city and proceed after Nina to the castle to see the king.

=====  
WINLAN  
=====

In Winlan Castle, head straight up past the woman and the guards and head right up the stairs. Here in the royal chambers, head down up and around to where the king lies in his bed with Nina at his side. Talk to her.

! C u t s c e n e !  
! Nina says that the remedy doesn't seem to be working, !  
! fearing that they are too late. Suddenly, the king feels !  
! better and jumps up and down in his bed. The king thanks !  
! you and asks what you want in return. Ryu mentions the !  
! tunnel to the east. The king happily obliges and Nina !  
! announces that she would like to join you on your quest. !  
! The king says that she would only slow Ryu down but Nina !  
! insists to fight against Zog and the king gives her !  
! permission to join Ryu (umm, shouldn't that be your !  
! decision, not the king's?). !

Nina joins your party and you are free to set off. Exit the castle and rest at the Inn before heading back to the castle to get to the tunnel. Back in the castle, head to the stairs in the northeast corner of the large area. Head down past one room on the right down to a hallway and take it right and up to a couple of guards. Talk to them and they will acknowledge your authorization to use the bridge. Head east across the bridge out to the World Map.

=====  
WORLD MAP  
=====

Enemies: Bulla, Blurb, Creep, Gloom, Stool, WarHog, Zombie

Back out at a different part of the World Map, you will find that there are a couple new monsters out here, though you should still have no problem with them. The Zombies can be quite tough, especially in pairs, however. Head southeast along the dirt path here and you should notice a gap in the trees to the right. You can try to enter here but a message will tell you that a huge tree is blocking your path. So keep heading southeast along the dirt path and down a ramp. From here, head southeast still to a town on the western bank of a dried up river.

=====  
TANTAR  
=====

Item: Saw

Heal up at the Inn at the northwest corner of the town and save at the Dragon

Shrine just to the right of it. Stop at the Weapons Shop if you wish to upgrade any equipment. You can buy a Scythe for Ryu, though I favor the Foil that he already has as it attacks all enemies. Now, remember that I.Ore you got in Aura Cave a while back? Head to the southern area of the city where four houses are and enter the southeastern one, with the smoke coming out the chimney. Talk to him and he tells you that he will make a saw if you give him the I.Ore. Say yes and you will receive a saw. Now exit the city.

=====  
WORLD MAP  
=====

Head back northwest up the dirt path and to the gap in the forest that you saw on your way to Tantar. Try and enter the woods and you will clear the huge tree blocking the path with your new saw. The screen will go black for a moment and a message will tell you that you overworked the saw, causing it to break. Oh well, the tree is gone, and that's all that matters. Enter the forest.

=====  
LAMENT WOODS  
=====

Enemies: G.Knight, S.Rider, Stool, Zombie  
Items: Herb, T. Drop(x2), Life, Wrist

Some of the enemies in here, namely the S.Riders, can be pretty tough, as they have relatively high health and defense, but luckily, they give good rewards. Anyways, head north and west with the black path. When it forks shortly afterwards, take the lower path and follow it southwest, west and then north to another fork. Take the right path for a chest with an Herb. Now head back and take the other path upwards as far as you can go to another chest with a T.Drop. Now head back south and take the first path east that you come to. Follow it east and when it coincides with other paths, continue heading southeast down to a small alcove with two chests.

Grab the Life and T.Drop from these. Now take the lower-eastern path out of this alcove and follow it up north. When the path comes to a fork, continue on the northern one and take it up to a chest with a Wrist. Equip it to either Nina or Ryu and head out of this small alcove, taking a northwestern path. Follow it as it zigzags up and down, but head generally northwest, heading north when the path splits. Now follow this narrow path east to a stone building and enter it.

=====  
DARK D. FORT  
=====

Enemies: Bowman, Lancer, Midget, S.Rider, WarHog, Zard  
Items: LongSD, Life(x2), T.Drop(x3), Herb(x4), Acorn, Life2, WolfHT,

As you step into this building, you will notice two guards blocking the path ahead of you. Talk to them and the Bowman and Lancer will challenge you. This isn't a boss fight, nor even a mini-boss fight really, as they aren't too challenging and you fight more than one set of these guys through the fort. Simply defeat them and they will be gone, unblocking the path. Walk ahead through another doorway and a trap in the floor will open, sending you down a floor. These traps are abundant here, but I will let you know where they are ahead of time. Anyways take the LongSD, T.Drop, and a couple Life items from the chest down here and head back up the stairs. As to whether you should equip the LongSD, it is up to you. The foil attacks all characters, making it much

more powerful at times, but the LongSD has +8 more attack power.

From the stairs, head north through another hallway and back south with the path. When the path forks, take the north path as the south path has another trap. You may be tempted to go south because of the chests, but you can get them by going around. So head up and west and you should spot another pair of guards. Before you fight them, switch Ryu back to the Foil if you have the LongSD equipped so that the battle is easier. Head up through the doorway they were blocking and go south past the stairs to the area with the chest. Take the Herb, T.Drop, Acorn, and Life2 from them and head back up, taking the stairs down a floor.

In this area, go down the stairs to the right and grab the WolfHT, T.Drop, and Herbs from the chests down here. Just as a forewarning, the lower-left chest, containing the WolfHT, triggers a Fire trap, doing 50 points of damage to you. Now, go back upstairs and take the eastern path, as the northern path leads to a trap hole. Follow the windy path up and around to a chest with an Herb. Now head west along the path, pass a doorway to your right, and go south once you reach the wall. Grab the Herb in the chest here and head north and then east to a doorway with three guards blocking it. Before, battling them, heal up because you have three battles ahead of you without any breaks. Defeat the two Lancers and the Bowman first and the old man behind them will thank you for saving him. He will ask you if you want him to lead you to their weapons. He won't take no for an answer so just say yes and walk right into his trap. He will trap you in a cage and send his fiend on you for one boss battle.

```
o-----o
|   Boss Battle: POG   |
o-----o-----o-----o-----o
| Pog is a pretty awful name for a boss in my opinion, |
| but that doesn't matter. This beast has two heads, a |
| red and a blue one. Most times, only one head will |
| attack per round, but occasionally, both heads will |
| attack. Each head has two attacks, a regular strike |
| and a projectile launched from their mouths. Both do |
| around 12 damage, which isn't anything too special. |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| If your HP is low from the previous battle, use Nina |
| to heal during the first rounds and continue to |
| attack with Ryu. You may also want to use Atk-Up and |
| Fort on Ryu if your AP permits. Just continue to |
| with both characters, healing when necessary, and |
| battle will be over quickly. |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1400 EP and 800 GP acquired. |
o-----o-----o-----o-----o
```

After the battle, the old man will be astonished that you defeated his beast. Suddenly, an arrow flies across the screen, hitting the switch that lowers the gate to the cage. A wolf-man then runs up and tells you that he rescued the chief from the back. The old man then transforms into a general and battles you along with the wolf-man named Bo.

```
o-----o
|   Boss Battle: GENERAL   |
o-----o-----o-----o-----o
| This battle is extremely easy and should be over in |
| two rounds with your new ally, Bo. Bo has some nice |
| elemental attacking spells with him already and you |
| should exploit them against General. His weakness |
```

```
| seems to be lightning, so use Bo's Fry spell twice, |
| doing 80 damage to General each time. He should die |
| at or before this second strike. Just attack or heal |
| with your other party members. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1560 EP and 390 GP acquired. |
o-----o
```

Once you defeat General, he will mention that you have won the battle but not the war, as the river is still dry. He then walks off (I thought you just defeated him??). The chief then tells you that they were searching for the Ring and suggests that you find a way to remove the rock before he runs off. That was kind of random, as he doesn't explain anything to you. Now Bo comes up to you and wants to join your party, as Zog is his enemy as well. Once he joins your party, equip the WolfHT and make your way out of the fort. The path out should be pretty easy to find.

```
=====
LAMENT WOODS
=====
```

These woods can be a bit trickier to find the exit, so I'll help you out. Head west and then south to a fork. Take the western path as far as you can then head south as far as you can. Follow the path as it goes east and then south out of the area.

```
=====
WORLD MAP
=====
```

Make your way south and east along the dirt path and head east after you go down a ramp. Cross the stone bridge and go directly south from there and enter the town on the eastern side of the dried-up river.

```
=====
TUNTAR
=====
```

Head east across a bridge, through some tall, dead grass and across another bridge to the Item Shop. Stock up on any items you need and then spend a night at the Inn to the right of the shop. There is nothing much else to do in this town except talk to the people. If you visit the tall house near the center of the city, you can talk to the chief there who will tell you that a Stone Robot can move the rock that is damming up the river, and that you can find its secret in Agua. So leave the town and make your way to Agua.

```
=====
WORLD MAP
=====
```

Back out here, you may want to stop by at Tantar again, just to the west across the river. Visit the weapon shop and buy some upgraded equipment for your new party member, Bo. Now from Tantar, head northwest and up a ramp and follow the dirt path here as it goes north and west up past the long bridge to Winlan and to a forest. Put Bo in the front of your party by pressing R or L and utilize one of his special abilities, being able to walk through forests. With Bo in front, head west through the trees past a cave to the town of Romero.

```
=====
ROMERO
=====
```

=====

Items: WtrJr, Herb

Make sure to enter the city during the daytime at first so you can talk to the people about the zombies. Talk to the people here in the graveyard and they will talk of zombies and a WtrJr and something about the Cleansing Water that can save the soil. Now head up to the tall house at the northeastern corner of the city and talk to the old man in green there. He will tell you to get rid of the zombies in exchange for information about Agua. Well, they only appear at nighttime, so exit the city until it becomes dark and reenter it.

You should see an old woman to the left, a zombie to the left of her, and a zombie walking in a rectangular path just to the north. Talk to the woman here and she will tell you that it is the hour of the zombies. She will then ask you if you want the WtrJr to cleanse the soil. Her zombie husband will then push up a tombstone, revealing a hole. He then tells you that the Cleansing Water is in a cave to the west and to use the WtrJr under the tomb. Walk around and fall down the hole, grabbing the WtrJr and the Herb in the chests here. Now exit up the stairs to the south to get out of the town.

=====

#### WORLD MAP

=====

With Bo at the front of your party again, head around the city through the trees to the north and head west from Romero. Once you see the Karma towers head southwest through some more trees until you see a cave on an island. Now head south and around through the trees, and across a bridge north into the cave.

=====

#### EASE CAVE

=====

Enemies: Ameblob, Blurb, G.Knight, Mage

Items: Herb(x3), NiceHT, F.Stn, BronzHT, Apple

The only new enemies in here are the Ameblobs and the Mages. The Mages aren't anything too special but the Ameblobs can be annoying as they have pretty high HP and often come in groups of two or three even. They don't even give good EP! Anyways, when you first walk up in this blue-walled cave, you will see three paths before you. Take the right path to an Herb in a chest and head back west, taking the left path at the fork. When the path heads north, stay to the right when the path forks for a chest with another Herb. Now head down and around, taking the left path up to a chest with a NiceHT. I'd equip it to Nina, since Ryu should have the Visor and Bo has his WolfHT. Head east from here and then southeast with the path until you come to a corner. Head north from here as far as you can, then east with the linear path until you come to some stairs. Before you take them down, however, take the southern path here east and south to an F.Stn. Now take head back up and head down the staircase.

From the staircase, head south and follow the path around to a chest with an Herb at a dead end. Now go back around to the staircase and take the path north. When you come to a fork, take the northeastern path to a T.Drop in a chest and then head back, taking the northern path. Head up, east, and then down all the way to a staircase, which you should take. On this floor, take the upper path first, following it west to a staircase. Head up this and grab the BronzHT (equip to Ryu) and the Apple in the chests here. Go back down the stairs and head east, down, and around to another staircase, this time heading

down. You will be on an island surrounded by water. Head down into the water and press A to fill your WtrJr and receive the Cleansing Water. A message will now tell you that your hero hurries off to Romero.

=====  
ROMERO  
=====

Items: Tablet, Herb, Antdt, Cure, 900GP

! C u t s c e n e !  
! In this short cutscene, your party will walk to the center !  
! of the town and whoever is at the lead will sprinkle some !  
! of the water. The screen will flash and you will be told !  
! that the Cleansing Water purified the soil, as is evident !  
! by the greener grass. The scene will then cut to the !  
! chief's house who thanks you and tell you to use the !  
! Tablet to enter Agua. He then moves away from the chests !  
! and you regain control of your party. !

Now simply head up and grab the Tablet, Herb, Antdt, Cure, and 900GP from the five chests here, then exit the Chief's house. Visit the Weapons Shop here and buy a ChainML each for Ryu and Bo and a Gown for Nina. The SilkGN costs more but actually has worse statistics than the Gown. Odd... Once you're done upgrading, stock up on any items if necessary at the Item Shop and rest at the Inn. Before you leave, save at the Dragon Shrine to the left of the Inn, then exit the town.

=====  
WORLD MAP  
=====

Position Bo in the front of your party again, if he is not there already, and head north from Romero into the trees. Then head east-northeast from there to a landmass with a tower on it floating over a lake. Enter the area through the bridge there.

=====  
AGUA  
=====

Walk east across the wide stone bridge here to a large square tile at the end. Your party will stop and read the inscription on the Tablet that you received from the chief of Romero. Slowly, the entrance to the tower will drop down from above. Head north into the entrance.

AGUA TOWER

Enemies: G.Knight, S.Rider, WarHog, Zombie

Items: Herb(x2), Life2, Apple, Acorn(x2), SunHT, IronSH, ThiefCL, HairBand, Bracelet

The enemies here are nothing that you haven't faced before and are generally some of the weaker enemies you have faced. You shouldn't have too much trouble with them, but they can wear you down with time. Make sure to stay healed using Herbs or Nina's spells. Upon entering the tower, head straight forward and up a





```

| To start off this battle, have Ryu attack and Nina |
| cast Atk-Up on him. Its weakness seems to be Thunder |
| so have Bo cast his Fry spell the first three rounds. |
| Continue to attack with Ryu and cast Fort on Bo with |
| Nina the second round, as his defense is lacking. |
| Once Bo's AP is gone, just attack with him and Ryu |
| while Nina heals whenever necessary until the beast |
| falls. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1200 EP and 300 GP acquired. |
o-----o

```

After defeating the Wisp, he congratulates you and tells you that you deserve the Key. Once the guardian disappears, search the pillar and the glowing orb will turn into the KngKey and make its way to your inventory. Now ride the platform to the north and head down the stairs. On this floor take the just to the southeast over to the west and take the stairs here down a floor. Here, head down to the near platform and ride it across the gap to the other side of the room. Head north and west from here and head down the staircase. Now on this final floor, take either the right or left path around the room and have the platform at the south take you north to another staircase. Now head south from here out of the tower.

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_-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.

```

Simply head east across the stone bridge out of the area.

```

=====
WORLD MAP
=====

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Well after that ordeal, you'll probably want to heal up and save. So put Bo back in front and walk almost directly east out of the forest. Make your way to Tartar by following the dirt path southeast and down a ramp, then southeast again from there to the town. Rest at the Inn at the west side of the town and then save at the Dragon Shrine just to the right of there. Exit the town and it is time to seek the Stone Robot that must be operated with the KngKey. So from Tartar, head north then east across the stone bridge, and then immediately north again up a ramp. Follow the dirt path here northeast up to a larger ramp and head up this along a strip of land until you reach a fork at the edge of the cliff. Head east along this ledge until you come to a ramp and take this down a level. Immediately head east from here to another ramp heading down and walk up to the massive robot structure through its left leg.

```

=====
THE GIANT
=====

```

Enemies: Midget, Zombie  
Items: Herb, BronzHT, Acorn, Life2, Mrbl1

Again, the enemies in here are nothing special and are generally some of the weaker enemies that you have faced in the past (or they just seem weak now). Just use them to gain EP and GP. In this first room filled with weeds and a couple columns in the center, head up the stairs at the northwest corner. Head up a couple more flights of stairs in two small rooms after and you should be in another room with a path leading to the right. Head that way and grab the Herb and BronzHT in the little alcove to the south. Continue on the path left and head up the stairs adjacent to the wall. In this room, you should see a blue circle to the left. It doesn't do anything right now so just head

southeast to where some soldiers are standing in front of a massive heart. Approach the man in front and he will tell you to give him the key as he controls the Stone Robot followed by a mini-boss battle.

```

          o-----o
          | Mini-Boss Battle: GENERAL and 2 LANCERS |
o-----o-----o-----o-----o-----o-----o
| This battle is so simple that I don't even know if it |
| should be called a mini-boss battle. This possibly |
| may be the same general you fought at the Dark D. |
| Fort, but I am not sure. Anyhow, he is much easier |
| this time around. Either have Ryu or Bo, with his Fry |
| spell, take out the Lancers in the first two rounds |
| and then just focus your attacks on the General. |
| Their weaknesses are Thunder if you want to use Bo to |
| exploit this. Just continue to attack, having Nina |
| heal whenever necessary until they are all defeated. |
| .-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-' |
| 1732 EP and 601 GP acquired. |
o-----o-----o-----o-----o-----o-----o

```

After the battle, walk up to the stone thing at the top of the stairs here and press A at it. After a short pause, a message will tell you that the Key works. The screen will shake and the heart will start to flash red and white, indicating that it is working. You should notice that the blue circle on the ground below you is also flashing now. Step down onto it and you will be teleported to exactly where you were standing before. Now head up to the blue circle that you first saw at the top of the room and you will be transported to a small hallway. Head north past one blue circle (it leads back to the heart) and follow the windy hallway to another blue circle and jump on that. In this separated part of the heart room, head north and then around south to another teleport circle. Take the acorn in the chest here then step back on the blue circle.

Back in front of the massive heart, head back up to the circle at the top of the room. Again, bypass one teleporter in this hallway and make your way to the other at the end of the path. This time around, take the circle at the top of this corridor to get transported to another hallway. Head north and then back south when you can to a teleport circle and take the Life2 and Mrbl1 in the small room you are transported to. Step back on the circle here to get teleported back to the hallway you were just at. Now head north, around the first blue circle, and around south to an open area with two columns. Hit the teleport circle to the right and then another to the north in this new, enclosed hallway. You should now be in a room with a huge tablet thing up north. Head up to it and press A, and again, a message will tell you that the Key works.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                   C u t s c e n e                   !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! The large tablet will sink into the ground slightly just !
! after the screen shakes and Nina will speak up, ordering !
! the Robot to take your party to the lake. In a nice !
! widescreen picture, the robot is shown coming alive as its !
! eye lights up. The scene then shift to the world map, !
! just the light of the Robot is shown through a conic area !
! that you can see while the rest of the screen is black. !
! The Robot heads east, south, west, then north up the dry !
! river to the rock damming it up. !
! .-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-' !

```

! The scene cuts back inside the Robot where Bo exclaims !  
! that when they destroy the rock, the river will be !  
! restored (goddamn genius). Nina then orders the Robot to !  
! use its power to destroy the rock. The screen shakes and !  
! cuts to the widescreen shot of the robot as a powerful !  
! shoots from its eye. The rock is shown exploding as the !  
! river rushes forth. Back inside the behemoth, the party is !  
! excited that you made the river flow again and Nina says !  
! that now you should return to the village. !  
-^\*-

After you regain control of the team, hit the teleporter at the bottom of the room to get back to the room with the huge heart. Now head down the stairs to the northeast, and down some more stairs to the east in this room. Head down a couple more flights of stairs and make your way south out of the Robot.

=====  
WORLD MAP  
=====

You will see the river flowing down the previously dried up area to your left. Now that you have done the chief's will by destroying the rock, go and see him in Tantar. Head south down a couple ramps then east from it across a stone bridge. From there, head straight south to Tantar.

=====  
TANTAR  
=====

Items: Herb, Key

In the town head west across a couple bridge and some grass. Then go south and east to the tall house on a little island where the chief lives. Head up and talk to him and he will tell you that you should look for the Ring, which is in a cave upstream. He will then push aside his seat, revealing a hole in the floor. He tells you that the key is down below, so drop down and head north up a hallway here to a couple of chests with an Herb and the Key. Now head back up the stairs to the south then exit the house. Take some time here to rest at the Inn and, as always, save at the Dragon Shrine. Now leave the town.

=====  
WORLD MAP  
=====

Back out in the wild, head back up to where the Stone Robot is and enter the cave just to the right of the behemoth. If you already forgot where that is, just head north, then east across the bridge. Now head north again up a narrow ramp, then continue on up a wider ramp to the cave beside the Stone Robot.

=====  
LAKE CAVE  
=====

Items: W.Ptn

The path is very linear in here. Head north as far as you can, up a couple of ramps and across a rope bridge to the upper wall. If you were here before the lake was drained, water was previously blocking the stairs here. Head down them and up the other side to the sole chest here containing a W.Ptn. Use it to increase someone's WISDOM then continue east, down some stairs, and follow the

path out.

=====  
WORLD MAP  
=====

Well there is basically only one place to go here. Enter the cave just northwest of where you came out.

=====  
LAKE SHRINE  
=====

Enemies: Ameblob, Blurp, WarHog, Zard, Zombie  
Items: Life, Life2, 2000GP, Herb, Acorn, SkySH, Ring

As in the previous dungeons, the enemies in this area are pretty much the same old beasts. The Ameblob is back, however, and they can be a pain in groups. The path is extremely linear so you should have no trouble in this short cave. Once you enter the cavern, head directly north to a locked door, which you can now open with the Key you recently procured. Walk past the blue teleport circle here and head down the stairs in between the pillars. Head down a couple more staircases in the next two small rooms and in the next room, follow the linear path east, south, and east again to a staircase and take it upstairs.

In this water-filled room, head down the stairs into the water and head west and south from there down a waterfall. Down in this area, head south through a couple islands down to another island and climb up the steps at the south end of it. Take the Life in the chest here, head back down the steps to the south, and go up the ones just to the east. Follow this strip of land northwest to another set of stairs. Head down these into the water and make your way north up some more steps. On this land, head further south from the stairs here and take the Life2 from the chest here before heading down the stairs.

Back in an enclosed area, follow the linear path west, north, and then west again to another staircase and take it up a floor. In the next two rooms, head up the staircases nearby until you come to another room with some water. Before heading down the steps to the right, head north to a chest with 2000GP. Take the money then head down the steps into the water, taking it north, then east at the fork. Head up the first stairs you come to and take the Herb in the chest at the west side of this small piece of land. Now head back down the stairs into the water and up the set just to the east.

Head straight south from here, pass one path heading left and take the second to a chest with an Acorn. Now head back north and take the first path west and south down some stairs. Make your way south through the water, east, and then south down another waterfall. Wade southeast and head north up some stairs here. Make your way up a couple ramps here to a chest with a SkySH. Grab it and hook Nina up with it before heading back down to the water. Now continue on east through the water and up a second set of steps to an area with a teleport circle, three pillars, and a blue chest. Take the Ring from the blue chest and you will activate the teleporter. Step on it then head directly south out of the cave.

=====  
WORLD MAP  
=====

Simply head back southeast to the Lake Cave.

=====
LAKE CAVE
=====

Make your way back through the linear path here out of the cave.

=====
WORLD MAP
=====

Back out by the Stone Robot, head south down the wide ramp and continue on down the narrower one. Head west from there across the stone bridge then south to Tantar.

-----
TANTAR
-----

Wait, something's different here. There are two citizens blocking your path on the bridge. Talk to either of them and they will say that they are ready for the ceremony, and then move out of your way. Head to the chief's tall house near the center of the city and you will find that it is all decorated up. Talk to the chief in here (the middle left one) and he will tell you that the wedding will take place tomorrow. The screen will go black for a moment then you view the wedding ceremony for Terry and Amelia. After this seemingly pointless shindig, the chief will tell you that you can cross the river by using the Stone Robot. He then mentions that you can find a port in the town on the other side. You can now leave the house. Rest up at the Inn and save your progress at the Dragon Shrine before leaving the town.

=====
WORLD MAP
=====

! C u t s c e n e !
! Outside you will find that the Robot has moved and is !
! standing just north of Tuntar, across the river. It, !
! apparently, is under new management as you hear the !
! General say that he will steal the Stone Robot during the !
! wedding. He then tells the robot to destroy the village !
! (indicating Tuntar). The scene cuts to the widescreen !
! picture with the powerful beam coming from its eye. Say !
! "Buh-bye" to Tuntar as it blows up. Now, inside the robot, !
! the General laughs and tells it to destroy the next !
! village (indicating Tantar). The robot does not respond, !
! however, and you take this time to try and regain control !
! of the Stone Robot. !

Now head north, then east across the stone bridge, and finally down to the Stone Robot. Enter it through its left leg once again.

=====
THE GIANT
=====

Enemies: G.Knight, Stool



WORLD MAP

=====

Enemies: S.Rider, Tronk, Zombie

From area just left of the dry volcano, head just south over the dried up lava to a small arch of trees with a minute building in the building. Head into this area.

=====

DRAGON SHRINE

=====

Items: Melon

Head straight ahead into the small shrine, and once inside the building go directly north and talk to the old man there. He will tell you that you need proper training to break the seal and let only Ryu alone go ahead. Do not worry if you aren't healed up. Just head left at the fork and drink from the spring there to replenish your HP. Now head over to the right path at the fork and grab the Melon in the chest here. Now head straight up the center and talk to the green, blinking apparition there. It will enter in battle with you.

o-----o  
| Boss Battle: TALON |

o-----o-----o-----o-----o-----  
| Well it's just Ryu in this battle, so there is not |  
| much else you can do but attack and heal whenever |  
| necessary. You can defeat this bird at around level |  
| 15 or so, but you just have to time when you heal |  
| yourself correctly. Talon strikes first and does |  
| about 7-10 damage per attack. So use an Herb whenever |  
| you drop to about 20 HP, at the least. You may also |  
| want to use a Cure or the Melon you just found. Just |  
| outlast Talon before it can outlast you, healing at |  
| the right times, and it will be over before you know |  
| it. For some added damage, use any Stn items that you |  
| might still have. |  
| .-'.-'.-'.-'.-'.-'.-'.-'.-'.-'.-'.-'.-'.-'.-'.-'. |  
| 400 EP and 190 GP acquired. |  
o-----o-----o-----o-----o-----

After the battle, Talon congratulates you and tells you that your training is complete. A light flashes and some sort of energy comes to you. Before the apparition leaves, he tells you to use your new powers to restore peace to the world. You now have the first three dragon spells: SnoDr, FlmDr, and ThrDr. It's about time too as your AP has been going to waste. Make your way out of the area back to the World Map.

=====

WORLD MAP

=====

Well there is nothing more you can do in this new area, so it's time to make your way through the trees. Switch Bo to the lead of your party and head southwest from the Dragon Shrine through the trees. Pass a little open hole in the woods for now and enter the cave down near the mountains.

=====

CAPE CAVE

=====

Enemies: Ameblob, Fly, Midget, Shadow

In this short, red-grounded cave, head south as far as you can then continue on the linear path as it heads west and south. Upon reaching a corner, again head west. You will soon come to a fork, where you should take the southern path instead of continuing west. Follow this path all the way out of the cave on the other side of the mountains.

=====

#### WORLD MAP

=====

Enemies: Bulla, Flea, Slime

Back out here, you will encounter the same enemies that you fought when you first started the game. That's pretty lame, but at least you can always run from battle successfully, unless of course you want to earn 1 EP and 4 GP from a Slime. But anyways, head south around a large rock to a city on the lake to the west and enter it.

=====

#### AURIA

=====

Items: PrsnCL, Cure(x3), G.Tiara, 2000GP(x2), L.Ptn, 20000GP, Acorn, SmartRG, Antdt, Life(x3), S.Ptn, W.Ant, V.Ptn, Mrbl1, 5000GP

When you first step up in this city, the two guards at the entrance will tell you to halt, calling you an intruder. They will place you under arrest and place you in jail. Once you're in jail, the guard tells you that no one steals their treasure and to think about it in while you're in jail. Well what is a good RPG without getting arrested and spending time in jail? Your cell is actually pretty nice. Head up to the sink in the upper right corner of the cell and examine it for a PrsnCL, a weaker armor that boosts the wearer's FATE by 20. I'd equip it to Bo, as he has the lowest FATE of all your party. Now head over and talk to the sleeping inmate in the bed. After a pause, he will wake up and asks who you are and how you got here. Say yes when he offers to help you and he'll run over and open the cell. Wow, that was a little too easy. Simply head around to the stairs and then south out the exit.

You need to avoid the guards here, or else they'll throw you in jail again and change the lock. That doesn't really matter as your fellow inmate will break you out as many times as you get thrown in. But anyways, you'll probably want to take a rest, save, and upgrade some of your equipment. Head through the door just to the left to get to the Weapon and Item Shops. I suggest buying a Rapier and Tiara for Nina, a LongBW for Bo, and a BroadSD for Ryu. Sell back some of your old equipment to regain some dough and then head over to the Item Shop and stock up on any items you want. Also, buy a Rod1 and some Worms for Ryu, and then get the Vitamn and the Pouch, as you will soon need them. Now exit back out to the shiny city. Head south to a tree, then east to a wall. From here go north into the Inn and heal up. Once you've rested, head southwest into the Dragon Shrine and save your progress.

Now, head west out to the dock and talk to the man in front of the ship. He will tell you that Ross, the rich man, owns the ship. So head back east to the center of the city and go north up some stairs, staying as far west as you can to avoid detection by the guard. Head all the way north and into the large manor up here. Make your way through the statues and columns up to an area



where a man is walking around. Talk to him and he will tell you that if you help him he will let you borrow his ship. He will tell you that his daughter is locked in a safe and he wants you to save her. Well that doesn't give you very much information but you don't really need the ship until later. Head up the stairs to the south and on this floor, head west into a bedroom and then north through a small hole in the wall. Grab the Cure and G.Tiara in the chests here then head back to where the stairs are. Now head north into a hallway and take it east to the northeastern room. Search the drawers here for a nice 2000GP, and then leave the building.

It's time to make some money. Head just southeast into the large building nearby. Head north past the stairs and examine the chest of drawers here for an L.Ptn. There is a chest to the left, but don't take it as you will be caught and thrown in jail again. Now head up the stairs and on this floor, head around to the left and take the Cure from the chest here. Return to the stairs and head southeast from them to a doorway that an old man is blocking. Switch to Nina and talk to the man. Have Nina fix his aching back and you'll receive a whopping 20000GP. Now exit this house and make your way west to the other large manor. Take the Acorn in the chest at the upper-right corner of the room and then examine the chest of drawers here for a SmartRG. I'd equip this ETC item to Nina, as it enhances here INTELLIGENCE and MAG DEF.

Now head upstairs and grab the Antdt in the chest to the left and the Life in the chest of drawers to the right. Now head on downstairs and speak with the woman at the table. She will tell you that her son left for the forest and hasn't returned. So leave now and head to the southwestern of the clump of four manors here. Take the Life and S.Ptn in the chest and drawers on the first floor then grab the W.Ant and Cure from the chest and drawers up here. Leave this house and head to the southeastern manor. Do the same routine as the previous house for a Life and a V.Ptn on the ground floor and a Mrbl1 and 2000GP upstairs. Now leave this house and head back to the shops building just to the left of the prison. The G.Tiara is weak but hella pricey so sell it for a nice 10000G. Now head up the stairs to the right here to get to the pub area. Talk to the man at the table here and he will tell you that he has the hiccups and needs some Vitamins. Give him the Vitamn and he will thank you by giving you 5000GP. Finally, save again at the Dragon Shrine and you can exit the town...for now.

=====  
WORLD MAP  
=====

Well you should find the son of that old woman in the northwestern of the four manors. Head north and back through the Cape Cave to the area surrounded by trees. Place Bo at the head of your party and make your way northeast through the trees to that open grassy area that you passed earlier. Enter it.

=====  
FAIRY WOODS  
=====

Talk to one of the fairies here and tell it that you'll make the boy stop logging so that it will save him. The fairy will say that it will forgive that foolish human and ask you if you don't want to cut trees. Nina replies that of course you don't and the fairy tells you to go find the boy. Exit the area and head east-southeast to a small square of slightly different-shaded grass. Enter the middle of this square and once in these Fairy Woods, walk up and talk to either of the fairies beside the spinning boy. The fairy will tell the boy that he cut a tree that took hundreds of years to grow and to think twice before he does that again. The spell will be broken now, so talk to the boy and he will

promise to protect nature. You can now leave.

=====  
WORLD MAP  
=====

Back out here, head southwest to the Cape Cave and again make your way through it to the other side of the mountains. From the exit, head around south and enter Auria once again. Or you can actually use Nina's Warp spell to return there. How convenient.

=====  
AURIA  
=====

Items: 20000GP

Either way you arrive, head north to the northwestern of the four manors at the upper part of the gold city. Talk to the woman at the table once again and she will thank you will a helpful reward of 20000GP. Now, hopefully, through your various battles and recent moneymaking exploits, you have at least 65000GP with you to buy the G.Bar from the Item Shop (I had over 75000GP at the time). If not, you should be very close, so either head back into the Cape Cave and fight some more battles or sell some more things to the Item Shop, but find a way to get a G.Bar. Once you've purchased one, exit the town.

=====  
WORLD MAP  
=====

From the city of Auria, head directly east to a cave at the edge of the mountains.

=====  
L & D CAVE  
=====

Enemies: Bully, Fly, Midget

Items: ShellHT, Cure

In here, proceed straight ahead to two men blocking your path. Talk to them to be informed about the thieves in Bleak. They will then step back, allowing you to continue on. Head northeast and down the stairs here. In this area, head east and north down a long hallway. When you come to a fork, continue north to the wall, then proceed along the linear pathway up and around until you come to another fork. The west/north path leads to a locked door so head east and south until you come to yet another fork. At this junction, take the western path to two chests with a ShellHT and a Cure. The ShellHT doesn't fit any of your party members so just return to the fork and continue south. Follow the path east to a split and head northwest to a staircase, which you should take upstairs.

Up here, follow the long corridor east to an intersection. Take the northern path first and follow this long, winding hallway, past a locked door and a damaged wall, to a ground switch, which lowers a gate, making a little shortcut to this area for later. Now make your way all the way back to the fork and continue on south to exit the cave.

=====  
WORLD MAP  
=====

Enemies: Fly, G.Knight, G.Slime, Mage

In this section east of the mountains, the G.Slime (an off-colored Slime) are much stronger than any regular enemy you have faced, but they also give nice rewards. Defeating three of these fiends result in over 3000 EP acquired from the battle. Try using Thunder attacks on them such as Bo's Fry spell and Ryu transforming into the ThrDr. Take some time here to level up your party. When you are in desperate need of some healing, head north from the cave and then east and south around the lake here. Enter the town near the southeastern side of the lake.

=====  
BLEAK  
=====

Items: 5000GP, Herb(x4), Icicle, Life, W.Ant

If you bought the Pouch from the Auria Item Shop as I suggested earlier, enter the Inn here and take a night's rest. The innkeeper will offer you free lodging, but while you sleep the innkeeper will try and steal your Pouch. He apologizes and gives you 5000GP for your troubles. Well, when the morning comes, you still won't be healed up, so talk to him again and he will give you a proper rest to heal up. Now leave the Inn and head to the Dragon Shrine to save your progress. Now take a visit to the Weapons and Items Shops north of the Inn and upgrade your equipment as well as restock your items. Grab a MetalSH for Ryu and a WoolRB for Nina and sell anything that you don't have any use for.

Now head north through the center of the city until you come to two large houses on either side of you. Head to the left one and go upstairs. On this floor head over to the right to a room with two chests, each with an Herb. Now exit and do the same in the house on the right for two more Herbs. Exit this house and continue north to a larger house and enter this. In this house, head northwest to an old man in an open room. Talk to him and he will tell you that someone named Karn could help you to enter the safe in Auria (remember Ross and his daughter locked in a safe?), but he's in Krypt at the moment. The old man then mentions that you will need the Icicle to travel in the desert and that he will trade one for a G.Bar. Give him yours and you will receive the Icicle. Now head upstairs and follow the same routine as the previous two houses. Head over to the right and grab the Life and W.Ant in the chests here. Now head back downstairs, exit the house, and continue south out of the town.

=====  
WORLD MAP  
=====

Out here, if you're not taking the time to level up, simply head east-southeast to a small cave encircled by mountains.

=====  
DESERT CAVE  
=====

Enemies: Ameblob, Fly

In this brown cave, head straight forward and down some stairs. In this next area, follow the linear path east, south, and east again to another staircase. Now in this final area, head east and south along the linear pathway and out the exit. Upon leaving, Ryu uses the Icicle to let cool air in as you enter the



=====

From outside the little town of Arad, head south a short ways and you should spot a large tomb structure. Step on the tile just south of it and press A to make a bridge appear, apparently because of the Fife that you recently obtained. Now head straight into the tomb.

=====

KRYPT

=====

Enemies: E.Chest, Fly, G.Slime, Mage, Midget, Scorp, WarHog  
Items: Herb(x3), Life(x2), DreamRG, Dagger, IronSH, Cure, IcyHT, Antdt,  
SkullHT(x2), HuntCL

The enemies in here aren't anything too special. The new E.Chests have high DEFENSE but they lack in ATTACK power. They also give generous rewards of over 1000 EP a piece. Anyways, in this area, follow the linear path all the way around the room to the other side of the statues to your left. Now head through the doorway and follow this hallway north and around to a large staircase, which you should take down to the next floor. Head down the steps to the south and you will find yourself in a very open room.

There are some chests in this area on raised platforms, but many traps block paths to get to them. To get the one to the southwest, head west past it and then south when you see a path. At the intersection you come to head right then up the stairs and grab the Herb in the chest. This is optional, however, as the chest triggers a Fire which does 50 damage to Ryu. It's kind of an even trade. From here head back down the steps then go all the way to the left. Head north up some stairs here to another chest with a Life. This chest poisons you so be sure to heal him with Nina or an Antdt. Now head back down the steps and west to the wall. Now proceed north past another set of platforms until you reach one with another chest on it. Head up there and grab the DreamRG at the expense of 50 points of damage to Ryu from Fire. I have no idea what this ring does so I don't know who to equip it on.

Now go down the stairs and head all the way east to the wall of the raised area where you first entered the room. Head south from here to another wall, then go east again. Once you reach a second platform to the north, head south and then up the first platform on the right. Grab the Dagger from the chest here at the cost of losing AP. Now head down and right to an intersection. Head north from here past one set of platforms to a second and enter the left one, taking the IronSH in the chest. Use Nina to heal Ryu of his curse from the chest and head down from the platform and just left to an intersection. Head north to the wall, then east past one intersection, and south at a second. Head up the platform to the right here and grab the Herb in the chest, healing your poison afterwards. Now proceed down the stairs and west to a wall. Head south past a couple platforms to the left and then head east and up a rather large platform. Make your way down the large staircase here.

In this next area, head east and down another set of large stairs. On this floor, head down and around the platform here and you will come to two more raised platforms. Head up the right one and open the chest for a HeadGear and equip it to Ryu. Due to a trap that triggers a Boom, Ryu will be reduced to 0 HP, so bring him back to life and heal him up. Head back down the stairs and proceed north through the platforms (the left one has nothing that you can access right now) until you see a floating monster ahead of you. Heal up before you approach it then walk up to it and its eyes from all around the room will converge on it. He will tell you that another intruder slipped past him but he will not let you.

```

o-----o
|   Boss Battle: EYESPY   |
o-----o-----o-----o
| Overall, this battle is pretty easy. As in the battle |
| versus the SandWorm, you should have to heal very   |
| minimally, or not at all. While EyeSpy has eyes still |
| surrounding him, he will attack with a weak eye     |
| strike that does only about 10-15 damage. As it loses |
| HP, however, its eyes get destroyed. Once it has no  |
| eyes left, it will strike blindly with a powerful   |
| thunder attack that does around 25-30 damage to each |
| party member. This only happens when EyeSpy's HP is  |
| very low so you shouldn't have too much trouble with |
| it.                                                  |
|      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    |
| Your offensive strategy should be the same as your   |
| recent boss battles. In round one, have Ryu transform |
| into the ThrDr and continue to attack with his      |
| powerful thunder attacks each round. Nina should take |
| the first few rounds to cast spells such as Fort and  |
| Atk-Up on Ryu and Bo. Bo should cast Fry and other   |
| offensive spells until his AP runs out and then      |
| continue with normal attacks. You should have little |
| trouble with this fiend.                             |
|      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    |
| 2800 EP and 2800 GP acquired.                       |
o-----o

```

After its defeat, EyeSpy says that you're only human and that you should not possess such power and then disappears. Now head down the large stairs up ahead to a final room with five red chests and a single blue chest arranged in this order:

[R] = red chest      [B] = blue chest

```

      [R][R]
     [R][B]  [R]
          [R]

```

The order is not really that important, but I just thought it was odd for some reason. Well grab the Cure, IcyHT, Antdt, and two SkullHT. Equip the IcyHT on Bo and a SkullHT on Nina, and then try and open the sole blue chest.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! Suddenly, two gargoyle mouths on the wall ahead of you      !
! will open up and water will pour firth from them. Nina     !
! panic, saying that she doesn't know how to swim. After a   !
! short pause, the room will be filled up to the platform    !
! that your are on. Bo suggests that you search the area to   !
! find a way out. As you walk around the area, the blue      !
! will suddenly move aside, revealing a small staircase. You  !
! hear Karn's voice saying that the trap is too simple and   !
! that it would only catch a fool.                             !
!      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    !
! The water recedes and Karn appears from the staircase.     !
! Nina says that she almost drowned looking for him and he   !
! asks what's going on. Bo mentions that someone is trapped !

```

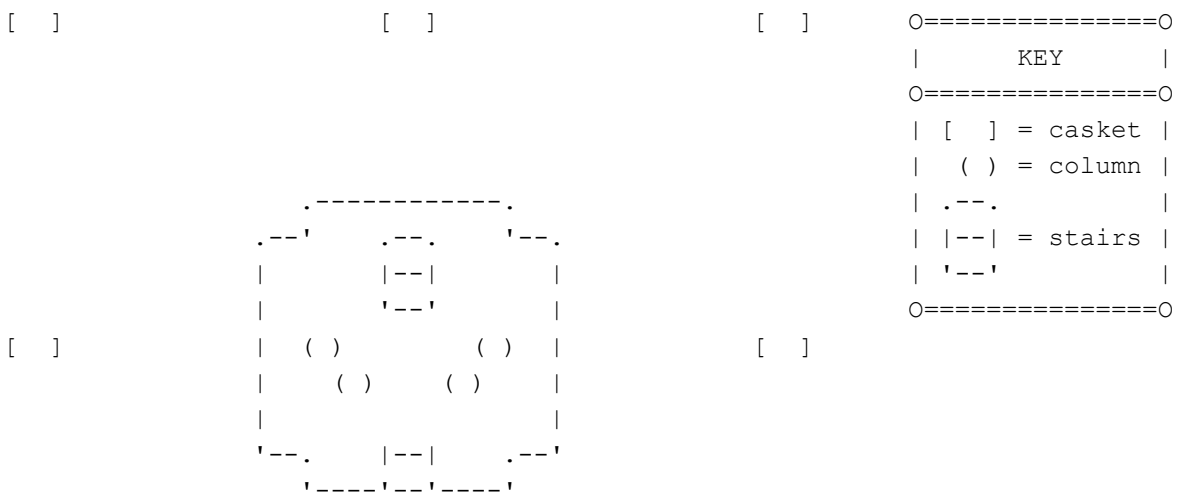
```

!   in a safe in Auria and asks if he can open it. Karn           !
!   replies that he can open anything for you if you bring him !
!   the Book from the tomb. Nina and Bo then suggest that Karn !
!   comes with them, and after some persuading, he agrees and !
!   heads down the stairs ahead of you.                             !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Proceed down the stairs and talk to Karn here. He will tell you that he will take care of any locked doors in the area and then joins your party. Before you continue, hook him up with a Dagger, SkullHT, and IronSH and I would switch him from the back row to the front row to exploit his attacks, though fairly weak. Now head over to the left, with Karn in the front of your party, and open the two locked doors here. Follow the winding path south and back north again down a long hallway to a fork. Head west first and take the Life and Herb items from the chests here, having Karn disarm the traps on them first. There is nothing more over here so head back east until you come to a locked door. Open it and head down the staircase here.

Here, follow the linear path west and south to another staircase, which you should take up a floor. In this open area, you should spot a hallway heading south. Follow this winding path to a trapped chest. Use Karn to disarm it, then take the HuntCL from it, equipping it to Karn to increase his DEFENSE as well as ACTIVE attributes. Now head back to the main area and proceed north up a platform and take the large stairs there. On this next platform, head right to another set of large stairs to get to the final area of the Krypt. In this open room, head south to a casket and have Karn disarm the trap. Nothing will be in it so disarm and open the other seven caskets in the room found in this pattern:



[ ] [ ] [ ]

In the eighth and final casket you open, there will be something written. You discover that the casket is the Book. It says that since you have figured out the trap, you already have great skills. Karn gains confidence from this and he proceeds to jump up and down and proclaim that he is the greatest. Nina tells him to stuff it as your party must get back to Auria now. Now make your way all the way out of the Krypt to the desert with your new party member. The way out shouldn't be too hard to find.

Now, since you have Karn in your party, you can complete the first side-quest, which I entitled "Unlocking Doors," because it requires Karn to unlock some doors that you previously could not open. When and whether you choose to do it is up to you. But either way, have Nina use Warp to quickly get your party back to Bleak.

=====  
BLEAK  
=====

Save at the Dragon Statue here before you exit the Shrine, and once you do, you may want to head to the Inn just to the west. Now exit the city.

=====  
WORLD MAP  
=====

Remember that tall tower that you passed on your way around the lake when you first visited Bleak? Well, head back around the lake and enter the tower as you'll need to acquire some crucial items here before moving on.

=====  
L & D TOWER  
=====

Enemies: Bulla, Chopper, Flea, Fungus, Shadow, Slime  
Items: 2000GP(x2), B.Stn, Life, Life2, Turban, DkKey, Mirror

Wow, the enemies in this first room are ridiculous. They are they same, shitty creatures that you fought when you first explored the World Map. Don't worry, though, they get harder. But anyways, go straight ahead, with Karn at the front of your party, and unlock the door up ahead. Now head over to the right and grab the 2000GP in the chest before taking the stairs to the left. In this room, head south and then to the right and talk to the old man in white here. He will tell you that if you're the legendary hero, he will give you his treasure and to climb the tower and meet the ghosts to prove your worth. He then moves back, unblocking your path, but blocking off a chest (obviously his treasure). Simply head left and up to a staircase and take it up a floor.

In this room, you will notice a staircase on either side of you. Head up the left one and grab the B.Stn and Life in this enclosed area. Now head back downstairs and take the right staircase. Up here, head south down a hallway to a split in the path. There's nothing over to the left, so head up the stairs to the right. Now head straight up another staircase. In this area, take the Life2 in the chest and continue left down another staircase. Now in this enclosed room, take the Herb, Cure, and HornHT in the three chests here. The HornHT is quite a strong Helm and I would give it to Karn. Now head back up the stairs and down the ones to the right in the next room. Back in this area, head south past the stairs and then follow the path east and north to another staircase, which you should take.

Head left from the staircase to the wall then south to the southern wall. Pass up the stairs here and continue on east to another set of stairs. Take these upstairs and, in the next room, head west and up some more stairs. Up here, grab the Turban and 2000GP from the chests and then make your way back down two floors. Head west back over to the stairs you passed earlier and take these now. Now make your way to the stairs east of you and head up these to get to the area next to the pillar with the glowing golden orb atop it. Heal your team and then examine the pillar and a red spirit will appear. The entity will announce that only Dragons used to enter there, but since the LtKey was stolen,



things have changed. It then challenges you to fight.

```

          o-----o
          |   Boss Battle: CLOUD   |
o-----o-----o-----o-----o
|   Cloud is a fairly strong boss that can do some damage |
|   to your party through his elemental attacks. He      |
|   normally attacks with a single-hitting elemental    |
|   that hits for 40 damage, but occasionally, he will  |
|   use his Devistate attack that does 45 damage to each |
|   party member. This is some pretty hefty damage, but |
|   hopefully you can defend against them and heal up    |
|   afterwards.                                           |
|         .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    |
|   Your attack strategy should be little different with |
|   Karn at the moment as all he can do is attack. You  |
|   can also have him use any Stn items you have, but   |
|   it's your preference. As always, have Ryu use ThrDr |
|   and maintain the onslaught of powerful thunder      |
|   strikes while Bo uses Fry and other spells until his |
|   AP runs out. Nina should use Atk-Up and then either  |
|   attack or heal whenever necessary. With this strategy |
|   you should never get into any trouble.               |
|         .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    |
|   5775 EP and 1443 GP acquired.                         |
o-----o-----o-----o-----o

```

After defeating Cloud, he will congratulate you and tell you to take a Key and to find the LtKey to complete the pair. Once the spirit vanishes, search the pillar to receive the DkKey. The tower will now become much brighter. Now head down the stairs behind you and then down the stairs over to the left on the lower floor. In this area, head north and then east down some more stairs. Now head south and then back around north to another staircase heading down, and then do the same down some more stairs in the next room. Here, head down the stairs just to the left and you will be back in the room with the old man in white who promised you treasure. Head southeast and talk to him again. He will congratulate you, calling you a true hero, then he will move aside, allowing you to take the Mirror in the chest. Now proceed east and north to another set of stairs heading down. Take them, and in this first room, head south through the doorway and out of the tower.

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=====
                WORLD MAP
=====

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Instead of just using Nina's Warp spell to quickly get back to Auria head southwest from the L & D Tower and enter the cave here.

```

=====
                L & D CAVE
=====

```

Enemies: Bully, Fly, Midget  
Items: G.Bar

In here, head all the way north, past a path left, to the northern wall. Proceed west from here and open the locked door you come across with Karn. Take the G.Bar from the chest and then continue on the path west. Follow it around to the south and hit the ground switch there to lower the gate. Now head all the way south out of the cave. From the exit, head east to Auria.

=====
AURIA
=====

Items: Herb(x5), Dart, B.Stn, MetalSH, F.Stn

Go ahead and save at the Dragon Shrine here and you probably will also want to stop at the Inn just to the northeast and take a rest to heal up. Be wary of the guard, however, as he still remembers you and will throw you in jail if you cross him. Now head all the way to the northern manor where Ross lives. Head north through the columns then west and south to some stairs leading down. Take these and then open the two locked doors of the safe in this room. Now talk to the girl here and she will tell you that if her mother was alive, she would've told Ross to do the right thing. Now go back upstairs and talk to Ross, who has stopped running around in circles on his carpet and is at the dining table at the northeast corner of the room.

C u t s c e n e
! Ross will say that if he gives up the Key, the Dark !
! Dragons will harm his daughter. After a pause the !
! flickering image of a woman appears at the table as Karn !
! raises the Mirror. This causes the ghost of Ross' wife, !
! Alena, to appear. Ross consults her as to what to do. !
! She asks him if he really thinks giving up the Key will !
! help their daughter. Ross realizes that giving them the !
! Key, things will only get worse. Alena approves of his !
! decision, and then departs. !

After the apparition leaves, talk to Ross again and he will tell you that he's come to his senses at last, and that he wants you to tell his daughter that he was wrong. So head back down to the basement and talk to his daughter again. She will recognize that her father has changed his mind and that the Dark Dragons are coming for the key. Agree to help them fight off the Dragons and she will tell you that the LtKey is at the top of this tower. Open the eight chests here for five Herbs, a Dart, B.Stn, and MetalSH. Equip the Dart to Karn then proceed up the stairs here. Head up a couple more sets of stairs until you are in a purple-floored room. Follow the path around to a staircase and take these up a floor. Grab the F.Stn in the chest here then proceed up the stairs to the left. Examine the pillar with the glowing orb and you will receive the LtKey, completing the pair. Now return to the main area of the house and exit it.

Now head south all the way out of the manor area and then head west over to the dock. Talk to the captain here and he will tell you that he'd like to sail with you, but the Dragons are blocking the way. So head west over to where the boat is and heal up to prepare for a battle. Approach the two soldiers here and they will notice that you have the LtKey and he offers to take it off your hands.

Mini-Boss Battle: KNIGHT and ARCHER
| This battle is so easy that it really shouldn't be |
| classified as a mini-boss battle, but the reward you |
| get from it says otherwise. These two attack with |
| regular attacks that do only about 10-15 damage, and |
| the knight has a pretty weak thunder attack that can |

```

| do 25-30 damage. It's nothing big at all. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| Have Ryu become the ThrDr and while everyone else |
| focuses all their attacks on the Knight. Have Bo use |
| Fry constantly while Nina uses Atk-Up on Karn, then |
| attacks as well. Once the Knight falls, simply pick |
| off the archer with ease. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 4370 EP and 2835 GP acquired. |
O-----O

```

That's a fairly nice reward for such an easy battle. Once they are defeated, the Knight will proclaim that Ross has betrayed them and that you will soon know the wrath of the Dark Dragons. The Archer then waves out to sea and the ship suddenly starts blowing up and sinking. The screen then flashes white and the ship is totally ruined. The Knight and Archer then vanish. Well that sucks... The Captain then comes over and marvels at the last blast that destroyed the ship. Some fish character, who you later find out is Gobi, then comes up and mentions moving a roc blocking the North Cave to surprise them. He then offers GnPwdr to blast the rock in exchange for a G.Bar. Talk to him again and agree to the trade, using the G.Bar you recently acquired from the L & D Cave. Now head back east and then exit the gold city to the south after resting at the Inn and saving at the Dragon Shrine.

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=====
WORLD MAP
=====

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Out here, make your way to the cave to the north, around the land mass, which you know is Cape Cave.

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=====
CAPE CAVE
=====

```

Enemies: Ameblob, Fly, Midget, Shadow

Head north until you come to a fork in the path. Take the western path and follow it south to some rocks. Upon approaching it, you will set the explosives and step back as the rocks explode. Proceed south and west down this extended path to a grassy, forest area.

```

=====
SECRET BASE
=====

```

Enemies: SpearMan

Follow the path south-southwest among the trees until you come to a small house. Proceed west on the stone path here and some soldiers will approach you and do battle with you. Defeat these two SpearMen with ease and then continue along the stone path until you come to a ship. Head north into it.

```

=====
DARK D. SHIP
=====

```

Enemies: Archer, SpearMan  
Items: V.Ptn, Acorn(x2), Herb(x2)

As soon as you take a step onto the ship, a soldier will approach, leaving because his shift is over. He will spot you and try to stop you. Defeat the Archer then head down the stairs ahead. As you start to walk south, two more soldiers will approach you and try and stop you. Defeat this Archer and SpearMan and then continue south and around into a bedroom and head up the stairs here. The Knight here will see you and tell you that you cannot get this far from luck alone. He'll then use that Star Fox 64 line that Star Wolf taunts you with: "You're good...but I'm better," then he morphs into a squid and battles you.

```

o-----o
|   Boss Battle: SQUID   |
o-----o-----o-----o-----o
|   Squid has some power to him, but he shouldn't last   |
|   long enough to do any major damage to you. He has two |
|   attacks. He has a weak melee attack that does minimal |
|   damage and a strong projectile attack that attacks    |
|   each party member for anywhere from 30-60 damage.    |
|   This attack can be harsh, but you should be able to  |
|   counter it by healing with Nina as well as Bo.       |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'. |
|   Being a water creature, Squid has a weakness to     |
|   thunder attacks. Exploit this weakness by using Ryu's |
|   ThrDr and Bo's Fry spell. Nina should fortify your   |
|   allies' attributes and heal whenever necessary. Keep |
|   up the attacks with Karn as well as the thunder     |
|   strikes with Bo and Ryu and you should finish it off. |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'. |
|   7804 EP and 563 GP acquired.                         |
o-----o-----o-----o-----o

```

The Captain turned Squid admits defeat but assures you that his brother will seek revenge. He then disappears and you regain control of your party. Search the chest of drawers here for a V.Ptn, then head down the stairs to the right. Grab the two Acorns and Herbs from the chests here then make your way out of the ship. Head back east along the stone path and then north in the Secret Base area back into the Cape Cave. Follow the path past where the rocks were and head south out of the cave. Out on the World Map, head south around the large land mass and back into Auria.

```

=====
AURIA
=====

```

Visit the Inn here first and then save at the Dragon Shrine again. Now, head west to the docks where the ship was blown up and talk to the captain there. He will be amazed that the plan worked and head off with you.

```

=====
DARK D. SHIP
=====

```

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   The screen will go black for a second and you will be back !
!   at the Dark D. Ship with the captain, Ross, and his       !
!   daughter. Ross' daughter will say that you all must work  !
!   together to protect the village (I think Auria is a little !
!   too extravagant to be just a village). Ross will speak up !

```







```

!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   The man then opens the Goods revealing a letter that says   !
!   that Gant has been attacked. You then hear a noise and a   !
!   messenger Fish will tell you that the Dark Dragons have    !
!   attacked a small boat, another messenger will enter and    !
!   tell the Guild Owner that the survivor of the ship needs   !
!   his help. They run off and Gobi is left to wonder what is  !
!   going on.                                                  !
!   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.                  !
!   Gobi follows the party to the top floor of the Inn where   !
!   you find that a ghost has come to take the survivor away. !
!   Apparently the survivor, called Ox, has important          !
!   information to pass on. Gobi will announce that he knows a !
!   warrior who can get rid of the ghost, but it will cost    !
!   5000GP (Gobi, always looking for a way to earn some cash). !
!   Accept and the Guild Owner will tell you to get him        !
!   immediately.                                              !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Once you regain control of Gobi, head downstairs and out of the Inn, then proceed out of Prima. Once underwater, head north a little then east to the beach up to land.

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=====
                        WORLD MAP
=====

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Head north into the beach area where Ryu and his party are. Talk to Ryu and he will apologize for taking so long. The whole party will join up with you. Now with five party members, you can choose who is in the fighting team but changing whoever is in the left row. I kept Gobi in there for now but you can choose to put Bo back in if you so choose. Now, head south back into the water, placing on the Gills to allow the rest of the party to breathe down there as well. Head west out to Prima down here, taking some time to level Gobi up through some battles.

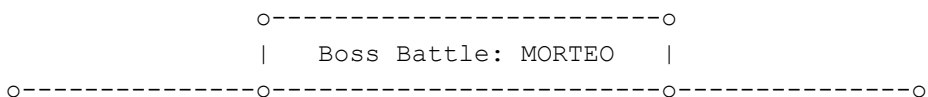
```

=====
                        PRIMA
=====

```

Once you enter, rest at one of the Inns and save at the Dragon Shrine. Check out the multiple Weapon Shops and upgrade all of your party's equipment. Get a PowerSD for Ryu, an IcySH for Karn and Bo, and a HornHT for Bo and Karn at the leftmost Weapon Shop. From one of the Weapon Shops inside the yellow-roofed building, procure a EvilRP for Nina. Now exit there and head all the way to the right and enter the Weapon Shop here. Grab a PoisonBW for Bo, a RangerVT for Bo and Ryu, and some PlateAR for Karn. Now head just northwest from there to another Weapon Shop and buy a Tri-DR for Karn. Now exit and head directly west to the final Weapon Shop. In here, obtain a LightSH and SuedeRB for Nina.

Now you should be fully upgraded, so sell anything and everything that you don't need so you can get some cash back, and then head to the Inn just to the left of the entrance to the town. Head upstairs and talk to the ghost at the front of the bed. The ghost will tell you to give up as you are powerless against him. We'll see about that.





| This ghost is so weak it's not even funny. It should |  
| not even be considered a boss in my opinion. It |  
| has one melee attack that does about 20-40 damage, |  
| depending on who it hits, but it only attacks one |  
| party member, making it easy to counter with a Cura |  
| spell or Herb the next round, if you choose. Morteo |  
| should be downed before he inflicts any heavy damage |  
| to any one party member. |

| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |  
| Have Ryu attacks as the ThrDr each round while Karn |  
| and Gobi regularly attack. Nina should cast Atk-Up on |  
| both Gobi and Karn and then resume attacking or |  
| healing, if you ever need to. If Bo is a member of |  
| your team, have him use Fry or attack regularly as |  
| well. Within a few rounds, the ghost will be downed. |  
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |  
| 4162 EP and 3902 GP acquired. |

o-----o

-^\*-  
! C u t s c e n e !  
-^\*-  
! Once Morteo is defeated, he will vanish and the survivor !  
! will wake up and ask where he is and what has happened. !  
! The Guild Owner will ask the man, known as Ox, why the !  
! Dark Dragons are after him. He replies that he was running !  
! from them to deliver a message that he is one of the Metal !  
! Smiths. The scene then cuts to Gant, and Ox explains that !  
! the Dark Dragons, knowing that they are skilled, forced !  
! them to make a secret weapon. They tried to fight but the !  
! Dark Dragons captured their families. Gobi then mentions !  
! that if he helps them, he may be able to get his license !  
! back. The party then decides to help Gobi and Ox. Ox joins !  
! your party and you regain control. !  
-^\*-

Now your party consists of Ox, Gobi, Ryu, and Nina. I don't like how slow your party is so I switched out Gobi for Karn. The choice is up to you what members you want in your party. But anyways, heal at the Inn here and then exit out into the town. With your new member, you may want to upgrade his equipment with what money you have. Grab an IronHR and a HornHT right now from the Weapon Shop to the right of where you came out and equip them to Ox. Now save at the Dragon Shrine and exit the city.

=====

UNDERWATER

=====

Well Ox, Gobi, and even Karn should still be at fairly low levels at this time so take some time to do battle with the underwater creatures and maybe raise a level or so before moving on. Head back into Prima to rest at the Inn and save at the Dragon Shrine. Now head northwest from Prima to another beach up to land.

=====

WORLD MAP

=====

Enemies: Chimera, M.Scorp, R.Slime

Out here, the enemy set has changed and some of the enemies are quite strong. The R.Slime here are pretty pathetic, compared to the G.Slime who reward you will a great amount of experience after beating them. You can take some time to level up here as well, but it's up to you. Once you're ready, take the southern path from the beach through a large field of dead trees. Continue along the path through the mountains until you come to a tomb that looks like the Krypt and enter it.

=====
  
HIDDEN FORT
  
=====

Enemies: Archer, LancerX, Sorcerer, SpearMan
  
Items: GiantHR, EchoHT, Herb(x2), Life, MetalSH

Most of the enemies here are Dark Dragon henchmen who usually come in groups. They can give you a hard time but it's nothing you haven't faced before. Just remember to heal up after difficult battles to stay in good shape. Head down the stairs straight ahead of you and in this next room, head south to some rocks blocking your path. Switch Ox to the front of the party and press A to destroy one of the rocks. Now head left past some stairs and have Ox break down the weak wall here. Grab the GiantHR and EchoHT in the chests here and equip the two-handed hammer to Ox and the helm to Nina. Now make your way up the stairs just to the south.

In this room, you can either break the wall to the north then go west, or go around to the west first. Either way, fight the LancerX who approaches you over here and grab the Herb in the chest. Now head north and west through a hallway to another chest with an Herb. Defeat the LancerX guarding this post and then head east until you come to two breakable walls to the north. Bust open the west one with Ox and follow this hallway to a chest containing a Life. Now head back to where you broke the wall and head southeast down through a doorway. Follow the path east to a chest with a MetalSH and then proceed northwest, defeating the LancerX who approaches you here.

Now head directly north to a weak wall, which you should break down with Ox. Now take the southern path here, to the right, and continue down it until you reach a breakable wall to the north. Break it down and head north through it to a staircase. But before you go down the stairs, heal your party up for a boss battle. Now head downstairs and you will be confronted by a Knight. He will say that Ox has got guts for coming back, but it's not enough. You will then enter battle with him as he transforms into a Toad.

```

o-----o
|   Boss Battle: TOAD   |
o-----o-----o-----o-----o
| Yet another frog boss to do battle with, this one can |
| be tough and grueling. It has two main attacks just  |
| like the first Frog you battled: a tongue strike and  |
| a projectile attack, each damaging a single ally. The |
| tongue lash can hurt, doing about 60 damage while the |
| projectile does around 40 and even up to 70 or 80    |
| against your weaker party members. That's pretty much |
| all there is to Toad. He is strong, but Nina can     |
| counter each round with her healing spells.           |
|      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| I suggest using a party of Ryu, Nina, Ox, and Gobi   |
| against Toad, but it is really up to you. You can    |
| switch Karn or Bo in there for Ox or Gobi if you    |
| wish, but always have Nina for her healing and      |

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|   fortifying spells as well as Ryu for his powerful   |
|   attacks. As always, have Ryu use his ThrDr attacks |
|   while Nina uses Fort and Atk-Up on your other allies, |
|   healing whoever is below 60 HP. Keep up the attacks |
|   with your remaining party members and eventually,   |
|   Toad will fall.                                     |
|               .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
|   6000 EP and 1500 GP acquired.                       |
O-----O

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-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!               C u t s c e n e               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   Once the battle is over and you have defeated the Knight   !
!   turn Toad, he will explode and the gate to the right will !
!   lower. Ox will run into the cell, where other young men of !
!   Gant are being held. The rest of the party will follow and !
!   one of the Friends will marvel that Ox is alive. Ox humbly !
!   replies that he could not have rescued them without the    !
!   party's help. One of the prisoners tells Ryu that the Dark !
!   Dragons have taken the weapon and prisons to Nabal in the !
!   north and that Ox's wife is among the captives. Another of !
!   the Friends tells Ryu that security at Nabal is tight but !
!   that an old man near Gant, who used to be in the Dragon    !
!   army, could give some advice. Ox excitedly urges Ryu to go !
!   north to Nabal and you regain control of the party.       !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Now, with Ox leading your party, head over to the right and break down the weak wall here. Head north up the stairs and continue north out of the Hidden Fort.

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=====
                WORLD MAP
=====

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Well, now that you have Ox with his ability to break things, you can do another side-quest, which I appropriately labeled "Break Stuff." If and whenever you choose to do this is your choice, but any time now is opportune. Once you are all ready to continue the main adventure, warp your party to Arad to pick up something ahead of time. Save at the Dragon Statue in the Inn here and then take some time to rest up. Now exit the tent and continue out of the town to the southwest. Now head just southwest to where the Krypt is and step on tile in front of the entrance. Press A to use the Fife, making a bridge appear then head straight into the Krypt.

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=====
                KRYPT
=====

```

Enemies: E.Chest, Fly, G.Slime, Mage, Midget, Scorp, WarHog  
Items: B.Rang

Revisiting this dungeon, head through the doorway to the northeast and then make your way down the large stairs here. In this large room, head south down from the platform and head southeast to another large platform and make your way down the large stairs on it. Head east down another stairway and head south down from the platform. Make your way around to the north until you come to two platforms. This time, head up the left one and use Ox to break the rock that was holding the B.Rang. Now take it and make your way back up the staircases and out of the Krypt. Once outside, have Nina Warp your party to Gant.

=====  
GANT  
=====

Save at the Dragon Statue then exit the Shrine and make your way north to the Weapon Shop. Gant has some pretty nice items to take some time to upgrade Ox's equipment. For a hefty price, grab a SpineHR for him, which is amazingly powerful and only one-handed, allowing him to hold a shield as well. Also, purchase some MetalAR and equip these items as well as the MetalSH you found in the Hidden Fort to Ox. Now sell back any unused items exit, making your way north, up three flights of stairs to the large building up here.

Talk to the man here and he will notice your B.Rang and offer to fix it for you while you rest. After a short pause, the man will have fixed it and you take it back from him. Now, equip it to Ryu and then head northeast into the room where you got the goods from the chest. Notice a hole in the wall behind some drawers to the right? Well push it to the left or right and enter the hole. Now walk straight ahead and use Ox to break one of the rocks here to get to the man behind them. Switch Karn to the front of your party and talk to the man. The man will see that you are Karn and teach you the Shin spell as Karn is a member of his family line. This spell fuses Karn, Bo, and Gobi together so use it right away to add a powerful member to your group. Now exit the house and leave the city.

=====  
WORLD MAP  
=====

Enemies: Bulla, Flea, Slime

Out here, you must find the person that one of the prisoners mentioned who has advice for you. Head south from Gant through the dead trees and follow the path through the mountains around to the north. Continue on east past a beach and northeast up to a peninsula with some sand and palm trees. Head to the eastern end of this area and enter the little hut here.

=====  
W-MAN HOME  
=====

Proceed straight ahead and talk to the old man standing with a goat outside a tent. He will notice your B.Rang and the fact that it is authentic and perfect. The man will then spin around multiple times and then tell you that the GrimFowl is a tame bird until you mess with its eggs, at which it becomes berserk. He then tells you that you could use this as a weapon. After he is done giving advice, exit the area.

=====  
WORLD MAP  
=====

From here, head back southwest and further west until you reach the beach that you passed earlier. Head north into it down into the water. Once underwater, head north and east to Prima, and from there, go northwest up another beach. Back up on land, take the southern path through the dead trees and then southwest, entering the Hidden Fort again.

=====  
HIDDEN FORT







WISDON DUNGEON

Enemies: Chopper, M.Scorp, R.Slime

Items: Life2, Life(x2), Herb(x4), ProSH(x2), OldSP, SilverBR, RageHR, ChainML

The enemies in this area are generally weak and shouldn't give you much trouble at all. You have seen them all before so you know how to handle them. Once you enter the dungeon, head north until you come to a small area with pillars and three other paths branching off from it. Take the eastern path first off and follow it right and up to a breakable wall. Switch Ox to the front of the party and break down two walls in front of you. Now grab the Life2 in the chest to the right of you, then head back and bust down another wall to the north. Head left and down to a chest with a Life, then make you way all the way back to where the path splits. Continue on the path leading west and follow it up to another set of three breakable walls. Do the same routine as at the other side of the room, grabbing the Herb and ProSH in the chests here after breaking the weak walls.

Equip the latter to Ox and then make your way back to the fork area. Finally, take the northern path and head down the stairs up here. In this next area, make your way north a long way, under a meaningless archway up to a platform with a wide set of stairs on it. To gain access to the chest to the right, head to the left and up to some rocks. Have Ox break them then continue east and south to the chest containing an OldSP. Now head back around the room and up the set of stairs. In this large, open area, head south down from the platform all the way to the southern wall. Now head west until you come to a breakable wall just to the north. Use Ox to break it down and take the Life and SilverBR from the chests here.

Now head out of this enclosed room and make your way across the room to the northeast. Make your way in between two more enclosed rooms and break the wall to the north. Grab the Herb and RageHR from the chests here. Now head south out of the room and break the wall to the south here to enter another small area. Head down the stairs to the right here and follow this linear hallway west, north, and west again to another staircase. Take it back up a level to a room with four chests containing ChainML, two Herbs, and another ProSH. Give this shield to Karn[Shin] and continue back down the stairs, southeast through the hallway, and up the other set of stairs. Now head northwest from the enclosed room to a raised platform with some pillars and a large set of stairs on it, which you should take up and out of the dungeon.

.....

Now head north into the large castle just ahead of you. In this dark place, head directly ahead to a fountain, which you should drink from to recover your HP and AP. Now make your way up the stairs to the right to a floor with three ghostlike figures to the left. Approach the apparitions and you will be shocked back. The three figures will approach you and one of them will acknowledge that you are the destined hero while another asks if you come to disturb the Sorceress's sleep. The third then tells you that you must prove your worth to be in the presence of the sorceress. One then attacks you.

```

          o-----o
          | Mini-Boss Battle: WISP |
o-----o-----o-----o-----o-----o-----o-----o-----o
| Remember this boss? It's the same Wisp you defeated |
| at Agua Tower very early on in your gaming adventure. |
| This first of three ghosts is a breeze. It either |
| attacks will a body slam thing that does only around |
| ten damage. He can also attack with a projectile ball |

```



```
| that is a little stronger, doing about 15-20 damage |
| to each party member. Still, this multi-hitting |
| attack is nothing to be scared about. Wisp is |
| extremely weak in its defenses as well. I recommend |
| just putting your party on AUTO, and the ghost should |
| be downed within a few rounds. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1560 EP and 390 GP acquired. |
o-----o
```

After defeating Wisp, another ghost will congratulate you and then do battle with you without giving you any time to heal, though you shouldn't need it.

```
o-----o
| Mini-Boss Battle: CLOUD |
o-----o-----o-----o-----o-----o
| This boss is the exact same thing as the Cloud you |
| fought at the L & D Tower. It has the same fire and |
| lightning elemental attacks that do around 40 damage |
| to one party member and the same Devistate attack |
| hits each ally for 45 damage. Your strategy should be |
| a bit different than the previous time you fought it |
| as you should be much stronger this time around. You |
| should just attack always as you did against Wisp. |
| Cloud is somewhat stronger so he won't go down as |
| easy. He can also take a toll on your health so have |
| Nina heal if ever necessary. Just keep up the attacks |
| and it will fall relatively quickly. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 5775 EP and 1443 GP acquired. |
o-----o
```

After this slightly more challenging battle, the final ghost then gives you a nice "Well Done!" and then takes its turn against you.

```
o-----o
| Boss Battle: MYST |
o-----o-----o-----o-----o-----o
| This green-colored apparition is a bit more |
| formidable than its washed-up counterparts. It |
| attacks in elemental spells, and a higher level of |
| them than you have encountered before. His T.Bolt and |
| Blizzard attacks hit all party members for 40 damage |
| while his Burn Out only hits one ally. Myst also uses |
| his Recover spell when his HP gets low to replenish |
| 100 HP. This isn't big because you entire party can |
| inflict more than 100 damage to it per round. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| If your party's health is low, use an M.Drop to heal |
| the entire party or use Nina to heal. Continue to use |
| her to heal if necessary, attack, or use her Shield |
| spell on your party if you feel you need it. Ryu |
| attack as his ThrDr transformation and Ox and |
| Karn[Shin] should attack each round. Myst has about |
| the same resilience as Cloud, so it shouldn't take |
| too long to defeat. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 5203 EP and 4682 GP acquired. |
o-----o
```

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   When the final battle is over in your triumph, the ghosts   !
!   will acknowledge that you are very determined and they     !
!   allow you to awaken the sorceress. After a couple failed   !
!   attempts to wake her with words, the ghosts assemble      !
!   around her corpse and resort to Plan B: shock her awake.   !
!   This works and she rises with a shriek. The ghosts then    !
!   tell you that they have done their jobs to protect her,    !
!   and then leave your party with her. The sorceress, named   !
!   Bleu, indirectly asks you why you awoke her and ponders   !
!   the idea of sinking the Dark Dragon vessels, pacing back   !
!   and forth. After a short while, she gives you an OldEgg    !
!   and tell you to put it in a warm place, like the volcano.  !
!   The warmth will cause the egg to hatch a bug that will    !
!   unleash a typhoon. She then goes back to sleep.           !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Now head back down the stairs to the right, heal at the spring, and then make your way south out of the castle. Now head down into the dungeon area and make your way back through here out to the main area. Save your game at the Dragon Shrine and then proceed out of the town.

```

=====
                        WORLD MAP
=====

```

Back in the desert, have Nina Warp your party to Gant. Exit the city and follow the path south through the dead trees and then proceed northeast between the mountains up to a beach. Take this down underwater.

```

=====
                        UNDERWATER
=====

```

Head north and west a little bit to reach the town of Prima, but do not enter. Now go directly north from Prima through a path between some rocks to an open area. Continue heading north and you will reach an opening in some underwater mountains. Enter this cave.

```

=====
                        SEA VOLCANO
=====

```

Enemies: AmeblobX, CrawlerX, DogFish, Tentacle  
Items: SharpBW, 3000GP, M.Drop, PowerDR, 2000GP, Herb

There are some new enemies that you will encounter here. The AmeblobX can be a pain (remember the green Ameblob?) but they give some decent experience points. You shouldn't have very much trouble in this underwater cave as long as you keep your party healthy with Nina. Upon entering, head directly north to a fork in the path. Follow the eastern path first to another fork, continuing east to a chest with a SharpBW. Give it to Bo, though he should be fused at the time, and then head up the northern path. Follow this linear path all the way up and around to the left until you reach a split in the path where some underwater plants are. Continue west here and grab the 3000GP in the chest, and then go back and head down the southern path. You will come to some stairs, which you should take up a floor.

In this room, head up the stairs to your right and examine the chest in the room above for an M.Drop. Now head back down a level and follow the path to the west. Continue on the path as it goes south and east past some stairs. When you come to a fork, take the southern route to a chest with a PowerDR. If you have the IcyDR equipped to Karn[Shin], then you don't need to give him the PowerDR. Now return to where the path forked and head east all the way to a chest containing 2000GP. After grabbing this money, take your party all the way back west to the staircase you passed earlier and head up this. In this new area, grab the Herb in the chest and then follow the path west and south to a ledge with some lava below you. Head over to the left a little and you should notice a small strip of cliff extending out to the south. Walk out onto this narrow strip and press A.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   Your lead party member will drop the OldEgg into the                   !
!   volcano a message will tell you that it has grown larger.             !
!   The scene, as well as your party, warps to Wisdon where                !
!   you awaken Bleu again. She asks what is up and you tell               !
!   her that the world is in chaos and that you need her help.            !
!   She joins your party and you all run off to the Guild                   !
!   Owner's house in Prima. The Guild Owner tells you that the            !
!   Dark Dragons have not made a move yet and your party rests            !
!   at the Inn. You have control of your party here, but make              !
!   a move and a messenger will come.                                       !
!   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.  !
!   He will tell you that the Dark Dragons are finally making              !
!   a move. You rush outside where the Guild Owner begs Bleu              !
!   to use her magic. She obliges and then the Guild Owner                !
!   reminds Gobi that if he does the right thing, he will get             !
!   his license back. Gobi acknowledges this and the Guild               !
!   owner goes off as Ox pledges to stop the weapon. One of              !
!   the citizens then turns into a big fish and your party               !
!   boards it as it rushes out to sea.                                       !
!   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.  !
!   Bleu asks how the situation is and a defense unit responds            !
!   that the enemy is approaching fast. The three defense                 !
!   fishes go off and your fish surfaces right in the middle              !
!   of a number of enemy ships. You can't escape as you get              !
!   shot at by the ships, so Bleu calls upon the Typhoon Bug             !
!   to do the dirty work. After a pause a large spinning cloud           !
!   thing comes and sets half the ships on fire. The Dark                !
!   Dragons retreat underwater. Your party heads back down and            !
!   disembarks from the big fish as it goes off to stop the               !
!   enemy. You now have control of your party with a powerful             !
!   new member.                                                             !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

=====
UNDERWATER
=====

Your party will consist of Ryu, Bleu, Gobi, and Ox. This is a pretty crappy setup so fuse Karn with Bo and Ox again to form Shin and exchange Ox for Nina. Also, switch Bleu to the back line to enhance her defense. Now head up north where a bunch of fish and Dark Dragons are. As you approach, one of the fish will tell you to take care of the leader while he handles the rest. You walk up to the General, who does battle with you for destroying his battalion, morphing as he does.





will tell you that something under a box will help you make a big catch. Move the box to the southeast of the and then examine it to obtain a Rod5. Now move the southwestern box aside and fall down the hole here. Grab the Herb and Melon in the chests here, then continue south and up the stairs here to exit the city.

=====
WORLD MAP
=====

Now that you have the most powerful of the Rods in the game (Rod5) you can fish for some great new equipment. I suggest going for the DragonSD and DragonHT now as you can obtain it easily. Look under the "Dragon Sword" and "Dragon Helmet" side-quests for how to acquire them. You can also go for the Slab now, but it really isn't important. Once you're ready, warp to Gant and leave the city once there. Follow the path from here south through the dead trees and then up northeast between the mountains until you come to the beach. Take it down to the water.

-----
UNDERWATER
-----

Whether you use Gobi's transforming fish ability underwater is up to you. It is faster and you don't have to deal with enemies, but it can be a hassle if you keep him fused to Karn. Sometimes you need to be the big fish, but I'll let you know when that happens. No matter, head to the beach just northwest of Prima and take it up back to land.

=====
WORLD MAP
=====

Follow the southern path through some dead trees and continue on southwest to the Hidden Fort. Enter it and make the short trek through the area (if you don't remember, find the section above) and once out on the other side, follow the path through the mountains leading west. Continue on the path as it goes south and back east until you come to a group of four trees. Enter the small shrine encircled by the trees in search of your next set of dragon transformations.

=====
DRAGON SHRINE
=====

Head north into the actual shrine, and once inside, talk to the old man wearing white garments. Like the previous shrine, he will only allow Ryu to proceed. Heal at the spring to the left and then grab the Mrb12 in the chest over to the right. Now head straight up the middle of the area, up some steps to the entity up here. It will tell you that you've completed this step if you survive this test, and then do battle with you.

o-----o
| Boss Battle: BAIN |
o-----o-----o-----o-----o
| What a pretty-looking boss. I love how it glimmers... |
| but anyways. Bain is quite a simple boss, despite its |
| elaborate exterior. It attacks normally each round, |
| doing only about 15 damage to your hero. Your |
| strategy should be quite simple as well, transform |

```

|   into the ThrDr and attack each round. If your health |
|   should ever drop to around 20, use a healing item,    |
|   but you probably won't drop that low. Bain is an easy |
|   boss to beat and after some rounds of exchanging    |
|   blows, you should come out the victor.              |
|   .-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-'-' |
|   1020 EP and 360 GP acquired.                          |
o-----o

```

Once the battle is over and you have defeated the spirit, it will congratulate you and you will gain four new dragon transformation spells: IceDgn, FirDgn, BldDgn, and GldDgn. They will be very useful to you and look really cool in battle as well. Now heal at the spring to the left and make your way out of the shrine with your party.

```

=====
                    WORLD MAP
=====

```

Now from outside the Dragon Shrine, take your party to Tunlan via Warp spell courtesy of either Nina or Bleu and then exit the city, continuing south down the beach and into the water.

```

=====
                    UNDERWATER
=====

```

Switch Gobi to the lead of your party, defusing him if he is fused to Karn, and transform into the great fish. Swim around the small island to the left and then make your way directly north to reach another beach. Revert back to normal and head up this beach to some new land.

```

=====
                    WORLD MAP
=====

```

Enemies: Chimera, Warlock, Zombie

There are some new enemies you will face here so I'll give you a heads-up on them. They are nothing too scary and you shouldn't have any trouble with them. They give pretty decent experience, however, and you may want to take some time to level up. If you need a tip for beating them, most are undead enemies so you can use Nina's Zom spells and Ryu's GldDgn if you feel like it. To reach the next town, follow the route east to a grove of trees. Head north from there across a stone bridge and up a ramp. Make your way just northeast of there and into the establishment there.

```

=====
                    GUST
=====

```

To start off, head north in this town to the Dragon Shrine and Inn, which oddly are not at the front of the town, and save your game and rest up. The Weapons and Items Shops are over to the right, so take some time to stock up on items upgrade your equipment. Grab the MoonBW and WorldML for Bo and a FlameSH and WorldML for Ox, selling back your obsolete items, as the purchase of the WorldML should drain your funds. Now head into the house just south of the Inn. In this house, you should see a small crate to the right. Push it aside and drop down the hole it was covering. You should now be in front of a setup of urns in this fashion:

(4) (5) (6)

(2) (3)

(1)

To solve this simple puzzle and get to the room beyond, move urn 1 to the right or left, urn 3 to the right, urn 2 to the left, both urns 4 and 6 up, and urn 5 to either the right or left, so that they should be in this order (or slightly different depending on which way you moved urns 1 and 5):

(4) (6)

(5)

(2) (3)

(1)

This should leave a path directly down the center to a familiar looking man with candles on either side of him. Switch Karn[defused] to the lead of the party and talk to this man. Since you are a member of his family line, he will teach you the spell Debo, another fusion spell with that can only be used underwater. Now head south and up the staircase here to get out of the city. Reenter, however, and head all the way north and exit through the path here to end up north of the city.

=====  
WORLD MAP  
=====

Follow the dirt path north and you will come into another area labeled Gust, again.

=====  
GUST  
=====

Head north on this linear, grassy path up to an area with a big pink flower in the middle of some pink diamond things that are emitting some form of gas. Pass it up on the right and head up to a purple door. Press A to open it and then enter it.

=====  
LAB.  
=====

Enemies: Blaze, Buzzer, LancerX, Mimic, Rogue  
Items: Herb, Cure2, L.Ptn, Rod4

Yes, there is a period after the name of the area. I don't know why, it may be a typo; it may be intentional to convey a sense of abruptness, who knows? But I digress...the enemies in here shouldn't give you much trouble. You may see some rehashed Dark Dragon enemies, which aren't bad, but the Blaze here can deal the damage with its Burn Out attack that hits your entire party for 30-40 damage a piece. Use Bleu's water spells to douse its flame easily. To the walkthrough - in this first room head over to the left where a chest is and a monster will appear. Defeat this Rogue with normal attacks easily for a nice experience bonus and then grab the Herb in the chest. All chests in this place are guarded by these weak demons so get used to fighting them. Do the same thing over to the right side of the room and grab the Cure2 in the chest there. Now head straight up the center of the room to numerous different paths ahead.

Of the three rooms up ahead, the two to the right contain chest while the one



to the left does not, though I recommend going there just to fight the Rogue that appears. Fight the Rogues in the other two rooms and grab the L.Ptn and Rod4 in the chests. Now head back to the hallway and take it east to three more rooms. These rooms have no chests in them, but they have breakable walls to the north, allowing for a small shortcut. The middle room does not contain a Rogue so if you do not want a fight, head through this room, though, again, I recommend defeating the Rogues in the outer rooms for the experience. Either break down one of the walls or continue east and around north and west through the hallway as you continue on up the stairs at the end.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   As you come up the stairs, Cort, Jade's henchman, comes up !
!   to you and the screen cuts to a close-up of his evil, ugly !
!   face with the red patch over his right eye. He then         !
!   speculates how his new formula will affect you. Back to     !
!   the normal scene, he hits your party with the formula then !
!   disappears as the screen flashes pink shortly. The camera  !
!   then zooms in on your party as they shrink and the room    !
!   around them becomes much bigger. You now regain control of !
!   your party.                                                  !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Well, you can't head down either staircase with your new shrunken-ness, so head to the little opening to the eastern side of the northern wall and enter it.

```

=====
          MOUSE HOLE
=====

```

Enemies: Roach  
Items: Herb, M.Cura

The Roaches in here aren't very strong, even in groups, so you'll have little difficulty in this area. Take your party north and east with the linear path until you come to some mice. One of them has a Mouse Inn service, which heals your party for free, so use it to get a fresh start. If you talk to the others here, you will find that "There's big trouble a brewin'." Now backtrack a little ways and head north up a path that a mouse was previously blocking and follow it to a fork in the path. To the west is just an area with some roach crap so make your way east to some more roach crap. Now head north from here to some cheese and three red bugs blocking the path. As you approach them, one will ask if you come to steal their food. It then goes on to exclaim that it hates humans because they always cause trouble, then enter battle with you.

```

o-----o
|   Mini-Boss Battle: K.ROACH (x3)   |
o-----o-----o-----o-----o-----o
|   Though each of these foes has the traditional "extra |
|   HP" of a true boss (when they flash and stay alive |
|   even though their HP is depleted), they are so easy |
|   that I can't classify them as bosses. Each of them |
|   has a strike attack, doing around 15-25 damage to a |
|   single party member. Again, not true boss caliber. |
|   Their defense is quite low as well, as even Nina and |
|   Bleu can do over 150 damage to them with a normal |
|   attack. Your offensive strategy should be to attack |
|   as BltDgn with Ryu, as they don't seem to have a |
|   weakness, and have everyone else normally attack. As |

```

```

| always, use Nina to heal whenever someone's HP gets |
| low. You should be done with these vermin quickly. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1660 EP and 721 GP acquired. |
o-----o

```

After defeat, the cockroaches will be mad that they lost to humans and then vanish. Now that they're gone, the mice can have their food back. Head back south to where the mice are and talk to the one blocking the entrance to a room with a couple chests. It will thank you and then head north into the room, unblocking the path. Take the Herb from the chest on the right first and then the M.Cura on the left, which will transport you out of the Mouse Hole and back to the Lab.

```

=====
LAB.
=====

```

Enemies: Blaze, Buzzer, LancerX, Mimic, Rogue, Warlock

Outside the Mouse Hole, your party will take the potion and revert back to normal size. You can now head down the stairs to the west. In this lava-filled room, ride the platform north of you across to another area. Follow this path down and around to another floating platform, and take this west. At the split in the path here, head south down to a platform that takes you back east to another ledge. Head north and ride the ledge here to a square island, and take the platform to the north here to an area with Cort and his demon, which looks like a pinkish Rogue. Cort will say that you have come back once, but it won't happen again as he sickens his monster on you.

```

o-----o
| Mini-Boss Battle: RUGAX |
o-----o-----o-----o-----o
| Another very simple mini-boss fight, defeating RugaX |
| doesn't have much to it. You can plainly use normal |
| attacks on this supped-up Rogue, which is not a bad |
| idea, or do the whole routine: using BltDgn with Ryu |
| and attacking with F.Ball with Bleu, or Blast if you |
| have it. You could do this, but it really isn't |
| necessary against such an easy boss. As for its |
| offense, it has a melee strike and a projectile |
| attack, both doing around 30-50 damage to one party |
| member. They are relatively strong, but nothing to |
| worry about. Keep up the attacks on this demon and it |
| will go down easily. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 4162 EP and 3121 GP acquired. |
o-----o

```

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! Upon defeating the RugaX, it will lay on the floor, !
! motionless as Cort explains that his Poison Flower will !
! send you spiraling into madness. He then exits to the !
! north and the demon transforms back into a human named !
! Nicholie. The man explains that the Flower made his people !
! crazy and turned him into a monster. Nina then offers her !
! help, using her Cura2 spell on the man. It doesn't work !
! however, and Bleu tells her that her spell is too weak. !

```

```

! Ox and Ryu then haul him away out the exit as Nina      !
! expresses her frustration.                               !
!     .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.  !
! The scene switches to Gust where Ox and Ryu have laid  !
! Nicholie down. A woman named Tina notices him and runs up, !
! scolding your party for attacking him. Bleu mentions that !
! she can heal him in no time, but she'll need some Oil from !
! a Frog. She then sends you off, hastily, to find a Frog in !
! Frog Cave. You regain control of the party outside the   !
! city.                                                     !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

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=====
                GUST
=====

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Items: G.Fly

Don't leave just yet, as you'll need something back in Gust. Reenter the city and heal your party by taking a rest at the Inn. Now save at the Dragon Shrine and then back track to the southwestern corner of the city. Make your way up the steps here and up another flight of stairs past the goat into a cave. In here, follow the curvy path to a fly at the end, sitting on some cheese. Remember to change your party back to the way you want it, as Ox was switched in upon finding Nicholie. Now as you approach the fly, it will announce that it is hungry, but it doesn't like cheese. He then suggests eating you, and attacks.

```

                o-----o
                | Boss Battle: G.FLY |
o-----o-----o-----o-----o-----o-----o-----o
| The G.Fly isn't difficult at all and poses just about |
| no threat to you. Like all enemies of the fly family |
| you have faced, the G.Fly is weak in defense and HP  |
| but has high agility. This fly also packs somewhat of |
| a punch as its only attack does about 40-50 damage to |
| one ally. Nothing big, but big for a fly nonetheless. |
|     .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.  |
| As aforementioned, the G.Fly has very penetrable      |
| defenses and is quite easy to take down. A few rounds |
| on AUTO should be enough to take this weak boss down. |
| Again, as when battling the RugaX, you can choose the |
| more powerful route with Ryu attacking as BldDgn and  |
| Bleu using her spells, but like before, it's not     |
| necessary at all. You should have G.Fly down before  |
| it can scratch you.                                  |
|     .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.  |
| 7284 EP and 8325 GP acquired.                         |
o-----o-----o-----o-----o-----o-----o-----o

```

After the battle, ending in your victory over the G.Fly, your party exclaims what a pain it was and that you should take it to the Frog. So grab the G.Fly from the cheese and, after this, leave the cave and take one more stop at the Inn to rest and the Dragon Shrine to save before leaving the city to the south.

```

=====
                WORLD MAP
=====

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Head southwest from the city and south down a dirt ramp and continue south from

there across a stone bridge. From here go southwest past the grove of trees and follow the grass path west to a beach. Head down it underwater.

-----  
UNDERWATER  
-----

Once underwater, place Gobi at the front of your party and transform into the large fish. From the shore, swim directly south so that you pass by the Tunlan island to the left and come to a wall. Swim east from here and you should reach a narrow wall. Head just north of here and back south over the rocks into this small cove. Revert back to normal and head up the beach to the south.

-----  
WORLD MAP  
-----

In this small area, there is not much else to do save enter the cave to the south.

-----  
FROG CAVE  
-----

Items: Oil

This is an extremely tiny cave with no enemies whatsoever and a bunch of small, blue frogs around. Head directly north to the frog surrounded by the rocks and he will tell you that he wants a G.Fly, a really big one, because he is hungry. Trade him the G.Fly for the Oil and then exit the cave to the south. Back outside, use Nina to Warp your party back to Gust.

-----  
GUST  
-----

Items: Maestro

Exit out of the Dragon Shrine and head into the second house south of you (just to the right as you enter the city from the south). Head north to where Nicholie is lying in bed with Bleu and Tina on either side. Talk to Bleu, giving her the Oil, and she will sprinkle it on Nicholie. She will recover and as she wakes up, she will mention the Flower and that if it spreads its seeds, the whole world will go insane. Bleu tells you to dispose of the Flower while she continues to watch over Nicholie. Bleu then looks into a Crystal Ball, but it explodes in her face, which could be seen as a bad omen... Well exit the house and make your way out of the city through the northern entrance.

Once outside the city, continue north into the other part of Gust and proceed ahead to the pink flower you passed earlier when going to the Lab. Cort will be there and he lauds your timing, as his flower is hungry (so many things that want to eat you). It then attacks.

o-----o  
| Boss Battle: FLOWERX |  
o-----o-----o-----o-----o  
| Another one of Cort's faithful monsters, FlowerX |  
| poses slightly more of a threat to you than the RugaX |  
| you defeated earlier, but is still quite easy. It |  
| uses two moves on you: a regular attack and a Poison |

```

| spell. FlowerX's normal attack does about 50-60 |
| damage to one party member, which can hurt your |
| weaker allies like Nina, so use her to stay healthy. |
| It's Poison spell does just that - poison one party |
| member. Nothing special, just use Nina's Heal spell |
| or an Antdt to cure it before it can hurt you. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| With Bleu out of your party, your setup and strategy |
| might be somewhat different. I recommend a party of |
| Ryu, Karn[Shin], Ox, and Nina. Ryu should attack as |
| BltDgn every round after transforming while the rest |
| normally attack. Should anyone fall low in HP or get |
| poisoned, have Nina use her spells. You don't really |
| need any fortification spells as this boss isn't too |
| hard, so just keep up the attacking. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 3200 EP and 3000 GP acquired. |
o-----o

```

Once the battle is over, the little pink seeds once surrounding the FlowerX disintegrate one by one, and Cort is left standing there alone. He rhetorically asks what you have done to his Flower, but reassures himself that he won't lose his temper over this. He then let's you go for now and vanishes. Nina suggests going back to the city as everyone should be back to normal, and once you regain control of the party, head back south into the city of Gust.

Make your way into the house to the southeastern house where Nicholie, Bleu, and Tina are. Upon entering, Bleu will acknowledge that you have defeated the Poison Flower. Nina and Gobi will then notice a monster that is causing commotion, and then they will recognize that it is Nicholie. Bleu will say that she made a mistake. Tina then says that if you can't make him normal, then you should put him out of his misery. You then enter battle with the RugaX again. Refer to my strategy above (when you fought it in the Lab.) or just attack it normally until it falls.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! Once the battle is over, Bleu again tries to make Nicholie !
! normal by shocking him. He wakes up and is back to normal !
! again as Bleu rejoices that it worked. Nicholie thanks you !
! and says that he will return the favor by fixing the !
! bridge. He goes off as Tina thanks you, telling you to !
! rest there until the bridge is done. After a short pause, !
! you have control of your party again, with Bleu back in !
! it. !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Now that Bleu is back in your party, you may want to rearrange your setup back to your liking. As always, I recommend a team of Ryu, Karn[Shin], Nina, and Bleu. Once you are ready, exit the house and stop by the Dragon Shrine to the north to save your progress. Now continue north out of the city and into the mountain region of Gust. Make your way north past the entrance to the Lab. up to a bridge heading west. Approach the Nicholie lying on the bridge and Cort will appear once again (I'm sick of this guy). He will say that you broke the spell, but you won't break him. As he enters battle with you, he begins to transform.

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o-----o
| Boss Battle: HORNTOAD |

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o-----o-----o-----o-----o-----o
| Ahh, yet another frog-type boss that you must defeat, |
| though this one looks much scarier. The creators of |
| this game must really like frogs for some reason. No |
| matter, HornToad's attacks are based on jumping up |
| and down. He will either jump on one party member, |
| doing 30-60 damage to your ally, or he will jump in |
| place, enacting some sort of Quake attack that does |
| anywhere from 40-70 damage to each party member. |
| HornToad can wear your team down in a few rounds, so |
| be sure to cure constantly with Nina, even if your HP |
| isn't really suffering. Stay healthy and he shouldn't |
| give you too much of a problem. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| You strategy when attack the HornToad should start |
| off with heavy attack with Ryu, and Karn[Shin], and |
| spell-casting with Nina and Bleu. Ryu should attack |
| in his BltDgn form to do over 200 damage each round |
| while Karn[Shin] attacks normally. Bleu should use |
| her Blast spell each round while Nina casts FortX on |
| the entire party, continuing with attacks or Cura |
| spells when necessary. With Nina keeping the team in |
| good shape, you shouldn't have very much trouble with |
| HornToad. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 6800 EP and 7000 EP acquired. |
o-----o-----o-----o-----o

```

Once you have defeated Cort/HornToad, he will exclaim that he doesn't believe it, as he though he was stronger, and then vanish once and for all. Nicholie will then tell you that the bridge is ready and that you can cross it to get to Scande. Before crossing it, however, you will want to head back into town to rest at the Inn and save at the Dragon Shrine. Now enter the house just south of the Inn and talk to the man by the table here. He will ask if you want to listen to his flute, telling you it is under that bed. So step into the bed and press A to take the Maestro. Now head back up north and cross the bridge to the west to get back out to the World Map.

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=====
WORLD MAP
=====

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Enemies: Blaze, Buzzer, Chimera, Crab, D.Knight, Warlock, Zombie, Zoom

Well there is nothing you can do up north, so take the southern path between the water and the cliff and follow it west across a brown bridge to a dry, dirt area. Beware of the Zoom enemies here as they can cast a Blizzard spell doing 60 damage to each member of your party and Blast that does 110 damage to one ally. Once in the middle of the dirt area, head south a little ways and you should see a head poking out of a hole in the ground.

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=====
GRAMOR
=====

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Items: Cowl

As you enter the city, you will see the little boy who was peeking out of the hole in the doorway to a room. As you approach the doorway, the boy will flee again, so follow him into the room. In the room, head up and talk to the boy

who will tell you that his brother Mogu was brave and fought hard, but Mote was too strong. Apparently, Mote's spell has trapped him in the World of Dreams, so you should help him. Now talk to the person beside the bed where Mogu is and she will ask you to retrieve an item from Tunlan in order to enter Mogu's dream. Accept and she will give you a Cowl. Now with the Cowl and the Maestro from Gust, you will be able to understand as well as communicate with the Tunlanians. Now exit the room and enter the one to the right. Save at the Dragon Statue here and then leave the underground establishment.

=====
WORLD MAP
=====

Back up to the overworld, simply have Nina or Bleu warp the party to Tunlan.

-----
TUNLAN
-----

Items: Melon(x2), M.Drop, Bolster

Once in the city, exit the Dragon Shrine and make use of your newfound ability to speak with the natives. Talk to some of the people around here and you will learn of the Bolster, the treasure of Tunlan, which allows you to enter people's dreams. Speak with the lady near the steps up to the castle and she will tell you of the TmKey, another royal treasure, one of the goddess keys that controls time. Now head up the stairs and enter the large building up here. Head directly north here to a woman wearing bight green garments. Speak with her and she will tell you that if you can solve her problem, then she will let you have the Bolster. Agree and the woman will tell you that the princess wants Zog to have the TmKey because she in love with him. If you change the princess's mind, the Bolster is yours to borrow.

Once she is done speaking, the woman will move aside, unblocking the staircase, which you should take up to the next level. In this room, you will be surrounded by guards on three sides, not allowing you to see the princess, who is in her pool. Well, switch Nina or Bleu to the front of the party and the guards will be more polite, telling you that the princess is swimming so come back tomorrow. Head down the stairs and exit the castle to the south. Now head south down three sets of stairs and enter the doorway to the right of the last, large staircase (the Inn). Rest here so that it is the next day, then head north and enter the castle again. Head directly north up the stairs once again to the princess's chambers and talk to her up ahead.

When you ask her for the TmKey, she will tell you that that is ridiculous. The princess will go on to say that she and Zog will be forever when Tyr gives them eternal youth. Well that was successful - head back downstairs and talk to the woman in green who is again blocking your path. She is persistent in getting the key even though the princess refuses to give it up. The woman mentions that the marks on the princess's back show how to open the safe, and then she leaves up the stairs to the southeast. Follow her up these stairs and down some more stairs to the left to a room with the statues (the one's that came alive and chase you down traps when you got the Rod5). Talk to the woman again, in front of the safe, and she will say that you can see the marks on the princess's back in the moonlight when she swims at night. Now exit out the castle and continue south out of Tunlan. Once outside, use the HrGlas or DkKey items to switch to night and reenter the city.

Head north and enter the castle again, and take the stairs that the woman in green took (the ones to the right). In the next room, head left, but not down

the stairs to the vault room. You may notice a small crack at the bottom of the western wall. Take your party through it and then make your way north into the little space behind the palm tree that is directly south of the princess in the pool. Press A and the screen will pan up to the princess while you read the marks on her back: "Blue, red and white from left to right." Now head back south and down the stairs to the room with the woman in green and the safe. Talk to the woman in front of the safe and she will tell you to try the left door first. Head up to it and press A to push in the blue and red stars. The old woman then tells you to try the right. So head over to the right and press A, pushing the white star. It doesn't work, however, and the woman realizes that you saw the marks in a reflection, so you should reverse the order.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!
!           C u t s c e n e           !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!
! Suddenly, the four stone soldiers jump and then rearrange !
! themselves to trap your party and the old woman as the !
! princess and four guards approach. Once they are in front !
! of the safe, the statues leave down the holes to the right !
! and left and the princess asks what is happening. The old !
! woman tells the princess to snap out of it, as everyone !
! gets old sometime. The princess refuses this fact, !
! however, and the old woman tells Ryu he must get the key !
! by force. The princess then orders the guards to stop you, !
! but they are hesitant. Just then, Bleu shows her face and !
! tells Ryu to leave it to her, as she can destroy anything. !
! Nina tries to stop her, but Bleu performs a spell to break !
! the door to the safe. The screen turns completely white as !
! Bleu says that now is the chance to take the key, while !
! the princess tries to stop you. !
! .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. !
! The screen then returns to normal as a woman named Cerl, !
! who has just appeared, exclaims that she has the key. Karn !
! expresses his despair while the princess tells Cerl that !
! she can grant her eternal youth now that she has the key. !
! Cerl doesn't know what she is talking about, however, and !
! Bleu and the princess bicker about how old they are. The !
! quarrel between the two, which eventually involves Nina as !
! well, allows Cerl the time to make his escape. The !
! princess is angered and tells her guards to detain you. !
! Nina and Bleu are ready and a large fight is shown between !
! Nina, Bleu, the princess, and the guards while Ryu and !
! Karn watch on. During the fight, Karn yells for them to !
! stop, Nina gets kicked out but rejoins, and then Bleu !
! performs another large spell that turns the screen white. !
! .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. !
! When the screen returns to normal, your party as well as !
! the princess is resting in beds in the castle, apparently !
! recuperating from the battle. Karn and Nina remind your !
! party of the Bolster, and the old woman comes up to Bleu !
! and tells her that, though the key is gone, the princess !
! must have learned her lesson. You then regain control of !
! the party with Bleu at the lead. !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Talk to the old woman in green again and she will tell you that the Bolster is in the safe downstairs. Well, switch Ryu back to the front of your party in the menu first off, then head west all the way to the destroyed safe room (you can reach it now because the western wall is destroyed). Grab the two Melons from the middle chests and then take the M.Drop and Bolster from the outside chests,



but approach them from the side, as you know there are trap holes just south of each chest. Well, that's all you can do here, so exit the town, saving at the Dragon Shrine on your way out.

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WORLD MAP

=====

Warp the team back to Gramor, now that you have the device to enter Mogu's dreams.

-----

GRAMOR

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Once here, exit the Dragon Shrine room and enter the one just northwest of it, where Mogu is. Head up and talk to the person beside his bed, who will allow you to enter Mogu's dream using the Bolster. Accept and the screen will flash yellow and then become wavy.

-----

DREAM TOWN

-----

The scene will then switch to your party in a bed as two men approach you, asking who you are and where you come from. They continue on, asking if you have a Bolster, and tell you that they can't get rid of the spell-casting monster, which is in the North Tower. Now get out of bed and exit the house. Once outside, you may notice the odd coloring of things. I guess Mogu dreams of a world with different colors. Anyways, you can talk to the people here, who are Mogu's different emotions: Sorrow, Anger, Fear, Humor, and Reason. They give you no help but Reason mentions that Mogu will be whole again when these emotions are united again. Now enter the Dragon Shrine to the north and save there, then exit the town.

-----

DREAM WORLD

-----

Enemies: Buzzer, Chimera, WraithX

The new WraithX that you will come across out here aren't very much of a threat, though bearing a resemblance to the S.Riders. They have some enhancing spells and degenerating spells but they aren't that strong. Anyhow, follow the path to the east and take it north then back west to a large tower and enter it.

-----

DEVIL TOWER

-----

Enemies: Blaze, Chopper, D.Knight, Warlock, Zoom

The monsters in this dungeon are nothing you haven't face before, so you know how to defeat them. Keep your team healthy, however, as they can wear you down with time. This tower has a little twist to it. There are red and blue switches on the ground throughout the area. Stepping on the blue switches results in the walls becoming invisible, while the red switches make them appear once again. As you enter the tower, step north onto the blue switch, and then head east from there to a red switch. Continue on this path east, following it as it goes

north, east, and then north again. When you come to a blue switch and a path heading west, head that way to a split in the path. Head south from here and follow this path west and a blue switch, making the walls disappear.

From the switch, walk nineteen(19) steps to the left and then head north on a path that should be there. Now from that first step north on the new path, walk up four(4) more steps, and then head east on another path that you can't really see. Now take your party east as far as you can, and then north over a red switch near a staircase with a little boy standing at the bottom. Talk to him and he will say that as long as Mogu's senses are scattered, you won't have a chance against him. When he challenges you, say no (you could say yes and fight Mothro, which the boy transforms into, but you cannot damage him right now so your attempt would be futile). The boy will laugh at you, but ignore him and use Bleu's Exit spell to quickly get out of there.

=====  
DREAM WORLD  
=====

Make your way east, south, and then back west to the Dream Town, where a girl is standing, not allowing you to enter the city. The girl, named Anne, tells you that she has found where Courage, Mogu's last "sense," is. She tells you to follow her as she goes into the town, so enter it.

=====  
DREAM TOWN  
=====

Enter the house in the center of the town, where you first came into the Dream World and talk to the men there. One will tell you that one of Mogu's attributes is being held in South Cave, while the other lets you know that a man fixed the bridge to the South. Well rest at the Inn in the northwestern house and save at the Dragon Shrine to the right of there, then leave the town.

=====  
DREAM WORLD  
=====

Back out here, take the path west and follow it south across a rope bridge. Continue on as it turns east and north through some dark blue rocks.

=====  
WILDERNESS  
=====

Enemies: Buzzer, WarHogX, Wraith, WraithX, Zoom  
Items: LightSH, Life, HeadGear

The enemies that you encounter in here aren't too difficult. The WarHogX are strong but it doesn't take too much to take them down. They give good experience, however. The rest of the enemies you know how to deal with. In this desolate area, try to always stay on the path (the uncracked land). If you step to the sides, steam comes out of the cracks, which takes 2 HP from your lead party member (no big deal). Follow the linear path as it winds north, going east and west on the way up. Eventually, as you are heading west, you will come to a fork in the path. Here is nothing to the west so make your way north a couple steps to another split. Follow the path east first and take it around to a chest containing a LightSH.

Now go back and continue on the path going west. Follow it as it heads

generally up north, though on another curvy path. Eventually, you will come to an open area. If you try to go immediately north, steam will prevent you, so head east for now. Here are more hidden "steam walls" in this area, so be cautious as you make your way east and then back southwest. Follow this linear path down to a chest with a Life, and continue on to another chest containing some HeadGear. Now carefully make your way back up to the open area and weave your way up north past the "steam wall" and then make your way west to another open area. Carefully, weave your way north through more invisible "steam walls" up to the exit.

=====  
DREAM WORLD  
=====

Simply take one step into the cave ahead of you.

=====  
SOUTH CAVE  
=====

Head directly north in this place and talk to the person sitting in the chair surrounded by a bunch of cheese in baskets.

! C u t s c e n e !  
! Mogu's fifth emotion, Courage, who will tell you that you !  
! will not find Courage here. He goes on to say that what !  
! you see is only substance...not form (good psychology). !  
! After he says this, Anne and a Wise man (probably the one !  
! who built the bridge) will tell you that Courage is !  
! depressed. When the two try to encourage Courage, he will !  
! still be depressed. Anne and the Wise man eventually give !  
! up and leave as Reason comes in and joins his body with !  
! Courage. He is followed by Humor, Sorrow, Fear, and Anger, !  
! who also join with Courage to form the complete Mogu. He !  
! then regains his courage, saying that he will do his best, !  
! joining your party as he does. !  
! !

Well, keep your party the same (Ryu, Karn[Shin], Nina, and Bleu is an optimal setup) but upgrade Mogu's equipment with whatever you have. Now exit the cave to the south.

=====  
DREAM WORLD  
=====

Head south back into the Wilderness and tediously make your way back through this short area. Once outside again, make your way west, north across the bridge, and then east back to the Dream Town. Stop by here to rest up at the Inn to replenish your HP and AP and save at the Dragon Shrine, and then leave. Now head east, then north, and back west into the Devil Tower once again now that you have a united Mogu with you.

=====  
DEVIL TOWER  
=====

Enemies: Blaze, Chopper, D.Knight, Warlock, Zoom



```
| status ailment. If anyone should fall to the Shock |
| spell, use Renew to bring the ally back. Just keep |
| this up until Mothro falls. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 7284 EP and 9999 GP acquired. |
o-----o
```

Once you defeat the boy/Mothro, he will say that you're still trapped in this world forever even though you beat him. He then disappears as the screen flashes green and becomes wavy as you are transported back by Mogu's bedside.

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-----
GRAMOR
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Ha, so much for being stuck in the Dream World forever...stupid Mothro. Back in the real world with Mogu still unconscious in his bed, the person by the bedside will notice you and thank you for saving her grandson. Mogu then wakes up and says that he had a dream...and Ryu and company was in it. He goes on to say that it didn't seem like a dream at all. He then joins the party again. After the musical interlude, exit the dwelling and continue up the stairs out of the area.

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WORLD MAP
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Well, now that you have Mogu, you can exploit his special Digging ability to unearth hidden items at those dirt patches that you've seen. You can find the first two sets of items right now as they are in areas you have explored, and I'll let you know when you can reach the last three places. Check out the "Digging for Treasure" side-quest for where to find these items. I highly suggest finding the Doof transformation spell for Karn, as you'll need it to get his final transformation spell. When you're done getting that, use Nina's or Bleu's Warp spell to quickly get to Bleak.

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-----
BLEAK
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Items: ClearCL

In the town, exit the Dragon Shrine and enter the wide, white house just north of it. To the left, inside the house, you should notice a large crate and two large jars blocking a staircase. Put Karn[Doof] at the front of your party and push the large crate north and then move the southern jar to the left. Now head down the stairs. In this small, enclosed area, you will notice two barrels to the left. Push the left one upward and the right one either to the left or right to reach another large crate. Use Karn[Doof] to push it up and then examine it to find the ClearCL.

Equip the armor on Nina and then head back up the stairs to the south. Back upstairs, push the jar in front of you south and then head up to the southwestern part of the house, where another large crate is. As Karn[Doof], push it aside, causing your party to fall into the hole it was covering. Revert Karn back to normal and talk to the man here, who will successfully teach you the Puka transformation spell, as Karn is of his family line. This final spell for Karn fuses him with Bo, Ox, and Gobi and gives him an assload of HP. Now that you have this powerful spell, use it, and then exit the city up the stairs to the south.

=====
WORLD MAP
=====

Try out this strong new transformation that gives Karn over 800HP, even though it looks like a little flying Gonzo (from the Muppets). Anyways, you can exploit its special ability to open those stone walls that you have seen on the side of cliffs. You can access the first two right now to get some bracelets, so look for where they are in the "Open Sesame" side-quest. Once you're finished, have Nina or Bleu Warp the party back to Gramor and then exit up the stairs and out of the underground area. Make your way south from the hole in the dry earth and enter the cave down here.

=====
WINTER CAVE
=====

Enemies: Buzzer, D.Flea, M.Flea, Nautulis

Well now that you have all of Karn's fusion spells, you should keep him in his Puka form, as it is the strongest by far. A good party to use is Ryu, Karn[Puka], Nina, and Bleu. Once you're done with your party setup, walk straight ahead and down the stairs in this cave. You'll see some new enemies here, but they aren't very strong at all. In this next area, make your way along the area east, south, east again, and south again, all the way under an overpass to the exit.

=====
WORLD MAP
=====

You'll notice a scenery change in this new area - everything seems to be cold and snowy. Well that's about all that is new, as the enemies are much of the same as you've seen before. For now, just head west from the cave exit into the town there.

=====
SPRING
=====

Items: Herb

First off, head east to the Inn and heal your entire party there, then visit the Dragon Shrine to the right and save your progress. Now head northwest of there to the Weapons Shop and upgrade your party's equipment. Grab an IronCW as well as some QuartzAR for Mogu, as well as a QuartzAR for Karn, and then sell back your obsolete equipment. Now visit the Items Shop if you need any supplies, and then head to the long house south of the two shops. Talk to the residents here and they will tell you that the tower Spyre controls the climate and has made the place very cold. Now open the chest of drawers near the middle of the north wall for an Herb if you wish, and then exit the house, continuing east out of the town.

=====
WORLD MAP
=====

From outside the town, head south along the frozen riverbank and follow it west and around up north to a large tower. Briefly put Mogu at the front of the











=====  
SPRING  
=====

Rest at the Inn and save at the Dragon Shrine you came out of first off, and then talk to some of the people around here who are happy again now that Spring has come. Now make your way up to the Items Shop and you should notice some steps leading down into the river that is now unfrozen and flowing. I recommend going for the next piece of Dragon equipment now that you have access to the river. Check out the "Dragon Armor" side-quest for information on how to get the armor nearby, and once you're finished, head north and into the little entrance beyond the waterfall ahead.

\_.-.\_.-

WATERFALL CAVE

Enemies: Bain, Blaze, Crab, Warlock, Zombie

Simply follow the linear path in this short cave north a ways and then west to a staircase at the end of the path. Continue on west on the next level, and follow the path as it heads south to the exit.

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=====  
WORLD MAP  
=====

Out here, head down the path south and a little west, following the mountain range to the right of you. When the mountains stop going to the south, continue heading down to a little group of trees and enter the town to the east of the small forest.

=====  
CARMEN  
=====

Items: W.Ant, RubyRG

To start off in this little town, save at the Dragon Shrine just to the northeast and then check out the town. You will probably notice that most of the inhabitants won't speak to you, or even move. Heck, the livestock in the little barn to the northwest don't even move. There is one guy near the middle of the area who is moving, however, so talk to him and he will tell you that upon returning to the town a few days ago, has found that time has stopped. He also mentions Tock to the east. Now head into the house just north of the Weapons Shop (with the windmill) and head up to the second floor. Make your way directly left and push the little barrel there to the left, and then examine it for a W.Ant. Keep this item as you will need it in the future. Now exit the house and, if you choose, enter the Inn to the south. Head to the northern part in here and check the chest of drawers for a RubyRG. Well, that's all for now, so simply exit the town.

=====  
WORLD MAP  
=====

Now that you're here, you can now find the third and final of the sealed stone doors and the fourth dirt patch. For more specific details as to their

locations, check out the "Open Sesame" and "Digging for Treasure" side-quests, respectively. Once you're finished, take the party south from Carmen, and then east around another small forest. Upon reaching a dead tree along the path, continue on northeast and then north up a ramp that you come to. Now head back west and take the southern path at the fork. When you reach another ramp, take it up north and then switch either Bo, Karn[Shin], or Karn[Doof] to the front of the party and head northeast through the trees and into the large tower here.

=====  
TOCK  
=====

Enemies: Buzzer, DogFishX, D.Rider, FireHead, Widow, Wraith, WraithX  
Items: Life, EvilCN, IcyAR, Cure, G.Tiara, GuardSH, Life2, AgileHT, WolfSkin

The enemies that you will find in here are mostly ones that you have encountered before, save the FireHead's, which aren't much of a threat to you even in groups. Anyways, once inside the tower, you will have a choice of three paths before you. Take the one directly ahead under the overpass. You will come to a circle of tiles with arrows on them. Upon stepping on one of these tiles, your party will be transported two spaces in the direction of the arrow on the tile. There is nothing to do with this formation, so just head north past it and drink from the clean water ahead to fully heal your party. Now make your way west from there and south down to a teleportation tile. Step on it to get past the wall to the west and then head north from there along the linear path up to a chest with a Life. Now continue on east and north again to another chest containing an EvilCN. After equipping the weapon to Bleu, head all the way back southwest and hit the teleportation tile here to get west through another wall.

Now follow the path up north past a teleportation tile, through some columns and under an overpass to another chest. Grab the IcyAR here and equip it to Bo. Once you're done with that, hit the teleportation tile to the right to get east past the wall, and then take your team up north to another tile to get back west. In this area, simply step on the tile here to be teleported further west past another wall, and then head up the stairs here. In this area, head to the northwest and grab the Cure in the chest in the little room here. Now head to the northeast and onto the tile here to be teleported east into a narrow hallway. Now head south onto another tile that takes you east into another open room. Head east in this empty space over to another tile, bringing you east outside the room. Make your way north over another tile and then follow this linear hallway all the way around the area, going west to the wall, south to the wall, back east to another wall, and then north to a teleportation tile. In the room that the tile transports you to, head north up the stairs here.

On this next floor of the tower, grab the G.Tiara in the chest nearby and then step on the teleportation tile to the southwest to get down from the raised platform. Now head all the way west past some steps and then north up to a teleportation tile, which brings you up to another raised platform to the left. Grab the GuardSH in the chest up here, equip it to Gobi, and then step on the teleportation tile here to get back down to the right. Now head up further north to another chest and open it for a Life2. Now head back south and west, and then north up the steps you passed, continuing north up the stairs ahead. Now this next room can be a bit confusing as there are many teleportation tiles, two chests in the room, and the staircase that you need to reach in the opposite corner of the room. Start off by going west from the stairs to the wall and then all the way north to the northwest corner of the room. Now take ten steps to the east and then two steps to the south to be teleported back west. Now take one step to the right and another two steps south to be

teleported west once again, into the middle of four teleportation tiles.

Take one step south onto a tile, which will take you further west, and then a step to the left onto another tile teleporting you south. Step on the tile just to the left of you here and you will be teleported into the middle of a circle of tiles with a chest here. Take one step west and grab the AgileHT in the chest to the north, equip it to Karn, and then take another step west to be transported north out of the circle. Now take a step to the left and then head north all the way up to the wall again. Take ten steps to the east once again and then two steps south onto a teleportation tile taking you west, just like you did the first time. Again following the first path, take a step east and then two steps to the south to be teleported west and then a step south on another tile to get further west. Now take a couple steps to the south onto a tile that will take you east. Now take one step south to be teleported to the right, and afterwards, take a step to the right to be transported to the south. From here, step east on a tile taking you east and then north onto a tile that will take you back west into the area with the second chest. Take the WolfSkin from the chest to the north here and equip it to Bo.

To get to the stairs from here, take a step south onto a teleporter taking you east, and then step once to the east onto a tile transporting you south. Now take a couple more steps to the east, hitting a teleportation tile up north. Step north from here onto another tile that takes you north, and then take another step north to be teleported west across a wall. Simply head north up the stairs from here. On this floor, head west a little and then up north to where Cerl is.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! Cerl will say that you've given her all kinds off trouble !
! (when?) but that it is all over now. She will taunt you !
! saying that time is on her side (remember she stole the !
! TmKey at Tunlan), and she will open up a portal in which !
! you can see the town of Carmen where she has stopped time. !
! She will say that this is just the beginning, as she will !
! soon make it like this all over the world. Just then, she !
! will notice a man named Alan (the only moving guy you !
! talked to when you visited the city). The scene will then !
! shift back to Tock where a message tells you that time and !
! space have begun to distort. The screen then becomes wavy !
! and your party enters the black portal in the middle of !
! the screen. Your party spins faster and faster until !
! suddenly the screen goes blank and a message tells you !
! that "Ryu and his companions are caught in the middle." !
! You then see your party fall back into Carmen, while Ryu !
! falls off by himself in another part of the World Map. You !
! now regain control of Ryu. !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

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WORLD MAP
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Though this area may be unfamiliar to you, you are not very far from Carmen and Tock. Simply head northeast from the large tree here and north up the ramp. Now head back west and north around the small forest you come to. Continue up north to another forest where Carmen is. Enter the town.

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CARMEN

=====

! C u t s c e n e !  
! Upon entering the town, Nina will be astonished that !  
! you're alive and she will tell you that everyone is here. !  
! You will then be teleported into Alan's house where Bo !  
! tells you that apparently Alan and Cerl know each other. !  
! Alan tells you that Cerl is a friend, and that he knows !  
! that she'll never help the Dark Dragons. Bleu mentions !  
! that people do change and Alan says that he is going to !  
! Tock to find out what has happened, and he leaves. Bo says !  
! that it is not safe and tells Alan that the party is !  
! coming with him, and your party is transported outside the !  
! city. !

=====

WORLD MAP

=====

First off, switch out Bo for Karn and refuse him with the Puka transformation spell. Now take the party south from Carmen, and then east around another small forest. Upon reaching a dead tree along the path, continue on northeast and then north up a ramp that you come to. Now head back west and take the southern path at the fork. When you reach another ramp, take it up north and then switch either Bo, Karn[Shin], or Karn[Doof] to the front of the party and head northeast through the trees and back into Tock.

=====

TOCK

=====

Enemies: Buzzer, DogFishX, D.Rider, FireHead, Widow, Wraith, WraithX

To quickly get back up to where Cerl is, head directly north, around the teleportation tiles and heal at the clean water here. Now head west and south onto a teleporter. Head north northeast from here up a narrow hallway, past a couple opened chests, to another teleportation tile, taking you west. Take the path here north, west, and then south to another westbound teleportation tile, and head up the stairs in the next area. Head northeast to a teleporter, south to another teleporter, and then further east to another teleportation tile. Follow the long path around the room north to the wall, west to the wall, south to the wall, back east to the wall, and north up to a teleportation tile. In this area, head north up the staircase. Here, head southwest onto the teleporter, and then west and north up to the stairs.

On this floor, head west to the wall, north to the wall, ten steps east, two steps south onto a tile, one step east, two steps south onto a tile, one step south onto a tile, two steps south onto a tile, one step south onto a tile, one step east onto a tile, another step east onto a tile, yet another step east onto a tile, two more steps east onto a tile, one step north onto a tile, another step north onto a tile, and then up the stairs to the north. Now head west and north up to where Cerl and Alan are. Cerl will notice Alan, and Alan will try to get her to remember their childhood days together. She will say yes but then laugh and strike Alan back, saying that her memories are lost and that she's learned to be tough to survive. She continues on saying that she'll destroy anything in her way, morphing as she enters battle with you.

```

o-----o
|   Boss Battle: CERL   |
o-----o-----o-----o
|   Wow, for a supposedly tough boss, Cerl is quite easy. |
|   She has a single attack that does around 50 damage to |
|   a single party member. She also has some spells that |
|   do no damage but can enhance herself or disable a |
|   party member from battling for a round. Her spells |
|   are nothing special, and Cerl really can't hurt you, |
|   so this battle should be a piece of cake for you. |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
|   Your strategy should not be complex at all, as Cerl |
|   doesn't have a great amount of HP and you are not in |
|   any rush to defeat her. I simply just put my party on |
|   AUTO and let them beat Cerl with normal attacks. Even |
|   with this simple strategy, Cerl should be downed |
|   fairly quickly and before she can do relatively any |
|   damage to you. You could use some elaborate strategy |
|   with Ryu attacking as BltDgn, and Bleu using her |
|   powerful spells, but it really isn't necessary. Just |
|   keep up attacking with Ryu, Karn[Puka], Nina, and |
|   Bleu, and when Cerl gets low on HP, the battle will |
|   end without any reward. |
o-----o

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-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   After she quits the battle, Cerl will acknowledge your   !
!   strength but say that you have no chance. Another portal !
!   appears in the middle of the screen showing the people of !
!   Carmen rapidly growing up as a result of Cerl accelerating !
!   time. Gobi suggests that you retreat and the party gets   !
!   "caught in the middle" once again as you are warped       !
!   outside some castle with Cerl. She says that it was a     !
!   mistake to let you come here, but you cannot break her    !
!   seal of magic. Cerl withdraws into the castle as a message !
!   tells you "As Cerl closes her mind, the gate of the castle !
!   closes." Nina checks the door and it is locked. She       !
!   suggests returning to the village for now. You now regain !
!   control of the party outside the castle.                   !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

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                WORLD MAP
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Simply use Nina's Warp spell to quickly get back to Carmen.

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=====
                CARMEN
=====

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Save at the Dragon Shrine here and then exit the building once you're finished. You will see the some of the rest of your party walking around the town, while the rest of the inhabitants are still motionless. Talk to Mogu and he will tell you that though time has stopped in the town, the people are still aging. Now enter the house just north of the fountain in the center of town. Bleu, Ox, and Bo are here tending to Alan in the bed who says that he is to be blamed for

what Cerl is now. He goes on about how he should have protected her when others rejected her because she isn't human. The party wants to help him help Cerl, however, and Alan says that she'll remember the Fruit from a Holiday Tree, which she loved. Bleu suggests that you get the Fruit and go see Cerl in the south castle and the party is transported out of the town.

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                WORLD MAP
                =====
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Remember that large tree where you were warped to when you encountered Cerl at Tock the first time? Well that tree bears the fruit that Cerl loves. So take your party south and then east around the little forest you come to. Just after you pass a dead tree, take the ramp heading south and then follow the dirt path back west to where the tree is. Place Ox at the front of the party and stand in front of the tree. Press A while facing it to punch the tree, making the Fruit pop out to the side. Head over and pick it up and then follow the dirt path as it goes east and south. Once it ends, head south in through the path between the mountains and follow it as it turns east back to the castle. Enter it.

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=====
                SOUTH CASTLE
                =====
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Items: TmKey

Approach the doors of the castle and Cerl will recognize the sweet scent of the Fruit, and you will now be able to enter now that she feels warmth in her heart. Once inside, head up the stairs ahead of you.

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!                C u t s c e n e                !
_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_
!  The party will approach Cerl here and she will tell you    !
!  that she is tried and can't go on. Bo shows her the Fruit  !
!  and she asks what kind of stunt he is trying to pull.      !
!  Though she remembers the Fruit, she won't come back        !
!  because she thinks Alan will not forgive her for hurting     !
!  me badly. She tells you to take the TmKey with you from    !
!  the chest, and since she won't listen, Bo suggests taking   !
!  the Key and bringing Alan here. [Take the TmKey from the   !
!  chest]. Just then, a boulder flies from the right side of  !
!  the screen and smashes on Cerl.                             !
!          .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.          !
!  A voice from someone named Goda yells at Cerl for          !
!  betraying them. Goda then appears and tells Cerl to not be !
!  stupid and that he won't let Ryu and the party take the    !
!  Key. As he rushes towards the party, Cerl blocks his way   !
!  and tells you to run and bring the village back to the     !
!  present time. As she struggles, she says a farewell to     !
!  Alan. Outside the castle, Alan runs up and enters the     !
!  castle despite Bo trying to stop him. A message then tells !
!  you that as Cerl disappears, so does the castle (nice      !
!  metaphors), and then castle fades away with Cerl and Alan !
!  inside. Nina apologizes to the lost Alan and Bo mentions   !
!  that the war has made people crazy.                         !
!          .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.          !
!  Bleu then reminds the party that Cerl wanted them to       !
!  restore time to the village, so you are warped off to      !
!  Tock. [Once there, walk up the stairs to the north]. Nina  !

```



! runs up and puts the TmKey in the machine and another !  
! portal appears, showing time returning to the present in !  
! Carmen. Back at Tock, Nina tries to remove the key from !  
! the machine, but it is stuck. Suddenly, time a space begin !  
! to distort again and Nina gets sucked into the portal. She !  
! spins rapidly and suddenly vanishes. Gobi suggests that !  
! they find her and the rest of the party enters the portal, !  
! and after much spinning is warped off outside Tunlan, !  
! where you regain control. !  
-^\*-

=====  
WORLD MAP  
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Take the party into Tunlan just to the northeast.

=====  
TUNLAN  
=====

Back in this island town, go straight ahead up the wide steps and then make your way northeast and up the steps here, continuing ahead into a doorway. You will find Nina in his house, so talk to her. She will not say much so talk to the two residents of the house and you will find out that she has amnesia. Now exit the house and make your way back south to where the Dragon Shrine is. Talk to the strangely dressed figure to the left of the shrine and he will mention a famous doctor in Carmen. Now exit the city.

=====  
WORLD MAP  
=====

To get back into Carmen quickly, have Bleu use the Warp spell.

=====  
CARMEN  
=====

Save at the Dragon Shrine once you get here and then exit the building, making your way into the Inn to rest up (it's been a while since you've rested at an Inn). Now exit the Inn and head into the Weapons Shop just to the northeast; now that time is back to normal in the town, the shop owners have returned to their positions. The items are quite expensive here, so hopefully you've got some cash on you. Grab an IcyCW for Mogu, the FlameSD for Ryu, the LoyalRP for Nina (when you get her back), a PowerHT for Karn and Gobi, and a MystSH for Ox. Sell back your older items and once you're done equipping, leave the building. Now enter the tall building north of the Weapons Shop (with the spinning windmill), and talk to the old man in green once there. He will tell you that the Tonic is effective at curing amnesia, and that it contains P.Fish, Root, C.Nut, and W.Ant. Well you should already have the W.Ant when you found it in this town earlier, so we must find the other three for the doctor. Exit the town for now.

=====  
WORLD MAP  
=====

Items: P.Fish, C.Nut, Root

Lead the party south and east around the small bunch of trees you come to. Take the first ramp heading south that you come to, and then follow the dirt path it leads you to east and south. When it ends, continue south and east through the mountains to where the South Castle used to be. Enter the area and you will watch a flashback of when Cerl was younger, telling another boy that she will marry Alan when she grows up. Once they run off, continue north out of the area and then follow the path between the mountains as it turns south. When you reach a dirt path, follow it west and then south down to a broken bridge. Step on the edge of the bridge and equip Ryu with the Rod5 and some bait. Fish there and you should catch a P.Fish. Once you've gotten it, equip Ryu with the ETC items he originally had on, and then have Bleu Warp the party to Tunlan.

Once there, exit the city and switch Ox to the front of the group. Punch any of the palm trees here by pressing A while facing them and a C.Nut will pop out. Pick it up once it comes out and then use Bleu Warp spell to quickly get to Gramor. Exit the Dragon Shrine and continue up the stairs to the left to get out of the underground establishment, and once outside, make your way southwest and you should find a weird plant with curvy leaves...or petals. Stand on the dirt patch in front of it and switch Mogu to the front of the party. Press A to dig down in the earth and you should find a Root. Once you have all three of these items (and the W.Ant you already have), Warp the party back to Carmen, courtesy of Bleu.

=====  
CARMEN  
=====

Items: Tonic, Pass

Enter the house with the windmill just north of the Weapons Shop once again and talk to the old doctor in green. Give him all of the ingredients and he will give you the Tonic after a short fading of the screen. Well leave the house and head just northeast, near a water container, and you should see the same mysterious figure that you saw at Tunlan. Talk to him again and he will tell you to search where he is standing. Once he leaves, step to where he was and press A to find a Pass, which you will need later. Now leave the town.

=====  
WORLD MAP  
=====

Have Bleu use her Warp spell to transport the party back to Tunlan.

=====  
TUNLAN  
=====

Exit the Dragon Shrine and head north up the wide steps, continuing up the right set of steps on the next level. Enter the doorway straight ahead and your party will rush up, giving Nina the Tonic. She will regain her memory and ask why you are staring at her. Karn will verify her recovery from amnesia and Nina will say that she feels great...and she can fly (where did that come from?). She rejoins your party, so configure it to fit your desires (as always I recommend Ryu, Karn[Puka], Nina, and Bleu) and then leave the town.

=====  
WORLD MAP  
=====

Now that Nina can turn into a bird and fly, you can now obtain the final Dragon



=====

SCANDE

=====

Items: Herb

Walk up to one of the three guards here and talk to him. Upon seeing the pass, the middle of the guards will move back, allowing you to enter the area. Walk to the center of the area and you will see an elevator, but try to activate it with the switch to the left and you will find that the Parts are not in the right place (it doesn't work). Now head down the steps below you and enter the door on your right. Rest at the Inn here and grab the Herb in the chest of drawers if you wish. Now exit and head over and into the room to the left of the steps. Save at the Dragon Statue here and then exit, heading back up the stairs. You can enter the rooms below and talk to the people but it's really not important. Basically you learn that Zog is in the tower above and that he forced people to work for him, but some mole people (like Mogu) dug a hole and got away so now the Dark Dragons can't excavate the Obelisk now. Nothing big unless you're really into the storyline, so just exit the area to the west.

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WORLD MAP

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Once outside, have Nina or Bleu Warp the party back to Spring.

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SPRING

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Exit the Dragon Shrine and then enter the house just southwest of the Shrine (south of the Inn) with the smoke coming out the chimney. Talk to the man in the bed and he will tell you that he climbed the Scande tower and brought the Parts home, and he will give them to you, though they are broken. Once you receive the B.Part from the man, exit the house and continue east out of the town.

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WORLD MAP

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Have either Nina or Bleu use the Warp spell to teleport to Gant quickly.

=====

GANT

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Thee craftsmen...er oxen of Gant will surely be able to repair the broken parts for you. Exit the Dragon Shrine and then make your way all the way north, up three flights of stairs and into the large building up here. Once inside, take the stairs to the right up a floor and then head over to the left and talk to the old woman in pink. She will wake up the mayor, who will pop out of bed abruptly with a yawn. Talk to him and you will give him the B.Part. After a short pause, he will have the Parts for you, completely fixed. Now leave the house and exit the town to the south.

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WORLD MAP

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and you will encounter Jade on a platform surrounded by bolts of lightning.

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-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   Strong pressure will push your party back and Jade will   !
!   come up to you asking what took so long, and if Ryu's     !
!   sister gave them a hard time. She will then announce that !
!   the goddess Tyr has been released and is in her control,  !
!   making her all-powerful. Just then, the screen begins to  !
!   shake as explosions surround you. The screen starts to    !
!   flash and then cuts to the Pagoda towers, where explosions !
!   are occurring outside. Jade laughs one final time as the  !
!   screen goes black.                                         !
!   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.   !
!   Suddenly, a voice tells Ryu to wake up and not to leave.  !
!   The screen blinks and you are suddenly back in the house  !
!   in Drogen with the old woman and old man beside Ryu. The  !
!   old woman is astonished that Ryu is alive and the old man !
!   tells him that Ryu's sister asked him to take care of Ryu !
!   in his dreams, and when he woke up and walked outside, he !
!   found Ryu. Nina runs inside and is overjoyed that Ryu is  !
!   alive, announcing that you've been unconscious for three  !
!   days. She also reveals that Sara brought the party here,  !
!   saving their lives.                                         !
!   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.   !
!   Karn then runs in yelling that there is an emergency but  !
!   sees Ryu awake. He then reveals that Jade has resurrected !
!   the Obelisk. Nina and Karn leave urging you to go (just  !
!   after you woke up from a coma?). [After talking to the old !
!   man and woman if you wish, exit the house]. Outside, Bo   !
!   despairs about he strength of the enemy, but Ox and Mogu  !
!   reassure him that it is their responsibility and that they !
!   are the last hope against evil. Gobi tells you that the   !
!   Obelisk moves around, but it is in Scande now, and Nina  !
!   can take the party there. They all leave and hop on Nina  !
!   as she transforms into a bird once outside Drogen. You now !
!   regain control of the team in Nina's bird form.           !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

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                        WORLD MAP
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Well you near the conclusion to the game, it's time to obtain Ryu's final dragon transformation spell as you will need it against the few final bosses of the game. From Drogen, simply fly north, up past Camlon, and just a tiny bit to the left until you reach a cave on an island in the middle of a lake. Land here and enter the cave, which you visited once before to get the Cleansing Water.

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=====
                        EASE CAVE
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Enemies: Ameblob, Blurb, G.Knight, Mage

Once inside, you may want to rearrange your party to your liking as Gobi and Bo have been put in your front four. Afterward, head north past one path split and then east at the next one you come to shortly afterward. Follow it as it turns northbound and then back west to a staircase, which you should take down a

level. Now make your way north from the stairs and continue upward at the fork you come to. Keep with the path as it goes east and around south, going down the staircase at the end. Of the two paths to the left in the following area, take the southern one to some more stairs downward. In the next water-filled room, head directly south down some stairs and you will end up underwater.

=====  
DRAGON TEMPLE  
=====

Head down a couple more flights of stairs and then into the doorway at the bottom of the temple to enter the inner shrine. Head north and up some stairs onto a raised platform. Talk to the entity between the columns there and it will tell you that you've learned Agni, but you need assistance in order to use it. The picture of an awesome looking dragon (which kinda looks like a bird) and then the spirit will disappear and Ryu will raise his sword in triumph as lightning strikes him. Now leave the shrine via an Exit spell from Bleu.

=====  
WORLD MAP  
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Now put Nina back in front of the party and press A to transform into the large bird. Fly south from the cave and a little east until you reach Camlon. Now fly east to an island in the ocean with a single small house and many rocks blocking access to the house from the beach. Land just east of the house and then enter it.

=====  
I-WOMAN HOME  
=====

Go directly ahead and talk to the old woman standing outside the house. She will tell you that collecting weapons is a hobby of hers and that she would like to share her hobby, inquiring if you know any other weapon buffs. Now exit the area and take flight with Nina again, flying directly south until you come to another small house in the middle of some palm trees. Land there and enter the house.

=====  
W-MAN HOME  
=====

Items: List

Head up and talk to the old man standing beside the goat outside the tent and he will find that someone else who loves weapons like him is intriguing. He asks you to take a List from his collection to her and then enters his tent. Follow him inside and then push the furthest urn to the left backwards and take the List from the chest to the right. Now exit the area and fly back north to visit the old woman again.

=====  
I-WOMAN HOME  
=====

Items: Wtzit

Talk to her outside her abode and your leader will hand her the List. He will be surprised and tell you to come and get her weapon to bring to the old man.

Follow her inside and then head over to the right of the room and then back left through the bed so that you are between the bed and the table. Push the urn straight ahead of you upward and then push the urn on you left to the left. Now grab the Wtzit from the chest and then exit the house and the area. Now fly back south to the old man's place.

=====  
W-MAN HOME  
=====

Items: Notel

Talk to the old man by the entrance to his tent and you will hand him the Wtzit. He will shortly depart into his tent to check out the mysterious weapon and then come back outside to tell you that he doesn't think it is a weapon, and that he must study it. He then gives you a letter with all the details to bring back to the old woman. So exit the area and fly back up north and reenter her living area.

=====  
I-WOMAN HOME  
=====

Items: Note2

Talk to the woman once again standing outside her house and your lead party member will hand her the letter. She will reveal from the letter that it isn't a weapon, but a tool for the mole people. She will tell you that she doesn't want it if it isn't a weapon and she gives you a letter to bring back to the old man. So exit the area and fly back down to visit the old man one more time.

=====  
W-MAN HOME  
=====

Items: I.Claw

Talk to him once again and he will give you good news: the weapon is actually a tool for the mole people called the I.Claw. You then hand him the letter from the old woman and he gives you the I.Claw shortly afterward. Now talk to the goat just for kicks and then leave the area.

=====  
WORLD MAP  
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Now that you have the I.Claw, you need to learn how to use it, so have Nina or Bleu Warp the party to the mole establishment at Gramor.

=====  
GRAMOR  
=====

It seems that all of the mole people that escaped from Scande have found refuge here. Exit the Dragon Shrine room and then head up and enter the room north of it. Switch Mogu to the front of the party and then talk to the mole person (the Great Digger) here. He will praise you for finding the I.Claw and he will show Mogu how to use it. After spinning around rapidly (reminds me of Taz the Tasmanian devil, you know, from Looney Tunes), Mogu will try it. With the Great Digger's approbation, Mogu will learn how to learn the I.Claw, but he reminds

you that it is old and can only be used once. Now exit the room and proceed south and west and up the stairs to get back above ground.

=====  
WORLD MAP  
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Now, I recommend finishing up any side-quests that you did not complete before making for the final dungeon in the game. When you're ready, have Nina transform into the large bird and fly directly south from Gramor quite a long ways until you reach the large poisonous lake. You should notice a floating fortress in the middle of the lake where the tower Scande once stood. Fly into the area.

=====  
OBELISK  
=====

Enemies: BlazeX, Claw, D.Knight, Gargoyle, Golem, ICU, PincherX, Ruga, Warlock  
Items: FlameHR, EmporSD, StarHR

Nina will fly up here to a closed doorway and then land. If you try to open them with Nina, she will just take flight again and leave the area, so just switch Mogu to the front of the team and press A to open the doors. Enter them and, in the following room, proceed directly ahead and stand on the cracked area. With Mogu still at the lead of the party, press A to drill a hole down into the actual Obelisk. Now, make your party as you wish once again for this new area. The enemies here are much of what you've seen before. Be extra careful of the BlazeX and ICU enemies, however, as they can cast attack spells that do much damage to all allies. They don't even give good EP when you beat them. Anyways, always stay healthy here and if you need more supplies or whatnot, use the teleportation circle that you landed on to get out quickly. Now on to the walkthrough...

Of the two paths that lie before you upon entering this area, head east to a split, where you should head down the southern path and follow it as it comes up north to a floating platform. Ride it across a large, empty, gap to another path, and take this one north to a fork. Both paths lead to the same route so take either one west to another floating platform, which you should ride further west to an island ledge. Head down the stairs here, and in the following area, head north up to another floating platform. Ride this up to more ledges, and once there, head east and north to a path split with four paths before you. For now, take the northern path and keep on it as it goes northeast to a platform. Ride this east and then continue on east and south to another platform, which will take you south. You will see Goda to your left here, but you can't reach him from here, so just head south and a little west to a chest.

Grab the FlameHR and then continue on west, riding another platform across that direction. Head back west to the stairs you came down earlier and continue on north, riding the platform at the end of the path again. Now head east and north back up to the path split you were at once before. This time, head down the southern path just to the right, and take it south and east to a floating platform. Ride this to the south and on the next ledge you come to, head west, south, and then back east to another platform, which you should take to the east. Continue on east and north up to where Goda stands and he will tell you that he will not let you interfere with emperor Jade, and that he'll stop you when you try. After he storms off to the left, follow him and ride the platform there to another island ledge, heading down the stairs on it.









! finally Ox will pop out with their comments on the battle !  
 ! saying that they were much stronger. The ghost of Sara, !  
 ! who is still there, will tell you that you've succeeded !  
 ! and that the world is in your debt. She will tell you to !  
 ! go, but Karn asks to where. Nina tells him that they've !  
 ! got to help people rebuild towns and such and the team is !  
 ! ready to go. The screen changes to the moving stone dragon !  
 ! you saw at the beginning of the game and the credits roll. !  
 ! The end. Go get another game, or try for the better ending. !  
 -^\*-

ENDING #2 - "GOOD" ENDING

o-----o  
 | Boss Battle: GODDESS[ALIEN] |  
 o-----o

| The goddess Tyr in this alien form surprisingly is |  
 | not as difficult to defeat as in the deranged girl |  
 | form, mostly because it doesn't have as much HP and |  
 | because you can use Agni now. Goddess has a couple |  
 | projectile attacks, one of which consists of small |  
 | white orbs launched at one party member, inflicting |  
 | around 110-140 damage. The second is a black |  
 | projectile that does a little more damage, also to a |  
 | single ally. Goddess can also cast a Comet-like |  
 | BigCrash spell that does 70 damage to each party |  
 | member. Though these attacks are stronger than the |  
 | goddess in her girl form, keep in mind that they are |  
 | only about 40-50% effective against Agni. |  
 | .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |  
 | Your strategy against this monster is very simple: |  
 | have Ryu fuse with all party members to form the |  
 | ultimate Agni dragon and then attack round after |  
 | round to inflict 999 damage upon the Goddess with |  
 | each attack. The alien's health level may be a bit |  
 | deceiving as it only takes two Agni strikes to |  
 | deplete his visible health bar but the battle will |  
 | continue another 15-20 rounds until the Goddess is |  
 | truly defeated. Your HP will get low throughout the |  
 | battle so when you get to around 150 HP, make sure to |  
 | use a Melon item to fully replenish your health |  
 | completely and then return to the attacking. This |  
 | final fight is not difficult at all as long as you |  
 | heal accordingly and outlast the fiend. |  
 | .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |  
 | 10 EP and 12 GP acquired. |  
 o-----o

-^\*-  
 ! C u t s c e n e !  
 -^\*-

! Blue tiles have now filled all of the space that was !  
 ! previously empty abyss. The child tells you that you can't !  
 ! win as you are only humans and that this is only !  
 ! temporary. She leaves in a burst of flame, announcing that !  
 ! she will return as she departs. The area begins to shake !  
 ! as the tiles behind you begin to fall off. Eventually they !  
 ! reach Ryu and the party begins to fall, but just then, !  
 ! many large birds of Winlan fly up and catch them, !  
 ! apparently bringing them outside the city. !



and head south to a wall, not into the doorway. Head east from there into the small hallway that leads to the bridge. But instead of going further east to the bridge, unlock the gates just to the right of the guards with Karn. In the six chests here, grab the FlameRP, Turban, BrokenSD, Life, life2, and Cure. Give the FlameRP to Nina and the BrokenSD to Ryu. Now head back up the stairs to the northwest, exit the castle, and leave the kingdom after saving at the Dragon Shrine.

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                        WORLD MAP
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Your next stop on this short side-quest is Aqua, the floating tower. Use Nina to Warp to Romero. Exit the Dragon Shrine here and then exit the town. Switch Bo to the head of your party and make your way around the city and northwest through the forest and enter the bridge leading to the tower.

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=====
                        AGUA
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Enemies: G.Knight, S.Rider, WarHog, Zombie  
Items: LavaSH, LifeAR, IcyDR

Walk to the end of the stone bridge here and read the inscription on the Tablet to make the tower lower to you. Once it does, enter it and switch back to Karn as the leader of the team. In this first room, go straight ahead and up the stairs here. Use Karn to unlock the door ahead and proceed up the stairs just behind it. Now unlock the door to your left and continue left and up the staircase. Do the opposite in this room: unlock the door to the right and continue on to the staircase. Now in this room, head west and south to another locked door and open it with Karn. Ride the floating platform just behind it to another ledge, and then head south from here out to a green ledge just outside the tower.

Follow it around to another doorway inside and take the LavaSH in the chest here. It is a great shield that adds greatly to your defense so equip it to either Ryu or Karn. Now head over to the left of the chest and up the staircase here. In this water-filled room, walk up until you see a statue of a dragon on either side of you. Stand in front of each statue and examine them for some LifeAR and an IcyDR. You obviously were not supposed to get these two items so early in the game as they are some of the best items in the game. Equip the armor to Ryu and the dagger to Karn and then head back down the stairs. Now ride the platform here across to the original ledge that you were on and make your way down the stairs. Continue on down the nearby stairs until you are out of the tower.

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/=====\
<><>      b. Break Stuff      <><>
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Once you have Ox in your party, you can complete this small side-quest by making use of his ability to break down weak walls and destroy rocks. Like the first side-quest, this is an optional adventure to gain some new items that were previously unattainable from dungeons that you had visited.

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                        WORLD MAP
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the left, where the Weapons and Items Shops are. Purchase about 9 or so Worms, and then exit the city. Back out on the World Map, Warp the party to Tantar. Now exit that town.

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                    WORLD MAP
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Items: Slab

From outside Tantar, head north a step to a bank of the river, then make your way directly west from there until you are near the ocean. Now head north through a little strip of land between the water and a cliff. Follow this little path northwest to a stone well. Equip the Rod5 and the Worms in Ryu's two ETC slots and then press A to fish in the well and catch the Slab. If you do not get it on your first try, keep fishing - it shouldn't take you long to catch it. Once you retrieve it, look it up in your Vital (VITL) items area. It says that ultimate power sleeps where mystic water lies. This isn't really important in your quest but it is referring to Agni, the ultimate dragon transformation. Well this side-quest is finished.

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/=====\
<><>      d. Dragon Sword      <><>
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Time to go fishing again. Hopefully you still have some bait, but if you don't, just head back to Auria for some more. Once you're ready, have Nina or Bleu Warp your party to Romero and exit the town.

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                    WORLD MAP
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Items: DragonSD

From the town, place Bo or Karn[Shin] at the lead of your party and head directly west through the trees to a small strip of mountain. Now take your party north, west, and south around the mountains and once you reach a solitary tree, make your way west a short ways to an old stone well. Switch Ryu to the front of the party and equip the Rod5 and Worms in his two ETC slots. Now face the well and press A to fish to catch the DragonSD. If you do not get it on your first try, keep fishing - it shouldn't take you long to catch it. Once you have it, equip it for a hefty boost in ATTACK and reequip whatever else you had in the ETC slots. This simple side-quest is now complete!

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/=====\
<><>      e. Dragon Helmet      <><>
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Ready for some more fishing for powerful equipment? Well grab your fishing pole (Rod5) and use Nina's Warp spell to quickly transport your party to Arad. Now exit the small camp to get out into the desert.

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                    WORLD MAP
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Items: DragonHT

As soon as you are outside, take about ten steps to the west and then proceed

south to some mountains. Now continue with your party west, following the mountain range to the ocean. Once there, you should notice a little opening to the south between the mountains and the water. Head down into this little alcove and you will find another old, stone well here. Do the routine with equipping the Rod5 and Worms on Ryu and fish in the well for the DragonHT. Once you obtain it, equip this strong helm on Ryu and this small side-quest is done.

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/=====\  

<><>      f. Digging for Treasure      <><>  

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Well, once you receive your eight and final party member, Mogu, you can use his special ability to Dig to secret chambers where treasures lie. Remember those dirt patches with those funny symbols on the ground? Well if you don't, you will when you see one again. They represent where hidden treasures lie. To find the first, use Nina or Bleu to Warp the party to Camlon and exit the city once you get there.

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WORLD MAP
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From the large city, follow the path northwest and then back east across a stone bridge. Make your way up the ramp here and then go east across another stone bridge. When you reach the mountains, head north a little to the first dirt patch (remember now?) and put Mogu at the lead of the team. Press A to dig down into a Hidden Room.

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HIDDEN ROOM
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In this area, head all the way to the left and north up the platform where a man is standing. Place Karn at the front of the party and talk to the man. He will notice you and teach you a new transformation spell, Doof, as you a member of his family line. Now that you have this spell, which fuses Karn with Bo and Ox to make a huge pig-like creature, leave the area on the transportation circle to the northeast back out to the World Map.

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WORLD MAP
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For the second dirt patch, have Nina or Bleu Warp the party to Tantar, exiting the city once you arrive. From outside the city, head north and then east across the stone bridge you come to. Continue north up the dirt ramp and then follow the dirt path northeast until come to a large ramp. Do not head up it, however. Instead, head to the right of the cliff and then make your way north to another dirt patch. Switch Mogu to the lead if the party and press A to Dig open a hole to another Hidden Room.

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=====
HIDDEN ROOM
=====

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Items: L.Ptn, Clog, V.Ptn, A.Ptn

There are four chests in this room, one in each of the four corners of the room. Grab the L.Ptn, Clog (this chest causes your lead party member to collapse), V.Ptn (this chest completely recovers your lead party member's HP

and AP), and A.Ptn. Deal the enhancements out as you like and then exit using the blue teleportation circle in the center of the room.

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WORLD MAP  
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Now Warp the party to Carmen, courtesy of Nina or Bleu and then exit the town once you arrive. Make your way south from the town and then east around the trees here. When you reach a dead tree near a ramp heading south, continue on northeast past a couple more dead trees, and after the second, continue east past a couple ramps heading north and south. Now take your party north to a dirt area. Just northwest of here is another dirt patch. Switch Mogu to the front of the party and press A while standing over the dirt patch to dig down into a Hidden Room.

=====  
HIDDEN ROOM  
=====

Items: HeroBW

In here, head up the raised platform to the left and open the chest to obtain the HeroBW. Equip this weapon to Bo and then heal whoever was poisoned by the Toxin trap on the chest. Now make your way up the raised platform to the right and step on the blue circle there to be transported back up to the surface.

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WORLD MAP  
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Now, once Nina has gotten the ability to transform into a bird and fly around the World Map, you can find the fourth dirt patch. Have either Nina or Bleu Warp the party to Winlan, and once there, exit the city. Switch Nina to the front of the party and press A to become a large bird. Now, from outside Winlan, fly north a little ways until you reach the island with a dirt patch on it. Land there and switch Mogu to the front of the party, pressing A while standing on the dirt patch to dig underground.

=====  
HIDDEN ROOM  
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Items: V.Ptn, S.Ptn, Sash

In here, take the V.Ptn from the chest in front of you, and then switch Ox to the front of the party to knock down the two weak walls on either side of the room. Grab the S.Ptn and Sash from the two chests in the rooms that lay beyond the broken walls and then heal from the chest traps at the clean water in the center of the room, unless you removed them with Karn. Reconfigure your party as you wish and deal out the enhancements as you see fit, and then step on the blue circle to get teleported out of the room.

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WORLD MAP  
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To access the final dirt patch, have Nina or Bleu Warp the party quickly back to Carmen. Exit the town once there and, with Nina leading the party, press A to become the large bird. Fly directly east, past Tock, until you reach some



water. Once you do, fly directly south for some time and you will see the final dirt patch. Land on this peninsula and switch Mogu to the front of the party, pressing A while standing on the dirt patch to dig down underneath.

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HIDDEN ROOM
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Items: LoveHT, StarSH, MystCW, S.Ptn, A.Ptn, L.Ptn, Life2, AgileHT

Well, there are eight items in here, and all are good. Starting from the bottom center and working around clockwise, grab the LoveHT, StarSH, MystCW, S.Ptn, A.Ptn, L.Ptn, Life2, and AgileHT. Give Nina the AgileHT or the LoveHT, Karn the StarSH, Mogu the MystCW (which allows him to hold a shield now), and then dole out the enhancing potions as you see fit. Once you are ready, step on the teleportation circle in the center of the room to get back to the surface, and this long side-quest is finally finished.

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/=====\
<><>    g. Open Sesame    <><>
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As soon as you get the final transformation spell for Karn, Puka, you can use its special ability to open the stone doors in the sides of cliffs that have the weird emblem on them. To access the first one, use either Bleu or Nina to Warp the party to Auria, and once there, exit the city.

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WORLD MAP
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Make your way directly north of the city and you will come to the first of these stone walls. With Karn[Puka] at the lead of your party, press A while facing the wall and it will slide over, revealing a cave entrance, which you should enter.

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HIDDEN ROOM
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Items: DarkBR

In this room, make your way north to a solitary chest on a raised platform. Grab the DarkBR, equip this ETC item on Karn, and then exit the hidden cave.

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WORLD MAP
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Now Warp the party to Gust, courtesy of Nina or Bleu. Once there, exit the town to the south and then make your way southwest down a dirt ramp. Continue south across the stone bridge to the left, and from there, head west all the way to the beach where another sealed stone wall is. With Karn[Puka] at the lead of the party, press A in front of the stone door to make it slide over. Enter the entrance it reveals.

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HIDDEN ROOM
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Items: LoveBR

Again, make your way directly ahead to a chest containing a LoveBR. Give it to either Nina or Bleu, giving them HP regeneration (regain 1 HP with each step taken), and then exit back outside.

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                        WORLD MAP
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Now, from wherever you are, have Nina or Bleu use the Warp spell to transport your party to Carmen, and once there, exit the city. Make your way south from the town and then east around the trees here. When you reach a dead tree near a ramp heading south, continue on northeast past a couple more dead trees, and just after the second, take the ramp heading down south. Now make your way just northeast to where the final sealed stone door is. With Karn[Puka] at the lead of your group, press A to reveal an opening and enter it.

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                        HIDDEN ROOM
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Items: WindBR

Simply make your way directly forward to a chest, and open it to obtain the WindBR. Give the bracelet to either Nina or Bleu and this side-quest it over.

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/=====\
<><>      h. Dragon Armor      <><>
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You can obtain this third piece of Dragon equipment after defeating Mote in the Mare Tower and using the SkyKey in Spyre to warm up the climate of the area. Wherever you are on the World Map, have Nina or Bleu use the Warp spell to quickly get to Spring.

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                        SPRING
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Items: DragonAR

In the town, cross the bridge to the west and then head northwest up to near the Items Shop. Head down the steps to the left of the shop to get down into the river, and make your way just north from there to some more steps to the left. Go up these and continue west onto a dock in a small pond with three ducks swimming back and forth. Approach the edge of the dock and equip Ryu with the Rod5 and some bait, pressing A to fish after you do. Once you catch the DragonAR, it is up to you whether you want to equip it to Ryu. The LifeAR from the "Unlocking Doors" side-quest has a higher armor rating by 5 points but it weighs 8 points more. I personally would go with the DragonAR, as the extra 8 ACTIVE points will benefit you more than 5 DEFENSE points. Well, once you're done deciding, this short side-quest is finished.

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/=====\
<><>      i. Dragon Shield      <><>
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Once you have Nina's ability to transform into a bird and fly wherever you want on the World Map, you can acquire this final piece of Dragon equipment. For the



Learned at the Dragon Temple upon defeating Avian:

LEVEL	SPELL	AP	DESCRIPTION
N/A	Rudra	50	Ryu transforms into the Rudra dragon the first round and can attack with a strong attack.

Learned at the underwater Dragon Temple at Ease Cave:

LEVEL	SPELL	AP	DESCRIPTION
N/A	Agni	60	Ryu fuses with all characters to become the ultimate Agni dragon the first round and can attack all enemies for 999 damage. All allies must be in good condition and Karn cannot be fused to use the spell.

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/=====\  

<><>    b. Nina    <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Cura1	3	Recovers HP of one ally by 50 points.
N/A	Fort	6	Briefly ups defense power of one ally.
N/A	Heal	5	Cures any abnormal status of one ally.
6	Lk-Up	6	Briefly ups luck of one ally.
7	Atk-Up	15	Briefly ups attack power of one ally.
9	Cura2	6	Recovers HP of one ally by 100 points.
11	Hold	8	Hold enemy's move for one round.
12	Ag-Up	8	Briefly ups the agility of one ally.
13	Warp	2	Warp the party to any town that you have visited.
14	Zom1	5	A level 1 angel attack to be used on an undead enemy.
15	Cura3	15	Recovers HP of one ally by 250 points.
17	Renew	10	Cures an ally in the "Stun" state with 1HP.
19	Idle	5	Slows one enemy down.
21	Shield	8	Lessens the damage done by a magic attack.
23	Cura4	20	Recovers HP of one ally fully.
24	Zom2	15	A level 2 angel attack to be used on an undead enemy.

26	FortX	14	Briefly ups the defense power of the party.
28	Hush	6	Briefly seal the enemy's magic.
30	Dispel	20	Void an enemy's magic for one round.
34	RenewX	30	Cures an ally in the "Stun" state with full HP.

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/=====\  

<><>      c. Bo      <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Flare	3	A level 1 fire attack on a single enemy.
N/A	Spark	4	A level 1 thunder attack on a single enemy.
N/A	Cold	5	A level 1 ice attack on a single enemy.
N/A	Fry	10	A level 2 thunder attack on a single enemy.
N/A	Flame	6	A level 2 fire attack on a single enemy.
N/A	Frost	9	A level 2 ice attack on a single enemy.
N/A	Cural	3	Recovers HP of one ally by 50 points.

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<><>      d. Karn      <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Shin	10	Karn fuses with Bo and Gobi. Learned from man in Gant.
N/A	Debo	15	Karn fuses with Ox and Gobi. Learned from man in Gust. Can only be used underwater.
N/A	Doof	25	Karn fuses with Bo and Ox. Learned from man under the dirt patch to the north of Camlon.
N/A	Puka	40	Karn fuses with Bo, Ox, and Gobi. Learned from man in Bleak.

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<><>      e. Gobi      <><>  

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All of Gobi's spells can only be used underwater.

LEVEL	SPELL	AP	DESCRIPTION
N/A	Ebb	3	A group of fish attack multiple enemies.
N/A	EbbX	5	A larger group of fish attack multiple enemies.
N/A	Eco	8	A group of big fish attack multiple enemies.
N/A	EcoX	10	A larger group of big fish attack multiple enemies.

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<><>   f. Ox   <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Cura3	15	Recovers HP of one ally by 250 points.
N/A	Heal	5	Cures any abnormal status of one ally.

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<><>   g. Bleu   <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Exit	20	Escapes from a dungeon.
N/A	Flare	3	A level 1 fire attack on a single enemy.
N/A	Spark	4	A level 1 thunder attack on a single enemy.
N/A	Cold	5	A level 1 ice attack on a single enemy.
N/A	3.5	3	A level 1 quake attack on multiple enemies.
N/A	Para	10	Stops enemy movement for a short time.
N/A	Bomb	5	A level 1 explosion attack on a single enemy.
N/A	Sap	1	Absorbs some HP of a single enemy.
N/A	Warp	2	Warps the party to any town that you have visited.
N/A	Rub	20	Death penalty to a single enemy (excluding bosses).
N/A	Flame	6	A level 2 fire attack on a single enemy.
N/A	Fry	10	A level 2 thunder attack on a single enemy.
N/A	Frost	9	A level 2 ice attack on a single enemy.
N/A	5.5	8	A level 2 quake attack on multiple enemies.



for more information.

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|                               K E Y |
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| HP = health points of the enemy   |
| EP = experience points gained after defeating the enemy |
| GP = gold gained after defeating the enemy |
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```

ENEMY	HP	EP	GP
AmeblobX	400	640	240
Ameblob	75	60	45
Archer	180	560	180
Beak	14	8	8
Blaze	400	860	360
BlazeX	2400	840	200
Blurb	50	40	20
BowMan	180	100	140
BowManX	110	280	90
Bulla	20	3	4
Bully	45	120	60
Cactus	54	130	50
CactusX	70	360	270
Chimera	180	560	180
Chopper	100	480	300
Claw	250	1200	400
Crab	300	1020	360
CrawlerX	80	250	150
Creep	25	8	8
Creon	100	220	120
CreonX	120	600	400
D.Flea	200	280	90
D.Rider	44	50	30
D.Knight	180	780	300



DogFish	140	560	160
DogFishX	300	560	180
E.Chest	45	860	360
Entity	700	1680	800
FireHead	240	1400	1000
Fishy	65	360	300
Flea	15	3	4
Flower	700	1800	600
Fly	45	40	20
Frog	180	500	350
Fungus	80	240	120
G.Knight	50	100	200
G.Slime	120	800	300
Gargoyle	2200	1200	400
Ghoul	280	700	300
Gloom	12	5	12
Golem	3000	1290	540
ICU	2500	1290	540
Knight	390	700	240
Lancer	100	120	100
LancerX	300	500	340
M.Scorp	65	640	240
M.Slime	2000	5400	6000
M.Flea	100	1680	400
Mage	85	140	70
Midget	55	80	40
Mimic	300	800	3000
Nautulis	200	700	300
P.Bug	8	5	12
Peril	2800	460	200

Phoenix	240	720	360
Pincher	1000	4800	4800
PincherX	1700	1800	600
Prickle	90	40	20
R.Slime	66	240	160
Roach	180	460	200
Rogue	2000	6520	1200
Ruga	3500	2520	1200
S.Rider	45	120	90
SandClod	100	340	120
Scorp	70	120	60
Shadow	100	120	60
Slime	12	1	3
SlimeX	2000	9999	9999
Soldier	600	1320	720
Sorcerer	200	600	200
SpearMan	150	500	340
Spider	40	20	40
Stool	25	40	20
Tentacle	60	240	150
Tronk	40	140	72
WarHog	50	160	80
WarHogX	280	1360	480
Warlock	250	1020	360
Widow	300	1400	450
Wraith	220	600	300
WraithX	320	480	240
Zard	35	60	45
Zombie	25	70	36
Zoom	300	800	200





Club	30	6	Two	Ox
Dagger	32	2	One	Karn
DarkDR	140	1	One	Ryu, Karn
Dart	46	2	One	Karn
DigCW	42	2	One	Mogu
Dirk	5	1	One	Ryu
DragonSD	110	20	One	Ryu
DwarfBW	150	1	Two	Bo
EmporSD	255	1	One	Ryu
EvilCN	20	6	One	Bleu
EvilRP	55	7	One	Nina
FlameDR	74	7	One	Karn
FlameHR	120	8	Two	Ox
FlameRP	28	5	One	Nina
FlameSD	122	10	One	Ryu
Foil*	18	2	One	Ryu
GiantHR	60	12	Two	Ox
GlowCN	100	8	One	Bleu
HeroBW	220	8	Two	Bo
HeroSP	56	4	One	Gobi
IcyCN	30	10	One	Bleu
IcyCW	88	3	Two	Mogu
IcyDR	75	9	One	Karn
IronCW	74	3	One	Mogu
IronHR	45	8	One	Ox
IronRP	14	5	One	Nina
JadeBW	80	8	Two	Bo
Javelin	34	3	One	Gobi
LightRP	10	2	One	Nina
LongBW	28	5	Two	Bo

LongSD	26	4	One	Ryu
LoyalRP	64	6	One	Nina
Mallet	255	1	One	Ox
MoonBW	66	1	Two	Bo
MystCW	120	1	One	Mogu
MystSD	100	3	One	Ryu
OldSP	42	5	One	Gobi
Pike	24	4	One	Gobi
PoisonBW	42	6	Two	Bo
PoisonRP	20	5	One	Ryu, Nina
Pole	12	2	One	Gobi
PowerDR	66	7	One	Karn
PowerRP	82	0	One	Ryu, Nina
PowerSD	62	8	One	Ryu
RageHR	75	8	One	Ox
Rapier	10	4	One	Nina
RustCW	60	4	One	Mogu
Sabre	8	2	One	Ryu
Scythe	20	3	One	Ryu
SharpBW	54	7	Two	Bo
ShortBW	20	4	Two	Bo
ShortRP	5	1	One	Nina
Sickle	50	6	One	Ryu
SilverDR	10	6	One	Karn
Sleeper	100	8	One	Gobi
SpineHR	120	15	One	Ox
StarHR	210	8	One	Ox
SteelBW	35	5	Two	Bo
Stick	5	1	One	Bleu
ThrowDR	20	1	One	Karn

ThundrRP	46	6	One	Nina
Trident	74	6	One	Gobi
Tri-BW	96	12	Two	Bo
Tri-DR	54	6	One	Karn
Tri-Rang*	150	2	One	Ryu
WingRP	34	2	One	Nina
WingSD	96	8	One	Ryu

\* attacks all enemies

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<><> b. Shields <><>  
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SHIELD	DEFENSE	WEIGHT	EQUIP TO:
ArmPad	8	2	Ryu, Bo, Gobi
Bandage	5	1	All
Bracelet	12	3	Nina, Bleu
BronzSH	8	3	Ryu, Bo, Karn, Gobi, Ox, Mogu
ColdSH	50	15	Ryu, Bo, Ox
DragonSH	128	5	Ryu
FlameSH	52	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
Gauntlet	8	1	All
Glove	20	6	Bo
GuardSH	32	10	Ryu, Nina, Bo, Karn, Gobi, Ox, Mogu
HuntGL	30	8	Bo
IcySH	30	5	All
IronSH	12	4	Ryu, Bo, Karn, Gobi, Ox, Mogu
IronSL	22	5	Gobi
LightSH	36	10	Nina, Bleu
MaskSH	65	8	All
MetalSH	16	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
MetalSL	25	5	Gobi

MystSH	48	5	Ryu, Bo, Ox, Mogu
ProSH	32	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
SkySH	15	1	Nina
StarSH	70	2	Ryu, Bo, Karn, Gobi, Ox, Mogu
SuedeSH	2	1	All
TrapGrd	40	4	Karn
WoodSH	5	2	Ryu, Karn
Wrist	10	2	All

| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |

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<><>    c. Armor    <><>  

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ARMOR	DEFENSE	WEIGHT	EQUIP TO:
AgileAR	92	0	Nina, Bleu
AngelAR	76	3	Nina, Bleu
BronzAR	25	9	Ryu, Ox, Karn, Gobi, Ox, Bleu, Mogu
ChainML	20	2	Ryu, Bo, Ox
ClearCL	100	0	Nina, Bleu
Cloth	1	1	All
DragonAR	110	0	Ryu
Dress	25	8	Nina, Bleu
EarthRB	88	8	Ryu, Bo, Go, Ox, Bleu, Mogu
EvilRB	90	1	Nina, Bleu
FlameAR	82	10	Ryu, Mogu
Gown	18	1	Nina, Bleu
GuruCT	70	0	Bleu
HuntCL	16	4	Ryu, Bo, Karn
IcyAR	80	10	Ryu, Bo, Ox
IronML	27	9	Ryu, Bo, Ox
LifeAR	115	8	Ryu



LightCL	68	1	Nina, Bleu
MetalAR	39	10	Ryu, Bo, Ox, Mogu
MystRB	60	8	Ryu, Nina, Bleu
PlateAR	24	4	Ryu, Bo, Karn, Gobi, Ox, Mogu
PowerAR	84	4	Nina, Bleu
PrisnCL	10	2	All
QuartzAR	50	9	All
RangerVT	40	8	Ryu, Bo, Gobi
Robe	2	1	Ryu, Bleu
SageML	25	14	Ryu, Bo, Karn, Gobi, Ox, Mogu
SilkGN	15	4	Nina, Bleu
SpineCL	60	10	Gobi
SuedeAR	14	7	Ryu, Bo, Karn, Gobi, Ox, Mogu
SuedeGN	10	6	All
SuedeRB	35	2	Nina, Bleu
ThiefCL	30	4	Ryu, Karn
WolfSkin	80	11	Bo
WoolRB	25	2	Bo, Bleu
WorldAR	80	9	Ox, Mogu
WorldML	75	11	Ryu, Bo, Ox, Mogu

| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |

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<><>    d. Helms    <><>  

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HELM	DEFENSE	WEIGHT	EQUIP TO:
AgileHT	42	1	All
Bandana	5	1	All
BronzHT	10	4	Ryu, Bo, Karn, Gobi, Ox, Mogu
ChainHT	25	8	All
CursedHT	62	25	All

DivingHT	32	6	Gobi
Domino	42	7	Nina, Bleu
DragonHT	80	1	Ryu
EchoHT	28	3	All
FaceMask	35	6	Ryu, Karn, Mogu
G.Tiara	5	2	Nina, Bleu
GaiaMask	36	4	Ryu, Ox, Mogu
GoldHT	14	6	All
HairBand	8	2	Nina, Bleu
HeadGear	16	5	All
HornHT	37	6	Ryu, Bo, Karn, Gobi, Ox, Mogu
IcyHT	16	6	Ryu, Bo, Ox
IronHT	32	6	Ryu, Bo, Karn, Gobi, Ox, Mogu
IronMask	30	7	Ox
LoveHT	64	10	Nina
NiceHT	6	3	All
PowerHT	44	3	Karn, Gobi
ShellHT	25	1	Gobi
SkullHT	25	10	All
StoneHT	48	16	Mogu
StrawHT	2	1	All
SuedeHT	6	3	All
SunHT	12	8	Ryu, Bo, Karn, Gobi, Ox, Mogu
Tiara	10	2	Nina, Bleu
TideHT	0	0	All
Turban	11	1	All
Visor	6	2	Ryu, Bo, Karn, Gobi, Ox, Mogu
WolfHT	12	4	Bo

| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |

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<><>   e. Items   <><>  

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ETC. ITEMS
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ITEM	EFFECT(S)	EQUIP TO:
Clog	Increases ACTIVE by 10 points. Increases MAG DEF by 2 points.	All
DarkBR	Increases ACTIVE points. Increases FATE by 20 points. Increases MAG DEF by 5 points.	Karn
DreamRG	Does nothing.	All
LoveBR	Recover HP gradually.	Nina, Bleu
MystSF	Does nothing.	Nina, Bleu
Ring	Increases ATTACK by 10 points.	Ryu
Rod1-5	Equip to Ryu to go fishing.	Ryu
RubyRG	Does nothing.	Nina, Bleu
Sash	Increases ATTACK by 10 points.	All
Shell	Use as fishing bait.	Ryu
Shrimp	Use as fishing bait.	Ryu
SilverBR	Does nothing.	All
SkullRG	Increases DEFENSE by 10 points.	All
Urchin	Use as fishing bait.	Ryu
WindBR	Increases ACTIVE by 20 points. Increases MAG DEF by 5 points.	Nina, Bleu
Worm	Use as fishing bait.	Ryu
Worm2	Use as fishing bait.	Ryu

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| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |
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USABLE ITEMS
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ITEM	EFFECT
A.Ptn	Permanently increases agility by 1 point.

Acorn	Recovers some AP.
Antdt	Cures Poison status.
Antler	Cures Poison status.
Apple	Recovers some HP.
B.Stn	Use thunder attack in battle.
C.Fsh	One party member becomes fully healthy.
C.Stn	Use an ice attack in battle.
Charm	Status returns to normal.
Cure	Recovers some HP.
Cure2	Recovers all HP of entire party.
F.Stn	Use a fire attack in battle.
Herb	Recovers some HP.
L.Ptn	Permanently increases luck by 1 point.
Life	Cures Stun state with 1 HP recovered.
Life2	Cures Stun state with all HP recovered.
M.Drop	Entire party becomes fully healthy.
Mackrl	Cures Poison status.
Meat	Recovers some HP of entire party.
Melon	Recovers some HP.
Mrbl1	Produces one fatal attack in battle.
Mrbl2	Produces one fatal attack in battle.
Mrbl3	Travel without encountering enemies for a limited time.
S.Ptn	Permanently increases strength by 1 point.
Snapr	One party member becomes fully healthy.
Sole	Recovers some HP.
Srdine	Recovers some HP.
T.Drop	Cures Zombie status.
Trout	Cures Poison status and recovers some HP.
Tuna	One party member becomes fully healthy.
V.Ptn	Permanently increases vigor by 1 point.

W.Ant	Recovers some AP.
W.Ptn	Permanently increases wisdom by 1 point.
Wmeat	Recovers all HP of entire party.

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 ~~~~~ V I I I . S H O P S ~~~~~  
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 <><> a. Drogen <><>  
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| WEAPONS AND ARMOR |       | ITEMS  |       |
|-------------------|-------|--------|-------|
| Dirk              | 50G   | Mrbl3  | 9G    |
| Sabre             | 400G  | Herb   | 9G    |
| Cloth             | 10G   | Antdt  | 13G   |
| SuedeCP           | 240G  | T.Drop | 18G   |
| ArmPad            | 300G  | Apple  | 90G   |
| WoodSH            | 300G  | Life   | 450G  |
| HairBand          | 1000G | Cure   | 1800G |
| SilkGN            | 2800G |        |       |

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 <><> b. Camlon <><>  
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| ITEMS  |       |
|--------|-------|
| Mrbl3  | 8G    |
| Herb   | 8G    |
| Antdt  | 12G   |
| T.Drop | 16G   |
| Acorn  | 24G   |
| Apple  | 80G   |
| Life   | 400G  |
| Cure   | 1600G |

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 <><> c. Nanai <><>  
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| WEAPONS AND ARMOR |       |
|-------------------|-------|
| IronRP            | 1800G |
| LongSD            | 2250G |
| Cloth             | 9G    |

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|          |       |  |
|----------|-------|--|
| SuedeSH  | 135G  |  |
| SuedeCP  | 216G  |  |
| WoodSH   | 270G  |  |
| HairBand | 900G  |  |
| SilkGN   | 2520G |  |

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 <><> d. Winlan <><>  
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| WEAPONS AND ARMOR |       | ITEMS      |
|-------------------|-------|------------|
| Sabre             | 400G  | Mrbl3 10G  |
| BronzSD           | 700G  | Herb 10G   |
| BronzRP           | 800G  | Antdt 15G  |
| SuedeHT           | 200G  | T.Drop 20G |
| WoodSH            | 300G  | Acorn 30G  |
| SuedeGN           | 500G  | Charm 150G |
| Visor             | 800G  | Life 500G  |
| ChainML           | 2000G | Cure 2000G |

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 <><> e. Romero <><>  
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| WEAPONS AND ARMOR |       | ITEMS      |
|-------------------|-------|------------|
| Sabre             | 400G  | Mrbl3 10G  |
| ShortRP           | 400G  | Herb 10G   |
| BronzRP           | 800G  | Antdt 15G  |
| BronzSH           | 500G  | Acorn 30G  |
| BronzHT           | 1200G | Life 500G  |
| Gown              | 2000G | Cure 2000G |
| ChainML           | 2000G |            |
| SilkGN            | 2800G |            |

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 <><> f. Tantar <><>  
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| WEAPONS AND ARMOR |       |
|-------------------|-------|
| Sabre             | 400G  |
| BronzRP           | 800G  |
| ShortBW           | 1000G |
| Scythe            | 1200G |
| Bandana           | 400G  |
| BronzSH           | 500G  |
| SuedeAR           | 750G  |
| Visor             | 800G  |

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 <><> g. Tuntar <><>

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|           ITEMS           |
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| Mrbl3           10G |
| Herb            10G |
| Antdt           15G |
| Acorn           30G |
| Cure            2000G |
| Life            500G |
| T.Drop          20G |
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<><>      h. Auria      <><>  
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| WEAPONS AND ARMOR |       | ITEMS  |        |
|-------------------|-------|--------|--------|
| Rapier            | 1650G | Herb   | 13G    |
| Dagger            | 2200G | Worm   | 65G    |
| LongSD            | 2750G | Life   | 650G   |
| LongBW            | 2860G | Vitamn | 650G   |
| BroadSD           | 5500G | Mrbl1  | 1300G  |
| Tiara             | 1650G | Pouch  | 1300G  |
| SunHT             | 2750G | Rod1   | 1300G  |
| SageML            | 3300G | G.Bar  | 65000G |

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<><>      i. Bleak      <><>  
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| WEAPONS AND ARMOR |       | ITEMS  |       |
|-------------------|-------|--------|-------|
| Dagger            | 2000G | Mrbl3  | 12G   |
| LongBW            | 2600G | Herb   | 12G   |
| BroadSD           | 5000G | Antdt  | 18G   |
| MetalSH           | 1400G | T.Drop | 24G   |
| HuntCL            | 1500G | Acorn  | 36G   |
| IronSL            | 2000G | Charm  | 180G  |
| BronzAR           | 3600G | Life   | 600G  |
| WoolRB            | 5000G | Cure   | 2400G |

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<><>      j. Prima      <><>  
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| WEAPONS AND ARMOR |        | ITEMS |      |
|-------------------|--------|-------|------|
| Club              | 3250G  | Mrbl3 | 9G   |
| IronHR            | 4550G  | Herb  | 9G   |
| PowerSD           | 10400G | Antdt | 13G  |
| Glove             | 3900G  | Charm | 135G |
| IcySH             | 5200G  | Life  | 450G |

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|          |        |  |       |       |  |
|----------|--------|--|-------|-------|--|
| HornHT   | 6500G  |  | Cure  | 1800G |  |
| FaceMask | 7800G  |  | ===== |       |  |
| GoldHT   | 26000G |  |       |       |  |

|                   |        |       |        |       |  |
|-------------------|--------|-------|--------|-------|--|
| =====             |        | ===== |        |       |  |
| WEAPONS AND ARMOR |        | ITEMS |        |       |  |
| =====             |        | ===== |        |       |  |
| Dart              | 3000G  |       | Mrbl3  | 10G   |  |
| SteelBW           | 4000G  |       | Herb   | 10G   |  |
| BroadSD           | 5000G  |       | Antdt  | 15G   |  |
| Sickle            | 6500G  |       | T.Drop | 20G   |  |
| EvilRP            | 20000G |       | Acorn  | 30G   |  |
| Bandana           | 400G   |       | Charm  | 150G  |  |
| NiceHT            | 600G   |       | Mrbl1  | 1000G |  |
| WoolRB            | 5000G  |       | Cure   | 2000G |  |
| =====             |        | ===== |        |       |  |

|                   |        |       |        |       |  |
|-------------------|--------|-------|--------|-------|--|
| =====             |        | ===== |        |       |  |
| WEAPONS AND ARMOR |        | ITEMS |        |       |  |
| =====             |        | ===== |        |       |  |
| LongBW            | 2280G  |       | Worm   | 50G   |  |
| SteelBW           | 4400G  |       | Srdine | 50G   |  |
| PoisonBW          | 5500G  |       | Worm2  | 100G  |  |
| ChainHT           | 2750G  |       | Mackrl | 100G  |  |
| PlateAR           | 3740G  |       | Sole   | 250G  |  |
| IronMask          | 4400G  |       | Trout  | 500G  |  |
| RangerVT          | 5500G  |       | Rod1   | 1000G |  |
| G.Tiara           | 22000G |       | Rod2   | 2000G |  |
| =====             |        | ===== |        |       |  |

|                   |       |       |       |      |  |
|-------------------|-------|-------|-------|------|--|
| =====             |       | ===== |       |      |  |
| WEAPONS AND ARMOR |       | ITEMS |       |      |  |
| =====             |       | ===== |       |      |  |
| Dart              | 3300G |       | Mrbl3 | 11G  |  |
| PoisonRP          | 3300G |       | B.Stn | 22G  |  |
| Tri-DR            | 4400G |       | F.Stn | 22G  |  |
| Cane              | 6600G |       | Acorn | 33G  |  |
| Visor             | 880G  |       | C.Stn | 44G  |  |
| MetalsL           | 3300G |       | Life  | 550G |  |
| BronzAR           | 3930G |       | ===== |      |  |
| IronML            | 5500G |       |       |      |  |
| =====             |       |       |       |      |  |

|                   |        |       |        |        |  |
|-------------------|--------|-------|--------|--------|--|
| =====             |        | ===== |        |        |  |
| WEAPONS AND ARMOR |        | ITEMS |        |        |  |
| =====             |        | ===== |        |        |  |
| Pike              | 2750G  |       | Mrbl3  | 13G    |  |
| Javelin           | 4400G  |       | Life   | 650G   |  |
| RustCW            | 7700G  |       | Vitamn | 650G   |  |
| IronCW            | 11000G |       | Mrbl1  | 1300G  |  |
| DivingHT          | 4400G  |       | Pouch  | 1300G  |  |
| LightSH           | 4400G  |       | G.Bar  | 65000G |  |
| SuedeRB           | 6600G  |       | =====  |        |  |
| SpineCL           | 8800G  |       |        |        |  |
| =====             |        |       |        |        |  |



| WEAPONS AND ARMOR | ITEMS      |
|-------------------|------------|
| IronHR 3150G      | Mrbl3 8G   |
| GiantHR 4050G     | Herb 8G    |
| HeroSP 6750G      | Antdt 12G  |
| SpineHR 27000G    | F.Stn 16G  |
| IronSL 1800G      | B.Stn 16G  |
| MetalSL 2700G     | C.Stn 32G  |
| IronHT 6300G      | Charm 120G |
| MetalAR 8100G     | Cure 1600G |

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| WEAPONS AND ARMOR | ITEMS       |
|-------------------|-------------|
| BoneCN 2412G      | Mrbl3 13G   |
| PoisonRP 2700G    | Herb 13G    |
| Cane 5400G        | Antdt 19G   |
| EvilRP 18000G     | T.Drop 26G  |
| Dress 900G        | Acorn 39G   |
| Gown 1800G        | Charm 195G  |
| MystRB 5400G      | Mrbl1 1300G |
| GuruCT 18000G     | Cure 2600G  |

| WEAPONS AND ARMOR | ITEMS       |
|-------------------|-------------|
| Dagger 2200G      | Mrbl3 10G   |
| LongBW 2860G      | Herb 10G    |
| PoisonRP 3300G    | Antdt 15G   |
| Tri-DR 4400G      | T.Drop 20G  |
| Gauntlet 880G     | Acorn 30G   |
| HuntCL 1650G      | Charm 150G  |
| ThiefCL 2750G     | Mrbl1 1000G |
| RangerVT 5500G    | Cure 2000G  |

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 <><> m. Gust <><>  
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| WEAPONS AND ARMOR | ITEMS       |
|-------------------|-------------|
| Tri-DR 4000G      | Mrbl3 10G   |
| OldSP 6000G       | Herb 10G    |
| WingRP 7000G      | Antdt 15G   |
| MoonBW 8000G      | T.Drop 20G  |
| WindSD 10000G     | Acorn 30G   |
| GaiaMask 8000G    | Charm 150G  |
| FlameSH 12000G    | Mrbl1 1000G |
| WorldML 22000G    | Cure 2000G  |

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<><>      n. Dream Town      <><>  

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=====
|          ITEMS          |
=====
| Mrbl3          10G |
| Herb           10G |
| Antdt          15G |
| Acorn          30G |
| Life           500G |
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<><>      o. Spring      <><>  

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| WEAPONS AND ARMOR |        | ITEMS  |       |
|-------------------|--------|--------|-------|
| PowerDR           | 5500G  | Mrbl3  | 10G   |
| RustCW            | 7000G  | Herb   | 10G   |
| IronCW            | 10000G | Antdt  | 15G   |
| WingSD            | 10000G | T.Drop | 20G   |
| IronML            | 5000G  | Acorn  | 30G   |
| SpineCL           | 8000G  | Charm  | 150G  |
| GaiaMask          | 8000G  | Cure   | 2000G |
| QuartzAR          | 10000G |        |       |

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<><>      p. Mare Town  <><>  

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=====
|          ITEMS          |
=====
| Mrbl3          10G |
| Herb           10G |
| Antdt          15G |
| Acorn          30G |
| Life           500G |
=====

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<><>      q. Carmen      <><>  

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| WEAPONS AND ARMOR |
=====
| Tri-BW          12000G |
| IcyCW           15000G |
| FlameSD         20000G |
| LoyalRP         25000G |
| WorldAR         12000G |
| PowerHT         20000G |
| MystSH          20000G |

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These guys deserve much credit as well for creating both the GameBoy Advance as well as the earlier Super Nintendo gaming systems. Heck, without these, how would we play this awesome game?

=====  
The Game Manual  
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Some of the information in this FAQ came directly from the game manual, so I have to give it, and its creators, much credit for the information. It helped greatly.

=====  
Myself  
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Lastly, I guess I can give credit to myself as I put a lot of time and effort into making this FAQ for the benefit of others. I hope some people find this Walkthrough useful.

=====  
Scott Clemmons  
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Thanks for allowing me to use the information from your Monster List FAQ in my composite guide. It was a ton of help.

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