

Shining Soul II FAQ/Walkthrough

by Aznxknight

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Shining Soul II FAQ/Walkthrough version 1.00

By Aznxknight

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--- I. Introduction ---

Hey, sup people. It's quite a long time since I wrote a FAQ, especially if it's a Gameboy Advance Game. Just to let you know, this is my second FAQ, yes that's 2nd FAQ, that I have written. I actually kind of enjoy writing FAQs because it actually expresses your individuality on how well you play games and the knowledge of it. I've been very dedicated this game ever since I got it. There aren't even much Multiplayer RPGs made. Games such as Seiken Densetsu series (Secret of mana 1,2, Sword of Mana, Legend of Mana, etc.) are hard to come by and find. I hope you know by then that these games are my most favorable to play.

--- II. Version History ---

Version 1.0 (2/ /06)

-FAQ/Walkthrough finished with the following most (somewhat)important sections over 90% complete:

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--- III. About the Game ---

This game has a variety of things to do but mostly in RPG games it's just trying to level up to the highest level. This game has a level capture of 200, which means that you can level up to level 200 and you won't level up anymore. It's amazing how far you can actually level up in this game. I don't see much games that even let you surpass the levels 99 or even 100. As you can see, RPG games makes you devoted to the game. If you just simply play for the storyline or just fun factor then you're wasting you time here playing this game because the game is awfully short. There are two difficulties for this game. One is normal and the other is Advance. Obviously Advance Mode is a lot harder than you think. This game is just like Diablo 2, you get to go to dungeons and fight enemies, find items, etc. The questing part in this game is different than

many other games you may have played. When you enter a dungeon from the world map, you start the dungeon all over again, meaning the enemies will be back in their spawning places. However, when you return to a dungeon from the town, you continue from the point of where you left off. This game's conversation is very annoying. Sometimes you are allowed to read ahead fast by pressing the A button and most of the times the game scrolls the words by itself, making the ending and credits atleast 14 pain-in-the-ass minutes long for just 3 paragraphs of dialogue. There's a lot more about the game but you'll find out when you play it. This game also features multiplayer but obviously you need another Gameboy Advance/Sp and SSII cartridge. Try to get one of your friends to get hooked into this game and you will have endless possibilities of fun, ranging from dueling to adventuring and playing stupid mini-games. What are you waiting for? Turn on your Gameboy Advance with your Shining Soul II game in it and play!!! That is unless you are playing a rom version, which I suggest you not to because it is less fun that way. PROVE you are worthy of not cheating and get this game!

--- IV. Basic Controls of Shining Soul II ---

- In Character Selection Screen -

A- Confirm

B- Cancel

Start- Not used

Select- Delete Character. First highlight a character and then press select. Then confirm your deletion of your character by pressing A. Warning, once you delete a character you cannot get that character back.

R- Not used

L- Not used

- In field Screen -

A- Talk to people/ Attack(only while in Dungeon or hostile area)/pick up items. Hold A to charge up a weapon. Release A at desired level to unleash the attack.

B- Use Item equipped on Item slot. Hold down button to throw item. The longer you hold, the longer the thrown item travels.

Start- Open up Selection menu screen-Inventory, Status, Window, and Save.

Select- Use Soul Magic(only in Dungeon and if equipped with a soul.)

R- Toggle items equipped on your item Slot

L- Toggle weapons equipped on your weapon slot

- In Camp/Inventory Screen -

A- Pick up or drop item on position of cursor.

B- Cancel out of Inventory screen only when item is not picked up. If item is picked up then it puts it back to the original position of the item.

Start- Cancel out of Inventory screen completely even if item is picked up.

Select- Look at item description. First you need to highlight an item to look at the description.

R- Toggle slots for your item Slot

L- Toggle Weapons equipped on your weapon slot

--- V. About the Characters ---

You turn on the game and start making a character and then you say "WOW!, there are so many characters in this game!!!". There are a total of 8 characters in this game available to you now. There is 1 hidden character and you can only get it if atleast one of your characters finishes Normal Mode. Every character has it's own strong points and weak points. Some are easy to use and some are very difficult. Here's a little descriptive information about what each line are:

Class:- The class of the character

Name:- Generally, the characters default name. You can change the name for your liking.

Starting Stats:- The starting stats of the character. Cannot be altered for your liking.

Strength:- Determines the amount of damage you do. One point in strength gives you 1 point in attack, allowing you to do 1 more damage with every 1 point you invest. 500 is the maximum points you can pump into on this stat.

Abbreviation: Str.

Dexterity:- Determines your ability to hit the enemy and dodge enemies' physical attack. More points into this gives you more percentage of hitting them and dodging attacks. 500 is the maximum points you can pump into on this stat.

Abbreviation: Dex.

Intelligence:- Determines the spell damage for your equipped spell and amount of Maximum Soul Power you can have. Soul Power is like Magic points like in every game, just a different name. Every 1 point of Intelligence gives you 2 maximum Soul Power. With more Soul Power you can cast more spells. Soul power is regenerated constantly and the more soul power you have, the faster your regeneration. 500 is the maximum points you can pump into on this stat. The maximum sp you can have is 999.

Abbreviation: Int.

Vitality:- Determines the amount of damage you can take before you die. If your HP reaches 0, you die but there is no Gameover and an angel carries you back to town. Every 1 point of Vitality gives you 3 maximum hit points. 333 is the maximum points you can pump into on this stat. The maximum hp you can have is 999.

Abbreviation: Vit.

Hit Points:- The amount of damage you can take before you die.

Abbreviation: Hp.

Soul Power:- The amount of spells you can cast. The higher level charge skill you use, the greater the amount of sp cost.

Abbreviation: Sp.

Equipable Weapons and armors:- Weapons that the character class can equip.

a. Warrior

Class: Warrior

Name: Eric

Starting Stats:

Strength: 15

Dexterity: 15

Intelligence: 5

Vitality: 15

Hit Points: 45

Soul Power: 10

Equipable Weapons and armors:

1. Swords
2. Axes

3. Spears
4. Heavy Armors

Skills:

Sword- Sword power up and charge atk.
Axe- Axe power up and charge atk.
Spear- Spear power up and charge atk.
Shield- Shield power up and parry.
Armor up- Equipment defense up.
Efficacy- Increases item effectiveness.
Counter- Powerful counterattack.
Tactics- Atk up(group affected in multiplayer, has ALL symbol)

b. Sorceress

Class: Sorceress

Name: Premiera

Starting Stats:

Strength: 9
Dexterity: 9
Intelligence: 23
Vitality: 9
Hit Points: 27
Soul Power: 46

Equipable Weapons and armors:

1. Rods
2. Elemental spellbooks
3. Some Robes

Skills:

Rod- Rod power up and charge atk.
Blaze- Spell: Fire attack.
Freeze- Spell: Ice attack.
Spark- Spell: Lightning attack.
Blast- Spell: Cyclone attack.
Inferno- Spell: Scorching attack.
Mgc Shield- Spell: Defense up.
Meditate- Speeds up SP recovery.

c. Archer

Class: Archer

Name: Rwin

Starting Stats:

Strength: 12
Dexterity: 18
Intelligence: 8
Vitality: 12
Hit Points: 36
Soul Power: 16

Equipable Weapons and armors:

1. Bows
2. Spears
3. Summon spellbook
4. Light armors

Skills:

Bow- Bow power up and charge atk.
Spear- Spear power up and charge atk.
Range- Increases throwing range.

Enchant- Makes an enemy an ally.
Anti-Flying- Damage to flying enemies up.
Summon- Summons a forest creature.
Critical- Increase critical hit rate.
Healing- HP recovers over time (group affected in multiplayer,
has ALL symbol.

d. Dragonute

Class: Dragonute

Name: Tyroth

Starting Stats:

Strength: 16
Dexterity: 13
Intelligence: 5
Vitality: 16
Hit Points: 48
Soul Power: 10

Equipable Weapons and armors:

1. Flails
2. Axes
3. Heavy Armors

Skills:

Axe- Axe power up and charge atk.
Flail- Flail power up and charge atk.
Shield- Shield power up and parry.
Armor Up- Equipment defense up.
Break Armor- Lowers enemy's defense.
Breath- Counters with breath attack.
Weaken- Weakens nearby enemies.
Magic Res- Increases resistance.

e. Priestess

Class: Priestess

Name: Prim

Starting Stats:

Strength: 12
Dexterity: 10
Intelligence: 15
Vitality: 13
Hit Points: 39
Soul Power: 30

Equipable Weapons and armors:

1. Rods
2. Flails
3. Assist spellbooks
4. Some robes

Skills:

Rod- Rod power up and charge atk.
Flail- Flail power up and charge atk.
Heal- Spell: Healing.
Protect- Spell: Defense up.
Resist- Spell: Resistance up.
Bless- Spell: Stats up.
Shining- Spell: Shield of Light.
Meditate- Speeds up SP recovery.

f. Brawler

Class: Brawler

Name: Zachs

Starting Stats:

Strength: 16
Dexterity: 17
Intelligence: 5
Vitality: 12
Hit Points: 36
Soul Power: 10

Equipable Weapons and armors:

1. Claws
2. Daggers
3. Light armors

Skills:

Claws- Claw power up and charge atk.
Knife- Knife power up and charge atk.
Evade- Increases evasion rate.
Critical- Increase critical hit rate.
Counter- Counter with a kick.
Guts- Stronger with lower HP.
Stun- Stuns enemies.
Healing- HP recovers over time (group affected in multiplayer, has ALL symbol).

g. Dark Wizard

Class: Dark Wizard

Name: Armand

Starting Stats:

Strength: 10
Dexterity: 9
Intelligence: 21
Vitality: 10
Hit Points: 30
Soul Power: 42

Equipable Weapons and armors:

1. Rods
2. Darkness spellbooks
3. Some robes

Skills:

Rod- Rod power up and charge atk.
Demon Breath- Spell: Darkness attack.
Venom- Spell: Poison explosion.
Darkness- Spell: Ring of darkness.
Morph- Spell: Change into monster.
Dagger Dance- Spell: Summon sword.
Drain- Spell: Absorb HP.
Meditate- Speeds up SP recovery.

h. Ninja

Class: Ninja

Name: Raizen

Starting Stats:

Strength: 13
Dexterity: 18
Intelligence: 7
Vitality: 12
Hit Points: 36
Soul Power: 14

Equipable Weapons and armors:

1. Swords
2. Knives
3. Ninja Scrolls
4. Light Armors

Skills:

Sword- Sword power up and Charge Attack.
Knife- Knife power up and Charge Attack.
Critical- Increase critical hit rate.
Debris- Spell: Falling object.
Shadow- Spell: Paralyze monster.
Speed- Spell: Increases speed.
Replace- Block with wood.
Backstab- Increases damage from behind.

i. Dark Wizard(Secret Character)

Class: Dark Wizard (Character available after finishing normal mode)

Name: ??? -(Gillespie's brother)

Starting Stats:

Strength: 18
Dexterity: 18
Intelligence: 18
Vitality: 18
Hit Points: 54
Soul Power: 36

Equipable Weapons and armors:

1. Rods
2. Darkness spellbooks
3. Some robes

Skills:

Rod- Rod power up and charge atk.
Demon Breath- Spell: Darkness attack.
Venom- Spell: Poison explosion.
Darkness- Spell: Ring of darkness.
Morph- Spell: Change into monster.
Dagger Dance- Spell: Summon sword.
Drain- Spell: Absorb HP.
Meditate- Speeds up SP recovery.

--- VI. Skills of the Characters ---

Each character has their own different and unique skill. Some skills are also shared with other characters but they are still the same. When investing in a skill(a.k.a pumping into a skill) be wise because one wrong move and you are screwed. Luckily you can see small results when you pump into the desired skill and you have to confirm your transaction to see if you like it or not. Everytime you level up once you gain 1 skill point. At a level 0 skill, it takes 1 skill point to raise it to level 1. After that, it takes 2 skills points to level up to 2. So the basic formula for the required skill point to

raise a level is: to level up= <base skill level> + 1.

ex: to level up to 6= 5<base level> + 1 which equals 6.

Always try to go for the best possible skill available to you. Don't just randomly distribute it into many different skills or you'll end up with a hard to level up and screwed up character. With the remaining skill points after you level up, if you don't have enough to level a skill, save it up until the next level. It takes a total of 28 skill points to max out a skill. The maximum a skill level can go up to is 7. Good luck and have fun distributing your points wisely.

Notes: Just about every skill in this game is passive, meaning that it is automatically in effect so you don't have to cast it. Weapon skills such as Rod, or Sword are charge attacks. In order to do a charge attack for any weapon, you must invest atleast 1 point into it. With each point invested in it, it adds attack power to your weapon + allows you to now do a charge up attack. The amount of power added to weapons depends on the regular attack power of the weapon. More attack power of weapon = more attack power added. This skill does not add more power if the weapon has like a + attribute to it, neither if the suffix of the item or the properties of the item adds to attack power.

ex: Long sword of Night + 6. The game takes the original attack power of the weapon and adds an amount depending on the weapon skill level. Also when charging you may be hit by enemies and if you do get hit your charge is canceled. This is the same if you release your charge and you are hit during your charge attack. However there are some skills that when active will not interrupt your charge.

Class: Warrior

Skills:

--- Sword ---

Sword attack damage is added and allows you to do a charge attack. How it looks like is with each charge level you rush forward and you do a slash. The higher the charge level, the farther you rush forward.

--- Axe ---

Axe attack damage is added and allows you to do a charge attack. How it looks like is very simple. At every charge level, you stop and spin around with your axe, attacking anybody near you. This skill is great when getting mobbed as it does damage and knocks them back.

--- Spear ---

Spear attack damage is added and allows you to do a charge attack. How it looks is very cool. You do many stabs similar to some games you may have seen/played such as from Street Fighter's E.Honda's Hundred Hand Slap or Chun-Li's Lightning Kicks, but instead, replace them with spear-stabs. With each charge level you can do more stabs. While unleashing your attack you are able to move around back and forth or left and right.

--- Shield ---

Shield defense up and allows you to parry with a small chance. For this skill to work you must equip a shield, any kind of shield. You have a small chance of blocking an enemies physical attack and with each level you have a higher success. This skill does not stack up with the Warrior's Armor Up even though it raises defense of all equipment. Shield has it's own category so if combined with Armor Up it would be too powerful. You will notice the block when you hear a strange sound and you see a shield appearing in front of your character. However if you charge your weapon up and happen to get hit during a charge, if

you block successfully you will be able to continue your charge without having to start over again. The damage you take when you block is also reduced to less than 20 damage and sometimes even a single digit!

--- Armor Up ---

This skill raises the defense of every armor. This skill is very cheap because the more defense you have the less damage you take. Even with a crappy armor you can have like a +50 (and more) added defense just wearing it.

--- Efficacy ---

This skill allows you to get healed more with every item you use. The skill affects HP healing items and SP healing items. With each level in this skill items heal more and with this maxed out it heals up to double the effect.

So, ex: Healing Water heals 200hp. Level of skill is 4.

$200 * .70 = + 140$. Total healing = $200 + 140 = 340!!!$

--- Counter ---

This skill has a bug in it. Although it does what it does, which is counter with a low chance when you are damaged, it somewhat does not work in this game. I have no idea why but somehow Sega probably forgot to program it. Do not waste your skill points on this because this skill WILL NOT work.

--- Tactics ---

This skill increases your attack, allowing you to do more damage. With each level, it adds a small amount. This skill affects everybody if you are playing in multiplayer. Great with 4 Warriors, not recommended when solo but the extra attack power is not bad.

Class: Sorceress

Skills:

--- Rod ---

Rod attack damage is added and allows you to do a charge attack. How it looks like is you just swing your rod twice doing 2 hits and it actually knocks enemies back with every successful hit. This skill is not recommended to use because it is a melee skill and the Sorceress is a spellcaster type. For those who want a challenge, go ahead and use this skill.

--- Blaze ---

This skill allows you to use Blaze spellbooks to cast magic out of them. How it looks like is you shoot a fireball in front of you, doing fire type damage. With each level in this skill, the sp cost increases, the fireball gets larger and does more damage. Fire also has an effect of doing an extra small amount of damage.

--- Freeze ---

This skill allows you to use Freeze spellbooks to cast magic out of them. How it looks like is you shoot a blue crystal in front of you, doing ice type damage. With each level in this skill, the sp cost increases, the crystal gets larger and does more damage. This spell also can ricochet off enemies or turn directions if it has reached its maximum range and seek a nearby enemy. With each ricochet/turn it will do less damage. Every level above 1 will increase the amount of times it can ricochet off. What's also nice about this skill is that when dealing with large monsters (body-wise) invoke this spell right up their face and it will sometimes ricochet off the enemy itself causing two attacks at the same time. Ice also has an effect of freezing an enemy.

--- Spark ---

This skill allows you to use Spark spellbooks to cast magic out of them. How it looks like is you call down a lightning bolt in front of you, doing lightning type damage. With each level in this skill, the sp cost increases, the lightning area range increases and does more damage. Lightning also has an effect of stunning an enemy.

--- Blast ---

This skill allows you to use Blast spellbooks to cast magic out of them. How it looks like is you summon a cyclone in front of you, doing physical damage based on your intelligence! With each level in this skill, the sp cost increases, the cyclone gets bigger, travels longer and does more damage. This is the only skill the soceress has that is non-elemental and yet this is a spell so that means it cannot miss its target. At earlier levels it's not really good and worth using but at higher levels and with good intelligence it is the right spell to use because the cyclone travels somewhat at a medium speed, allowing to hit enemies constantly and the cyclone will follow enemies, circling them until they die. However there is a limit to the amount of hits it will do before it disappears.

--- Inferno ---

This skill allows you to use Inferno spellbooks to cast magic out of them. How it looks like is you engulf enemies around you, doing fire type damage. With each level in this skill, the sp cost increases and damage increases. This skill affects multiple enemies and at higher levels it you can basically keep walking while enemies are chasing you and still do damage at the same time. The charge up time is very slow compared to blaze and by that time you could invoke two level 7 blaze spells at less than half the sp cost! This spell is great when you have maxed out Int. (so you don't have to worry about sp that much) and when speed leveling up. Just run around while charging, unleash it and keep walking. Fire also has an effect of doing an extra small amount of damage.

--- Magic Shield ---

This skill allows you to use Magic Shield spellbooks to cast magic out of them. The spell adds to your defense and if playing in multiplayer, any ally near you will receive this spell. You have a glow around you to tell you that the spell is still in effect. With each level in this skill, the sp cost increases and duration increases. This is like the Warrior's Shield skill but needs to be activated. When you charge and happen to get hit by an enemy while charging, you will continue to charge without having to starting over again. The damage you take is also reduced.

--- Meditate ---

This skill is passive and allows you to regenerate your SP at a quicker rate. With more skill levels in this the regeneration time is increased. This skill is best benefited if you have a lot of SP. This is your least priority skill to invest in because you can buy items to heal your sp and they are dirt cheap. Save your skill points into an elemental spell and use items to heal instead.

Class: Archer

Skills:

--- Bow ---

Bow attack damage is added and allows you to do a charge attack. How it looks like is you shoot many arrows at enemies. With every charge level, you shoot more arrows attacking multiple enemies. You are allowed to change directions while the attack is in progress.

--- Spear ---

Spear attack damage is added and allows you to do a charge attack. How it looks like is you throw a spear in front of you and it can pierce through enemies. Piercing is going through an enemy and hitting any enemies that are behind it. With every skill level the damage increases.

--- Range ---

"Increases throwing range" , as what the description says, is not all it does. It does, however, increase the throwing range of the spear but also increases the range of the arrow when you shoot your bow. With each level in this skill the weapon range goes farther. Sega should of wrote: "increase weapon range" to clarify what it means. This skill should be your middle priority. Level up this skill about every 2 levels of your desired weapon skill.

--- Enchant ---

Charms an enemy to your side, fighting for you. You will notice when you charmed an enemy by a "heart" symbol above the enemies head. With each skill level you have a better chance of charming them and the duration lasts longer. If the charmed enemy is hit by you then the heart disappears and they will turn against you, but of course if you are lucky enough you can charm them again even if they were already.

--- Anti-Flying ---

This skill increases damage done to air-type creatures such as bats and faeries. A fairly good skill to use but don't pump into it that much. Just enough points to take down those annoying Harpies in 2 shots(or even 1!) is good enough.

--- Summon ---

This skill allows you to use Summon Spellbooks to cast magic out of them. For a decent amount of SP you can summon a forest creature to fight for you. Except that these creatures are useless so it makes this skill even more worthless to use. With each skill level you can summon different creatures and allows it to do more hits before the spell has to be recasted. Do not waste your points into this skill because the damage of the creatures summoned are slim to nothing.

--- Critical ---

This skill increases your chance to do a critical hit. With more points into it it increases your chance for critical hits to occur. A critical hit is simply doing double damage. You will notice a critcal when you see stars appearing right after your hit.

--- Healing ---

This skill will allow you to regenerate HP just like you can regenerate SP. It also affects nearby allies in multi-player mode making even better with four characters with this ability. At higher levels you can regenerate HP really quickly, making you use potions only in emergencies and saving you some gold. I wouldn't put a skill point into this at all but maybe late in levels but if you want, 1 point won't be so bad because atleast you can gain something.

Class: Dragonute

Skills:

--- Axe ---

Axe attack damage is added and allows you to do a charge attack. How it looks like is you swing your axe in a 360 degrees motion while moving in the direction you faced. With every charge level you do more damage and the distance traveled is longer.

--- Flail ---

Flail attack damage is added and allows you to do a charge attack. How it looks like is you stand motionless and first swing your flail in a 360 degree motion many times (doing very little damage to those who come near it) then you swing your flail (like you do for a regular attack) in the direction you're facing, knocking them back with this last hit. This skill and weapon is not recommended for the Dragonute because it is VERY slow and although flails are the most powerful weapons in the game, it is still too slow to use.

--- Shield ---

Shield defense up and allows you to parry with a small chance. For this skill to work you must equip a shield, any kind of shield. You have a small chance of blocking an enemies physical attack and with each level you have a higher success. This skill does not stack up with the Dragonute's Armor Up even though it raises defense of all equipment. Shield has it's own category so if combined with Armor Up it would be too powerful. You will notice the block when you hear a strange sound and you see a shield appearing in front of your character. However if you charge your weapon up and happen to get hit during a charge, if you block successfully you will be able to continue your charge without having to start over again. The damage you take when you block is also reduced to less than 20 damage and sometimes even a single digit!

--- Armor Up ---

This skill raises the defense of every armor. This skill is very cheap because the more defense you have the less damage you take. Even with a crappy armor you can have like a +50 (and more) added defense just wearing it.

--- Break Armor ---

This passive skill allows you to reduce the monster's defense with every successful attack you land on them. More skill points = more defense taken off. The defense reduced is not noticeable but you can tell if you do more damage when you continue to hit them. This skill is good for long battles, like bosses. Or you can take a very weak weapon with considerably good prefix or stats on it and this Break Armor skill will make up for the damage by reducing the enemies defense with every attack.

--- Breath ---

This skill is a counterattack. When you are hit you will have a chance of countering by breathing fire on enemies. With every skill level the damage increases significantly. This skill is better than the Brawler's counterattack because it can target multiple enemies while the Brawler's counter can only target one. However, this skill has a lower chance of initiating than the Brawlers.

--- Weaken ---

This skill is instantly activated when enemies are near you. It will lower the attack power of monsters nearby making them do less damage.

--- Magic Res ---

The Dragonute doesn't get cheaper than this... This skill increases all of your resistances and with each level it increases it even more. This is probably the best skill in the game because later in the game the enemies would start using spells constantly and without this skill you would be dead. Increase this once you are in advanced mode and get up to 40 resistance to everything and you should do fine without wasting more skill points into this.. yet.

Class: Priestess

Skills:

--- Rod ---

Rod attack damage is added and allows you to do a charge attack. How it looks like is you swing your rod over your head, putting all your might into that attack and it will knock enemies back with every successful hit. This skill is not recommended to use because rods are the weakest weapon in the game that actually lets you charge up.

--- Flail ---

Flail attack damage is added and allows you to do a charge attack. How it looks like is you fly forward doing a forward spin (or roll) and during your flying animation you hit once and during your roll you hit another, for a grand total of 2 hits! This is the skill recommended for a melee priestess. With every charge level the damage is significantly increased and the distance of flying is increased.

--- Heal ---

This skill allows you to use Heal Spellbooks to cast magic out of them. This is your answer to the "How to heal without using items" question. The SP cost is quite high at each level. At each charge level the SP cost increases and the amount of hp it heals increases. This skill also affects allies nearby in multiplayer AND it is such a fast skill to charge up, making it very overated.

--- Protect ---

This skill allows you to use Protect spellbooks to cast magic out of them. This skill increases your defense by 20 each level temporary and also affects allies nearby in multiplayer. When cast it has a blue glow around you indicating that the spell is still in effect. With each skill level the SP cost increases and the defense added is increased. At all levels, this spell lasts about 1 minute.

--- Resist ---

This skill allows you to use Resist spellbooks to cast magic out of them. This skill increases all of your resistance by 10 each level temporary and also affects allies nearby in multiplayer. When cast it has a yellow glow around you indicating that the spell is still in effect. With each skill level the SP cost increases and resistance added is increased. At all levels, this spell lasts about 1 minute.

--- Bless ---

This skill allows you to use Bless spellbooks to cast magic out of them. This skill increases all of your stats by 8 each level temporarily and also affects allies nearby in multiplayer. When cast it has a yellow glow around you indicating that the spell is still in effect. With each skill level the SP cost increases and stat points added is increased. At all levels, this spell lasts about 2 minutes. Using this skill basically levels you up temporarily by 8 x level of charged skill.

--- Shining Aura ---

This skill allows you to use Shining Aura spellbooks to cast magic out of them. This skill creates a clear circular barrier around you, making everything that touches you (or you touching them) get hit by Light element type damage. With each skill level the SP cost increases and amount of damage inflicted is increased. At all levels, this spell lasts about 4 seconds. If you are not going melee with the Flail Skill then this is the only spell that does damage for the Priestess. This skill is very useful against all enemies that are weak against Light Element.

--- Meditate ---

This skill is passive and allows you to regenerate your SP at a quicker rate. With more skill levels in this the regeneration time is increased. This skill is best benefited if you have a lot of SP. This is your least priority skill to invest in because you can buy SP healing items and they are dirt cheap.

Class: Brawler

Skills:

--- Claws ---

Claw attack damage is added and allows you to do a charge attack. How it looks like is you rush forward and attack swinging your claws like a maniac doing 3 hits. With every charge level you rush forward quicker and the distance rushed is increased. Overall a very cheap skill because you attack 3 times very quickly and in less than 1 second you can do a total of 6 hits.

--- Knife ---

Knife attack damage is added and allows you to do a charge attack. How it looks like is you spin around like a maniac, damaging enemies during the animation. While you are spinning around you are able to move around. With every charge level, you can do more hits and the stabbing lasts a tiny bit longer.

--- Evade ---

This skill increases your chance to dodge physical damage and only physical damage, that means not magic, duh!. With more points into it it increases your chances to evade. Do not use with Counter because, though it does not counteract with it, it's just not a good combination because why would you pump skill points into Counter when you're evading all the time? But then, if in those cases you don't Evade, maybe Counter will kick in and consider yourself lucky then. Great skill but remember to only go with 1 skill until you have nowhere else to pump those skill points.

--- Critical ---

This skill increases your chance to do a critical hit. With more points into it it increases your chance for critical hits to occur, allowing you to deal double damage.

--- Counter ---

This skill increases your chance to strike back at an enemy who physically damaged you and only physically damaged you, that means not magic, duh!. The damage that Counter inflicts is always the same at every level and it is 4x the average damage you do on that enemy. Do not use with Evade because, though it does not counteract with it, it's just not a good combination because if you're evading, how are you gonna counter? This is probably a more preferable choice choosing between Counter and Evade because not all times you will evade and at higher levels, the skill has a very high chance of initiating.

--- Guts ---

This skill increases your attack and defense when your HP reaches half. With each skill level it increases your attack and defense by 20 x current skill level. The skill only lasts for a brief time of approximately 20 secs.

--- Stun ---

This skill increases your chances of stunning a monster with every hit. How you will notice this is you will see a yellow ring twirling around and above the enemies head. With each skill level it increases the chances of stunning the target. The stunning is very cheap because they cannot attack or move for quite

a while, like about 5-10 seconds and by that time you've probably already destroyed them. Ironically when an enemy is stunned they can still turn their body and they will turn in the direction of where you currently are.

--- Healing ---

This skill will allow you to regenerate HP just like you can regenerate SP. It also affects nearby allies in multi-player mode making even better with 4 characters with this skill. At higher levels you can regenerate HP really quickly, making you use potions only in emergencies and saving you some gold. I wouldn't put a skill point into this at all but maybe late in levels but if you want, 1 point won't be so bad because at least you can gain something.

Class: Dark Wizard

Skills:

--- Rod ---

Rod attack damage is added and allows you to do a charge attack. How it looks like is you just swing your rod and it actually knocks enemies back with every successful hit. This skill is not recommended to use because rods are the weakest weapon in the game that actually lets you charge up.

--- Demon Breath ---

This skill allows you to use Demon Breath spellbooks to cast magic out of them. How it looks like is you spew a ghostly purple ball in front of you, doing darkness type damage. This spell does splash damage the moment it hits an enemy or a wall, causing damage to nearby enemies. With each level in this skill, the sp cost increases, the ball gets larger and does more damage. Darkness also has an effect of blinding the enemy, decreasing their dexterity by half.

--- Venom ---

This skill allows you to use Venom spellbooks to cast magic out of them. How it looks like is you create a purple bubbly cloud in front of you, doing poison type damage. This spell also affects multiple enemies nearby. With each level in this skill, the sp cost increases, the range of the poison increases and does more damage. Poison also has an effect of poisoning the enemy, gradually dealing damage to the enemy with every second.

--- Darkness ---

This skill allows you to use Darkness spellbooks to cast magic out of them. How it looks like is you create a purple ring of darkness in front of you, doing darkness type damage. This spell also affects multiple enemies nearby. With each level in this skill, the sp cost increases, the range of the ring increases and does more damage. Darkness also has an effect of blinding the enemy, decreasing their dexterity by half.

--- Morph ---

This skill allows you to use Morph spellbooks to morph into a monster. How it looks like is you turn into a monster depending on your charge level. At each charge level, the sp cost increases, and the monster you morph into is changed. The monster you morph into is set every time and the stats are set also, as well as resistance. When you morph you become a monster and monsters will not attack you unless you attacked them already in morph mode. So if you attack an enemy in regular form and then quickly morph, they will stop attacking you. A great spell if you just want to skim past by enemies, especially the hard ones immune/resist to darkness type damage. At every charge level the duration lasts for only a brief time.

--- Dagger Dance ---

This skill allows you to use Dagger Dance spellbooks to cast magic out of them. How it looks like is you create daggers front of you and chasing nearby enemies to attack, doing physical type damage. Depending on the charge level, the damage will increase and more daggers will appear to attack enemies. This is a skill that does not do an element type damage making it an excellent second choice for a spell.

--- Drain ---

This skill allows you to use Drain spellbooks to cast magic out of them(whew... that's a lot of D's in these spellbooks.) How it looks like is you throw a ball front of you and if it hits the enemy the ball comes back to you and heals you for a little Hp. The element of this spell needs to be confirmed because I don't know it. With every charge level, the Sp cost increases and damage increases, allowing you to steal more Hp. This skill can save you from using potions a lot but the damage is very slim. Avoid using this skill as it is sort of useless.

--- Meditate ---

This skill is passive and allows you to regenerate your SP at a quicker rate. With more skill levels in this the regeneration time is increased. This skill is best benefited if you have a lot of SP. This is your least priority skill to invest in because you can buy items and they are dirt cheap.

Class: Ninja

Skills:

--- Sword ---

Sword attack damage is added and allows you to do a charge attack. How it looks like is you create a white circle in front of you, damaging enemies that run into it or touch them.

--- Knife ---

Knife attack damage is added and allows you to do a charge attack. How it looks is you unleash a barrage of knives straight ahead of you, each knife traveling in a different direction. There's a maximum of 6 hits but you won't really realize it because the enemies are so small and the width of the knives spread out pretty wide. I tested on a rather big buy and it comes out to be 6 hits everytime. A great second choice weapon because of range it's the 2nd fastest weapon in the game.

--- Critical ---

This skill increases your chance to do a critical hit. With more points into it it increases your chance for critical hits to occur, allowing you to deal double damage.

--- Debris ---

This skill allows you to use Debris spellscrolls to cast magic out of them. Kinda lame skill to use because the ninja focuses on str. and not intelligence and yes, these spells depend on your intelligence. How it looks like is right when you release the charge attack you'll hear a sound (kind of like in the cartoons with the falling objects) and suddenly random objects fall upon enemies head, damaging them. The higher level the spell, the more damage it does. Some of the objects can inflict stun status effect. This spell is very slow to charge up so if you plan to use a Debris Ninja, make sure you get the best suffix or just this item: "Debris Lv. 7 of Faith". It decreases your charge up time so that's good. Also the sp used is very costly so beware!

--- Shadow ---

This skill allows you to use Shadow spellscrolls to cast magic out of them. When charged up and released you lay 3 small triangles on enemies near you, immobilizing enemies temporarily. The higher the charge level, the more sp it costs and the range of immobilizing enemies around is increased and they will be immobilized longer. This skill does not work all the time on every enemy and there is a small chance that the game will be

--- Speed ---

This skill allows you to use Speed spellscrolls to cast magic out of them. This spell increases your walking speed. This is my favorite kind of spell because it also affects allies in multiplayer. Each charge level actually sets your speed to a fix ammount and the higher it is the faster you walk. A ninja is practically nothing if they don't run lightning quick!

--- Replace ---

This skill takes affect when you get hit. When you do get hit, you have a rather good percent of this skill taking place. No, this skill does not take damage for you, like in Naruto, but you'll see a wooden block appear in place of your character and you'll become invisible for a short while. But being invisible doesn't mean you still can't get damaged. Probably the game wasn't perfected and prevented you from being invincible for a while. More skill points in this lets you have a higher chance of replace taking effect. This skill is very useless in single player, but VERY VERY VERY, and I'll say it again, VERY VERY VERY useful in multiplayer, lol. In multiplayer it has extra effects. When dueling in the colliseum against other players only, if replace has taken effect, you will not be seen on the other player(s) screen. Only you can see yourself. Take advantage by sneaking behind their backs and doing some backstabbing. Also, to make it even cheaper, it will sometimes lower the amount of damage you take(many times I dueled my friend's Dragonute who does practically around 150 damage everytime to my ninja but sometimes it did only 2-10!!!)

--- Backstab ---

Ahhh!!! What could be more of an assassin without the infamous skill " Backstab "! Sounds deadly as it is, this skill increases the damage you do when you hit your enemy from behind. Good for taking out many spell casting enemies because, hey, they have to charge up too! When maxed, don't be suprised when you do your maximum damage because the ninja is the only class to actually quickly do 999 damage at a low level. Super highly recommended for multiplayer dueling melee Ninjas(killed advanced Gillespie in Chaos Castle in roughly 4 seconds!)

--- VII. Notes before playing the game ---

Shining Soul II can be a short game if you just rush through it. Hardcore gamers will find it rather interesting and begin to crawl upon each dungeon again and again to level up. Other play-for-fun people will be persistant and go through the dungeons as if they are doing a time attack. Well these people are most likely to miss all the important stuff like more enemies, items, and quests, etc. Just so you know if I haven't told you before, this guide is for readers who actualy want to enjoy the full potential of the game and not just play-to-see-the-ending kind of guide. Because i'm a hardcore gamer I fully explore everything and know all sorts of strategies to enhance gameplay and find right ways to play the game. Lots of details can be found here if you are having trouble with either beating a boss or stuck in dealing with enemies or just don't know what to invest your skill/stat points into. This is a huge list so I can update at times. New updates will toward at the end of the list rather than me sorting it, in some particular way that is.

1. Melee characters should also be ready for anything. Anything can happen if you are not acquainted with the game. A group of archers in advance mode can suddenly appear out of nowhere to kill you without you noticing even what's shooting at you (it has happened once with my 300 hp ninja, I went in without noticing I only had 100 hp and died, very humiliating to go in a dungeon just to die a second later.) If you need to pause the game, go to town by using an angel wing or make sure the enemies are cleared in your area.

2. Spell caster characters should always keep running away. One high level spell maybe just not enough to kill an enemy in 1 hit. But make sure the enemies are chasing after you. If you go too far and you don't see the enemy then they have dissappeared and if you go back to where you fought the enemy, the enemy will spawn and treats it like you haven't damaged it.

3. Bring lots of pots (slang for healing potions and sp recovery items). Who cares if you can't go through a level without using all 25 healing waters from your inventory. That's probably you're too low leveled to be there or, erhem, weak... Healing potions are dirt cheap and you can easily gain your big bucks fast in 3 ways. One regular way, one cheating way, and the other the Maxpower way! [You ask: "isn't that the wrong way?". I say: "yes but faster!"]-(excerpt taken from The Simpsons). What is that way you are generally speaking of? Sell your equipment... lol.

4. Valuing scrolls are very valuable. Not in price but in identifying items. Late in the game it costs about 1000-2000gp+ just to identify an item and then you'll get pissed if the item is a (ex: " Heavy Armor + 1" cost to id: 3000gp, amount sold for, 1000gp, net gain, -2000gp). Valuing scrolls can be found off enemy drops and sometimes sold in stores for a measly 200gp. Keep some scrolls if found in the beginning of the game and when you think you're ready to use them you'll be getting your items worth.

5. Lets do an overview of the status:

Str.- Increases damage and is required to wear heavy equipment require by items. Every one point = one extra damage. Max pumpable str. 500.

Dex.- Increases dodge rate and hitting rate. A must for melee characters or you can get screwed. Exact formula not known. Max pumpable dex. 500.

Vit.- Increases max hp. All characters are required to have a lot of hp to survive or you can end up dieing pretty quickly. Every 1 point= 3 max hp. Max pumpable vit. 333

Int.- Increases max sp. Used for casting spells and charge up weapons. Also increases damage done by spells. Exact formula for damage not known. Every 1 point= 2 max sp. Max pumpable int. 500

6. Try to deal an enemy one at a time if your weapon doesn't have the range or not wide enough to hit multiple enemies all in one area. Hasting to deal out a group of enemies is not the answer, well sometimes it is, but you'll end up getting hurt more than your works effort. Back out if you're ambushed and go back the direction that you came from, even if the enemy is there you still don't want to move on foward because it'll lead to more enemies. If things get too rough then you might want to use an angel wing.

7. Heres a game warning, bring atleast 2, I said, 2 angel wings or just have them in your inventory. Why? As I said before the game isn't well perfected so bugs and glitches can occur anytime. Such an example is 1st level, Goblin Fort. You hear the first 2 enemies talking and you kill them. As you advance foward you can't seem to find the enemy that you're suppose to kill that unlocks the door. What's even worse is you can't save and restart dungeon. So the only solution is to turn off your Gameboy and lose everything up to the point you haven't saved. Sometimes you can be locked on the 5th dungeon, Roberts Pirate Ship because the door wouldn't open for me twice!!! in a row. Luckily I was

carrying about 5 angel wings. Why that much? You'll soon find out what I'm doing.

8. When you save the game in the castle you start off from the Inn where you sleep in the bed to recover full hp. When you save the game in the dungeon then you have 2 choices to make when you are about to load the game. One is to continue off from where you left off or restart the dungeon. Continuing will load the game at the exact position where you left your character. If you chose to restart then you lose unwanted items that are on the floor and you can never retrieve them back but you start out on your bed in the inn.

9. Dying in the game is not a major problem. Every character has to die atleast once, but not saying you can though, and that's not a big deal. All that happens is you lose half the gold you are currently carrying as well as dropping the gold and also drop an equipped armor on the floor in the dungeon you died in. Just make sure you retrieve it back. *Note: If you die to a spell that has an element, such as fire or dark, you lose 1 resistant point of that element. You cannot go below zero so that's a safe spot. The problem is getting your resistants up is a big time waster. You need it late in the game and try not to die against the last hit which is an element. Also, make sure you don't save the game right after you have just died. You can guarantee that you will forget to pick up your dropped item and then when you move on you can't get it again. I lost a Forged Demon Robe + 12 once, but not by save but by getting distracted and forgetting to pick it up.

10. Don't be afraid to use your skills to the max. Waste all of your sp on 1 enemy if you have to as long as you get the job done. Just heal it right all back, or partially, using a/may Ray of Hopes. Atleast you don't die if your sp reaches 0. Sp also recovers over time so you can sit back and wait there while your recover.

11. If you are having trouble with a particular group of enemies or even a boss then you are probably low leveled. Go to an easier dungeon with good experience to gain and go in again enough times until you are ready to face your worst nightmare again. You'll find out that you screw the \$#!T outta them if you just leveled a couple of times.

12. Hit and run tactic is always the best technique to use for rangers.

13. Get a Gameboy SP, no it's not a real item in Shining Soul II. I'm talking about the product. I found it really hard to see with Gameboy Advance even with bright lights surrounding you. The Gameboy SP gives you full potential of thumb work without having to press so hard on the keys. Easy access to many buttons plus the light is how you should of always been playing Gameboy games. Please note if you are playing this on the computer then forget what detail 13 says.

14. Make sure to equip items on the weapon slot and item slot. To use items press B button. You can throw items but mostly the bombs by holding down the B button for a short while until you see an orange charge gauge. As it fills up the distance you throw it will be further. There is an item you can equip that lets you throw items further but that's another story.

More coming up on next update!

--- VIII. Walkthrough ---

Finally! You ask me when are we going to get to the walkthrough. Well here's your answer: how about now? Cool, that's great. Alright down to business now. This walkthrough features ALL hidden paths to hidden treasures so you don't

miss out on anything. It's also good to read ahead to see how hard the upcoming bosses are. In later updates when I have the time, I'll probably draw a map of EVERY place in the game(hehehe.) Just a short note, the name of the attacks for all these enemies and bosses are not their official name. They are names that I made up that seem to sound like what they do. Don't mock me unless you have a wayyyy better name than mine. If so, send me an e-mail and I'll give credit to you.

For those of you who are dumber than what a baby can do, follow these steps:

1. Put your Shining Soul II cartridge in your Gameboy Advance/SP.
2. Turn on Gameboy.
3. On the title screen when it says press start, press start then highlight Single Player and press A.
4. Choose a slot(recommend the first slot for quick players because you can easily just keep on pressing the A button and you'll get into the game quickly) and create a character in that slot.
5. Watch short movie or skip by pressing start.
6. Read short tutorial. The adventurer you see is named Boken. A Slime will appear so prepare to fight.

Location: Outside Klantol Castle

Enemy: Paste

Difficulty: 0/5(you got to be kidding me)

Don't worry, you cannot get hurt or even get killed in this stage, not even if you try to cheat, you can't go into your inventory and bomb yourself, if you know what I mean. After defeating that big giant blue blob you'll level up. After a long conversation you'll be in the Coliseum fighting Deatharte. Then you'll be escorted to Klantol castle.

Location: Klantol Castle

Enemies: None

After you finish talking, take some time to explore around the castle as there are many secrets lying around right in the castle. There are hidden walls to hidden passages and quests and also passages that lead nowhere. When you reach the center of Klantol Castle, which is where the vendors are go ahead and see what items they have in store for you. Buy a new weapon if you want but don't buy armor because you will find that it won't help you that much yet. If you haven't done so yet go to your status menu and distribute your stat points and skill points. After that, go down to the courtyard of Klantol castle and step on the fire. You'll notice that your resistance to fire is raising and you're not taking any damage. Remain on the fire until you have at least 20 or (possibly)more FRES because getting hurt simply by enemies' fire spell is considered a more dangerous method of raising resistance. Take a piss or make something to eat or read a magazine while you're waiting. When you're done exploring the castle(don't forget about the inn)lets get down to some real business. Go down and out of the castle to the world map.

Location: Goblin Fort

Enemies: Paste, Green Paste, Goblin, Orc, Kobold,

Difficulty: 1/5

When you enter you'll overhear two Kobolds talking to each other. Right after the 2nd line of dialogue you will be able to move. You have the opportunity to listen to them or interrupt them by going up to them. When ready, engage battle against them. Wow, looks pretty ez right? For now that is. Go up and kill all

the enemies and you'll soon find an enemy screen "ah!" and the door opens. Everytime you see these it means the door has opened and allows you to venture on without dealing all the enemies in that area. Go through the door and keep following the path. Everytime you see a well there are always Paste enemies. There are 3 in each well and stay there until you have eliminated all of them for some nice exp. Now go to next area. On the left side you see a tombstone. When you break it open you'll open a door that leads to a treasure chest. Continue along until you reach the next screen. Right when you reach a breakable door don't go yet, go down and hug the bottom path to the right. You'll reach a treasure chest, break it open to get a random item. Keep going but don't go to the next screen yet. When approaching the door to next area go left instead, another treasure box, then go up. You witness an event with 5 goblins talking about some girl. The girl is actually the princess that was kidnapped. Continue to hear what they say or approach them to engage battle. After the battle, don't go ahead yet there is a breakable shelf or whatever it is that contains a key. Keep this key because you'll need it(duh!), now go on. When in next area, you'll probably be tricked because you see a door and not hesitate to check elsewhere. Well go left and you'll see a path. Often times I miss this area. Go up and kill every enemy. Break open the small box and it contains a Red Shoe. You can't equip it but it's for someone(ah a side quest!). Continue on to next area, not much left here. Finally, this is the last area of the Goblin Fort, prepare yourself before you go, wait actually this boss is ez so don't, well either way you'll kill him easily.

Boss: Colonel Gorbovich

Attacks: Whirlwind, Rotating Firebreath.

Wow, your first boss fight and that quick? Well this game is like that. This can be a long fight if you're weak so have patience. He has just 2 attacks and they ALWAYS alternate so you don't have to worry about guessing. When he does Whirlwind he swings his axe around many times(9 times as i'm guessing) and when he stops he fumbles and falls, allowing you to atmost do 2 free attacks. Then he does his Rotating Firebreath. He stands on his ground and breaths fire in front of him and rotates his body so he can attack in all directions. If you manage to get hit you can raise your fire resist. This is why it's crucial that in the beggining that you raise your fire resistance. There is a drawback for him preforming this attack. Once he has made his 360 degrees turn he has to rest and breathe for air which allows you for more attacks. This battle should be simple, just stay back when he does his Whirlwind and make sure you don't corner yourself or you can easily die.

After battle you gain some huge experience and 2 things appear: portal and golden chest(ooo more items). Step on portal and press A to go back to Klantol Castle Throne room where the King resides. You'll have a conversation with him. Everytime you return from a new area after defeating the boss in that area you'll have a conversation. Don't worry, you'll only hear it once so you can relax. Take some time to identify and buy/sell your items. Upgrade yourself for the next dungeon.

Location: Giant's Graveyard

Enemies: Bat, Skeleton

Difficulty: 1/5

When you enter and go up you'll see a treasure chest that is kind of hidden. Go to left wall and hug it, go towards the treasure chest. For better explanation look at the ground and along the wall. You'll see a grass?/moss? near the wall and a path that is not green. That is the place you can go through to get the treasure chest. Keep going on and you'll see a tombstone again. This time it serves as the next area so break it and go on. Once inside, make sure to

explore everywhere, even the right side. When you reach the exit you'll see a treasure chest. You ask "how do I get there?" Go below the bars and go left. If you look closely you can see some staircase but it's pretty dark but forget about that, go to next area. Not much in this area, continue on to next area. Note that you can go through those bars so do so. Before the exit walk left below opened door to wall and find your way to the treasure chest. Now continue on to an event. Again you hear enemies talking and you overhearing them. When they go up, follow but don't go all the way. Stop when you get to the end of the wall so you won't engage in battle. You see them lift a grave and contains what looks like a soul. Once you see it, engage in battle before they put the grave back because you won't be able to break the tombstone open. Take the soul and move on. In this area you'll have to go in both left and right areas to break open a chest that contains a graveyard key. It is guarded by a Giant which is quite powerful so be cautious. Once you obtained the 2 keys go through the middle and open the 2 lock doors and continue on. Keep following the path and you'll reach a tombstone right in the middle. Don't worry you can't find a path to open it, you can only open it in multiplayer mode by using the force ring with each player in opposite directions. Ignore it and keep going to the next area. In this place you won't witness an event but you see a dead person with the ghost of his body floating. Now go into your inventory and take out the soul you got and put it in one of your item slots. Hold B to concentrate the power of throwing the soul and aim it at the ghost. You'll see that it's the adventurer you saw in the beginning, Boken (poor guy, I rather let him stay dead and laugh at him). More information is on Side Quest Section. In the next area, don't go ahead yet, hug the left wall and make your way to a treasure chest. Now go back to where you were and this time hug the right wall in the small narrow section and make your way to another treasure chest. Now move onward and you'll see it's boss time. Don't worry, this boss is easier than the first but although he does more damage it is avoidable.

Boss: Grove Giant
Attacks: Hand Stomp

Very easy boss and has only 1 attack. When you get near him he does the Hand Stomp. If you happen to get hit by it, you suck (erhem...), I mean, you receive quite the amount of damage and get knocked back. You'll also see rocks falling from the sky which is quite avoidable because you can see the shadow of them. If you decide to run away, for some stupid purpose, he can't attack you, which is good, but in exactly 6 seconds he will do his Hand Stomp. Not like it can hurt you but the falling rocks can! Overall this is the easiest boss in the game. The same routine happens again, after death, poof! treasure chest and portal appears.

Back in Klantol with another conversation with the King, you probably have a lot of junk so id. them and buy/sell upgrade yourself. Also start some side quests now for some good experience and items. Before venturing on to the next area, make sure you bring the key that you got from the Goblin Fort. If you forgot it or you lost/sold it then go back to Goblin Fort and fight them goblins and get from shelf again. If you did this you don't have to go through the whole area, just use an angel wing and you're back in town. Now move onward to next area.

Location: Wizari's Palace
Enemies:
Difficulty: 2/5

Ooo... prepare to suffer from many magic attacks and build up resistance now. For the first few areas it's pretty much straight forward. Don't forget about the treasure chests. In the third area on the right side, you can go behind the

bookcases and around to a treasure chest. In the next area there are hidden rooms. Hug the right wall to find a chest. Then head back and hug the right wall again, but this time it leads to monsters. Now go back to the intersection where you saw the staircase. Go through the left wall for another chest. Now before you head on ask yourself if you have the prison key. If you do head on but if you forgot to bring it with you (again) go to town then come back and go in. As you enter you see Princess Camille behind bars like if she's in jail. Open the door and you'll free her. After the short conversation go in the room she was in and hug the left wall to find a Princess Robe (sorry! only for ladies!). Continue on. Ok, in this room are staircases. Listen up or you'll lose me, go up the first flight of stairs. If you want, go to the bottom right corner. Pretty pointless because there's NOTHING! Ok I made my point now go up the second flight of stairs. Right when you turn for third flight you can go through an invisible path leading to a treasure chest. You probably figured that out, right? Did you? No? Who cares, anyway now when you get to the top you have 2 different ways, both leading to the same upcoming next room. The left room contains Gizmos, good if you haven't got their cards yet but it only contains 1 treasure chest. The right room contains 2 chests, 1 that is hidden and enemies are spiders. If you ask me, the right path is harder but 2 chests pays off. If you chose the left side it's pretty straight forward. If you chose the right side then listen up. Go up and when you have to turn stop right in the middle where you see a picture frame of who knows who da hell it is. Go through the wall for a chest then go on to next room. One hidden chest here and you can probably spot it. Before you enter the room to the next area just go south for a chest. In the next room, you'll meet a stupid powerful monster so far that just stays there most of the time waiting for you to attack them. They have quite the amount of life and do decent amount of damage. Just watch out. When you're in the next room you'll see some wierd looking floating object. Oops, maybe I should of told you to bring some bombs with you but wutever. In order to break the cube you can throw a bomb or equip an Ace Ring and throw grenades. You can also use the Force Ring in multiplayer to break it open this way. When you break it open a purple chest appears on the right side of the room. It contains a random soul but oftenly it's the Light Summon Soul Magic: Arbiter II. Go on to next room. In this room make sure to go around the table for enemies. Not much here so when done move on to next area. Oh great, another cube. Don't worry this cube sucks, when you break it you only make a hidden room open to a golden chest so no big deal. The next area is the last area in this palace. Wow that's quite the amount of flight of stairs. When you get to 5th flight of stairs hug the left wall for a chest. The next flight is the last. Be very careful of the mage called Demon Master. He casts the spell Blast which can be quite devastating if it hits you. Before you go in the room to the boss go behind the bookcase and around to find your last hidden treasure chest in this palace. Now prepare for the boss.

Boss: Wizari

Attacks: Spiral Plasma

Enemies: Haunted Armors-2

When you approach Wizari and attack her you won't do any damage. If you even try to attack her henchmen's you still won't do any damage. What's the deal? Well go up in the middle of the room and destroy the picture. You'll then see Wizari's true form, which is a giant ugly ghost. Now you'll be able to do damage. I suggest you taking out her henchmens first or you will have some difficulties dodging her attacks. Although she only has one attack, it can be quite damaging. She first moves around slowly across the room and then you'll see her concentrating in doing her Spiral Plasma. When she unleashes it, it will go outwards and the circles will move in clockwise spiral motion for more randomness. The best way to avoid or try to avoid the attack is stay away from her and then you'll have lots of time to predict the motion of the circles. After her casting the magic spell she will have a delay, you can attack her

during this time and even when she's moving. This battle could take a while but something this long will award you with lots of exp!

Once in Klantol you witness another scene. You find out that food has been stolen by hobbits! (dam hobbits! They may be short and friendly in Lord of the Rings but they ain't in here.) Anyway, you gotta go to the next dungeon now, which is Fairy Springs and if you want or can, bring some resistance to ice and/or light, not like you actually need it but the boss of that place does some of these attack types.

Location: Fairy Springs

Enemies: Hobbit

Difficulty: 2/5

This particular dungeon has a randomness to it. Although its very short, everytime you enter a new area you can spawn, or arrive I should say, in a different spot. So when you enter the first area expect yourself to be in the bottom right corner or top middle. Either way the exit is in the way you didn't come from. Many of these areas are just straight foward so just continue on. In the 6th area you'll see some whirlpools. Those are actually warp tiles set to a location that will warp you to another place. Approach it and press A and you will warp. If you are having trouble with enemies, easy! simply warp! Some warps lead to more enemies while very few lead to a treasure chest. Now once finished you'll have to go on to an event. You witness 5 hobbits huddling around a fire. They'll start showing the treasures that they stole from the castle. It's always the same items and in the same order so it goes like this: 1. Watermelon, 2. Healing Water, 3. Umbrella, 4. Apple. The umbrella is for a sidequest. Even if you did the sidequest already the hobbits will still show the Umbrella as the third item. In this case just get the umbrella, kill them and continue on for 2 areas. Once in the area with the gizmos kill them all but don't go yet. Go to the tree to the right of the portal and behind it. If you look closely you see a warp tile. It leads to a chest; now continue. If you appear on the right side then if you look closely in the top middle you will see a warp tile. Go there first and kill all the enemies to open portal for next area. Make your way back to where you just were and now go on to the left side by warping. Go all the way up and I bet you can see another warp tile, you know what to do. When finished go in the portal to your last area. Kill some more hobbits and you're done. The boss portal appears and wasn't I right?, this dungeon is pretty much straight foward.

Boss: Clione

Attacks: Waterfall, Iceblock, Spiral Light

Make sure to always stay close to her because she doesn't do any physical attacks and it's all magical. She might start off with Iceblock and you can tell if she has starts forming a blue block below her. In just a few seconds of the forming of her iceblock it becomes a huge one and fires it at you in a straight line. It's easy to dodge if you just walk in a straight path so provide some space for dogdging too. When she does Spiral Light, it's very similar to Wizari's Spiral Plasma but smaller and more damage. You can gain some Light resist if you get hit. Waterfall is not really her attack that does damage but you will notice it when the screen is suddenly showered with water droplets. You will see that your character is getting pulled down toward the bottom of the screen and if you try to fight against it by going upward it's pretty hard. Try not to get cornered while she's there because chances are you will suffer a alot of damage from Spiral Light. This boss can be annoying because she can fly to the middle and you won't be able to hit her, but with a wide range weapon it's possible.

Warp back to Klantol and you'll soon then find a pirate come in . He asks the king for a chart but it is nowhere to be found. Different events can take place if you haven't rescued the Princess yet.

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|If you have rescued the Princess then she will speak up and give the |
|chart to the pirate. |
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|-----|
|If you have not rescued the Princess then the chart will not be |
|given to the pirate and you cannot continue on to the next dungeon |
|unless you rescue the Princess so she can give the chart to the |
|pirate. To find the princess, refer to the dungeon Wizari's Palace |
|-----|
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Don't rush things yet, you have some sidequests to do. When you go to the item vendor you see that the mother's youngest daughter is now in charge and is selling some really bad items. She's so obsess with candy and cake that she even replaces the items with them. The HP healing item is replaced with a cake that costs more than a healing drop but the Candy, which was suppose to be a Goddess Tear, now cost less. Atleast something changed but these items suck! Don't worry it's only temporary until you do a sidequest.

Location: Robert's Pirate Ship
Enemies: Vikings
Difficulty: 3/5

You will witness an event, see a box shaking, and a person screaming for help. Break the box open or you will not be able to advance foward. Hey what do you know, it's the same pirate as from before... maybe you should of kept him in there...lol... kidding. Anyway after the conversation he opens the door for you so go in. Make a U-turn to the next area and you'll see 2 bats appear. Kill them and go foward. As you go foward you will see a path to go on the right. There is a treasure box there. Keep going until you reach a fork. Go right and you will see a net, which is a hidden place. But this path only leads to enemies and you can clearly see a treasure chest. This is a trick, you can't get it from here so continue when you are done. When you reach the end you will see the chest again. You can actually walk through this wall so do so and go to the next area. When you reach a fork go down first and you might see a chest. If not then go circle around to just kill the enemies and go back to the mages that shoot fire at you. Go up and to reach a chest and then continue foward to next area. Once you reach your first set of archers go down then go left for more enemies. Continue until you reach your second set of archers and go down. This time go right for a hidden passage. That's all so go on to the next area. In this area you will see barrels coming toward you as you move right. You can dodge them or just keep going and take the damage. Some are unavoidable so you have to take the damage. At the end of the path before moving on, hug the right wall for a chest, now go to the next area. When you move up you'll see a wall on the left. Before you head to the next area hug the right wall in the room with all the mages and you'll reach the chest. In this next area explore everywhere throughly so you don't miss out on any monsters. When you get to the 4 mummies there might be a chest on the left side. You can go through between the beds. Don't forget you can go through behind the beds and it will lead to enemies and possibly a chest. Continue to the next area. Once you appear you will see a room, this time you can go through here which leads to a chest. When you reach the end of the flight of stairs, hug the right wall leading to a chest, which also leads you to behind a barrel(pointless hidden path here). In this next area don't bother going down those steps because it leads to empty

rooms. When you reach the end go up and you may hug the right wall for a pointless empty room. When you kill the enemy that opens up the door for the next area, go behind the bed for a chest. Before you advance there is a side quest to do so refer to the side quest section. Now go to the next 2 areas if you are not doing the side quest yet. When you reach the middle you will see a tombstone so break it open to open the door. Prepare yourself for the mid-boss following up with another boss. So basically you are facing 2 bosses with a small time-out after the first one.

Mid-boss: Captain Robert

Attacks: Vacuum Whirlwind, Charge

Ooo... this guy's possessed by the *black ink* but anyway. This will be a difficult battle if you don't kill him quick enough. If you stay away from him he will try to chase you down and soon after he will get pissed and does his Charge move. He rushes at you and does a pretty decent amount of damage. If you get near him he will do his Vacuum Whirlwind. The attack is stationary and he swings his axe constantly at high speeds that it sucks you into it. Kinda like the first bosses whirlwind move except that it's stationary and instead it sucks you into him. When he does this attack, run in the opposite direction because if you get sucked in you will take damage and worst of all his attack doesn't stop until he stops. If you get trapped in this then... haha... prepare to take a beating. After the battle heal yourself for another fight.

Boss: Shlurpie

Attacks: Squid Slap, Ink Blast

So far this is the hardest boss you've faced so far. This boss does a lot of damage and his attacks alternate. First he does 2 Squid Slaps at separate times. When he does this he shakes the boat, losing your balance but allowing you to maneuver your character quickly in the direction it is tilted. It is best that you keep moving because it is almost impossible to dodge these attacks. After it does its two slaps it will form his Ink Blast. It's a black fog and it's homing! If you get hit by it, it is dark element and you may raise your resistance from this. It does a lot of damage so heal if needed. The best way to dodge this is to stay in the upper right or left side of the boat and when the boat shakes use this advantage to move down in the direction of the tilted boat to reach the other side quickly. This battle will take a while because of enormous amount of HP and the damage you are doing at this point may be pitiful. Once in a while, get in a melee attack or 4 and retreat to safety. When defeated you will get a huge amount of exp and a chest. Go back to Klantol now.

Your next destination is the DESERT! Bring a bunch of healing items because if you get hit by these monsters you might take poison damage, which can be lethal. When you go to the world map you will see 2 new locations: A Pyramid, which is actually your next destination, and a temple. This temple is a sidequest for obtaining some cool items but require 4 correct items to be sacrificed. Also one more sidequest awaits you so do it if needed.

Location: Driazhek Desert

Enemies: Worms, Scorpions, Harpies, Golems, Mummies, Archers

Difficulty: 3/5

You appear dab-snab right in the middle of the desert. Make sure you go around clockwise starting from top left all the way to bottom left for enemies. In the next area, this is like the same area but go counter-clockwise starting from top left to top right. No chests so far but in this next area explore everywhere and kill everything. Now before you head on there are two paths you can go: Left or Right. The left side has more enemies and probably more dangerous. The right side has less enemies, so you get less exp. Either way you

will reach the end which leads to a mid-boss. But heres a guide to the paths anyway:

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|-----Left side-----|
|Advance foward until you see a crack on the right wall. You can go |
|through here to fight some more enemies. Otherwise just continue |
|foward. |
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|-----Right Side-----|
|All you have to do is just follow the path. It's pretty much straight|
|foward. Dont forget about the chest in the corner before you head on |
|to the next area for a mid-boss. |
|-----|
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The mid-boss is a worm and you can only damage his head if you have taken out the rest of his body parts. You can only hit one body part at a time and the only part you can hit is its end part, which is the tail. He moves in a rebound direction like a basketball rebounding off the rim or backboard. If you don't finish his body parts quickly he will stop and turn white and seperate his body parts and throw it around in a rebound direction like what how he was moving. At this time you cannot damage any of his parts so just stay in one spot to avoid the balls. After he turns white again his body parts rejoins and you can hit him again. Once his parts are gone you will need to go for his head. He won't stop like he did before so this you have to do some running to catch up to him.

In the next area just keep going up until you see a wide path. This is a difficult part because you will be facing 4 harpies and they are deadly. They cast the Blast spell and these cyclones will follow you wherever you go. If you are manage to get hit by one you will get hit many times and if there are more coming after you, you might end up even dead. If you can, use your Soul Summon to take them out quickly and save your Soul Summon for another same situation as this later in this dungeon. But with good defense you don't have to worry about this so go to the next area. Explore everywhere and when you get to the right side of the area, hug the wall to the left and you'll see and reach a chest. Go back to hug the wall a little bit foward from the hidden path and you'll reach a empty spot(pointless). The left side has tons of empty walls so don't bother checking, unless you find something report it to me. In the next area when you see spiders in the upper path, hug the left wall and you might find a chest. Continue and you might see a pyramid. Don't worry about this because you can only break this in multiplayer and it reveals a golden chest. Watch out for the harpy in the end area! In the next area you will be contained in a small area full of worms. The next area when you reach walls closing in, you can actually go through in the middle of these and find chests. There are foor of these hidden paths and 2 of them contain chests. It is totally random so you can find them in the upper left and bottom left or upper right and bottom right or any of these combinations of upper/bottom and left/right. Move to next 2 areas. Clear the enemies by going clockwise. Now hug the right wall to the top and you may find a chest. The rest of the area is straight foward. Once you reach the next 2 areas you will have to go around a circle. Kill everything in this big circle and go back to the top. Move down and 4 harpies will appear. Use your Summon if needed but be careful not to die. It's now time to go to your last area and then to the boss.

Boss: General Oswald

Attacks: Slash, Air Slash

When you get close to him he does his Air Slash- he forms these wave of slashes. This is your time to run away because these slahes will separate into different

directions. If you let him chase you he won't do his Air Slash yet but after a while he will. After his Air Slash he will chase you again. You can either: keep hitting him or run away then hit him. Why? Because he will do a regular Slash right after his Air Slash. It's less damaging and if you keep on damaging him you will score many free hits on him. During his Slash he just stays there for a couple of seconds so get some hits on him. But if you run away he will stop chasing you after a while and do another Air Slash. You can also just circle his body until he forms either of these 2 attacks so you can easily avoid getting hurt. The only time he will do his Slash is only when he did his Air Slash and tries to chase you. Run around his body and he will miss you. If you can dodge his Air Slashes then you can easily defeat him by avoiding his regular slashes and landing free hits during his waiting period. This is a very ez battle and with your timing and remembrance of his attacks, you will get a perfect on him.

Now back in Klantol and you'll notice that the Princess is missing again! So far, if you are having trouble with the last dungeon then I suggest you level up just a few levels more but not too much. On your way to leveling, try to keep some equipments that you can wear that boosts your Ice resistance because in the next dungeon, it's full of monsters that shoot ice elemental attacks against you. However you don't really need it because the damage is very weak, though it helps to be safe. And on your way, find some fire resistance equipment because, now seriously, you will need it. If you don't want to do neither, atleast have high Hp. Move on to Koldazhek Cave.

Location: Koldazhek Cave

Enemies: Ice Pastes, Blue Orcs, Ice Spiders, Yeti

Difficulty: 2/5

The difficulty of this place went down because the boss of this stage is very easy. Start by going right and through to the next area. When you reach a fork go straight first then come back and hug the bottom path. You will see a path that leads to the back and to a chest. Go to the next area. Once you see 2 archers kill them and hug the bottom wall. It will lead to a chest + enemies. Not much left here so head to the next two areas. You'll witness a conversation with Yeti's and you'll see a big giant Yeti in the middle. This Yeti has quite an amount of hp for an enemy and if you happen to get the card from him then consider yourself very lucky. In the middle is the princess and she is frozen. If you have a fire elemental weapon and with good str. you will break it open in no time. If you have a fire elemental spellbook, cast it and you'll break it instantly. If you have neither you will have to hit the ice many times before it breaks. You'll then have a conversation with her and she tells you something about a password that is required to advance in the next area. Don't worry, the game does everything for you so go on to the next 3 levels. When you reach the area with the ice lizards, defeat them all but don't go ahead just yet. Right in the end you'll see in the middle a triangle pointing down. You can't walk on that triangle but in my point of view it seems to hint something. Since it's pointing down go down and walk to the right. It's a hidden path which leads to 2 chests with 2 ice lizards guarding it. When done, advance to the next 4 levels. Once you appear right after the stage with the many yeti's, head left for a hidden path to a chest. Well that's it so move on to the boss.

Boss: Vaitali

Attacks: Bite, Shell Spin

First appearances always seem deceiving. He looks very old when you see him talk but after he finishes talking he turns into a dragon/turtle(a little bit of both actually). He has four parts to his body: 2 legs, 1 arm and his head. You will see his tail all the time but it is not one of the areas which you can

damage. Once again, you cannot damage the head unless you have taken out his legs and arms first. When you first see his true form you will only see 2 legs/arms! This is what I really hate about programming. Quickly take out the legs/arms that you can see. Attack quickly because he will withdraw his whole body and use his Shell Spin and home-in and try to hit you. Careful not to get cornered because his spin never stops until he finishes, which almost lasts for about 3 seconds. Once he finishes spinning he will quickdraw his body parts and try to Bite you. The key to winning this battle without getting hit is to give yourself a lot of room. When he finishes his Shell Spin and tries to Bite you, he can face in either 8 directions: up, down, left, right, upright, downright, upleft, and downleft. In order to find and attack his third leg/arm you must make him face upleft or upright. He will only try to Bite you if you give him enuff room for his head to appear. If he cannot bite you then he will face in a random direction(usually the opposite of where you are) and Bite nothing. Soon having to defeat this stupid boss, you'll never have to come back here again!

Brrrr... aren't you cold? Don't worry, you'll get fired up in these next 2 dungeons. It is essential that you find some Fire Res. equipment or atleast build up your res right about now because the enemies fire attacks in the next dungeons can be pretty much devastating. If you are tired of looking for some equipments then level up some more and get a lot of VIT. Try to get your hp high enuff so that you can use Healing Waters rather than waste 4 spaces of Healing Drops to equal one Water. If you need money then you don't need to waste 200 extra gold to buy the waters but rather go to the temple of light and sacrifice 4 drops to make a water. Now without further due, head on to your next dungeon, which is the Demons' Tower.

Location: Demons' Tower (No I did not spell it wrong)

Enemies: Demons, Rune Knights, Archers, Gargoyles

Difficulty: 4/5 or 5/5

Huh? Two difficulties? Yep, that's right. It really depends on how much hp you have or what character you are using. The reason is that there is a mid-boss in here and that mid-boss is none other than you, or I should say your clone. Your clone will use the weapon with the highest attack power(for ex: Sorceress is to rod, as Ninja is to sword). Not only will your clone have lots of life but their damage is just incredible no matter what level you are. If you are playing a ninja then be warned, don't face your back to him because the clone will backstab you and his critical is fairly high so therefore it results in automatically defeat no matter how high your defense is.

You start by witnessing an event with a dark angel and a kobold bomber named Kobo(dis), lol kobo lobo hobo... You may listen to eveything they say though it's quite long and once the screen shifts to your character, you may move up and interrupt them. As the dark angel leaves she'll leave an angel wing, and there's a reason for that. When you defeat the kobold you'll notice that the door didn't open.

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|-----|
|If you have rescued the princess back in the Koldazhek Cave, she will|
|tell you the password, which btw is "patience" but the game      |
|automatically does everything for you so go up to the door and you |
|will be granted the right to open it.                             |
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|-----|
|If you haven't rescued the princess then you can't open the door even|
|though if you know the password in real life. There's an angel wing |
|for you on the ground where the dark angel flew away. Use it and go |
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|back to rescue the princess.

|-----|

If you haven't rescued the princess and you somehow lost the angel wing that the angel left behind or you just don't have any angel wings left anymore, you won't be able to leave at all and you can't even save to restart dungeon. Well you aren't technically screwed yet... Take a look at the panel in the middle with a death skull. If you step on it, it damages you and you may get poisoned. If you need to escape because you are technically screwed then die from the panel. The cost for dieing is that you might lose 1 poison RES and you will drop an equipped armor. "Yeah right! an armor???? hellz no, i'll probably just reset." Go ahead if you are that dumb but here's the solution to not dropping the equipment. Unequip everything, duh!

Work your way around until you get to the end of the first area. Grab the very noticable chest and head down the stairs to the right. Once at a dead end head left for a treasure chest. Head back but don't go up. Keep heading right until you hit the end and go down for a hidden chest. In the next area you can see the dark angel flying in the background. Ignore that for now and head to the next screen. Climb up the series of steps and when you are at the top and can no longer climb anymore you will see a big white statue. This is actually a gargoyle so watch out because it can suprize you. Defeating it will open the door to the next level. As you walk to the left, bombs will be dropping from the top. You can either wait for one bomb to drop and head foward or you can just keep walking foward and hope that none of the the bombs drop on you. The bombs don't hurt that much but for characters with low defense it will do about 25 damage and over, so beware. Once in the next area and you have gone up 2 flights of stairs you will see a chest right in the middle. Watch out because when you approach it you will be ambushed by 3 Dark Masters with very terrifying spells of blast and spark. If you get caught in these prepare to heal because getting stunned and getting hit by many blasts is a devastating combo. In the next level you'll encounter some Kobold Bombers who throw bombs at you. The funny thing about this is that if you get very close to them and they happen to throw a grenade at you, it will explode on impact and it will hurt them more than it hurts you, regardless if you have any defense at all. There is also a grenade on the floor, pick it up if you want to or just leave it. The next area is your first encounter with ROBOTS! The floating ones are slow but the ground ones are the most troublesome. Defeat them at all costs the instance you see them before they stun you. Don't forget about the chests in the middle of your second to forth flight of stairs. When you arrive in the next level prepare yourself for 5 harpies. Heal yourself if you know you are weak. First thing you do is walk slowly so you don't get all the harpies to come after you. Then fight them one by one and you'll have no problem. The next area is straight foward so I'll move on to the next 2 areas. Once again you are in a narrow hallway. Before you make another move just to let you know what's coming up is 2 harpies and 5 nasty Lightning Gizmos that can stun you. Heal up or you'll end up getting fried with lightning bolts. In the next area, you can either just move on or keep heading to the right and then up. You'll see that breakable object again and you'll need bombs to destroy em. Once you destroy the only blue gargoyle in this castle you can move left or right. Move left and make 2 turns for a chest. Before going to the next level, go down the encaged steps near the door for a chest. Now before you head on foward, once again, prepare yourself to fight your clone.

I can't help you much here because there are different tactics to fight your clone for each character. All I can tell you is that once again your clone will use your most powerful weapon category so take advantage of that if that weapon is pretty slow. Beware, Ninjas will get beat very badly.

Proceed to the next two areas. You will see a different tile than the floor you

are stepping on. Pressing A button while on that tile will warp you up a little. There is a breakable object in the middle but you need bombs. To get to the other side you have to play multiplayer and whoever is not the first player will warp to the left instead of the right side. Onward to the next screen. Once you meet a fork, go to the left and you'll be locked out by 3 doors. This is totally optional; you need to find 3 tower keys to unlock all of the doors. To find them you have to defeat gargoyles and the demons you are fighting and make them drop it. The reward for opening the 3 doors is a purple chest like the one back in Wizari's Palace. It contains a random summon. When you are ready, head through your last door to fight the boss.

Boss: Dark Angel

Attacks: Scythe Grab, Fly, Sickle Toss, Feather Scatter

Notice: 4 Attacks, 3 of them damages you.

Start the battle immediately by charging up your weapon to the max level. You see her in the air. You cannot damage her at this point but when she lands she is invincible for .75 seconds. After 4 seconds right from the point she landed make sure you stay away as far as you can. That means to get atleast 2 blows on her and then just run away. Time how many hits you can get her and repeat the process. If you don't run away then she will do her Scythe Grab. You cannot get out of this attack and she will Fly away with your character. Then in the background you will see the dark angel flying and you taking many poison hits. I think you can possibly get posion res. here but not sure. You will take many hits so make sure you are at extremely full hp. You cannot switch weapons or items or use items or even attack during this process. When she is on the other side and off the screen, just a few seconds later she will throw your character back into the ring and do her Sickle Toss. She is still flying in the air and tosses sickles starting from her position to the bottom of the screen. Here's how to avoid it. If you got hit from the Scythe Grab, just hold down and once your character appears you'll be in the bottom middle. If you did not get hit, move to the middle of the screen where you see a small circle and move down. It is actually quite possible to hit her while she's in the air but not when she's in the background. When you are in the bottom middle, turn your character so he/she is facing up(don't go up too far or you will get hit from here flying at you.) When she passes by, her Sickles will miss you and right when she is above your character, unleash your attack. She will then Fly away in the background again. Charge up your weapon to max level and she'll land. The process repeats. Once she has flown away from her SECOND landing (second in big letters) she will do her last attack followed by the other attack. When she appears she will be on the top of the screen and unleashes her Feather Scatter. There will be many feathers flying in formation in the same path. It is possible to dodge this but you'll miss out on some possible blows on her. Before she does this attack make sure you are in the top middle. Although when she does her attack you will get hit but the rest of the feathers will miss you. During her attack you can hit her until she flies away. When she does so she does her Sickle Toss after she has flown in the background again. Then she will land. The process of the Feather Scatter> Sickle Toss> Land will repeat in this order from now on. Here's your hint to end this battle quickly. When she's flying in the background, charge up your weapon/spell to the max level and hit her whenever possible.

Was that a long battle or what? Have you picked up some wearable fire res. equipment? It also helps if you have an Ice element sword for the next upcoming battle. If you don't then get some off of dungeons and you can even do some sidequests. For the next dungeon, depending on how prepared your character is, it will go from a hard difficulty to a normal difficulty. Up to this point, nothing is easy for your character.

Location: Hottazhek Volcano
Enemies: Cerberus, Fire Gizmos
Difficulty: 5/5

Little note before you start reading. This dungeon is straight forward and there is only one secret in this dungeon. You don't really need help besides from the boss tactics so you may skip to the boss paragraph if you want.

Meeting some cerberus' and fire gizmos will be a threat. They will constantly be spewing fire at you non-stop and this is actually very annoying. Spam your B button for healing if you know you are going to die. Keep going through the dungeon until you get to the second bridge. As you walk forward you will be ambushed by 4 bats. When you are done head forward for your mid-boss #1: Gillespie. All he will do is chase you around and hit you with his stick(rod). It will do pretty decent damage (for a freaking stick, wtf?). You can avoid this but not all the time. Stop until he gets near your character. Right at that split moment move away and he'll miss. Repeat and the battle will end soon. Go a few dungeons ahead until you get to the place where you are suppose to head diagonally upwards. When you move forward, 2 fire gizmos will appear on lava. You will get hurt, at a fixed time, if you step on the lava. As you move forward you encounter lava again. This time you cannot avoid this and you have to step through it. If you are fast and lucky enough you will not get hit. Once you get to the dragon don't go to the next level yet. Step through the lava ahead of you to find a chest. If you get a Magma Set equipment then consider yourself lucky, again. After the next area you will encounter the mid-boss #2. It's Gillespie again but this time he has another attack and he's much more powerful. When you start this duel he will stand in the middle and do nothing. It looks like he's praying but hes not. Charge up you weapon and get a free hit on him. Then when he starts to change direction of his body run away as far as possible or he will do his demon breath attack. After his attack he will chase you and do his rod attack on you. The process repeats. There is actually a bug for this part of the game and you should take advantage to it. If you get hit by his spell, then he will try to hit you with his rod but instead misses, regardless if you are right on the tip of his stick. But this is not true if you get hit by his rod attack and then get hit from his demon breath attack. If you can't evade his rod attack and his breath does less damage than his stick and are trying to kill him as quicky as you can, get hit by his breath and unleash as many attacks as you can. You can even evade them both but it can take some time to kill him. Everything else is straight forward and onward to the boss.

Boss: Holy Guardian of Fire
Attacks: Foot Thrust, Flame Wave

Dam... this boss is tall alright... Anyway. Two attacks, both very short so you'll have to defeat him very quickly. He starts off by using Flame Wave. A straight line of flames come rushing down the pathway. It actually comes out in one of the directions, giving you the chance to stay on the other side and dodge the attack. Whichever hand he sticks on is where the flame is going to come out. So if he raises his left hand then the left path will be filled with flames. Then he does his Foot Thrust. He just gets on one foot and thrusts it forward. If you get hit by it you will be knockedback all the way to the lava and you may also take some lava damage too. Even if you have very high speed you cannot counter this knockback. As you can see, he starts to walk forward after his 2 attacks so that is why you need to kill him quickly before he traps you to your death. He has a huge amount of hp so this could take a while. But overall this is a very easy battle to win.

How many times have you gotten burned in that dungeon? Relax, take off your fire res. equipment(if any) and go back wearing your best armors(unless they

are your best armors.) Your next dungeon is your final story dungeon. Do you have any Dark Res. equipment? A lot of enemies spawn right on your back and they tend to do some demon breaths on you. If you don't have any res. equipments then no matter, the breaths are too small to even hit you, so... Your character level should be around 35+ but it doesn't mean you can't do it if you are lower. It just helps if you are at that level. Also, if you have any undead/flying killer weapons or Light element weapons, this is your time to use them.

Location: Chaos Castle

Enemies: Dark Knight, Reapers, Death Archers, Skeleton Archers, Chaos Faeries, Colossus, Frigid Eye, Dragons, Angels

Difficulty: 5/5

Welcome to your doom, this castle is a tough one and there are many enemies here. If you cannot handle them then don't. You can easily skim through everything or just kill the ones that are easy for you.

When you are inside the castle, go up to the point until you see your second flight of stairs. Before you go up those stairs, hug the left or right wall and you can actually go left or right then back down to a chest on the left path and an enemy on the right path. Then go back to the middle and forward. Make a loop around the building to kill every possible enemy for good experience. In the next 2 areas, go north until you reach a fork between the left and right path. Both paths will have different enemies but for only one room. The left path has Reaper enemies and they give out more experience than the right path but is more difficult. The right path has unicorns and they give out less experience than the reapers but are much easier. Both paths have a chest ahead of them. When you get to the next 2 areas, kill some chaos faeries ahead of you and take the right path for a chest. Head to the left path and you'll see spikes and a vampire. Kill the vampire but don't go to the left path, keep going north and then make your way back around by going in an H path, starting from the bottom right. Once on the left side, make a loop around to kill every enemy possible and then go on to the next room. You will see a breakable object in the middle. You can blow it up with bombs but it's pretty complicated so don't bother. When you get to the narrow pathway with your knights, destroy em' and prepare to be surrounded by chaos faeries. Run away and let them chase you or go recklessly and charge after them one by one. Once you dispose enough chaos faeries an angel appears. Take this enemy out as soon as possible or it will cast it's spark spell on you and you guessed it right, it will stun you. In the next area, when you almost to the end you will see fire panels and a chest on the right. If you want to take the chest then you have no choice but to risk the chance of being damage by the fire panel and grab it. The exact timing of when to not get damage is unknown so I can't help you here. Go on to the next area. You'll encounter 3 Titans and they don't move unless you are near them and have "woke" them up. Get a few blows on them and quickly turn backwards. Very easy enemies to kill, yet so much defense and hp. Before you turn, keep going up and through the wall to a hidden chest. Once you turn you'll encounter the annoying angels that can stun you. Once you dipose the faeries and the angels, stand on the green blackish tiles that go from top to bottom and head down for a hidden chest. Go to the right, past the spikes and go down the green blackish tiles again for another hidden chest. The hidden chests don't stop here. Continue on until you reach the beggining third flight of stairs. Walk up step by step until you can see 2 angels spawn and ambush you. Quickly defeat them or you'll have a hard time moving around. Defeat the Holy Titan and out of the four tiles you see on the floor, stand on the bottom right most corner of the four tiles. Head right past the spikes to a hidden chest. In the next room, reapers appear and once you get to the stairs, 2 more will ambush you from your back. Once you get to the end, there is a specter and

3 more evil snipers will appear. This can serve as a deadly battle because you will be focusing on the specter while also getting hit by arrows. Deal with the snipers first and you should have no problem getting through. You are almost there. The next room features robots again. Once you meet your second set of colossus, kill the three you can see but don't go over the lava. Continue on the safe path they give you and when you reach the end of that path, a Soul Dragon will be camping. This is the hardest dragon in the game but does the same exact thing as what a regular dragon does. Once the dragon is defeated you are able to walk through the room on the left to reach the other side. This is the safest path to go through because the lava back there can damage you. This part is probably the most annoying part in the game if you don't kill the frigid eyes fast enough. They are able to freeze you, resulting in you walking very slow and worst of all, many can gather in one place and shoot their ice at you. The only way to deal with this is to keep on moving or just suffer the attacks and heal when necessary. Use an angel wing if things get way too rough. After this and the next area, there is an upcoming mid-boss fight. Care to take a guess at who it is? Well, guess what? It's Gillespie again! and this time, it's personal. He challenges you to a duel like what he promised back at the volcano and out of all the fights against him, this will be the hardest. When the conversation ends, if you are a melee character, start by going up to him and take the demon breath damage and whack him until he finishes his rod attack. This duel is similar to the one in the volcano battle so apply those tactics here. He also has 2 new attacks but none of them damage you. One of his new attacks is summoning a monster. This monster can be a monster from chaos castle or even the volcano. You could also gain exp. from these monsters. His second new attack is teleporting. When he does these attacks it also alternate. When he has done his rod attack four times, he first summons a monster. Then when he does his rod attack another four times, he teleports. So it's : 4 rods> summon> 4 rods> teleport> 4 rods> summon... repeat. This guy has insane amount of Hp so if you didn't prepare enough healing pots, go die and come back to re-duel him. Once having defeated this boss, go up two levels and you will reach a room similar to where you fought Gillespie. You can also see an egg and a nest. You can break the egg open but before you do, read what will happen if you do and you don't.

```
|-----Breaking the egg-----|
|If you break the egg open, all you have to do is whack it once and |
|it open. The result is that you will get three of the rare level 2 |
|lores, which btw are: Orihalcon, Dark Matter, and Mithril. This egg |
|will dissappear forever once it is broken. If you come back to the |
|castle, you WILL NOT see the egg again. |
|-----|
```

```
|-----Leaving the egg unhatched-----|
|If you leave the egg unhatched, that means not breaking it open, when|
|you get to advance mode, the egg will hatch and you will get a chance|
|to face the monster that was inside the egg. This is a preferable |
|choice to take because you can actually fight this monster everytime |
|you start a new chaos castle dungeon run. More information is on the |
|side quest section and you should really read this information as |
|soon as possible to know what's going to happen. |
|-----|
```

The next area is a long and final hallway of this castle. Before you move on, use an angel wing and take your time to full prepare yourself for the upcoming boss fight. Bring as much healing waters you can and it also helps if you can take over 300 hp. Once ready, head foward and you will probably, well... maybe, be shocked to see who it is that you are fighting.

Boss: Deatharte

Attacks: Charge, Blast(yep, Blast)

This is a very very very long conversation so if you are bored of him talking, don't be because if you aren't ready, you can get wiped out in just a second. He starts the battle by walking up to you. He does not hurt you but what you should do is to stay as far away from him as possible. If you get too close you can get hit from his Charge attack. Very devastating, mostly when you are a spell caster. Then after his Charge, he will swing his axe(don't worry you can't get hit from his axe) and unleash his Blast attack. This is his most devastating attack from what you have experienced from other enemies. If you have very low defense, expect this attack to do some 70 or more damage to you. With a decent defense, you can take about 50. Even at 130 defense you can take about 30 damage. These attacks always alternate so the only choice you have is to stay away from him as far as you can. However, the only time you can hit him is when he is about to start his Blast attack. That's what's annoying about this battle. A tip in winning this battle is to go behind him or the opposite side of where his axe is. Attack him as much and when the Blast comes near you, like 2cm away from you, start running away and making diagonal turns. Eventually the blast will disappear and his Charge attack will also miss. Another tip is to make sure that your gameboy/sound card is turned on so you know when his attacks will come at you. The most predictable attack is his Charge right after his has done his Blast attack. When you hear his stomp as well as see him stomp, he signaling that his is ready to Charge at you. I hope this battle wasn't as hard as I said it would be. It's just long and a painful handwork will end the battle.

Warp back to Klantol and a conversation with King with initiate again. This time this dialogue is unskippable and most of it is just crap. You adventure is not over yet! When you are able to move again you arrive at the bar. Go speak to Jensen and then head back to the King's throne room. Once you arrive you see that the room has changed and the King, Queen and Princess is missing. The room also turns black and white. Examine the Dark Orb that is glowing in the middle of the room and go back to the bar and speak to Jensen. He tells you to follow him. When you can move your character again, instead of following him, go behind the counter of his bar and move up-left, hugging the shelves and you will find some items. There is no explanation as to why these items are here so please don't ask me. Now move up-right and you'll reach an end. I have no idea why Sega programed this place to be able to walk on. Follow Jensen down the stairs and up a very long hall way. This is your final fight. Prepare yourself one last time before you meet your doom. When you enter the portal, someone unexpected jumps in with you. It appears to be Angela, the girl who occupies the room of the inn of where you sleep to fully recover.

Location: Chaos' Domain

Enemies: None

Difficulty 3/5

Final Round, Fight!

Boss: Chaos

Attacks: Burrow, Demon Breath, Summon Monster

A very hideous creature is what you will be facing. He starts off the battle by summoning a monster. The monster is random and it could even be a Paste. You can also gain experience from the monster but only if you kill it. During his summoning animation you cannot damage him but when he finishes, you can, but I doubt you can land a hit on him because he will use Burrow. When he does this

attack, run away as fast as you can and keep moving because he can damage you while he follows you. You also cannot damage him unless he unburrows. What's even worse is that his burrow attack can cause all sorts of status attacks, including the ones that have happened to me: Fire, Poison, Stun, and Light. I don't know about freeze though because I seriously doubt that he will have it but if you find out, e-mail me and I'll give you credit. Luckily the maximum amount of hits he can do while burrowing is two and because of his quick speed, any more hits will result in death for you. If you do not get hit, after about 3 to 4 seconds he will unburrow and you can attack him now. If he has done his summoning attack before, this time he will alternate and do his Demon Breath. Again, this can cause blindness so instead he can cause five status attacks. His attacks alternate like this, starting from when the battle starts: Summon Monster> Burrow> Demon Breath> Burrow> Summon Monster. There is also something cool about his Burrow attack. Because he is a mix of Light and Darkness, any monster that is on the field while he burrows, if he comes in contact when they he can actually damage them. If he destroys the monster, you do not gain experience, however, if you hit the monster even once and not kill it and Chaos ends up killing it, you will still gain experience. Escaping his burrow attack is a little annoying and some people may have trouble with this. The tip is to hug the end of the arena you are in and continue around the circle. Here is a precaution: Do not die from him or you may risk the chances of losing an elemental resistance (and remember if you die and the last hit was an elemental attack, you may lose one point of the resistance and it's permanent.) If you are able to dodge his burrow attack, then you can land a flawless victory against him because his Demon Breath is the easiest to dodge and his summoned monster can even be weak.

Congratulations, you have completed the game. If this game was brand new or your first time playing, two new things have opened up for you:
Advance mode- only for the character who has beaten the game on normal mode.
New playable character- ??? will be an available character to choose. He is the exact same thing as the regular Dark Wizard already available to you but he has 22 higher stat points than any other character, all of which are evenly distributed to each stat. He has the speed of a Ninja and dialogues may change, depending on where you are in the game.

There are two parts to the ending. You will actually be able to move your character when the specific time has reached. That time is approximately 7 mins starting from when you have defeated Chaos.

SPOILERS- but it has really nothing to do with the story line. If you don't want to know what you can do in the ending then skip this part.

* You will be asked to take a picture. People not from Klantol may *
*be here if you have done side quests, such as reviving Boken back in the *
*Graveyard and rescuing the little boy at the request of the old man. If not *
*then some might not be present and instead of Boken, you will see his ghost. *
*Plan a spot to take a picture in. This has no relevance to the game or the *
*plot and it will not be saved anywhere to be able to look at it. To make *
*things funnier, talk to the photographer and quickly move your character all *
the way to the bottom of the screen and wait there. When the picture is taken
*most of the people will be excluded. *

After you have finished what you are doing, it takes approximately another 7 mins for the ending and credits. Didn't I tell you that the ending takes 14

pain-in-the-ass long mins? Watch the credits and enjoy some new and never before seen sprites and some new information that you may have not known.

--- IX. Optional Side Quests and Secrets ---

Quests-

1. Apple

Location: Klantol Castle- Left room before King's Throne.

Availability: Anytime and as many times as you like.

Trigger: Already available but speak to the guy in blue robes. He looks like a Priest.

Description: Speak to him and he asks you if you have an apple. You can buy apples from the item vendor but they randomly appear. They cost only 150gp.

Reward: 300gp. You can repeat this as many times as you want as long as you have apples to give him.

*Reward in advance mode: Same as above.

2. Monster Card Collecting

Location: Klantol Castle- Right room before Kings Throne.

Availability: Anytime.

Trigger: Already available but go up to the desk and examine the red book.

Description: You may have found some cards during your adventures. Anytime you find a card, come back here, examine the book you will automatically store all the cards that you have in your inventory. You can also examine and take out cards you have stored in your collection. To take out cards, select a monster to examine and press A and highlight the monster card icon and follow the instructions they give below. The cards are kept when you go to advance mode.

Reward: Angel's Necklace. You get this item once you have all 145 monster cards in your collection.

*Reward in advance mode: Same as above but can only be given one per character, regardless on which difficulty you obtained it on.

3. Red Shoe

Location: Klantol Castle- Left room of the vendor shops, bottom left room.

Availability: Anytime.

Trigger: Already available but speak to the little girl on the left.

Description: She says that she is missing her shoe. You can tell if you look closely at her feet. One of her shoe is red and the other is blue. You now must find her red shoe. Go to Goblin Fort and make your way to the 6th level. Go to the left side and up to an open house with orcs inside. Break open the box on the corner. It will contain the Red Shoe.

Reward: Blue Shoe. This item's purpose is only for selling.

*Reward in advance mode: Fancy Blue Shoe. Purpose is same as above.

4. Klantol Times

Location: Klantol Castle- Head to room stated in the above quest. Go to the rightmost bed and hug the wall. Make your way around to the door. Once through the door head down the flight of stairs, then head right until you reach the second hidden wall. Move to the middle and go up and around to reach the editor's room.

Availability: Anytime .

Trigger: Already available but speak to the four people near the working tables to find out what items they need.

Description: The 4 editors of Klantol Times each need 1 item. Starting from left to right, the guy with sunglasses and no mouth needs a Goblin Axe. You can find this item by going to Goblin Fort and defeating regular Goblins to make them drop it. The guy with blue sleeves needs a China Dress (refer to 18.

Mushroom Forest for more information.) The fat guy wearing a red robe needs a bone shield. You can obtain this only by forging (refer to forging section on how to make it.) The last guy in black needs a leather hood. You can easily buy this in the beggining of the game from the armor vendor or find them easily in the Goblin Fort. If you want, talk to the very strange figure on the left side who is behind the counter. He sells Chige which are equivalent to a Healing Water. He has infinite amounts of these and everytime you buy them he increases his selling price by 100. The first 4 Chiges you buy are worth less than compared to buying 4 healing waters. After the 5th one you buy, it will cost more 100gp more than buying a healing water. Only buy 4(or 5) and never support his shop again.

Reward: 4 Gabas, one for each item you give to the editors. Refer to ## Temple of Light Recipes for more information on sacrificing.)

*Reward in advance mode: Same as above.

5. Healing Drops

Location: Klantol Castle- Right room of the vendor shops, bottom right room.

Availability: Anytime and as many times as you like.

Trigger: Already available but speak to the guy in blue robes. He looks like a Priest.

Description: He asks you if you have 5 herbs. Have 5 herbs in your inventory and trade with him.

Reward: Healing Drop.

*Reward in advance mode: Same as above.

6. Toy Ring

Location: Courtyard- outside of Klantol Castle.

Availability: Anytime.

Trigger: Already available.

Description: Wanby is the little boy circling a tree as you head to the courtyard. If you wait in the courtyard for about 8 mins. he will fall down and drop his ring. Go over to the ring and pick it up. You now have two options:

Give him back the ring:

Reward: Nothing, except you lose the Toy Ring.

Don't give him back the ring:

Reward: Toy Ring.

*Rewards in advance mode: Same as the two above.

7. Trading Cards

Location: Bar

Availability: Anytime.

Trigger: Already available but speak to the guy in blue suspenders near the bar.

Description: His name is Zavi and he is a card collector. He will trade one of his cards for 3 of the cards he wants. You must finish the current trade before moving on the the next trade. Here are the trades he wants:

In normal mode, your:

3 Goblin Cards-

Reward: Poison Mummy Card

3 Gizmo Cards-

Reward: Fairy Card

3 Viking Cards-

Reward: Golem Card

3 Yeti Cards-
Reward: Belial Card

3 Cerberus-
Reward: Dragon Card

*In advance mode, your:

3 Paste Cards-
*Reward: Orc Card

3 Spider Cards-
*Reward: Bloodshot Eye Card

3 Scorpion Cards-
*Reward: Wisp Card

3 Minotaur Cards-
*Reward: Demon Card

3 Dark Knight Cards-
*Reward: Dark Eye Card

8. Colesseum

Location: Royal Colesseum.

Availability: Anytime.

Trigger: Already available.

Description: Compete in 10 ranks to win items as well as open new secrets. Each rank has different items to win(1 out of the 3 listed below) and what you get is always random. This also features a time attack mode to see how fast you can complete the rank you are currently competing. Speak to the guy on the right and read the rules he tells you so I don't have to explain it. Keep in mind that you cannot use your soul summon in here. Also there are 5 rounds for each rank(although not listed, a round is simply where a new group of monsters will spawn.) You do not gain experience for defeating these enemies and once you have gotten an item on the list, you cannot get that item again and that item will be replaced by an herb. Press down while selecting a rank to look at the items and press select to display a description of the item. The fee for competing in the ranks is 100gp. These are the following enemies you can meet and items you can win in each rank:

Rank 1:
Enemies:

Round 1-
3 Pastes

Round 2-
3 Green Pastes

Round 3-
2 Goblins
1 Hobgoblin

Round 4-
1 Orc
2 Kobolds

Round 5-
2 Green Pastes

3 Bubble Pastes

Random Reward:

Healing Drop, Valuing Scroll, Broach

*Random Reward in advance mode:

Healing Drop, Valuing Scroll, Tempest Ring

Rank 2:

Enemies:

Round 1-

3 Giant Bats

Round 2-

3 Mummies

Round 3-

3 Skeletons

Round 4-

1 Poison Mummy

2 Skeleton Archers

Round 5-

2 Skeleton Mages

3 Dark Skeletons

Random Reward:

Antidote, Bronze Medal, Oblivion I

*Random Reward in advance mode:

Antidote, Gold Medal, Atom Dragon III

Rank 3:

Enemies:

Round 1-

3 Giant Rats

Round 2-

3 Spiders

Round 3-

2 Gizmos

1 Dark Smoke

Round 4-

2 Sea Bat

3 Thunder Bats

Round 5-

1 Arch Mage

2 Dark Mage

Random Reward:

Grenade, Master Ring, Small Orb

*Random Reward in advance mode:

Grenade, Master Ring, Wizard Orb

Rank 4:
Enemies:

Round 1-

- 1 Hobbit
- 2 Hobbit Marksmans

Round 2-

- 3 Goblin Kings

Round 3-

- 3 Kobold Captains

Round 4-

- 3 Unicorns

Round 5-

- 4 Fairies
- 1 Noble Fairy

Random Reward:

Ray of Hope, Bone Armor, Power Potion

*Random Reward in advance mode:

Ray of Hope, Crocodile Armor, Power Potion

Rank 5:

Enemies:

Round 1-

- 1 Viking
- 2 Viking Lords

Round 2-

- 3 Death Archers

Round 3-

- 2 Ghosts
- 1 Phantom

Round 4-

- 3 Living Deads

Round 5-

- 5 Watchers

Random Reward:

Bomb, Flash Ring, Energy Bread

*Random Reward in advance mode:

Bomb, Burning Ring, Energy Bread

Rank 6:

Enemies:

Round 1-

- 3 Worms

Round 2-

- 3 Scorpions

Round 3-

2 Myconids

1 Mantango

Round 4-

3 Golems

Round 5-

5 Harpies

Random Reward:

Shield Ring, Soul Return, Azuzra II

*Random Reward in advance mode:

Crusade Ring, Soul Return, Azuzra III

Rank 7:

Enemies:

Round 1-

3 Blue Orcs

Round 2-

3 Ice pastes

Round 3-

3 Snow Lizards

Round 4-

1 Snow Elemental

2 Wisps

Round 5-

2 Ice shooters

3 Ice Golems

Random Reward:

Molotov Cocktail, Glorious Ring, Quick Chicken

*Random Reward in advance mode:

Molotov Cocktail, Chaos Scepter, Quick Chicken

Rank 8:

Enemies:

Round 1-

3 Rune Knights

Round 2-

3 Dolls

Round 3-

2 Flaming Eyes

1 Colossus

Round 4-

3 Gargoyles

Round 5-

1 Demon
4 Lesser Demons

Random Reward:

Dungeon Map, Armored Case, Armored Knapsack

*Random Reward in advance mode:

Dungeon Map, Armored Chest, Armored Backpack

Rank 9:

Enemies:

Round 1-

3 Volcanic Ashes

Round 2-

2 Cerberus'

1 Hell Hound

Round 3-

3 Salamanders

Round 4-

3 Mudmans

Round 5-

1 Dragon

Random Reward:

Phantom Charm, Kusanagi, Bright Honey

*Random Reward in advance mode:

Phantom Charm, Yogurt Doll, Bright Honey

Rank 10:

Enemies:

Round 1-

3 Chaos Faeries

Round 2-

3 Holy Giants

Round 3-

3 Reapers

Round 4-

3 Vampires

Round 5-

3 Angels

Random Reward:

Yogurt Doll, Elemental Gloves, Raijin III

*Random Reward in advance mode:

Fiends Necklace, Elemental Hood, Golem IV

9. Forgotten Dungeon

Location: World Map- Up and across Royal Colesseum

Availability: Anytime.

Trigger: Have the Dungeon Map in your inventory.

Description: A new dungeon has appeared on the world map. This place is only available if you have the Dungeon Map in your inventory. If you put the map away, the dungeon will not appear on the World Map.

Reward: Some difficult monsters that cannot be fought anywhere else and high level items.

*Reward in advance mode: Same as above.

10. Ancient Ruins of Heroes

Location: World Map- Upper left hand corner

Availability: Anytime.

Trigger: After clearing all 10 ranks in the Colesseum.

Description: A new dungeon has appeared on the world map.

Reward: Some difficult monsters that cannot be fought anywhere else and high level items.

*Reward in advance mode: Same as above.

11. Grandma Colita's Well

Location: World Map- Next to (bottom right) of Goblin Fort.

Availability: After completing Goblin Fort for the first time.

Trigger: Talk to the Grandma in Klantol Castle located one room before the King's Throne on the right section.

Description: Granda will say that her well is infested with monsters and needs someone to clear it out. When you finish talking to her you will hear a strange sound. That signals that a new place has opened up in the world map. Go to the well and complete it.

Reward: Random Soul Summon Level I (it's usually Atom Dragon I)

*Reward in advance mode: Random Stat boosting item.

12. Boken's Soul

Location: Giant's Graveyard

Availability: During your dungeon run in Giant's Graveyard.

Trigger: Look below.

Description: Go to the 5th level of Giant's Graveyard to witness a conversation between two Mummies. They say that they are strong and stuff but once they go up, follow them but don't reveal yourself. Hide behind the wall and watch them until they start to move the tombstone. When an item appears it will be Boken's Soul. Interrupt them quickly before they move the tombstone back. If you have already done this quest, Boken's Soul will be replaced by a Healing Drop. After acquiring the Soul, head to the next 3 levels or the 8th level from the beginning. You will see Boken on the floor and his spirit floating around. He will stalk you so go to your inventory and put Boken's Soul on your item slot. Now hold B to charge up your item slot and aim it at Boken's Soul and NOT at Boken, his dead body.

Reward: Nothing but an additional scene to the ending. It does not alter the ending but just gives an extra feature for you to see.

*Reward in advance mode: Same as above.

13. The Stolen Umbrella

Location: Fairy Spring

Availabilty: After completing Wizari's Palace.

Trigger: Look below.

Description: Those dam Hobbits have stolen not just food but an innocent girl's umbrella. The question is: Now, why da hell would anyone steal an umbrella? Anyway, to know more information speak to the girl on the right in the room located in the quest 3. Red Shoe. She will say that she lost and umbrella and wants you to get it back for her. Go to the 6th level in Fairy Spring to witness a conversation between the Hobbits. In a moment they'll start showing the treasures that they stole from the castle. It's always the same items and in the same order so it goes like this: 1. Watermelon, 2. Healing Water,

3. Umbrella, 4. Apple. Even if you did the sidequest already the hobbits will still show the Umbrella as the third item. Once the umbrella is revealed, interrupt them before they move on to the next item and defeat them. Before returning it, she will ask you if you hid the umbrella from her.

If you answer yes:

Reward: Nothing

*Reward in advance mode: Same as above.

If you answer no:

Reward: 3000 Gold

*Reward in advance mode: 10,000 Gold.

14. Ipa's Palace Shop

Location: World Map- Next to (to the right of) Fairy Spring.

Availability: After completing Fairy Spring.

Trigger: Talk to Irma who is at the bar. She is the lady on the right near the counter.

Description: Irma is sad because her sales of items aren't too good (yea right, from all the buying of healing drops, healing waters, goddess tears and Ray of Hopes you still say you're not getting enough money?) When she asks you to get an advertisement back from the new shop that has opened, a new dungeon has opened. Go there and once you get to the end, there's the shop Irma was talking about. On the floor to the right, pick up the advertisement and give it to Irma.

Reward: Silver Ring and her going back to work, which means the selling of her regular items instead of the little girl's candy.

*Reward in advance mode: Gold Ring and her going back to work, which means the selling of her regular items instead of the little girl's candy.

15. Grandpa's letter

Location: Klantol Castle- Courtyard.

Availability: After completing Fairy Spring.

Trigger: Talk to the Grandpa located in Klantol Courtyard.

Description: He'll say he misplaced his letter and dropped it somewhere. Go down to the left wall and just hug the bottom of it, going left and right. You will find the letter. Give it to him and it'll say that his grandson is kidnapped and in a pirate ship. Before going, make sure that you've completed the quest 14. Ipa's Palace Shop so you can buy grenades. Buy at least 4 and some more if you know you are going to make a mistake and one extra angel wing. Head to Robert's Pirate Ship and down to the 11th level. Move to the left and you'll see bombable barrels. Put the grenades in your item slot, go up to the barrels and throw it. The hint is to release it once you hear the sound of the gauge charging or see the gauge charging. Remember to get away from the blast or it'll damage you as well. Once you blow up all the barrels, in the end you will see a boy crying. Throw the angel wing at him and he'll be warped back to town. Talk to the grandpa again.

Reward: Power Ring.

*Reward in advance mode: Random Stat boosting item.

16. Unknown Derelict

Location: World Map- A little north of Robert's Pirate Ship.

Availability: After completing Robert's Pirate Ship.

Trigger: Defeat Robert for the second time.

Description: Go back to Robert's Pirate Ship and defeat him again if you haven't done so. The dialogue will change and he'll tell you the location of a ship and wants you to investigate it.

Reward: Some monsters that cannot be fought anywhere else.

*Reward in advance mode: Same as above.

17. Temple of Light

Location: World Map- To the left of Driazhek Desert.

Availability: After Robert's Pirate Ship.

Trigger: Look below.

Description: The Temple of Light is a place for sacrificing 4 of your items to get a totally new item. Almost all of these items that are needed are all rare. Some are worth the sacrifice and some are not. To sacrifice items, stand below one of the four tiles you see and go to your inventory screen and drop an item on each of the tiles. You must have 4 items in order to receive a new item. You can do these sacrifices as long as you have the required items. The items obtained in normal mode are the same as getting it in advance mode. All of these sacrifices, except for the letter sacrifices, do not have to be in order. Here are the recipes and required items in alphabetical order:

Ancient Machine + Dream Box + Old Machinery + Saturn Machinery-

Reward: 50,000 Gold

Any Soul Summon with same level and same type + Any Soul Summon with same level and same type + Any Soul Summon with same level and same type + Any Soul Summon with same level and same type-

Reward: Same Soul Summon type of one level higher.

Beetle + Beetle + Beetle + Beetle-

Reward: Kabuto Helm

Cat + Dog + Pig + Sheep-

Reward: Animal Cap

Cucumber + Egg + Squid + Tuna-

Reward: Special Sushi

Gaba + Gaba + Gaba + Gaba-

Reward: Klantol Times

G + A + S + E-

Reward: Box of Rice

G + O + A + L-

Reward: Soccer Ball

Goddess Tear + Goddess Tear + Goddess Tear + Goddess Tear-

Reward: Ray of Hope

Goddess Tear + Goddess Tear + Healing Drop + Healing Drop-

Reward: Soul Return

Grasshopper + Grasshopper + Grasshopper + Grasshopper-

Reward: Portrait Coin

Healing Drop + Healing Drop + Healing Drop + Healing Drop-

Reward: Healing Water

Herb + Herb + Mushroom + Toadstool-

Reward: Antidote

King Beetle + King Beetle + King Beetle + King Beetle-

Reward: 4,000 gold

Kitty + Hood + Hood + Hood-

Reward: Kitty Hood

Kitty + Robe + Robe + Robe-

Reward: Kitty Robe

Kitty + Wooden Staff + Wooden Staff + Wooden Staff-

Reward: Kitty Staff

S + E + G + A-

Reward: Speech Bubble ##

S + O + U + L-

Reward: Soul Charm

Yogurt Doll + Yogurt Doll + Yogurt Doll + Yogurt Doll-

Reward: Yogurt Soul Lv. 1

18. Mushroom Forest

Location: World Map- Below Driazhek Desert

Availability: After completing Koldazhek Cave.

Trigger: Talk to any of the girls in the room located in the quest 3. Red Shoe.

Description: The girls says that their Grandpa is missing and have gone to the Mushroom Forest. Your mission is to bring him back. Bring an extra Angel Wing with you. Travel to Mushroom Forest and during your run you may come across some mushrooms and toadstools. Pick up atleast one Mushroom but don't use it. The toadstools are poisonous so don't bother using em. You may also find a China Dress(required for the quest 4. Klantol Times) and any of the enemies here can drop it. Look for hidden paths because they often lead to more mushrooms as well as flowers (the flowers are for the quest 19. The Sick Girl.) Once you reach the 3rd level you will see the Grandpa on the floor. Throw the mushroom you have picked up and finally throw an angel wing at him. Return to the room with the girls.

Reward: Masutake

*Reward in advance mode: Shiitake

19. The Sick Girl

Location: Klantol Castle- Right room of the vendor shops, top right room.

Availability: Anytime.

Trigger: Already available but speak to the girl on the left bed.

Description: The sick girl is lying on the bed and you need something to cheer her up. You must give her 10 flowers located in the Mushroom Forest, refer to 18. Mushroom Forest for more information.

Reward: Flower Necklace

*Reward in advnace mode: Flower Ring

21. Beast Mountain

Location: World Map- Below Hottazhek Volcano and to the left of Demons' Tower.

Availability: After completing Demons' Tower.

Trigger: Speak to the brawler training in a private place.

Description: To find this brawler reach the room where Klantol Times is and instead of going up to the room, keep heading right and make your way around. Once on the next screen, go through the hidden wall on the right to find the brawler. He will be talking to himself saying that he found a really good place for training. By evesdropping on him you now know the location of Beast Mountain. When he asks you if you were listening or not, choose either one because you can talk to him again and find out what the other response is.

Reward: Some monsters that cannot be fought anywhere else.

*Reward in advance mode: Same as above.

22. Snowman

Location: Klantol Castle- Left room of the vendor shops, then upper left room to kitchen. Hug right wall and keep moving up-right through the hidden passage.
Availability: Anytime.

Trigger: Already available but speak to the girl in the room.

Description: She says that she wants to see snow and that she has never seen it before. You must give her a snowman which is obtained in the Beast Mountain. To find the snowman, complete the Beast Mountain until the scenery of the place changes to snow. Go to the end of the stage and defeat all the monsters for the portal to appear. Next to the portal(it's on the left) there will be a snowman.

Reward: Magic Belt.

*Reward in advance mode: Yogurt Doll.

23. Underground Labyrinth

Location: World Map- To the left of Mushroom Forest. It's on an island.

Availability: Anytime.

Trigger: Have the Labyrinth Map in your inventory.

Description: A new dungeon has appeared on the world map. You can get the Labyrinth Map from Reapers in Chaos Castle.

Reward: Some difficult monsters that cannot be fought anywhere else and very few high level items.

*Reward in advance mode: Same as above.

24. The Egg

Location: Chaos Castle- Two levels after defeating Gillespie in Chaos Castle.

Availability: During your dungeon run in Chaos Castle.

Trigger: Read below.

Description: When you reach the room you have two options. To break the egg or leave the egg. The egg will only appear in normal mode.

If you break the egg-

Reward: Three Level 2 ores which consists of 1 Mithril, 1 Dark Matter, and 1 Orihalcon. The egg will not be there ever again if you come back here in a new dungeon run. The reward in advance is also not available to you.

If you leave the egg unhatched-

*Reward in advance mode: This is only available in advance mode. When you reach the same room with the egg, it will already be hatched and you will be forced to fight a boss. The reward for defeating this boss are the following:

50% Mithril

30% Dark Matter

20% Orihalcon

All of these are drops after defeating the boss completely. These percentages are only based on MY calculations so don't expect it to be accurate. But I can assure you, you will find more Mithrils than any other ore in this game primarily because this ore is only the third rarest ore. When you do another Chaos Castle dungeon run, the boss will be there again so you can fight it as many times as you wish. However if you go back to normal mode, the egg will not be there.

What is the preferred choice?

I would leave the egg unhatched and go fight the boss in advance mode. The level 2 ores obtained from breaking the egg are not even that great and it's only one of each of the 3 rarest ores. While on the other hand, by fighting the boss in advance mode, you have an average chance for the boss to drop a level 3 ore as well as gaining huge experience for defeating it. Best of all, this boss will be there everytime you start a Chaos Castle run unlike breaking the egg. Once you break the egg open, it's gone forever and you miss out on your chance to fight a rare boss.

Secrets-

Note- These are all found in the section " Codes & Secrets " under this game so credit will be given to them. These are just a better explanation of the secrets listed there.

Sound Mode:

Turn on your Gameboy and when the logo " Atlus " appears, quickly press the following buttons before it disappears:

Up, down, up, down, left, right, left, right, up, right, down, left, B. When done quickly and correctly, you will hear a sound. When the title screen appears " Press Start", press start, highlight any mode and first Hold Start, then press A. You will be taken to the music jukebox of Shining Soul II. You may now listen to all the music available in this game as well as the sound effects. However, once you turn off your Gameboy you will have to preform the code at the " Atlus " screen again to access the sound mode.

Character Extras:

These codes only work for the USA version of Shining Soul II. When you create a new character and when you have to input a name, instead input one of these names to get these added extras to your character (case sensitive):

Ninky - Str. +5

Yoshi - Dex. +5

Taicho - Vit. +5

Dengeki - Int. +5, Lightning Resist +30

Iyoku - Fire Resist +30

Mizupin - Ice Resist +30

Montaka - Darkness Resist +30

Saophen - Light Resist +30

Hachi - Poison Resist +30

Vjum - Star with an Atlus Ring in your inventory.

Nindri - Start with a Dream Hat in your inventory.

Genomes - Start with a Genome Ring in your inventory.

VJxSS - Start with a Power Gloves in your inventory.

Duplicate any item:

You must have beaten the game atleast once in order or preform this trick. When you load your game, you start out on your bed. Drop the items you wish to dupe anywhere you like in Klantol Castle. It could be outside the bar, inside, or near your bank, wherever it is it doesn't matter. Make sure you don't go to another dungeon, not even the Royal Colesseum or Temple of Light. You can only have a maximum of 16 items in one area so you can only dupe 16 items at one time. Even if you drop, let's say 2 items near your bank, 3 items near the bar, and 11 items near the entrance, all these will count toward your limit of 16 items in one area. So the best way is to just drop all 16 items or the items you are duping in one area. Once you are done, save the game. Don't worry, the items will still be there. When the game successfully saves, load the same save data again. Pick up all the items you are planning to dupe and go beat the game. Once the credits finish rolling, the game will be saved. Load the game once more and you will have the items you duped in your inventory and the items you wanted to dupe on the floor of where you dropped it. To make things clearer you now have two sets of the items duped.

Duplicate Gold without beating the game:

*Caution: Save your game before you do this.

You must have 100k gold in one bag. Go to your bank and place the 100k gold in

your bank. Take another bag of gold with any amount on it (even 1 or 99999) and place it in your inventory. Do not take the gold from the 100k gold bag. Once you have both bags in place it is crucial that you have nothing in your inventory but the bag with the amount of gold less than that of the 100k gold bag. Pick up the 100k gold bag from your bank and place it on top of the gold bag in your inventory. You will now have 100k gold in your inventory and 100k gold in your bank. Repeat if necessary.

The reason I told you to make sure you don't have anything else in your inventory is because the game can get a little glitchy sometimes and overwrite a spot in your inventory with the gold bag. So if you have 24 ores and 1 gold bag and you decide to duplicate money, the chances are that you might lose an ore and get it replaced by a bag of gold.

Hold more than 100k gold in a bag:

As you can see, the maximum amount of gold you can put in one bag is only 100k. However you can have more than 100k gold in your bag. The requirements are that you have to have at least 200,002 gold in your inventory in order for this trick to work. When you have the money, go to a dungeon and die there. As a result of dying you lose half your gold and drop the rest. This makes it so that you drop all your gold in one bag, resulting in that bag to have over 100k. Anything less than 200,002 gold in your inventory will not work and will simply only give you 100k and below. For example, you have ten 100k gold bags in your inventory, which means one million gold all together. When you die, you now have a dropped 500k gold bag in the dungeon.

The caution explained by the person who found this cheat may or may not be true. I have tried this on a rom version and currently do not have a deleted file. This may not be true for you so don't expect my results to be true too. To be on a safe side, I think it would be wise if you only had a bag of maximum of 999,999 gold. If you have one million in a bag then if you look closer, the number "one" in the million gold bag will overlap the border around the money. Usually it is not safe if this happens so put it to 999,999 gold so it won't overlap the border. Again, I am not sure if this is also safe but it didn't delete my record. The safer side is to not use this trick at all. If anything does happen to you, please e-mail me as soon as possible so I can definitely put a warning label on this trick.

Throw Duplication:

This trick only works for items that you can put in your item slot. First, clear your item slots by going to the items on the item slot and pressing A. Put an item that is possible to be put in the item slot, ex: Healing Waters, Any stat boosting item, Ores, etc. Back out to the field screen and switch your item to the item you are duping. Make sure the item next to the duping item in your item slots is blank. Now go to a place where you can throw items, a dungeon for example. Charge up your throwing meter and press R to bring up the item slot menu. Before the item slot menu disappears, quickly press R and let go of the B button at the same time. If you do it correctly, the duped item will fly forward and you will also have the duped item in your inventory. This trick requires a lot of patience because it is very hard to do. If you can manage to do this trick easily then this will save you time from duping the many needed items. I don't really like this trick because I've practiced for about 10 mins and have only gotten it to duplicate 4 to 5 times. This is because this trick requires so much precision and you can sometimes end up using the item you want to dupe or mostly fail at the trick. Also, the amount of time you spend duping items can sometimes be more than the amount of time it takes to beat the game and let the credits roll. So if you can do it very good then use this trick. If not, don't bother.

- *--- X. Monster Card Collection ---
- *--- XI. Usable/Miscellaneous Items ---
- *--- XII. Equipment Suffixes ---
- *--- XIII. Forging ---
- *--- XIV. Equipment ---
- *--- XV. Soul Magic ---
- *--- XVI. Glitches/Bugs/Errors ---

*- All of these will be updated soon. They are all mostly optional information for you to know about. It will take me at most 1 week to update one section. Check back every week to find out if there is any new versions. Speaking of versions, remember to keep track the date of this FAQ and the version number if you plan to read it frequently.

--- XVII. Credits ---

I would like to thank the following people for making this FAQ/Walkthrough possible:

Me- Who would congratulate themselves for a hard work done?

CjayC- GameFAQs.

Guys on AIM which i forgot which ones were their usernames on the GameFAQs board- Providing me with some information about some of the Dark Wizard's skills.

Jon L.- My friend for multiplayering this game with me.

--- XVIII. Legal Stuff ---

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--- XIX. Contact ---

Errors? Questions? Comments? Good information not listed in this guide? Contact me and I'll give you whatever you want.

You can email me at: aznxknightz88@yahoo.com

Or chat with me on the boards of gamefaqs.com, my username is Aznxknight.

Or chat with me on AIM at: asianmagicknight.

Do not send me viruses, flame e-mail, or any other bag of crap that you don't want to see or is considered bad to many people. Such actions will result in a trace of your I.P. and all sorts of things can happen. Like arresting you or a lawsuit. It's bad, simply put it that way, so don't do it.

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