

Summon Night Craft Sword Monogatari: Hajimari no Ishi (Import) FAQ/Walkthrough

by Mastersord

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This FAQ is copy write 2006 to Mastersord. Violations will be subject my eternal wrath and will be punished.

Version 1.0 - 8/16/06 - First release

Version 1.01 - 8/18/06 - some corrections made to ore guide and some side quests added

Version 1.1 - 8/20/06 - Lottery data added. Clear dungeon side quests completed. More codes added/fixed. Rank guide added. Ore guide fixed.

Version 1.11 - 8/21/06 - added more tables for weapon crafting.

Version 1.12 - 8/22/06 - added more codes

Version 1.13 - 8/24/06 - added ForteGSOmega's codes

Version 1.14 - 8/27/06 - minor corrections

Version 1.2 - 6/04/09 - Shop data and fishing data added. Some 'drop farming' and money making tips added. Punctuation and corrections made.

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I. Introduction:

I am making a walk through for this game and it's dungeons. I'm making up the story as I go along because I can't read Japanese. Consider the walk though almost spoiler free in this regard and don't complain about my plot synopsis! You dang kids and your Japanese games! Back in my day games had one language!

Binary! 1s and 0s! You try beating a boss with just 1s and 0s! HA!!

This game is about making weapons. That is why, as a sentient sword, it is my honor to write this walk through.

Even though the title says "Summon night", there are no Pokemon in this game. You are a kid. You work in a weapon forge in a small town in the middle of nowhere. You get a creature to help you called a guardian beast (here on referred to as your GB). You can pick one of 4 creatures to be your GB. Each one has it's own unique skill set. This is probably one of the only things anyone who can read Japanese, and has played this game, will agree with me on in terms of the plot.

Controls

In battle, hit up to jump, A to fight, and B to use a skill (default skill is block). L changes your weapon to one of 3 you can equip. R changes your skills. After using a skill, Block is automatically selected, so don't worry about wasting skills in battle.

Start pauses and select puts you on auto pilot. Auto pilot is pretty good in this game and will make leveling a lot easier.

The red bar is your HP. The green bar is your weapon's durability, and the yellow bar is your weapon's TEC points. The 6 diamonds represent how many GB skills you can use during a battle. Blocks and weapon special attacks are exempt from this limit.

On the map, L and R switch weapons, A uses the weapon, and B makes you run or walk depending on what you set your default to. Start takes you to the menu and select lets you talk to your GB.

Your start menu has a list of options:

- Weapon select
- Skill select
- inventory
- Spells
- Weapons
- Status
- >

If you go to the last option you get to another list of options:

- key items
- craft rank
- weapon secrets
 - sword
 - axe
 - spear
 - knuckle
 - Drill
 - Bow
- Special attacks
- Effects
- Beastuary
- Options

II. Tips

-You do not win money after battles unless the monster drops some. The best way to get cash is to farm and sell ores or other items. Crates, trees, drill rocks, and grass reset every time you leave the dungeon (except if you teleport out). If you're at a dungeon near the entrance of a town, you can use the town to restore health and durability for free. Better still is if the ore you're farming is from a drill rock or crate in the first room of the dungeon. VBA users can just save-state before breaking an object and then just reloading until you get the right drop from the object. Everyone else will just have to go back and forth until they accumulate enough ore or items. Once you get 99 of your ore or item, go back to town and sell most of them. Rinse and repeat. I'll point out the good spots!

-Drops are based on a random counter that runs during battle as well as during the game (for breakable objects like crates). This again works in favor of the VBA user. You can use the save-reload trick in battle by saving before placing the last hit. Change the timing and actions of that last hit to change the counter and hopefully get it to give you the ore you want. Everyone else is stuck I'm afraid, unless there's an accessory or combo that increases drop rates.

-The green rocks sold in the item shops in the later towns are return stones. These are crucial to farming ores and will save your hide many times over while dungeon crawling and ore farming.

-TEC affects stat transfer on weapons when you break them. When you break a weapon at the forge, the raw weapon you get back gets a certain percentage of stats from the previous weapon. The percentage is based on your rank and the TEC you had on the weapon before you broke it.

-If you break a weapon in battle, it is gone forever. This includes the raw weapon. Don't waste weapons until you get to a shop that sells raw weapons.

-Many rare ores are only gotten a few times per game by breaking the weapons of other characters. My strategies will be primarily geared towards weapon breaking opponents, than towards straight out killing them. Besides, if you can weapon break them, you can easily kill them. Don't worry if you missed any, because you have the option of doing a new game+ after beating the game (see section at end of walkthrough).

-The bait and block method is used to get characters to attack you while blocking. This reduces the DUR on their weapons so that you can break them. All you do is take your finger off block for a split second and put it back on.

-I use north, south, east, and west interchangeably with up, down, left, and right. I do this depending on my mood.

-You can add effects and special attacks to weapons by imbuing them with combo items. You need to imbue certain combinations of these items to get certain results. I don't know what does what, but I know a few good ones:

Push-button - This item will give any weapon a "DUR breaker" special attack. DUR breaker does not inflict damage on anything except an opponent's weapon (if they have one).

Tool - Some translations refer to this as the "legendary javelin". I think it looks like a tool, so I'll describe it as such. It gives bow weapons the "pierce" effect. Arrows will pass through and damage all targets in their path, instead of just the first target they hit. You won't think much of a bow

until you can take out an entire group in just a few shots.

-No matter how much you forge and upgrade a weapon, your rank for that weapon type can only go up as high as the highest ore you forged and are currently working on. If my highest ranked weapon is forged with a rank 5 ore, no matter how many things I do to this weapon, my rank will only go upto 5. If you want rank 9, forge weapons with rank 9 ore and work on those.

-If you can't get all the ores and items in the FAQ in your first play through, don't worry about it. The important thing is to make a good DUR breaking weapon to do it next time in new game+

-If you made a weapon you plan to keep, you should imbue it with ore #40. This ore gives you the following stat bonuses per ore used:

+45 ATK

+30 DEF

+10 AGI

+30 DUR

Remember that you only have 3 imbue slots. Make sure your weapon has both a special attack and an effect that you want.

-To know if you cleared all the obstacles in a dungeon, The hero will do a victory pose and shout "Yatta!" right before you exit the dungeon (works from any exit)

-Money making tip from Jackson of GameFAQs: After beating the game, harvest ores from Tram, Jade, and Tier. Make weapons from these ores. Rank 9 ores sell for 5,000b alone, but forged, ore #39 and #40 weapons sell for 55,000b and 65,000b each!

Now some of my weapon recipes that you might want to aim for:

Muramasa:

First make a sword with ore #24. Break it when you're at least rank 5 and you got the sword to 255 TEC, then reforge the sword with ore #35. Your new weapon will convert damage to HP and it looks like a samurai sword. It also has a wind-based special attack. Focus on boosting ATK and DUR since this weapon is primarily offensive.

DUR breaker bow:

Start with an ore #28 bow. If you want, Break it at rank 5 and 255 TEC and reforge it with a higher ore. Then imbue it with a tool combo item for "pierce" effect. Get your bow rank as high as possible and use the middle forge option to upgrade your bow's durability. Around 500 DUR is pretty sufficient. The "pierce" effect makes leveling a lot easier for your bow.

Alternately, make a bow with an ore of your choice and imbue it with a push button and a tool combo item.

III. Walk through

Blond girl - Murno
 Teacher - V. E.
 Blue bird coat man - Jade
 Bow kid - Tier
 Cortez - Bostaph
 albino kid - Lemmy
 dragon summon girl - Anise
 evil woman - Gillan (actually a man)
 Bozo the clown - Pike
 Squinty-eyed guy - Tram

++++
 +++++Day 00++++
 +++++

When you start a game, the first thing you name is your main character, and the second thing you name is your nick-name (I think).

```
-----
|Boss - V. E.      |
|60hp             |
|drops:           |
-----
```

After the opening, you start off fighting V.E. with just your hammer. Beat her because it's easy and you need to progress. Then some other random scene occurs where some old guy drops dead in front of you 2 and V.E. gets some wierd triangular pendant from his corpse!

When you regain control, go left to the next screen where you see a mine garded by a villager. Go south from here and then in the next screen go right past the shop to the next screen. The shop keeper will stop you and hand you your first ore (an ore #1) and your first raw weapon (some refer to these as shape-stones).

```
-----
|Item Shop                |
-----
|Buy                      |Day unlocked|
-----
|bandage                  75b|  Start  |
|Kicker potion           100b|  Start  |
|Klotzen potion          200b|    8    |
|Med kit                 8500b|   11   |
|Red note pad            85b|  Start  |
|return stone            100b|  Start  |
|red pendant             150b|  Start  |
|charm                   150b|  Start  |
-----
|Forge                      |Day unlocked|
-----
|Bandage                  30b          |  Start  |
|                          1 x leather  |          |
|                          1 x leaf     |          |
|Red note pad            50b          |  Start  |
|                          1x Brown paper|          |
|                          1x Stick     |          |
```

+2 Atk Ring	200b		Start	
	2 x repair stone slivers			
	1 x ore # 1			
+3 +1 DEF Atk Ring	400b		2	
	2 x repair stone slivers			
	1 x ore # 3			
+3 ATK +5 DEF Ring	600b		3	
	2 x Repair Stone slivers			
	1 x ore # 5			
+2 DEF Bracelet	200b		Start	
	2 x repair stone slivers			
	1 x ore # 1			
+1 ATK +3 DEF Bracelet	400b		2	
	2 x repair stone slivers			
	1 x ore # 3			
+1 ATK +6 DEF Bracelet	600b		3	
	2 x Repair Stone slivers			
	1 x ore # 5			
+2 AGL Boot	200b		Start	
	1 x leather			
	1 x ore # 1			
+1 DEF +2 AGL Boot	400b		2	
	1 x leather			
	1 x ore # 3			
+5 DEF +1 AGL boot	600b		3	
	1 x Leather			
	1 x ore # 5			

Continue right. Here you'll run into Seige and his fellow Brush heads. I'll refer to all of them as brush heads because I cannot pick Seige out durring battles. Anyway, after a dialogue, a kid with white hair chases them off. Go right and you'll see V. E. waiting for you at your house. Go inside and go up to the doorway to reach your forge.

You get to make a sword. Then your GB shows up and runs away. Follow him/her/it into the dungeon north of your house.

Let's talk a little about the first town. The town has 2 parts. Your house is in the eastern part of town. the western part has the shop. you can't buy much here and for now it's cheaper to return to bed back at the forge. Before I explain the dungeons and your leveling/grinding that you'll be doing in this game, let's continue with the walk through! In the eastern part of town, there's a path to the left of your house which goes north to the outside world. Once you made your first sword, you'll want to go up there and start fighting. The good news is you'll get to fight. The bad news is you'll only get to fight one slime for now before the dialogues start again (they are fairly long).

After killing the slime, you meet up with a kid dressed as a 19th century paperboy with glasses. A scene follows where your hero gets a closer look and discovers the kid is a girl (there was a heart icon in the dialogue. We'll just assume our hero "had a peek" if you will!). Anyway, you and the kid/girl go your separate ways and you head back to town. She drops what looks like a cocoon. You get a choice here, but i'm not sure if it is relevant to the game-play. Go south into town and go left.

There, you meet up with the brush heads. They have green hair which makes me believe they just wear stiff grass on their heads (maybe it's some form of defense or camouflage?). They knock off the kid's hat and reveal the kid is a blond girl named Murno. After some dialogue, you get another choice here.

Either option leads to a boss fight.

```
-----  
|Boss - Brush-head|  
|100hp           |  
|sword:    20dur |  
|drops: ore 1   |  
-----
```

Not much to this fight. He carries the same sword you have, so he has the same ore you start with. Block his attacks and counter when possible. If he still gives you grief, try and hit him in the air by getting him to jump and slashing him before landing. if you jump, bosses will commonly jump with you.

After that, brush head and his twin brother beat you up. then for some reason you summon your GB (wait, when did it become yours if it was still running wild in the canyon?), and your GB fights brush head for you.

```
-----  
|Boss - Brush-head|  
|100hp           |  
|Axe:         40dur |  
|drops:       |  
-----
```

He doesn't drop anything, so breaking his axe is not worth your trouble. Your GB can make short work of this guy. Just fight him.

After this fight and another scene, you find yourself in your house. Exit the house and talk to V. E. Choose the first option to fight your GB (Probably some taming ritual or something). HP and strategy vary depending on who you picked. Just make sure you healed up at the forge before the fight (sleep in the bed).

After that, another dialogue and the intro cut scene where it introduces all the characters. The 4 of you watch the cut scene and get confused but then shrug it off. V. E. introduces everyone to everyone else and we probably learn here that the girl you rescued is Murno. Then we get a night scene. Night scenes allow you to talk to certain characters. The choices you make don't really affect much, except for the last one.

```
++++  
++++Day 01++++  
++++
```

Back at your forge, V. E. gives you another ore to forge. You have to break your sword (second to last option at the forge) and remake it with your GB. Then save your game and go upstairs. Another long dialouge where Murno falls out of bed and talks to you and your GB. Then V. E. comes into the room and probably scolds you for being a peeping tom or something (she likes to hit you and will do so throughout many dialogues). When you regain control, go right and you will get a scene with the bratty kid. He'll drop his hammer.

After the scene, go to the shop and go talk to the green man in the upper room. After that scene, go west of town to the mine carts. Here you should see a scene with a bratty kid and an albino kid named Lemmy (where you return the hammer). After that scene you should be able to go to the dungeon (left of side your house and go north).

Side-quest:

However, let's get some stuff in town! Go back to the shop and talk to the guy with a yellow hat. He'll give you a blue stone (wind elemental combo item) for an ore #1. You can pick these up later in the first dungeon if you want. After that, go up past the counter into the next room. Talk to the man for a dialogue. Now leave.

Side-quest:

Go to the right and down the stairs. You should see a man down there. Talk to him and pick the first option to get a raw spear. He wants a spear forged with ore #1. Give him the spear when you're done and he'll give you an ore #2.

Cat hunt:

Talk to the woman in the yard to the right of your rival's house. A cat will show up in the dugneon (I'll point out where later on)

The first dungeon is up the path to the left of your house

```
-----  
|First dungeon - canyon      |  
|Enemies:  1,2,3,4          |  
|Treasure:  raw axe, 300b   |  
|crates:   leather, brown paper, 1b |  
|grass:    leaves, sticks  |  
|Drill rocks: ore #1, worms, |  
|           repair stone slivers |  
|Targets:  ore #4          |  
|ores:    #1 (drop from monsters 2 and 3 |  
|           and from drill rocks)      |  
|           #2 (drop from monster 4)   |  
-----
```

Here is the first point in the game where you can ore-farm. Enemy 1 (green slime) drops repair stone slivers. You can use them to forge gray sharpening stones later on. Enemies 2 (green armadillo) and 3 (Green spinning saw-bot) drop ore #1 commonly. Monster #4 (purple flying dog) drops ore #2 rarely.

Go up and left of the entrance for a chest with 300b and continue left to the 2 bridges.

You'll see another Dialogue when you reach 2 bridges to the left of the entrance. Cross one and one of them will collapse. If you picked the good one, you'll be fine. If you picked the bad one, you'll fall into the mine shaft.

once you get to the other side, you fight a boss.

```
-----  
|Boss - Mecha mage|  
|300hp           |  
|drops: raw drill,|  
|           Fish hook |  
-----
```

This guy is pretty easy. No weapons to break! Just use your sword and hit him as much as possible.

Either way, you have to go down there for yet another dialogue with bratty kid.

After the dialogue, you can break stuff or leave, it's up to you. The exit is right in the middle of the room. When you get outside, you'll be on the other

side of the bridges. Go back to town and repair/rest before proceeding further. Also set your GB spells (Hit start and go to the second option from the top) so you can summon your GB for the next fight.

When ready, make your way north and then back to the right where you'll come across 2 more bridges. This time bratty kid falls through the bridge. After the dialogue and creepy music plays, you'll fight another boss.

```
-----  
|Boss - Mecha knight          |  
|          300 hp             |  
|drops: raw sword,           |  
|          gray sharpening stone|  
-----
```

You can't seem to hit him with ore #1 weapons. However, your GB can! If you didn't set the summon GB spell (gold person icon in the GB menu), you can die and your GB should come save you. Otherwise, use the gold person spell when you get tired of doing 1 DMG to it. Another boss with no weapons to break.

After the battle, bratty kid comes back up and gives you another dialogue. Now go down the hole in the bridge cause there's treasure down there!

Down the whole you'll be back in the mine shaft. There's rocks to drill for ore (I hope you made a drill from the last boss's raw weapon), a treasure chest with a raw axe in it.

When you get back up to the surface, you might have noticed that target above the second set of bridges. When you have a bow weapon, come back here and shoot it. A blue-haired girl will come up to you and present you with an ore (in this case, an ore #4).

Go back if you want to farm more ores or make new weapons. Using the 255 TEC trick, you should reforge your weapons twice this way with each new ore you can get. Don't do this with rare ores until the end of the game or until you're sure you want to use them.

Now lets go back to where we were! Cross the second set of bridges and you'll come across a blue triangle. This will restore your health once per dungeon visit. Use it wisely! Go north from there and face yet another boss.

```
-----  
|Boss - Mecha Guard          |  
|450hp                       |  
|drops: raw spear, band-aid  |  
-----
```

When he's blue, attack him with your sword. When he's red, switch to your GB. The end!

Moving on, beat this guy and you'll get another dialogue with bratty kid. take the fruit off the tree and you'll get yet another dialogue with bratty kid and he'll take your fruit (and sometimes gives you a cat mask)! Back to town!

Side quest:

If you fought enough, you might have acquired some repair stone slivers. These are thin gray rocks dropped by slimes (monster #1) and found in drill rocks. If you have some, you can trade one with the old lady to the right of the shop, for a brown paper. You can also trade one with the guy at the back of the shop (the one we talked to last time for a dialogue), for a green stone combo item which

imbues wind elemental properties on a weapon.

Cat hunt:

If you talked to the woman in the yard to the right of your rival's house, you can find a cat in the same room as the raw axe. If not, go talk to her now and then go back up there. It's the second set of bridges you need to go down in order to find the cat. It will be by the waterfall. Talk to it and it will come with you. Go back to the woman to get a worm as a reward.

Clear dungeon:

If you cleared every breakable obstacle in the canyon, talk to the old man to the left of the shop for an ore #2. From this point on, each town you visit will have one of these old men. I won't point him out every time because he is always in the same place in each town. After completing a dungeon, you can go to the old man in any town and you'll always get the same rewards.

OK, after doing some more farming and upgrading to ore 2 weapons if you want, go home and rest. Then go back to the mine carts (west or left of town) for another scene. This time you fight Lemmy.

```

-----
|Boss - Lemmy          |
|178hp                 |
|sword: 70dur          |
|drops: ore #2         |
-----

```

If you forged and equipped a few weapons and have good HP or even equipped some items to your GB skill slots, try to get him to break his sword for an ore #2. It will take a long time of course, but the ore is a rare drop and you've probably only picked up only 1 or 2 of them if you didn't spend 10 hours farming them. Once the weapon breaks you automatically win! Just switch weapons when your DUR gets low using the L button (you did equip 3 weapons first I hope!).

The fight is over and now bratty kid gives you medicine to give to Murno, so let's go back home! Go upstairs and talk to V. E. to get another dialogue and a night scene. Anyway, I have no idea what they do except flesh out the plot (which is in Japanese which I can'tread!). Pick an option and a character shows up to talk to you. there's onethat's important, but that's at the end of the game and we'll save that one forlater. Anyway after the night scene dialogue, you wake up with your GB in the forge room. No, you don't literally wake up with it next to you! You guys are sick! Wha..oh yeah, you end up in the forge room and you can make repairs and rest (do so!). Now go down into the main room for another dialogue. Murno is better and now wearing her signature black and white dress. The hero tells her she looks nice and V. E. gets jealous. More talking ensues and they both leave. Go out of the house for yet another dialogue with bratty kid. You get a choice at the end. Pick the top option and he leaves and goes north. Anyway, our next destination is the western mine shaft.

```

+++++
+++++Day 02+++++
+++++

```

Note: At this point, if you're playing a new game+, you can now go back to the fishing spot and pick up your transfer weapons.

Speaking of fishing, you can play a fishing mini-game at the fishing hole. The fishing hole is a screen to the right of the mine north of town.

```

-----
|Fishing                                     |
-----
|Pink stone combo item                     50p|
|Red stone combo item                      50p|
|Blue stone combo item                     100p|
|Green stone combo item                    100p|
|Good Rod                                  500p|
|Super Rod                                 2000p|
-----

```

Side Quest:

To the right of your forge house is a small boy. He'll trade you a dumpling for a piece of brown paper.

Side Quest:

Talk to the girl on the bridge to the right of the shop and she'll sell you a battery for 200b.

Side Quest:

Talk to a girl in back of the shop. She will trade you a lighter for an ore #3.

Cat hunt:

Go to the train station to find a girl there. Talk to her and a cat will appear in the mine. However, you cannot get the cat until later on, because it is behind a locked door. Bring her cat back and she gives you a small bomb.

```

-----
|Second dungeon - western mineshaft      |
|Enemies:  5,6,7,8,9,10,11,12           |
|Treasure:  raw knuckle, 400b           |
|crates:  leather, brown paper,         |
|         dumpling, 3b                  |
|grass:  leaves, sticks                 |
|Drill rocks:  ore #3, worms,           |
|         repair stone slivers          |
|Targets:  ore #4                       |
|ores:  #3 (drop from monster 9 and     |
|         from drill rocks)             |
-----

```

First thing to note is that the door north of you won't open. It thinks it's a wall. The ore dropping enemy here is the walking chain-chomps (a Super Mario 3 reference for you youngsters!). It's enemy 9 in the book. Let's go left for yet another short dialogue with your GB. Go south in the new area and go down the ladder/steps. To your right you should see 3 drill rocks you can farm for ore #3. Go south from here. You'll notice a bow target to the right of the next ladder you see. When you get a bow, come back here to practice some archery. Hitting the target gets you some dialogue with some blue-haired girl. There's also more drill rocks here. anyway, go down the ladder and go right until you see another ladder, then climb up. You'll then come to another boss.

```

-----
|Boss - Mecha dog                          |
|500hp                                      |
|drops:  yellow potion,                   |
|         gray sharpening stone|
-----

```

Easy yet again! It can shoot and it can pounce. Attack with any weapon you want. If things get bad switch to GB.

When that's over, go get the chest for a raw knuckle! Now you can make a knuckle weapon. Now leave the mine.

Before we go on, make note of this place. You can very easily farm ore #3 here. Just go back in and drill the drill rocks, then leave. Simple!

When you get back out, you meet up with a blue guy dressed in a feather jacket (sorta like Squall from Final Fantasy 8). There's another dialogue and you're sent back to town. Go back home and the blue guy will introduce himself to V. E. as Jade. V. E. will scold you again and talk some more. Then go outside and the brush heads are beating up Murno again, this time over her pendant. They leave and the dialogue goes on. Go to the house next door for a short dialogue where our hero sees Lemmy in the back of the shop. Go out and you'll run into bratty kid for another short dialogue.

Go south of town from here to yet another dungeon, but wait! What have we here A purple circle we can't access due to a guard. So lets go left! We have come back to the exit of the western mine!!! It's even easier to farm now!

OK, let's go on! The guard won't let us pass south or east, so we have to go back. Hmm... Remember that door that thought it was a wall? Let's see if it changed it's mind! Go back to the western part of town and back north to the mine entrance. Go inside and go up north in the first room. Now we can enter that door!

Inside the new room, you'll notice some boxes and perhaps another cat (if you talked to the girl at the train station) in the upper left corner. Talk to the cat. Then go right for another short dialogue with Jade. Go further right and open the chest for 400b. Then go right into the next room and up/north for another scene.

It's the brush heads again! This time they brought a 3rd guy. After the creepy music, they awaken the angry god of dump trucks! The third guy acts as a sacrifice, but our hero won't have that, and challenges the angry sentient vehicle to a duel!

```
-----  
|Boss - angry god of dump trucks |  
|700 hp                          |  
|drops: bomb item                 |  
-----
```

Oh come on! Another wasted junk heap! He has 2 attacks: claw jab and a drill. The claw jab can be blocked if you need to. The drill takes a long time to get ready, so you can probably take 50 of his HP off while you wait, and then block.

Another dialogue and another choice. Pick the first option and everyone leaves except Jade and brush head #3. Go back to town and heal up, then talk to brush head for another battle:

```
-----  
|Boss - Brush-head|  
|280 hp / 80 dur |  
|drops: ore #3   |  
-----
```

He has a spear and is a real pain to weapon break. His spear does a special attack that shoots out a water wave. This costs him a few DUR each time he uses it, and it's slow and easy to block. He also has a bomb attack which he uses rarely. This can do a lot of damage to you. If you see the bomb, get some distance and get ready to jump over it. Don't bother blocking it. His normal attacks are dangerous if not properly blocked. He can twirl his spear at will for 3-4 hits. He will not attack if you sit there and block and will not always attack you if you just stand there. The AI is more concerned with countering, so the best tactic is to strike once and block immediately. Also note that his spear is of ore #4, yet he drops an ore #3.

After beating him, Leave the mine and go back to the forge house in town for another dialogue. I picked the top option to each question and they left me alone.

Clear dungeon:

If you cleared every breakable obstacle in the mine, talk to the old man to the left of the shop for an ore #7.

Cat hunt:

Go to the train station to find a girl there. Talk to her and a cat will appear in the mine behind the door to the north of the entrance screen. Bring her cat back and she gives you a small bomb.

Side Quest:

In the shop you'll find an old man who gives you a raw drill he wants an ore #3 drill. He gives you a water tank for it.

Go and strengthen your weapons. Forge and reforge stuff and talk to Jade (the blue guy with the feather jacket in case you forget) when you're ready. He's gonna fight you when you pick the first option.

```
-----  
|Boss - Jade      |  
|350 hp          |  
|Knuckle:  80 Dur |  
|Drill:    120 Dur |  
|drops:   ore #4(2)|  
-----
```

Again, beating him is easy, but breaking his weapons is more useful. Make a good drill out of an ore 3. Reforge it a few times till you get a gold weapon. Don't block when he has the drill out. He can take 5-7 DUR from one of your weapons for every DUR he uses with the drill. Get him to block you with constant drill slashes. If he switches to fist, switch to something else and just block him until he switches back, then get away and drill-hit him to get him to block. If/when his HP goes down too low, swap in your GB and just block. He should waste a good 20-30 DUR fighting the GB. If he gets really low on HP, give him distance and he should eventually heal himself.

After the fight is a night scene. Wake up the next morning to fight V. E.

```
+++++  
+++++Day 03+++++  
+++++
```

```
-----  
|Fishing          |  
-----  
|Battery Combo item      150p|
```

Pink stone combo item	50p
Lighter Combo item	150p
Red stone combo item	50p
Blue stone combo item	100p
Green stone combo item	100p
Good Rod	500p
Super Rod	2000p

V. E. is waiting for you outside the house. Talk to her and choose the second option to fight her.

Boss - V. E.	
480 hp	
axe: 86 Dur	
Spear: 80 Dur	
drops: ore #6(2)	

You can block her axe for a while with a strong weapon like another axe. you can also try to drill-hit her and get her to block. Her spear is a pain. The best way to deal with her spear is to block and unblock to bait her into an attack, but you need to be quick against the spear twirl attack. Fighting her for just a quick kill is relatively easy.

After this fight, rest/repair and then go to the shop. You'll stop by the big blue sword for a moment. Check inside the shop and you'll find some new items for sale such as a green stone. These stones aren't ores. I'm gonna call them return stones. In almost any dungeon or battle ground, you can use one to go back to the last town you visited. To go back to that dungeon talk to the green sword and choose the first option.

Side Quest:

Go left from your house up the stairs and talk to the woman there. If you have any extra dumplings, you can trade her one for a nectar.

Side Quest:

Buy a kicker potion (the red one) in the shop. Outside the shop to the right of the southern gate is an old woman. She'll trade you the potion for an ore #6.

At the fishing hole, there is a guy in yellow who will buy leaves at 20b a piece. Take advantage of this if you need cash.

Don't forget to check the fishing hole for new items!

When ready, talk to V. E. and Murno to leave. They will go with you and you will go south of town.

Woods south of home town	
Enemies: 10,11,12,13,14,15	
Treasure: raw bow, +10 ATK boot,	
battery	
crates: leather, brown paper,	
dumpling	
Stumps: Sticks, leather, worms	
Fruit trees: rotten fruit, cherries,	
nectar	
grass: leaves, sticks	

```
|Drill rocks: ore #5, worms,      |
|           repair stone slivers  |
|Targets: ore #6                  |
|ores: #5 (drop from monster 13 and |
|           from drill rocks)     |
-----
```

Go right to the purple circle on the ground and hit it with your hammer to activate it. You're back at the exit to the mine btw. Anyway, now you can go south and explore a bit. You'll come across fruit trees which you can harvest with your spear, and tree stumps which you can cut with your axe. Head south down the hill. Go left then down the ladder. Go right and down the next ladder. Finally go left into the cave.

Inside you'll meet a girl with a bow. she introduces herself as Tier. Pick the first option and she'll take 200b and play some kind of game with you to get you through the mine. Go past all the holes on this floor and go to the bottom right of the room. Go Up from there to the top right corner to get a raw bow from the chest. From the chest, go south down the first hole you see and you'll see Tier again. Follow her to the right into the doorway.

She'll be below you to the right, but that's a ways away. Go south down the first hole to reach a boot accessory that will give you +10 ATK when equipped. Then go back north and up the ladder to get back up. Go past the first hole and keep going south for a chest with a battery. Now go past the first hole and take the one to the right of it. You'll meet Tier again and she'll be south of you. You'll be under mine support bars. Follow her down and to the left into another doorway. In the next room you'll come out next to a door with gold-colored rocks. Go into that doorway to exit the cave.

Outside you'll get another dialogue and then get confronted by a Lion thing. Approach it and you'll get to kill it!

```
-----
|Boss - 4-eyed lionvark |
|550 hp                 |
|drops: shiny red star |
-----
```

Careful, he breathes fire! When he goes into the air and fills his chest up with air, run and get some distance from it! He'll breathe fire next and it will hurt! his other attack is a small fire breath which does a little damage and can be blocked.

After the fight, go right to reach a target for another ore #6. then go back and talk to Tier again.

Next you get another dialogue. Pick either option and the same thing happens. you get some time to rest and repair before you get to fight Tier.

```
-----
|Boss - Tier           |
|450 hp                |
|bow:      80 dur      |
|sword:    80 dur      |
|drops: ore #7(2)     |
-----
```

She has ore #7 so weapon break her. It's very easy to do so. Just put up a

strong weapon and block for the entire fight she will constantly attack with bow and sword until both or broken or you are dead. Nothing special other than that.

After the fight, you get another dialogue. Use a stone to go back and heal (you did buy return stones right?), or continue on. Go south to exit and you'll reach Tier's town.

```
-----
|Item Shop                               |
-----
|Buy                                     |Day unlocked|
-----
|bandage                               100b|  Start   |
|Kicker potion                         200b|  Start   |
|Klotzen potion                        300b|    8     |
|Med kit                               9000b|   11    |
|Red note pad                          150b|  Start   |
|return stone                          150b|  Start   |
|red pendant                           150b|  Start   |
|charm                                 150b|  Start   |
-----
|Forge                                  |Day unlocked|
-----
|Bandage                               30b      |  Start   | |
|   |                                  1 x leather |         |
|   |                                  1 x leaf   |         |
|Kicker potion                         60b      |  Start   |
|   |                                  2x Berry  |         |
|   |                                  1x Medical Grass |         |
|Red note pad                          50b      |  Start   |
|   |                                  1x Brown paper |         |
|   |                                  1x Stick   |         |
|+3 ATK +5 DEF Ring                   600b     |  Start   |
|   |                                  2 x Repair Stone slivers |         |
|   |                                  1 x ore # 5 |         |
|+6 ATK ring                           800b     |    4     |
|   |                                  2 x pink repair stone sliver|         |
|   |                                  1 x ore # 8 |         |
|+1 ATK +6 DEF Bracelet               600b     |  Start   |
|   |                                  2 x Repair Stone slivers |         |
|   |                                  1 x ore # 5 |         |
|+3 ATK +4 DEF Bracelet               800b     |    4     |
|   |                                  2 x pink repair stone sliver|         |
|   |                                  1 x ore # 8 |         |
|+5 DEF +1 AGL boot                   600b     |  Start   |
|   |                                  1 x Leather |         |
|   |                                  1 x ore # 5 |         |
|+3 ATK +3 AGL Boot                   800b     |    4     |
|   |                                  1x Grey Leather |         |
|   |                                  1 x ore # 8 |         |
-----
```

Go into the shop and you'll meet Tier's mom and run into Jade again. Apparently he's prepared a forge room for you here. Pick the first option during the dialogue and Tier runs off.

Let's explore the town! To the left of the forge and shop house is a gnome

juggling logs. He won't say much now. Keep going left and you'll reach the mine train tracks.

Clear dungeon:

If you cleared every breakable obstacle in the forest, talk to the old man at the train to the left of town for an ore #6. You can also go back to the first town and talk to the old guy to the left of the shop to get the prize.

Side quest:

At the mine tracks is a woman looking for an ore #5 bow. She'll give you a raw bow to make one for her. Giver it to her for yet another ore #6.

Side quest:

On the way to the mine tracks you'll pas by a girl on a bridge. she'll sell you a toy key combo item for 350b.

Cat hunt:

In the forge house/shop, you'll see a man in the bottom right corner. talk to him and you can find a cat behind the next mini boss. Return it for a raw bow.

Behind the purple house on the bottom right, is a hidden path. It leads to a man who will buy nectars for 50b a piece.

To the east (right) of town is a new area we will explore next!

```
-----  
|Woods east of Tier's town      |  
|Enemies: 16,17,18,19,20,21,22,23 |  
|Treasure: Pink stone combo item, |  
|         lighter, green note pad |  
|crates: leather, brown paper,   |  
|         dumpling                |  
|Stumps: Sticks, leather, worms  |  
|Fruit trees: rotten fruit, cherries, |  
|         nectar                  |  
|grass: leaves, sticks           |  
|Drill rocks: ore #5, worms,     |  
|         repair stone slivers   |  
|Targets: ore #7                 |  
|ores: #5 (drop from monster 22 and |  
|         from drill rocks)       |  
-----
```

Not much is new here. The path forks with the southern path leading to a dead end and the northern path leading to a target, treasure, and cave. The treasure is a pink gem which will give your weapon a fire property if imbued in it. The chest is also hidden in the trees to the right of the lake.

Go into the cave. Go south and to the right and you'll soon come across a doorway. Go inside and heal at the blue triangle. go in further to face a mini-boss guarding 2 chests (and maybe a cat if you talked to the guy at the forge house).

```
-----  
|Boss - green giant robot |  
|880 hp                   |  
|drops:                   |  
-----
```

His attacks are projectiles, a homing shot and a fish slam into the ground for close range. The key to this battle is staying close range and just attacking. when he gets ready to hit the ground, be ready to jump to avoid the shock wave. After that battle get the 2 chests and get out of there. You get a lighter and a green notepad. Go back to town and rest and reforge. You're gonna need it!

Now go back to the cave and go back to the doorway, but go past the doorway instead of going inside. You'll walk around the pillar where the door is, and go back left. then go up and back to the right to a doorway leading outside. Out there you'll find Tier being attacked by 2 guards. Either choice will initiate a fight.

```
-----  
|Boss - 2x Guards   |  
|Guard A 550hp     |  
|spear: 75 dur     |  
|Guard B 500hp     |  
|bow: 75 dur       |  
|drops: ore #5(2)  |  
-----
```

These guys are not worth the trouble to weapon break. They only carry ore #5 which you should have plenty of by now. Since bows are ranged, Guard B will constantly attack. Just block until he's broken or isolate him and take him out first. Guard A will almost never block, preferring to counter when possible. Your HP should be over 500 by now so you shouldn't have too much trouble if you just go in and fight.

After the fight you get another dialogue. Pick either option and head back to town OR you can also return to where the green robot was to fight him again.

```
-----  
|Boss - green giant robot |  
|880 hp                   |  
|drops: Small bomb       |  
-----
```

Same strategy as before (same monster). This time you get something for your troubles!

OK, now back to town. First you'll run into Lemmy and bratty kid. Another dialogue and they run into a house below you which you can't go inside.

Clear dungeon:

Go to the mine tracks in Tier's town and talk to the old man there. If you cleared all the obstacles in the eastern woods, he'll give you an ore #7.

Cat hunt:

If you talked to the man in the shop here, you may have found cat behind the green robot. Return it for a raw bow.

Go into the forge/store house and you'll get another dialogue with some guy with a mushroom hair cut and the rest of your friends. You approach Murno and do or say something which really creeps her out and she leaves. After the dialogue is another night scene.

+++++

```

-----
|Fishing                                     |
-----
|Battery Combo item           150p|
|Pink stone combo item       50p|
|Lighter Combo item          150p|
|Red stone combo item         50p|
|Water tank combo item       200p|
|Blue stone combo item       100p|
|Green tile combo item       200p|
|Green stone combo item      100p|
|Good Rod                     500p|
|Super Rod                    2000p|
-----

```

Now you can fight the green robot in that cave as much as you want, but you must walk back to town to reset him. Note that return stones do not reset dungeon items and/or events. You have to walk back to town or walk back from town after using a stone.

Time to leave town. This time go south of the store/forge house and enter the southern forest.

```

-----
|Woods south of Tier's town          |
|Enemies:  24,25,27,28                |
|Treasure:                               |
|crates:  leather, brown paper,       |
|         dumpling                     |
|Stumps:  Sticks, leather, worms      |
|Fruit trees: rotten fruit, cherries, |
|         nectar                       |
|grass:   leaves, sticks, medical grass |
|Targets: ore #10                     |
|lores:   #4 (drop from monster #27)  |
-----

```

First hit the purple circle. These circles are teleporters which take you to the exit of each town. Here you can fight monster #27 (green tanks) which drop ore #4. They're a rare drop, so you might have to hunt for a while to get a few.

To the left over the lake is a target. Hit it from the side to get an ore #10.

When you're ready, go south to reach the canyon.

```

-----
|Canyon south of Tier's town          |
|Enemies:  26,29,30,31                |
|Treasure:  ticket, button combo item, |
|         raw knuckle                 |
|crates:   grey leather, brown paper,  |
|         ticket, crayfish             |
|Stumps:   Sticks, leather, worms      |
|Fruit trees: rotten fruit, cherries,  |
|         nectar                       |
|grass:    leaves, sticks, medical grass |
-----

```

```
|Drill rocks: ore #8, worms,      |
|           repair stone slivers, |
|           pink repair stone slivers|
|ores: #8 (drop from monster 30 and |
|           from drill rocks)      |
-----
```

Go south down the ladder and east to the next screen. If you have a knuckle weapon, you can move the boulders to get the treasure here. Move the bottom boulder all the way right. Then go up and move that boulder up into a the notch. Then go right and move that boulder to the right. Finally go down and move that boulder down into the notch. Get the chest for a ticket and then go east from the maze to fight another mini-boss.

```
-----
|Boss - evil armor/Dullahan |
|1100 hp                    |
|drops: green powder,      |
|           yellow powder   |
-----
```

This guy is VERY slow. Just use your sword and keep double slashing (rapidly mash B). I forged a sword with ore #8 at this point.

Behind the boss are 2 chests containing a raw knuckle and a button combo item. Button combo items give any weapon you want the DUR breaker special attack. If you have some money to spare later on, forge a good bow with high DUR and use it on this weapon by imbuing it. Imbuing is done with the second option at the forge. You need a certain rank in that weapon type to unlock it.

This guy regenerates so you can fight him as much as you'd like. Just go back to town and walk back.

Go back west to the first screen of the canyon. Go south down the ladder and south to the next screen. Go south and then east (right) for a scene with V. E., Jade, and Tier. Eventually Tier joins you. Continue east and then south down the ladder. The next screen is a boss group fight.

```
-----
|Boss - 2x ghost, head ghost |
|Ghost:           800 hp      |
|head ghost:     950hp       |
|drops: gray sharpening stone,|
|           500b             |
-----
```

These annoying little guys can turn almost invisible and have an annoying saw blade attack. The saw blade attack can be blocked and a well placed hit will disrupt it. They can be hit when invisible and can be found by their shadow and small hats. The head ghost can fly higher than the screen at times.

After the battle is a short dialogue and then you're back in control. Welcome to:

```
-----
|Woods south of Tier's town Part II |
|Enemies: 24,25,26,27,28           |
|Treasure:                          |
|crates: leather, brown paper,     |
-----
```

```

|      dumpling      |
|Stumps: Sticks, leather, worms |
|Fruit trees: rotten fruit, cherries, |
|      nectar      |
|grass: leaves, sticks, medical grass |
|lores: #4 (drop from monster #27) |
-----

```

Nothing to harvest here so just go south into the city.

```

-----
|Weapon Shop      |
-----

```

```

|Buy              |Day unlocked|
-----

```

```

|Any raw weapon      1500b| Start |
|Grey shaperning stone 200b| Start |
|Blue Sharpening Stone 600b| 8     |
|Yellow Sharpening Stone 1000b| 11    |
-----

```

```

|Forge              |Day unlocked|
-----

```

```

|Grey Sharpening stone 50b | 5 |
|      2 x pink repair stone sliver| |
|      2 x Repair Stone slivers | |
|Blue Sharpening stone 200b | 8 |
|      5 x pink repair stone sliver| |
|      5 x Repair Stone slivers | |
|Yellow Sharpening stone 333b | Final |
|      1 x Grey Sharpening stone | Dungeon |
|      1 x Blue Sharpening stone | |
|Small bomb 150b | Start |
|      2 x lighter combo item | |
|      1 x brown bag | |
|bomb 300b | 8 |
|      2 x lighter combo item | |
|      1 x Small bomb | |
|Big bomb 300b | 11 |
|      2 x Small bomb | |
|Green Bomb 400b | 8 |
|      1 x Nectar | |
|      1 x Bomb | |
|      1 x Green Powder | |
|Yellow Bomb 400b | 8 |
|      1 x Nectar | |
|      1 x Bomb | |
|      1 x Yellow Powder | |
|Blue Bomb 400b | 8 |
|      1 x Nectar | |
|      1 x Bomb | |
|      1 x Blue Powder | |
|red Bomb 400b | 8 |
|      1 x Nectar | |
|      1 x Bomb | |
|      1 x Red Powder | |
|Ore # 9 500b | Start |
|      5 x ore # 1 | |
|Ore # 12 600b | 5 |
|      1 x ore # 10 | |
|      1 x ore # 11 | |

```

Ore # 22	960b		8	
	1 x ore # 8			
	1 x ore # 14			
	1 x ore # 20			
Ore # 24	1040b		9	
	1 x ore # 22			
	1 x ore # 23			
Ore # 32	1600b		Final	
	1 x ore # 30		Dungeon	
	1 x Blue Glasses combo item			
-1 ATK -1 DEF -1 AGL				
ring #1	5000b		5	
	1 x +2 ATK ring			
	2 x Yellow Powder			
-1 ATK -1 DEF -1 AGL				
ring #2	5000b		5	
	1 x +3 ATK +1 DEF ring			
	2 x Blue Powder			
-1 ATK -1 DEF -1 AGL				
ring #3	5000b		5	
	1 x +3 ATK +5 DEF ring			
	2 x Green Powder			
-1 ATK -1 DEF -1 AGL				
ring #4	5000b		5	
	1 x +6 ATK ring			
	2 x red Powder			

|Item Shop |

|Buy |Day unlocked|

bandage	100b	Start	
Kicker potion	200b	Start	
Klotzen potion	300b	8	
Egg	500b	8	
Curry	800b	9	
Plate of rice	1200b	11	
MedKit	9000b	Final	
		Dungeon	
Red note pad	150b	Start	
return stone	200b	Start	
red pendant	150b	Start	
charm	150b	Start	

|Forge |Day unlocked|

Bandage	30b		Start	
	1 x leather			
	1 x leaf			
Kicker potion	60b		Start	
	2 x Berry			
	1 x Medical Grass			
Klotzen potion	75b		8	
	1 x Gold Berry			
	1 x Medical Grass			
	1 x Brown Nectar			
Egg	120b		8	

	1 x Blue potion		
	1 x gold egg		
Curry	180b		9
	1 x White bag		
	1 x Blue potion		
	1 x gold egg		
Plate of rice	240b		11
	1 x Brown bag		
	1 x White bag		
	1 x Blue potion		
Medkit	3000b		Final
	2 x plum		Dungeon
	1 x White paper		
	2 x Blue potion		
Red note pad	50b		Start
	1 x Brown paper		
	1 x Stick		
Red Pendant	50b		5
	1 x White paper		
	1 x Garlic		
	1 x Nectar		
Charm	50b		5
	1 x White paper		
	1 x Brown nectar		
	1 x blue potion		
+6 ATK ring	800b		Start
	2 x pink repair stone sliver		
	1 x ore # 8		
+7 ATK +2 DEF +1 AGL			
Ring	1000b		5
	2 x pink repair stone sliver		
	1 x ore # 11		
+17 ATK +8 DEF Ring	1600b		8
	2 x pink repair stone sliver		
	1 x ore # 20		
+20 ATK -5 DEF +2 AGL			
Ring	1800b		9
	2 x pink repair stone sliver		
	1 x ore # 23		
+25 ATK Ring	2000b		11
	2 x pink repair stone sliver		
	1 x ore # 27		
+30 ATK Ring	2200b		Final
	2 x pink repair stone sliver		Dungeon
	1 x ore # 30		
+3 ATK +4 DEF Bracelet	800b		Start
	2 x pink repair stone sliver		
	1 x ore # 8		
+2 ATK +7 DEF +1 AGL			
Bracelet	1000b		5
	2 x pink repair stone sliver		
	1 x ore # 11		
+8 ATK +17 DEF			
Bracelet	1600b		8
	2 x pink repair stone sliver		
	1 x ore # 20		
-5 ATK +20 DEF +2 AGL			
Bracelet	1800b		9
	2 x pink repair stone sliver		
	1 x ore # 23		

+25 DEF	Bracelete	2000b		11	
		2 x pink repair stone sliver			
		1 x ore # 27			
+30 DEF	Bracelete	2200b		Final	
		2 x pink repair stone sliver		Dungeon	
		1 x ore # 30			
+3 ATK +3 AGL	Boot	800b		Start	
		1 x Grey Leather			
		1 x ore # 8			
+1 ATK +3 DEF +5 AGL					
	Boot	1000b		5	
		1 x Grey Leather			
		1 x ore # 11			
+2 ATK +3 DEF +5 AGL					
	Boot	1600b		8	
		1 x Gold Leather			
		1 x ore # 20			
-2 ATK -5 DEF +7 AGL					
	Boot	1800b		9	
		1 x Gold Leather			
		1 x ore # 23			
+10 AGL	boot	2000b		11	
		1 x Gold Leather			
		1 x ore # 27			
+15 AGL	Boot	2200b		Final	
		1 x Gold Leather		Dungeon	
		1 x ore # 30			

Note that there is a weapon shop here that sells raw weapons at 1500b a piece. Some ores are more profitable when forged into weapons. You can sell weapons at weapon shops by choosing the second option and the second option from there. An ore # 8 sells for 200b, but an ore #8 sword sells for 2000b. Subtract the cost of the raw sword, and that's 500b profit.

Go down to the star intersection and you'll run into bratty kid again. You can only go west and south from here for the time being. West of here is the train tracks again. These trains are non-functional for the entire game btw.

If you picked up any grey leathers, you can sell them to the man here for 100b a piece.

Go south instead and then go west to the castle for another dialogue

Inside you'll meet some new characters. Some long-haired guy with glasses I'll refer to as the professor and Lemmy's mother are here to greet your party. Later you'll be transported to your new quarters where you'll meet a big dark-skinned guy. Try to leave and his daughter comes down the stairs and talks to your GB. After the scene, you'll be free to explore the town.

Clear dungeon:

Talk to the green old man at the bottom right of town, next to a blue house. He'll give you a four-leaf clover combo item if you cleared all the breakable objects in the forest north of town. You can complete this earlier if you stop and go back before the cutscenes above.

Side Quest:

Before you leave, talk to jade to get an envelope. he wants a weapon with over 35 ATK. Easy enough to do! Go to the weapon shop and buy a raw axe for 1500b and forge it with ore #8 or better. Give that to him for a red medal combo

item.

Side quest:

There's a blue house above the bell tower in the lower right corner of town. In here, there is a man who will trade a button combo item for a red pendant charm. you can buy the pendant charm in the shop to the right of the lottery place. The woman wants you to make her an ore #8 knuckle. She'll give you a switch combo item.

Cat hunt:

In the lower right corner of town by the stairs is a red house with an old woman inside. Talk to her. Then go back to where you fought Dullahan. Fight him again, and get the cat. Bring it back to her for a syringe combo item.

Side quest:

Outside the lottery is a girl who will sell you a button combo item for 800b.

Side quest:

Go to the southern gate. In that park area on the left side is a young girl who'll give you a gray leather for a nectar.

Let's start with where we are now because this place is a bit bigger than we're used to. Your house is in the north-east corner of town. the house next door is where Lemmy is set up, but you will not see him and you can't really do anything there yet.

South of this section is the shopping area. You'll find a weapons shop, a lottery house, and your standard item shop. The weapon shop has a sword sign next to it. The lottery house has a wheel sign next to it, and the item shop is next to that building.

```
-----  
|Lottery          |  
|1st ore #10      (1x)|  
|2nd Push button combo item (2x)|  
|3rd red powder   (3x)|  
|4th Klotzen potion (4x)|  
|5th rotten fruit (10x)|  
-----
```

The lottery is a good place to get free items. I won some button combo items, powders, fruit, sticks, and even an ore #10 from it. One day someone will have a complete list of items. Remember those yellow tickets you found in the crates in the last dungeon? Those tickets can be exchanged for random items here.

West of the shopping area is the castle. A few screens south of the castle is another canyon dungeon which I haven't named yet. South of that is the southern town entrance.

East of the shopping area is the town mine. We'll be heading here next.

```
-----  
|eastern city mine |  
|Enemies: 32,33,34,35,36,37,38 |  
|Treasure: raw axe, bomb, |  
|          +6 ATK ring accessory, |  
|          Toy key combo item, |  
|          Syringe |  
|crates: gray leather, brown paper, |  
-----
```

```

|          ticket, crayfish          |
|Stumps: Sticks, leather, worms    |
|Fruit trees: rotten fruit, cherries, |
|          nectar                    |
|grass: leaves, sticks, medical grass |
|Drill rocks: ore #8, worms,        |
|          repair stone slivers,    |
|          pink repair stone slivers|
|Targets: ore #10                   |
|ores: #8 (drop from monster 38 and  |
|          from drill rocks)        |
-----

```

First thing you'll notice is that there are 2 doors: one open one that leads outside and a closed one that will remain closed for a while. There's only one choice obviously!

Outside, go all the way right first and get the chest for a raw axe. Next, go down the ladder then go right again and down the other ladder. Eventually you'll see a bridge on your left. Cross it and get the chest for a bomb item. Go back across and further down. Then go left and up. Eventually you run back into your old friends the brush heads!

```

-----
|Boss - 2x brush heads|
|brush head A 560hp  |
|knuckle:    70 dur  |
|brush head B 580hp  |
|spear:      80 dur  |
|drops: ore #9(2)   |
-----

```

Keep some strong and durable weapons handy cause these guys are easier to kill than they are to weapon break. For the first round, just block and the guy with the knuckle will wear himself out. Next is the guy with the spear. As a spear guy, you have to bait and block him to get him to attack. If you don't want the ores, you can just finish them off manually.

To the left of the cave is a target. Hit it for an ore #10.

Recover if you need to and go up into the cave. Inside, go right and get the chest for a +6 ATK ring accessory. Then go down the ladder and south to the next room.

Here you'll meet Bozo the clo..I mean Pike. Pike is apparently evil. After pike walks away, Tier comes down and laughs at him because clowns are funny.

Anyway, take out your drill and drill the wall where the rocks are discolored, to find 2 chests with a toy key and a syringe. Now go back out and go down and to the right to face Pike in the next room.

```

-----
|Boss - Pike        |
|700 hp            |
|axe:    95 dur    |
|sword:   80 dur    |
|drops: ore #10(2) |
-----

```

He's just a big meat-headed attacker. Just keep some good high durability

weapons on hand and a good healing spell equipped. Then just sit back and block until each of your weapons are dulled to less than 10. If you can last that long, you'll get 2 ore #10s for your trouble. Watch out for his paralysis bombs!

After that battle, you get to meet the rest of the evil cast. Bostaph is the crazy guy with an evil black mustache. Gillan is the evil older woman, and Anise is the evil purple-haired girl. We'll see more of them when they give us more cool ores to work with! Hehehehe!!

Anyway move along people! There's nothing to see here! Time to go back to the city.

clear dungeon:

Talk to the green old man at the bottom right of town, next to a blue house. He'll give you a pair of shoes combo item if you cleared all the breakable objects in the eastern mine.

You'll get another dialogue and a night scene when you get back to your forge house.

+++++
+++++Day 05+++++
+++++

Fishing	

Battery Combo item	150p
Pink stone combo item	50p
Lighter Combo item	150p
Red stone combo item	50p
Water tank combo item	200p
Blue stone combo item	100p
Green tile combo item	200p
Green stone combo item	100p
Light bulb Combo Item	250p
Key combo item	250p
Good Rod	500p
Super Rod	2000p

Lottery	
1st -10 DEF ring	(1x)
2nd red medal combo item	(2x)
3rd Blue medal combo item	(3x)
4th Gold medal combo item	(4x)
5th stick	(10x)

Side quest:
Find the girl outside your forge house and she'll give you a tool combo item for 1000b. This item gives bows a piercing effect which makes arrows go through multiple targets if in range. Imbue this item to a bow of your choice.

Cat hunt:
Talk to the old lady in the orange house again. Her cat is lost in the woods we'll be going to soon, at a part of the woods where your path is obscured by trees and you'll find 2 chests. Return the cat for a blue book combo item.

Side quest:

Go back to your home town and play the fishing game to the right of the mine. Get 250 points (don't worry, points accumulate after each round) and buy a light bulb from the guy for 250 points. Then go all the way back to the city and look for a green guy in the item shop. Talk to him and he'll trade you another ore #6 for the light bulb.

*Mansion job:

Go to the mansion and talk to the Lemmy's mom on the left. In the woods, find a demon monster thing that's red and blue (monster #46) and kill it. Then go back to her for a pink star combo item.

*If you want this job, DON'T TALK TO THE MAN AT THE FRONT DESK BEFORE TALKING TO HER!

Next go to the item shop and talk to the clerk. Your GB will get a package. When you leave the shop you'll get another brief dialogue. Head back to the forge house for another scene. V. E. runs off. Go back to the shopping area and you'll run into the professor for another dialogue. From here, go to the southern entrance.

```
-----  
|southern forest |  
|Enemies: 39,40,41,42,43,44,45,46 |  
|Treasure: Med kit, green bomb, 500b |  
|crates: gray leather, brown paper, |  
| ticket, lobster, blue potion, |  
| White paper |  
|Stumps: Sticks, leather, worms, |  
| garlic |  
|Fruit trees: rotten fruit, cherries, |  
| nectar, brown Nectar |  
|grass: leaves, garlic, medical grass, |  
| sticks |  
|Targets: ore #12 |  
|ores: #7 (drop from monster 43) |  
| #11 (drop from monster 46) |  
-----
```

Hit the purple circle with your hammer and head south. On the next screen you'll meet some trolls.

```
-----  
|Boss - 3x trolls |  
|blue: 700hp |  
|red: 900hp |  
|yellow: 800hp |  
|drops: button, red sand, |  
| Yellow bomb |  
-----
```

These guys are a bit tough. I just went right in and started wailing on them with my sword. When you can, jump away to get some space and try not to get surrounded. Once you kill one of them, it gets easier and you can get some time to heal. They each have some type of special power. The red one goes berserk and the blue one heals. I guess the yellow one casts status spells but I cannot be sure.

This dungeon has 3 different encounter areas. The first screen only has enemies 39, 40, and 41. The next 3 screens have 39, 40, 41, 42, 43, and 44. The area right outside Death's cave

Go east from here and smash the crates, cut the grass, chop the tree stumps, clean your room, do the dishes...you get the idea! Anyway, take a moment and do some hunting. Look out for monster #43 (the blue wolf). His rare drop is ore #7 which you can also get from fighting Tier. I'm not sure what it's special effect is, but it has one!

East of here you'll see a treasure chest near some fruit trees. You'll also run into another scene where your group has caught the 2 brush heads that ambushed you earlier. Lemmy wants to kill them, but Jade persuades him not to. Keep going south but before you leave the screen, notice the 2 stumps blocking a path leading into the trees. Go up into the trees to reach the chest for a med kit.

Now we'll leave the screen from the south. In the next screen are more tree-hidden paths and 2 chests containing a green bomb and 500b. Follow the left dirt path to get them. Take the right path to leave the screen.

Another dialogue. Tier appears hurt. V. E. wants revenge! They leave. Continue south. Hit the target by standing on the ladder and shooting from the side. you'll get an ore #12 for your troubles. Also hunt for a blue and red demon thing (monster #46) for some ore #11. The demon seems to only spawn at the Death's cave entrance.

You should go back to town if you want to finish some side quests.

Side quest:

Talk to the bratty kid and make him a weapon with over 30 DEF. If you have some ore #10, you can forge a drill with it, or you can use that ore #12 from the target shoot to make him an axe. ore #10 is rare. You can also get ore #11 for a drill in the next dungeon and then make the trip back. The reward for giving him the weapon is a red scroll combo item.

Side quest:

If you found some ore #11 by now (kill a few monster #46 or go ahead into the cave and hunt for some), Go to the market area and talk to the man by the statue left and below the weapon shop. Buy a raw sword and forge him an ore #11 sword for a coil combo item.

You can finish the cat side quest and the monster job side quest (if you found a monster #46 and killed it in the woods)

Clear Dungeon:

Talk to the old man in the city again (the same guy you talked to after clearing the last dungeon). If you cleared everything in the southern woods, he'll give you a green book combo item

*Mansion Job:

If you finished the monster job, you can take on another job. Talk to the man at the front desk of the mansion. He'll give you a job to kill 10 slime monsters in Death's cave. Slime monsters here are monster #51. Your reward is a pink tag combo item.

*If you talked to the man at the front desk before taking on the demon killing job, you have to finish this job before you can take on the demon killing job

At this point you can make ore #12 at the weapon shop by fusing ore #11 with ore

#10. you can also make ore #9 with 5 ore #8

Then go down into the cave!

```
-----  
|Death's cave |  
|Enemies: 46,47,48,49,50,51,52,53,54 |  
|Treasure: ticket, 300b, egg, |  
| purple star combo item, |  
| pink tag combo item |  
|crates: gray leather, brown paper, |  
| ticket, lobster, blue potion, |  
| White paper |  
|Stumps: Sticks, leather, worms, |  
| garlic |  
|Fruit trees: rotten fruit, cherries, |  
| nectar, brown nectar |  
|grass: leaves, garlic, medical grass, |  
| sticks |  
|Drill rocks: ore #11, worms, |  
| repair stone slivers, |  
| pink repair stone slivers|  
|Targets: ore #12 |  
|ores: #11 (drop from monster 46, 54 |  
| and from drill rocks) |  
-----
```

Here's a good spot to do some leveling. You got new ores, new monsters, and best of all they regenerate every time you leave an enter the cave! I spent a day leveling here in order to get my sword and drill up. I'm now 20,000b richer, and I filled up on return stones, potions, and gray sharpening stones! a good tip is not to sell your gray leathers in the normal shops. There's a guy at the train station that will buy all of your gray leathers for 100b a piece!

Anyway, once you're leveled up nicely in the early to mid 20s, Head south down the ladder. You'll notice the path splits. Now follow my instructions VERY carefully! Take the right path first. When you see the discolored wall, drill through it for a blue healing triangle and a chest with a ticket inside. Continue going right from here and go down south. You'll come across another discolored wall you can drill through. Inside you'll get a purple star and 300b. Hit the target inside as well for an ore #12. Go south from the wall before continuing right. If you end up going north a screen and hit another path split, GO BACK!

Before we venture into the next dialogue, let me tell you why I call this place death's cave. Inside is a very special mini-boss that to my knowledge requires a special trick to beat. To date, nothing I have hit him with has done anything more than 1 dmg per hit. That includes elements and spells. He's a much harder version of a boss found in the first bonus dungeon of Summon night: Sword craft story 2. If you insist on fighting him, save first and then go back to the entrance of the cave but this time take the left fork and follow the path down and to the right. You may want to take a blindfold and a cigarette with you because I have no strategy for this guy as of yet!

Update: I figured it out!

```
-----  
|Boss - Death |  
|2000 hp |
```

```
|drops: blue bomb |
-----
```

Before taking this guy, make sure you can summon your GB in battle. Your GB can hit him. It might be necessary to wait until you have the powered up form of your GB first, but I don't think it's necessary. Anyway, summon your GB and attack with it. Keep the GB alive so you can summon it as many times as necessary to beat this guy (or at least bring him down to under 100 HP).

After the battle get the chests for an egg and a pink tag. Also keep in mind that this guy re spawns every time you leave and enter the dungeon from town.

Anyway, if you followed my directions from the previous sections, you should reach another dialogue. The evil gang has captured Murno. You and the GB say some stuff to distract them long enough for Murno to escape. Anise and Pike go after her and Gillan stays to fight you.

```
-----
|Boss - Gillan      |
|900 hp            |
|Claw:      75 dur |
|bow:       70 dur |
|drops: ore #12(2)|
-----
```

Sit and block her until she breaks both weapons. Just watch out for her poison bomb attack. She'll run away or try and gain some distance before using it usually. You'll have to jump to avoid it. You can also bait and block her to hurry the wearing down of her weapons.

After the fight Lemmy charges in and is angry with you (who's side is he on anyway?) Then they both leave. Go back to town and repair/heal up.

Clear dungeon:

If you managed to clear this dungeon of all obstacles (check by going back to the entrance and leaving), go back to one of the old men and you'll get a blue glasses combo item for your troubles.

Then go down south from here where Murno ran off. She's caught again it seems. Anise summons her fire dragon. Pick the first option and the thing shoots a fireball at you and you teleport to the other side of the dragon. Now you get to fight Anise.

```
-----
|Boss - Anise      |
|950 hp            |
|spear:    90 dur |
|sword:    85 dur |
|drops: ore #13(2)|
-----
```

Now this drop is more like it! She doesn't have a bomb attack, and her dragon attack, though insanely powerful, is easily avoided. Just get enough space to get under the dragon's head or even behind it's neck when it shows up. In the meantime, block and bait her and she'll easily waste her time and DUR.

After the fight, Murno tries to commit suicide by jumping into the waterfall. You catch her and plunge to your deaths while everyone watches.

+++++
+++++Day 06+++++
+++++

Eventually you wake up in prison. Try to leave and you'll get another dialogue. Choose the first option to speak to Murno and the second option to speak to your GB. Next morning you get escorted out. A guard zaps your GB with a stun gun. Then you meet the warden and his squinty-eyed assistant (no really, he has small eyes that he closes quite often). Seems Anise framed you for something (I always knew she was a rat, look at how she dresses like Mickey Mouse!) After some talking, the warden takes you into a new forge house. It looks like some kind of penal colony, so I'll call this town the penal colony.

According to others, the squinty-eyed assistant is named Tram. I will call him that throughout this FAQ.

Anyway, now we must answer a few questions. The answers are:

- 1) 3rd option
- 2) 2nd option
- 3) 3rd option

Then he gives you something and tells you to go make something at the forge. you just have to talk to the forge and you'll automatically forge whatever it is and give it to him. You never get to see it. Instead, you get thrown back in your cells.

After some yelling and screaming, you check the door to your cell and find that someone left it open and clobbered the guard! Go to the right cell and you'll find it's empty. Murno WAS there. Now go to the left cell and you find it's locked. Well we don't see any obvious keys anywhere and you can't use any weapons here. You're gonna be scratching you head on this one for a while! When you're ready, the answer is a little cryptic. Go to the bottom left corner and you'll see a pot object on top of a box. Go up to it and examine it to take it. Now go back to the left cell and you'll get your hammer out of the stew pot, and open the cell door. Inside is your GB! Now lets leave this place!

Guards are everywhere watching you! Don't worry, they don't move so it's not a stealth puzzle or anything serious like that. There are just certain ways you're not allowed to go. From the prison, go right and north. In the next screen, go north and you can only take the left fork, so just keep going north until you reach a house. Inside the house is a forge room. Remember this spot! Go inside and rest and repair/reforge your weapons. Then go back outside and continue right and north to the next screen.

|Water Tower |
|Enemies: 55,56,57,58,59,60,61,62 |
|Treasure: ore#14, red bomb, |
| blue bomb, ore #15 (2x), |
| Gray coil combo item, |
| Egg, gold scallop, |
| Blue star combo item, |
| 450b, |
| -10 ATK -10 DEF +5 AGL |
| boot accessory |
|crates: gray leather, brown paper, |
| stick, gold scallop, |
| pink repair stone slivers, |
| gray repair stone slivers, |


```
|      ore #14      |
|lores: #14 (drop from monster 60, 62, |
|      and from crates)      |
|      #10 (drop from monster 62)      |
-----
```

First thing to notice are the 3 buttons. You have to hit them with your hammer to activate them. Hit the green button to get at 5 crates. Go back and forth from this dungeon to harvest some ore #14 and improve your weapons a bit.

Enemies here can inflict a rust condition on your weapons. Just like poison it only lasts as long as the battle, but instead of affecting HP it affects DUR. Also, return stones do not work here.

When you're equipped, hit the yellow triangle button to the right to get across the pond. When you're across, hit the pink button on the other side to get the chest for another ore #14. Then go north into the door. The doors are hard to see in this dungeon, so keep a close eye on the walls.

Inside you'll run across Tier. Pick the first option and you'll be sent back to the beginning of the dungeon. Pick the second option to fight her.

```
-----
|Boss - Tier clone|
|1040 hp          |
|bow:      85 dur |
|drops: ore #16   |
-----
```

Bait and block for this battle. All she has is a bow, but her AI is less aggressive than Tier's previous one.

When you're done with this battle, continue north through the door. Now you'll reach the infamous ice puzzle that has stumped many a GameFAQs poster. If you run on the ice, you always slide either up, down, left, or right. However, you can walk diagonally on ice. You have to "walk" and not run. you can change your default animation in the settings, or you can hit whatever button it is that changes your walking speed. If you speed up, then your default is already set to walking, and your finger might be getting cramped on the button to run. If you slow down, then your default is running.

Okay, first slide up to the top right corner of the ice platform. Then walk diagonally towards the clear spot down and to the left. If you slide over to the left from that spot and go down, you realize you could've just taken the left path and slid right to get to that spot. We went this way to practice diagonal sliding techniques. From that space, go to the bottom right tile and walk diagonally up and left from there to reach the northern path.

From that pathway, slide over the ice to the right first to get a red bomb from the chest. Then go north and to the left to the other ice patch. Slide down to the left corner of the patch and walk diagonally up and to the right to get the chest with a blue bomb. Go north through the door.

Inside the room is clear, but just as you're about to leave, your GB stops you and tells you to go back. Suddenly you see Jade and V. E.. Talk to them and choose the second option to fight them. Before fighting however, make sure your weapons are at full DUR and your spells are good and charged.

```
-----
```

```
|Boss - 2x V. E. and Jade|
|      clones           |
|Jade      1100hp      |
|knuckle:   80 dur    |
|V. E.     1000hp     |
|Axe:      100 dur    |
|drops: ore #16(2)    |
-----
```

Take 2 strong high DUR weapons to this fight and just block. Get distance when you need to heal or change weapons, by jumping over them. They have aggressive AIs which will attack you mercilessly no matter what. Summon your GB to help wear them down.

Continue north to enter another room with a switch puzzle. First hit the green switch to get the crates, then go up and find your way to the second group of switches. There, hit the pink button and make your way back around and up for a chest with an ore #15. From here go north to the next screen.

Another ice puzzle! First go to the top of the ice patch and slide right. Then slide down and follow the clear path to the right, underneath the divider. Get the 3 chests for a gray coil, an egg, and a gold scallop. From there, slide back to the left onto the ice-free spot and walk diagonally up and to the right to reach the path to the next ice patch.

On this ice patch, slide left and then up and to the right to reach a chest with a blue star item inside. Then go back left, down, right, and to the right again. From the right side of the patch, slide up and left to reach the door.

In this room, you meet with Murno. You have 2 possible fights here. For the first question pick the second option like usual, then you'll eventually get another choice to make. For the second choice, pick the first one to face a clone of your GB, or pick the second one to face a clone of yourself.

```
-----
|Boss - GB clone |
|hp varies      |
|drops: ore #16 |
-----
```

Fights just like your GB would. Your GB starts the fight off, and if he/she/it cannot finish in time, or gets defeated, you get sent in.

```
-----
|Boss - Hero clone|
|1150 hp          |
|sword:   80 dur  |
|Spear:   90 dur  |
|drops: ore #16(2)|
-----
```

For his sword, just keep bait and blocking and it will wear itself down. It's spear is tough, but bait and blocking is still effective.

In the next room is another switch puzzle. First hit the green button and make your way down to the bottom platform. To the left of that platform is a chest with 450b. Go back and hit the pink button and follow the path to another set of buttons. hit the yellow button and make your way as far down as possible, and then to the left under the divider for 2 chests. One is empty and the other contains a boot accessory that adds +5 to AGL and -10 to both ATK and DEF. Then

go back up and go north.

You're gonna start running into a big fish enemy occasionally. This is monster #62. it drops the common ore #14 and the rare ore #10. If you have some recovery items and sharpening stones, you might want to hunt them a bit.

This ice puzzle is pretty simple. Take the right path and slide up and then left. Go to the bottom left corner on the clear patch you end up on, and slide back right to hit the notch. Then slide up. From here, slide right and go to the bottom right corner of the clear patch you end up on and then slide left and up.

Now for another ice puzzle. First go all the way to the right. If you slide up, you'll notice a narrow path leading to a chest. To get it, you should line yourself up so you're on the right side of the hole in the ice and almost touching that side as you slide up. In the chest is an ore #15. Now go back down and notice the clover-shaped stain on the ice. Line up with it and slide up. You should hit the bottom of an ice hole. From there slide left and then up. Now find and go through the door and prepare for another boss fight.

Inside you'll run into Anise and Tram. Tram will summon a blue dragon. Pick either option and your GB will transform into his/her/its super form! Then your new GB starts the battle.

```
-----  
|Boss - water dragon |  
|3000 hp             |  
|drops: ore #16     |  
-----
```

He's BIG! Don't let his HP scare you though. Just keep attacking his head. He has a few attacks to watch out for. His water breath attack can be viscous, but if you stand under his head and just keep jumping and hitting, you'll avoid that just fine. His water vortex attack is a spell, so watch for the screen to get dark. His head will come down in the middle of the field and roar first, then his claws will show up. Get to the edge of the field and keep running in that direction so you don't get pulled in. His last attack is him jumping up and diving down, and then flying up. If you see it, just stand where his head used to be, and when it's over, go over to the other side and attack his head again. I was able to finish him off with the GB doing 96 DMG per hit. If you lose, you can finish him yourself anyway.

My stats were 1029 HP and lvl 28. My GB had 1005 HP and lvl 28 at this point.

After the fight you get another night scene, and then get sent back to the forge house.

```
+++++  
+++++Day 07+++++  
+++++
```

```
-----  
|Item Shop           |  
-----  
|Buy                 |Day unlocked|  
-----  
|All Raw weapons    |1500b|   Start   |  
|bandage             |100b|   Start   |  
|Kicker potion      |200b|   Start   |  
|Klotzen Potion     |300b|   Start   |
```

Med kit	9000b	11	
Sharpening Stone	200b	Start	
Red note pad	150b	Start	
red pendant	150b	Start	
charm	150b	Start	
Green bomb	1600b	Start	
Yellow bomb	2400b	Start	
Blue bomb	1600b	Start	
Red bomb	2400b	Start	

Forge		Day unlocked	
Bandage	30b		Start
	1 x leather		
	1 x leaf		
Kicker potion	60b		Start
	2 x Berry		
	1 x Medical Grass		
Red note pad	50b		Start
	1x Brown paper		
	1x Stick		
Red Pendant	50b		Start
	1 x White paper		
	1 x Garlic		
	1 x Nectar		
Charm	50b		Start
	1 x White paper		
	1 x Brown nectar		
	1 x blue potion		
+10 Atk +5 DEF Ring	1200b		Start
	2 x repair stone slivers		
	1 x ore # 14		
+15 Atk Ring	1400b		Start
	2 x repair stone slivers		
	1 x ore # 12		
+5 Atk +10 DEF Bracelet	1200b		Start
	2 x repair stone slivers		
	1 x ore # 14		
+15 DEF Bracelet	1400b		Start
	2 x repair stone slivers		
	1 x ore # 12		
+5 DEF +5 AGL Boot	1200b		Start
	1 x Grey leahter		
	1 x ore # 14		
+7 AGL Boot	1400b		Start
	1 x Grey leahter		
	1 x ore # 12		

You're still stuck in the penal colony, but now you have access to a shop and some houses. The shop is in your forge house and it sells raw weapons, gray sharpening stones, healing items, save items, and bomb items. There's also a guy in front of an old broken house who will buy your gold scallops for 200b a piece!

Side quest:

Talk to the guy in the lobby of the forge house and he'll trade you another ore #13 for one of your ore #15s.

Side quest:

Talk to the kid outside the forge house and trade him a gray leather for a blue vial.

Cat hunt:

Go to the house in the north east corner of town. There's a woman outside the house. Go inside and talk to the kid. Now go to the southwest corner of town and look for a circle of trees with a cat in the middle. Return the cat for an ore #13.

Side quest:

Go to the south entrance to town (by the prison) and talk to a man there. He wants an ore #17 axe. He'll give you another ore #13

Go back up north to the water temple area and you'll run into the warden and Tram. Murno goes with them to the upper entrance. Follow them to reach the fire tower.

```
-----  
|fire tower |  
|Enemies: 63,64,65,66,67,68,69,70 |  
|Treasure: ore #17, blue bomb, |  
|           Gray bomb, egg(2x), |  
|           ore #15, ore #17, 500b, |  
|           green scroll combo item, |  
|           ore #18, ore #13, |  
|           blue scroll combo item, |  
|           red star combo item, |  
|           -10 DEF bracelet accessory |  
|crates: gray leather, brown paper, |  
|         stick, |  
|         pink repair stone slivers, |  
|         gray repair stone slivers, |  
|         ore #17 |  
|ores: #17 (drop from monster 68, 69, |  
|         70, and from crates) |  
-----
```

The main puzzle of this place is the button-guided platform. You'll come across arrow buttons which move one or more floating platforms in many rooms here. For the first puzzle, just hit the right button to move the platforms right. Go up to the next button set and hit the left button to move them back left. Then go up to the door. You'll notice it won't open, but on either side is a sword icon panel. Hit each panel with your sword and the door can then be opened.

In the next room, you can harvest crates for ore #17. You may need to make a few trips here. Also, return stones don't work here.

When you're ready, go up to the 4 buttons and hit the left button. Take the left path for a chest with an ore #17. Then go back and hit the buttons in this order: Right, right, up, right. Now you can go up from the buttons and into the next room.

This puzzle is a little tricky. you have to align all 3 platforms by using the walls. This is another point in the game where the average player will want to crush his cartridge. Here's the solution: Hit the right button 3 times and the left button twice. All 3 platforms should align. if they don't, you'll need to leave the dungeon and return to reset this puzzle.

When you've got it down, go up and to the right. You'll see a door with 2 more icon panels. The left one needs a knuckle weapon and the other needs a drill weapon to open. Hit the panels with the right weapons and the door will open. Inside you can get 2 chests with a blue bomb and another gray bomb. when ready, go back out and take the left path.

Inside you'll meet up with Tram, Murno, and the warden. After talking, unequip all your weapons except for your sword. Now talk to the warden and pick the first option to fight Tram.

```
-----  
|Boss - Tram          |  
|1200 hp              |  
|spear: 100 dur       |  
|drops: ore #18       |  
-----
```

I think you'll be able to find ore #18 later, but you might as well get it from him. I forged an ore #17 sword and used this primarily. Since he uses a spear, you should bait and block him. You should also slash him every once in a while so he blocks. Watch his HP bar and make sure it doesn't get too low. He's very weak and i was hitting him for over 130 DMG per hit and 13 DMG per hit when blocking. I use both methods to break him.

After the fight, they go up to the next floor. Follow them up through the door to the next room. To get the barrels on the island, use your spear to reach them. In here, first take the left path for a chest with an egg inside. Next take the right-most path and go under the divider for 2 chests containing an ore #15 and an ore #17. Finally take the middle path for a dialogue. You feel a tremor and everyone runs off, so go down to the next room.

Another platform puzzle >yay<. Hit the right button 3 times and go down to get the chest for a green scroll. Then hit left twice and go down that path to the bottom, but don't go into the door! Instead lets get the other chests by first hitting left twice (on the bottom set of buttons) and going up for another egg. Then hit left twice again and go up for an ore #18. Now you can go down into the next room.

Here most of the monsters drop ore #17, so if you didn't stock up on enough, hunt for them here.

To get this chest, hit the buttons in this order first: Left, up, up, up, right. Then cross to the island in the middle. On the island buttons hit right 4 times and hit down twice. Get the chest for a blue scroll and then go back and hit right 5 times. You can now cross from the path at the right. Go down to the next room.

Hit the right button 4 times to reach the chest for a red star. then go back and hit left twice to cross to the other side. Hit left 5 times and go up. Hit the left panel next to the door with a sword and the right panel with a bow. Inside are 3 chests containing a -10 DEF bracelet, an ore #13, and 500b. Hit the left arow button twice to reach a chest with an ore #18. Hit the right button twice and go down. Take the left path to reach the exit.

Inside you'll meet up with Murno and Tram along with that fire dragon again. After the dialogue, you can trek all the way back and go back to farming ores in either dungeon. If you think you have enough ores, talk to Murno to get sent out of the dungeon. Both dungeons will be locked, and the town is pretty much abandoned. Go back to the prison and open the middle cell to release Anise.

She controls the fire dragon, so she can call it off. After she slaps you in the face, she comes with you. Go back to the tower and the fire dragon will break free and shoot Tram. Tram summons the water dragon and a fight ensues.

```
-----  
|Boss - Fire dragon   |  
|32000 hp            |  
|drops:              |  
-----
```

You have control over a big powerful dragon, and what does he do? He plays patty cake! You have 2 power shots to use during this battle, so use them first to take off 4500 DMG each. The general strategy is to slap him and block. Just make sure he hits you while blocked.

After that you're congratulated and set free. You can now leave the penal colony by going left of the prison and up through the gate. You get a blue scale key item before leaving. Also make sure to hit the purple circle here. Otherwise you'll have to go back through death's cave to get back here. Now go up past the waterfalls and you'll be back in Death's cave.

When you get out of the cave, you'll get a scene with V. E. and Jade. Then Lemmy interrupts and challenges you to a duel.

```
-----  
|Boss - Lemmy        |  
|1320 hp             |  
|sword: 100 dur      |  
|Bow:    80 dur       |  
|drops: ore #19(2)   |  
-----
```

Just block till he wears out his sword. then bait and block to wear out his bow. Another aggressive AI.

After the battle Lemmy runs off (probably crying) now leave and go back to the city. On the way back you get another night scene.

```
++++  
++++Day 08++++  
++++
```

```
-----  
|Fishing              |  
-----  
|Battery Combo item   150p|  
|Pink stone combo item 50p|  
|Lighter Combo item   150p|  
|Red stone combo item  50p|  
|Water tank combo item 200p|  
|Blue stone combo item 100p|  
|Green tile combo item 200p|  
|Green stone combo item 100p|  
|Light bulb Combo Item 250p|  
|Syringe Combo item   400p|  
|Key combo item        250p|  
|Clover combo item     400p|  
|Blue note pad combo item 400p|  
|Good Rod              500p|
```

```
|Super Rod                2000p|
|Secret lottery letter    1000p|
-----
```

```
-----
|Lottery                  |
|1st coil combo item     (1x)|
|2nd sun glasses combo item (2x)|
|3rd green scroll combo item (3x)|
|4th blue scroll combo item (4x)|
|5th brown paper         (10x)|
-----
```

You can go back to the fishing spot and get the secret lottery letter for 1000 points. the secret lottery is by the eastern mine

```
-----
|Secret Lottery          |
|1st -20 DEF ring       (1x)|
|2nd pink tag combo item (1x)|
|3rd pink star combo item (1x)|
|4th red tag combo item (1x)|
|5th red star combo item (1x)|
-----
```

Next morning you're back at the city forge house. Go outside for another dialogue. Lemmy sneaks back to his forge next door. The rest of you go to the mansion for a round table discussing Murno's pendant. Bostaph shows up and says something evil. Anyway, afterwards the western dungeon is now open!

Wait, I lied! Apparently you you have to go back to the forge house to drop off Murno. Outside you'll get another dialogue with Tier and bratty kid. Then they run off.

Before we go on, there's a few things to do. Go to the train station to sell your gray leathers for more cash. Next go to the shop and notice that you can now make some new ores under the third option. Sadly we're still missing an ingredient to make ore #22.

If you managed to stay and farm some extra ore #14 and #17, now is a good time to make some cash. Ore #14 swords sell for 5,000b and ore #17 swords sell for 6,500b. That's 3,500b and 5,000b profit respectively. At this point you can make over 100,000b relatively quickly. You'll need that cash for later, but don't worry if you missed out because money will get even more ridiculously easy later on.

The shops have gotten some new things here as well:

The weapon shop now sells blue sharpening stones which recover 150 DUR each.

All the item shops have Klotzen potions for sale now.

Side quest:

Go to the weapon shop and trade one of your syringes for an ore #19. The syringe gives you an HP regeneration effect, but the one you get from an ore #24 weapon is better. If you really want another syringe, you can get some from the fishing mini-game at this point.

Side quest:

Go up the street left of the weapon shop and talk to the kid to trade him a blue potion for a ring that gives you +15 ATK. The blue potions can be found in

crates south of the city if you need one.

Cat hunt:

Talk to the old lady in the red house towards the south east of town again. Her cat is in the west gate dungeon. Return it for another ore #19.

Clear dungeon:

Talk to the green old man in the same area as the red house. He'll give you blue sun glasses if you cleared all the breakable objects in Death's cave.

Side quest:

Talk to the man in the blue house above the bell tower. He wants an ore #20 sword. Give him one for another ore #19.

*You can only do one of these jobs at a time, so complete one before taking the other.

Mansion job:

Talk to the professor in the mansion twice. He'll give you a job to do. In the next dungeon, kill a blue rock golem (monster #78). The reward is a green scroll combo item.

Mansion Job:

Talk to the man at the desk in the mansion. He'll ask you to kill 20 puppets (monster #72). The reward is a blue scroll combo item.

NOW we can go to the new dungeon!

```
-----  
|West gate dungeon |  
|Enemies: 71,72,73,74,75,76,77,78 |  
|Treasure: Gruel, -10 DEF bracelet, |  
| ore #21, |  
| blue tag combo item, |  
| ore #22 |  
|crates: gold leather, brown paper, |  
| 50b, gold scallop, |  
| white paper, blue potion, |  
| ticket |  
|grass: leaves, medical grass, |  
| brown egg, gold berry, sticks, |  
|Drill rocks: ore #20, worms, |  
| repair stone slivers, |  
| pink repair stone slivers|  
|Targets: ore #21 |  
|ores: #15 (drop from monster 76) |  
| #20 (drop from monster 77, 78 |  
| and from drill rocks) |  
-----
```

Go left and inside the cave. This is a good spot for farming ore #20. Make sure to go back to town in order to reset this dungeon. If you collected a few extra ore # 8 from the dungeon between Tier's town and the city, and ore #17 from the last dungeon, you can now make ore #22 at the weapon shop with the ore #20 you'll find here.

Notice that there is a door here (up and to the right of the entrance) that cannot be opened yet. Xmas will be coming soon! When you're ready, leave this cave and go back outside.

Go south and cross the bridge to the left. Go north and into the cave. There's a target next to the entrance you might want to shoot for an ore #21. Anyway, inside, go right and north. Follow this path around to another cave, but go left past it for now. Keep going left and then north to doorway #3. Inside you'll find 4 chests containing gruel, a -10 DEF bracelet, an ore #21, and a blue tag combo item (to the right of the entrance is a cat if you spoke to the old woman in the red house). Now go back down and to the right to the doorway I told you to pass before. Go inside of course!

Outside again, you'll see a bolder puzzle. Push the south bolder, left to the wall, then up to the wall, and finally left again so you can go up to the next bolder. Push the next bolder to the right and the next bolder to the left. Drill the collapsed mine shaft to get a chest with a ticket. Get out and push the bolder to the left.

At this point, go back to town and finish your side quests. Also drop back by the penal colony. You can get there the same way you went in Death's cave.

Side quest:

Go back to the water and fire towers and climb the steps to find a kid. talk to her and she'll sell you a bandanna and a yellow medal combo item for 1200b. These can be used on knuckle weapons for a special attack.

Use the purple circle to head back to the city. When ready, go back to the west gate dungeon and continue on.

The path splits here, and the fight changes depending on which way you go.

Left path:

To the left you'll notice a soldier and a cave man doing something. Suddenly they'll leave going north. Before we follow them, go left and drill the collapsed mine shaft for a chest with an ore #22. Now you can either push the bolder to the left and go north, or go back down and go up the path we didn't take. Either way will lead us to the boss.

Clear dungeon:

Find the old man again. This time he'll give you a motor combo item for clearing all obstacles in the west gate dungeon.

Keep going north until you come across Anise, Gillan, Chuckles, the soldier and the cave man. You get to fight the cave man AND the soldier >lucky you<.

```
-----  
|Boss - Cave man and soldier |  
|Cave man    2100hp          |  
|soldier     1400hp          |  
|bow:        80 dur           |  
|spear:      100 dur          |  
|drops: ore #22(2), 800b     |  
-----
```

These guys aren't worth the trouble. Just beat them up with your sword. The cave man has an electric eel attached to it and can cast lightning. it also has a laser attack. Both can be avoided by running away. Once he's down, the guard is pretty weak. Just be sure to avoid his red bombs or you'll get rusted. Ore #22 can be made in the shop, and fetching the materials is far easier unless you

have a DUR breaker weapon.

Right path:

Note that this may have to do with timing instead of which path you take

First you run into the caveman alone.

```
-----  
|Boss - Cave man           |  
|2100hp                    |  
|drops: ore #20(2)        |  
-----
```

kill it and continue north. Ahead you'll run into 2 soldiers.

```
-----  
|Boss - Soldiers          |  
|SoldierA: 1200hp         |  
|Fist: 90 dur             |  
|SoldierB: 1200hp         |  
|Drill: 115 dur           |  
|drops: ore #20(2)        |  
-----
```

These guys are fairly tough to weapon break, but not worth the trouble. Just kill them and move on. Ore #20 is plentiful in the dungeon anyway.

Both paths:

Afterwards, The soldier(s) run(s) away and Gillan hugs you. Actually, she/he tricks you and handcuffs you (I know what YOU'RE thinking, but no). You wake up in a cave. Gillan is smacking you around. "It" points to the bomb ready to blow up the cave if you move. Then Anise is ready to kill you with a spear while revealing their evil plans. Suddenly Lemmy comes in and zaps Anise. He chases them off and frees you. Finally he gives you back your stuff and disables the bomb. Go to the right to get your GB. Then heal and repair your stuff. When you're ready, head north for another boss battle.

Up ahead you'll see Lemmy. just before you can thank him, he gets attacked by a giant bat. Get ready to fight the bat!

```
-----  
|Boss - Giant bat         |  
|5000 hp                  |  
|drops: ore #22           |  
-----
```

Watch out for his drill attacks and sleep ray attack, but he's pretty easy to beat up.

```
++++  
++++Day 09++++  
++++
```

```
-----  
|Fishing                  |  
-----  
|Battery Combo item      150p|  
|Pink stone combo item   50p|
```

Lighter Combo item	150p
Red stone combo item	50p
Water tank combo item	200p
Blue stone combo item	100p
Green tile combo item	200p
Green stone combo item	100p
Light bulb Combo Item	250p
Syringe Combo item	400p
Key combo item	250p
Clover combo item	400p
Switch combo item	800p
Blue note pad combo item	400p
Motor combo item	800p
Good Rod	500p
Super Rod	2000p
Secret lottery letter	1000p

Lottery	
1st Yellow tag combo item	(1x)
2nd tool set combo item	(2x)
3rd bandana combo item	(3x)
4th green book combo item	(4x)
5th Garlic	(10x)

Secret Lottery	
1st -5 DEF ring	(1x)
2nd blue tag combo item	(1x)
3rd blue star combo item	(1x)
4th green tag combo item	(1x)
5th green star combo item	(1x)

You wake up and the alarm bell sounds. Go outside for another dialogue.

Cat hunt:

Talk to the old lady in the red house towards the south east of town again. Her cat is in the wind cave. Return it for another ore #21.

Side quest:

Talk to the woman in the blue house above the bell tower. She wants an ore #23 spear. Give her one for another ore #21.

Side quest:

If you got that +15 ATK ring the day before, look for a green guy between the weapon shop and lottery. He'll give you an ore #22 for the ring.

*You can only do one of these jobs at a time, so complete one before taking the other.

Mansion job:

Talk to the professor in the mansion. He'll give you a job to do. In the next dungeon, kill a green fighter (monster #84). The reward is a love letter combo item.

Mansion job:

Talk to the man at the desk in the mansion. He'll ask you to kill 30 lizards (monster #83). The reward is a tool combo item.

Make a trip back to the penal colony as well.

Side quest:

to the left of the forge house is a girl. talk to her and she'll sell you a bamboo combo item for 1500b. This gives you a slightly better healing effect than the syringe, but the ore #24 weapon is still better.

When you're ready, head for the eastern mine. V. E., Jade, and Tier will show you that the locked door is now open. Proceed to the next dungeon.

```
-----  
|Wind cave |  
|Enemies: 79,80,81,82,83,84,85,86 |  
|Treasure: ore #23(2), big bomb(2), |  
|          500b, ore #24, |  
|          green star combo item, |  
|          green tag combo item, |  
|          red tag combo item |  
|crates: gold leather, brown paper, |  
|          gold scallop, white paper, |  
|          blue potion, white bag, |  
|          ticket |  
|grass: leaves, medical grass, |  
|          gold egg, gold berry, sticks, |  
|Drill rocks: ore #23, worms, |  
|          repair stone slivers, |  
|          pink repair stone slivers|  
|Targets: ore #19 |  
|ores: #18 (drop from monster 85) |  
|          #23 (drop from monster 84, 86 |  
|          and from drill rocks) |  
-----
```

Monster #85: Green wind birds. Occasionally drop gold eggs and ore #18. Farm them in the second half of the dungeon.

Monster #84: Green fighters. Occasionally drop ore #23. Watch out for their gale punches! It's easier to farm that ore from drill rocks.

Monster #86: Green Tengus. These guys are a rare spawn with fairly high HP. They aren't frequent enough to note.

Monster #83: Green lizards. They're fast but not too tough unless they show up with Green clouds (monster #80), in which case, try not to get put to sleep or you'll end up with criticals from these guys. Some times they can sleep you without green clouds!

Go up north and you'll meet up with V. E. following a soldier. Keep going north and you'll run into a wind puzzle. The small columns carry you up and the big columns push you down. Go up and go to the right and up again to reach the bolder. Push it left to block the wind column. Now go left and get the chest here for an ore #23. You'll need these to forge another ore in town.

Go left into the next room and you'll see V. E. is being attacked by robots. you get to fight one of them.

```
-----  
|Boss - Giant red robot|
```

```
|5000 hp          |
|drops: big bomb(2) |
-----
```

If you have a good sword, just run up and keep slashing it. I was doing 101 DMG per hit at this point, but my sword also had a few AGL points modded to it. when he's low on HP he starts a 10 second timer. Kill him before it goes up.

After the scene, bratty kid and Tier come running in. They go back to town. Hit the target up north for another ore #19 then head to the next room so go left.

Go up to get a chest with a big bomb inside. Get the cat south of the chest (if you talked to the old lady). Go to the big column to go down the ledge and get some crates then go back up using the small column. If you haven't noticed yet, you can't solve this puzzle from here! This part baffled me for almost a week. I eventually used a code just to see if it was a bug or something. No matter what, you eventually end up stuck here and ready to smash your cartridge or computer.

Well, It took a while, but I did figure it out. Let's go back to town and I'll explain.

Back in town, heal up and restock. Now go to the west gate dungeon again. Remember that door that wouldn't open? Yeah, that's where we're headin! Anyway, you'll meet up with Tier at the gate. Then go in and you'll see that bratty kid got attacked. Then Tier and bratty kid run off again. Go inside the first cave and you'll run into The Joker again. Get ready for a fight!

```
-----
|Boss - Pike      |
|1700 hp          |
|axe:      120dur |
|sword:    100dur |
|drops: ore #24(2)|
-----
```

Just sit back and block. At least one of your weapons should be over 200 DUR by now. If not, go back and bring your tech to 255, then reforge with ore #23. I had a sword at 267 DUR and a drill at 129 DUR. Watch out for his paralysis bombs and heal when needed. If you want to, you can forge ore #24 later on, but you'll need ore #22 and ore #23 to do it.

Anyway, after the fight, V. E. beats up Pike and he runs away through the door. Go back to town and heal up using a return stone, then head back and go up into the newly opened door.

We're in a different part of the wind cave now. You can bash some crates for goodies if you wish. Get the chest to the left for another ore #23. Go up the ladder and into the next room.

This is also a great place to farm ore #23 (and some ore #18 if you're lucky). Ore #23 weapons sell for 10,000b a piece (8,500b profit). Use the door between the western mine and the wind cave to reset the crates and drill rocks.

Around this point you might start seeing a few monsters to make note of. The green birds (monster #85) drop gold eggs and occasionally drop ore #18. The green animal fighter things (monster #84) and the green Tengu-looking things (monster #86) drop ore #23.

If you go back to town, you can make a few new ores:

ore #9 - 5x ore #8
ore #12 - 1x ore #10 + 1x ore #11
ore #22 - 1x ore #8 + 1x ore #14 + 1x ore #20
ore #24 - 1x ore #22 + 1x ore #23

Ore #24 gives weapons a good healing effect. You win a few in the game, but if you need more, you now know how to get them.

Another boulder puzzle awaits you here but first go up and to the right into the next room. We're now on the other side of the impossible puzzle. Go up and push the boulders into the wind columns. Go to the scrape marks of the middle columns and go down to get the 2 chests for a green star and an ore #24. Now leave back out to the left.

First take the middle path and push the boulder up. Then take the upper path and push the boulder left into the column. Go down the scrape marks and go all the way left and down for 2 chests containing 500b and a big bomb. go back up to the middle path and to the left to the next room.

Get ready for a boss fight. Go back to town and heal up if you need to, then proceed north up the ladder or column. V. E. got captured by Gillan and Pike. Jade comes to the rescue and you have to fight Gillan.

```
-----  
|Boss - Gillan      |  
|1680 hp            |  
|knuckle: 95 dur   |  
|bow: 90 dur       |  
|drops: ore #24(2) |  
-----
```

Same as last time. Beware her poison bomb attacks and her knuckle throw attack. Block till her sword is broke and then bait and block till her bow is spent. Heal if necessary. If you miss, you can make ore #24 later anyway.

After the fight, V. E. knocks Gillan out briefly. Then they all run off north. Go back to town and heal, then head north with them. In this room, go north and left to reach a boulder. Go under the boulder and push it up, then push it right into the column. Go right to get 2 chests with a green tag and a red tag. Go left to the next room.

Go north and up the ladder. Keep going north into the next room. At this point, If you have the money, buy some red bombs and equip them to a GB skill slot. you'll need them later. 6 of them should be enough.

Clear dungeon:

Find the old man again. If you cleared the wind cave of all obstacles, you get an orange pendant combo item.

Keep going north until you reach the door. You'll see a scene. Soldiers captured Murno and her father. Anise Attacks the hero and tries to kill him again, but Tier fires a shot and at the last second, Murno's father moves everyone out of the way and takes the hit. Then Anise summons her fire dragon again. We get to fight Anise again!

```
-----  
|Boss - Anise      |  
|1780 hp           |  
-----
```

```
|spear:    100dur |
|sword:    100dur |
|drops: ore #25(2)|
-----
```

Block until her sword is gone. When she has her spear, run around and keep some distance. She'll use her special attack a few times and will waste a lot of DUR (assuming you know enough to run away from a slow moving fire ball). Her dragon attack is the same as last time. When her spear is at 30 DUR or less, take some swipes at her to get her to block, and attack her while she's blocking. You'll need some DUR and HP for the next battle.

After her defeat, the fire dragon tries to fry you again, but you teleport to the side. Now you fight the dragon again.

```
-----
|Boss - Fire dragon |
|6000 hp            |
|drops: ore #24    |
-----
```

He has a few attacks. Here's a strategy for them:

Fire breath - He opens his mouth. If you're under his head and jump slashing him, you're OK.

Tail slap - He'll rear back and disappear. Stay on the side his head was at! Wait a few seconds for his tail to come down. Then go to the other side to slash his head again.

Claw - if you see a flame come out of the corner of his mouth, run away and wait for it. Mid-field is a safe spot to wait, as long as you can see the claw without it hitting you.

Dragon breath - The background goes dark. Run to mid-field. It will take 50-60% of your life if you get caught!

After this fight, Anise puts the dragon away and Tier gives you a hug. Then we get a night scene. This one determines who you get to fight as a bonus battle and who you meet in the end of the game.

```
+++++
+++++Day 10+++++
+++++
```

Murno:

If you picked her, she asks you to make her a sword. You do so next morning. Unequip all weapons but your sword and choose the first option when you talk to her outside. you'll start to duel, but she'll lose control of the sword and throw it in the air. It will land next to her. Your GB will attack you. HP and strategy vary.

GB:

Next morning, unequip all but one weapon and talk to your GB outside and it will challenge you.

V. E.:

Next morning she'll give you a raw axe to make for her. Go to the forge and you will forge it. Unequip all but 1 weapon and talk to her and she will challenge you.


```
-----  
|Boss - V. E.      |  
|1800 hp          |  
|axe:      120dur |  
|drops: ore #26   |  
-----
```

If you have red bombs, use them. They can knock off a good 40 DUR at minimal HP damage. When she's standing around, slash her once to get her to block. then attack her while she blocks to take out her DUR. Do this till she reaches about 20 DUR, then if your HP is above 500, sit back and block till she breaks it.

Lemmy:

He'll challenge you outside his house next door. After the scene, talk to him at the north entrance to town to fight him.

```
-----  
|Boss - Lemmy     |  
|1750 hp          |  
|sword:   105dur |  
|bow:     95 dur |  
|drops: ore #26(2)|  
-----
```

This guy is tough! On the bright side, there's no weapon restriction, but on the downside, he has 2 weapons and you have no healing items unless you bought some and equipped them to a GB slot previously. Healing items would make the battle a lot easier. if you were smart enough to get some red bombs, use them. Basic tactics are bait and block as well slash him when he's standing around in order to get him to block. His bow has a powerful attack which you have block at just the right moment or it takes over 100 HP from you.

Jade:

Next morning unequip all but 1 weapon and talk to him outside to challenge him

```
-----  
|Boss - Jade      |  
|1700 hp          |  
|knuckle: 100dur |  
|drops: ore #26   |  
-----
```

Pretty easy. Just make sure you have a high DUR weapon and a lot of HP. then sit back and block. If you equipped any heal items or red bombs to your GB skills, you probably won't need them unless things get bad.

Tier:

Next morning Tier asks if you want to go back to her town. Pick the first option and you'll be teleported to her mother's shop. After the dialogue, go upstairs and heal/repair. Then meet her at the eastern entrance of town.

```
-----  
|Boss - Tier      |  
|1300 hp          |  
|bow:      95 dur |  
|sword:   105dur |  
|drops: ore #26(2)|  
-----
```

Use red bombs if you have them and try to get her to wear herself down. Be careful if you try to get her to block. Her AI is aggressive and prefers to attack and counter. Red bombs are most effective if she has her sword out, so use them then.

++++
++++Day 11++++
++++

Fishing	
Battery Combo item	150p
Pink stone combo item	50p
Lighter Combo item	150p
Red stone combo item	50p
Water tank combo item	200p
Blue stone combo item	100p
Green tile combo item	200p
Green stone combo item	100p
Light bulb Combo Item	250p
Syringe Combo item	400p
Key combo item	250p
Bandana Combo item	1200p
Clover combo item	400p
Switch combo item	800p
Blue note pad combo item	400p
Motor combo item	800p
Good Rod	500p
Super Rod	2000p
Secret lottery letter	1000p

Lottery	
1st Tool combo item	(1x)
2nd Sharpening stone combo item	(2x)
3rd shoes combo item	(3x)
4th green powder combo item	(4x)
5th shrimp	(10x)

Secret Lottery	
1st -5 ATK bracelet	(1x)
2nd love letter combo item	(1x)
3rd block switch combo item	(1x)
4th Yellow powder combo item	(1x)
5th blue powder combo item	(1x)

After the fight, you come back to the forge house in the city and meet up with everyone. Murno and her dad go upstairs to their room. You go upstairs to your room. When you Wake up, V. E. informs you that they were kidnapped again! Heal up and repair. Check the lottery if you have any extra tickets.

Side quest:
Man left of weapon shop wants an ore #28 drill. He'll give you an ore #25 for it.

Side quest:

Man outside mansion will trade you a switch combo item for an ore #22.

Side quest:

Go down one flight of stairs from the mansion and go right to find a girl. She'll sell you a blue book for 2000b.

Cat hunt:

Talk to the old lady in the red house towards the south east of town again. Her cat is in the Electric woods. Return it for an ore #26.

Side quest:

Talk to woman above bell tower (she's outside this time). She wants a plum and she'll give you an ore #26 for it.

*You can only do one of these jobs at a time, so complete one before taking the other.

Mansion job:

Talk to the woman in the mansion. She'll give you a job to do. In the wind dungeon, kill a green Tengu (monster #86). The reward is a sharpening stone combo item.

Mansion Job:

Talk to the man at the desk in the mansion. He'll ask you to kill 50 Gremlins (monster #82) in the wind cave. The reward is a tool kit combo item.

When you're ready, head back to the wind dungeon. Go all the way back to where we fought the fire dragon. You'll find that Murno and her Dad got captured again by those soldiers. After the dialogue they go into the door and to the electric woods.

```
-----  
|Electric woods |  
|Enemies: 87,88,89,90,91,92,93,94 |  
|Treasure: ore #27, |  
| gold tag combo item, |  
| pink tag combo item, |  
| 500b, |  
| sun glasses combo item |  
|crates: gold leather, brown paper, |  
| gold scallop, white paper, |  
| blue potion, brown bag, |  
| 100b |  
|Fruit trees: rotten fruit, plum, |  
| nectar |  
|Stumps: Sticks, leather, worms, garlic|  
|grass: leaves, medical grass, |  
| gold egg, sticks |  
|Targets: ore #28 |  
|ores: #27 (drop from monster 89, 90, |  
| 93, and 94) |  
-----
```

You can hunt for ore #27 a bit near the beginning, but be careful not to go up and trigger the next event until you're ready! When you are, go up and the prisoners will be escorted into the teleporter. You then get captured by the soldiers, but jade helps you trick them and you go into the teleporter following Murno and her dad. Go back to town if you need to heal up. Make sure your GB has it's skills set up again. When ready, go up and face 2 guards.

```
-----  
|Boss - 2x Soldiers   |  
|Soldier A   1500hp   |  
|sword:      110 dur   |  
|Soldier B   1520hp   |  
|spear:      120 dur   |  
|drops: ore #27(2)    |  
-----
```

Monsters drop ore #27 around here. You can get a few by hunting in the beginning of the dungeon. Just throw everything you got at these guys. They don't give you much breathing room. You can wear out the sword guy by just blocking. Then kill the other guy however you feel like.

After the battle, take the teleporter to the right to find the cat. You'll have to go up from that area into another teleporter before you can actually reach the cat. The cat will only appear if you talked to the old lady in the city. Take the north teleporter if you want to move on.

Eventually you'll be in a section with 2 fruit trees. Take the left teleporter. From there go left, hit the target for an ore #28, and take the teleporter. You'll find yourself in a section with a crystal below you. Go up and around the wall. To the right are 2 chests with a pink and a gold tag. Below you is a chest with an ore #27. After taking them, go up to the next section.

Here, you'll see another crystal to your right. Go up to the fork and then go right for 2 more chests containing 500b and sun glasses. Take the right fork for a mini-boss.

```
-----  
|Boss - Giant yellow robot|  
|6500 hp                   |  
|drops: gray bomb         |  
-----
```

Just keep hitting him with your sword. He's slow.

When ready, take the left fork. Go up and hit the purple circle, then proceed north to the next section.

Note that you may want to hunt for some ores here. In addition, there's a monster here that drops return stones. It's a big green skeleton and it's quite common (monster #93). The giant red and white hat things (monster #89) and the drum/scare crow looking thing (monster #90) as well as the giant plug-tanks (monster #94) drop ore #27.

How convenient! There's a town here..er WAS here. At least the forge house still works. Repair here and get ready for another boss battle. This time you fight both Pike AND Gillan. When ready go up north for another scene and the fight.

```
-----  
|Boss - Pike and Gillan |  
|Pike           1900hp   |  
|axe:           126 dur   |  
|Gillan         1520hp   |  
|bow:           101 dur   |  
|drops: ore #28(2)      |  
-----
```

These guys are easy if your HP and DUR are fairly high. I had around 1700 HP at this point (level 43). I used a low DUR drill (169 DUR) to break Pike's axe. Gillan has a bow, so block till she gets to around 50 DUR, then bait and block until she's broken.

After the fight, V. E., Jade, and Tier show up to take them to prison. Go north into the teleporter and keep going into the teleporters you see along the way, until you reach a cave. That cave is the next dungeon.

Clear dungeon:

Before you go, go back to the city and find the old man south and to the right of the bell tower. He'll give you an ore #25 for clearing the electric woods.

```
-----  
|Castle of sealed sword |  
|Enemies: 95,96,97,98,99,100,101,102 |  
|Treasure: ore #30(2), ore #26, |  
| green star combo item, |  
| blue star combo item, |  
| pink star combo item, |  
| red star combo item, |  
| Plate of rice(2), 500b(2), |  
| red tag combo item, |  
| pink tag combo item, |  
| green tag combo item, |  
| blue tag combo item, |  
| yellow tag combo item, |  
| gray coil combo item, |  
| ore #32 |  
|crates: ore #30, brown bag, 200b, |  
| white bag |  
|ores: #30 (drop from monster 100, 101, |  
| 102, and from crates) |  
-----
```

Here's a good place to do some leveling if you have a good supply of return stones. You should have a high enough rank by now to unlock the middle option at the forge for your weapon of choice. If you found a weapon you like by now, use the middle option to upgrade it's stats every 255 TEC. My sword has these stats right now:

```
ATK 152  
DEF 115  
AGL 18  
DUR 322
```

I'm at lvl 50 right now with 1997 max HP. You don't have to level this far and you could level farther if you want. Anyway, here's what you can run into:

#96 Pink dinosaurs - These guys love to inflict paralysis. Don't fight them if you don't have to.

#98 Blue centaurs - They drop return stones. Fight them whenever possible.

#99 Pink robots - They drop blue sharpening stones. Not a bad drop!

#100 Green giant spiders - They drop Curry and ore #30. They also inflict poison and sleep, as well as pair with pink dinosaurs.

#101 Giant robot crabs - they drop ore #30 and blue sharpening stones.

#102 Giant fish - they drop ore #30 and plates of rice. The ore is nice, but the plates heal 1000HP

There's another boss fight coming up, so you may want to make sure you're repaired and healed up. When ready, go north and you'll see Murno and her father in a big circle thing with Anise. She'll summon her useless fire dragon again and then fight you.

```
-----  
|Boss - Anise      |  
|1880 hp          |  
|spear:   122dur  |  
|sword:   112dur  |  
|drops: ore #29(2)|  
-----
```

She takes a long time, but block until her sword is done, then bait and block to get her spear to break. Occasionally slash at her to get her to block with her spear.

Anise calls her dragon back. Then Bostaph shows up and takes Murno and her father deeper into the castle. You decide to follow by taking the teleporter in the circle.

Go back to town and go to the city for a few side quests.

```
-----  
|Fishing                |  
-----  
|Battery Combo item      150p|  
|Pink stone combo item   50p|  
|Lighter Combo item     150p|  
|Red stone combo item    50p|  
|Water tank combo item   200p|  
|Blue stone combo item   100p|  
|Green tile combo item   200p|  
|Green stone combo item  100p|  
|Light bulb Combo Item   250p|  
|Syringe Combo item      400p|  
|Key combo item          250p|  
|Bandana Combo item     1200p|  
|Clover combo item       400p|  
|Switch combo item       800p|  
|Blue note pad combo item 400p|  
|Motor combo item        800p|  
|Red Medal combo item    2000p|  
|Blue Medal combo item   2000p|  
|Yellow Medal combo item 2000p|  
|blue Glasses combo item 1600p|  
|Good Rod                 500p|  
|Super Rod                2000p|  
|Secret lottery letter    1000p|  
-----
```

```
-----  
|Lottery                |  
|1st Green bamboo combo item (1x)|  
|2nd block switch combo item (2x)|  
|3rd orange pendant combo item (3x)|  
-----
```

4th fish plate	(4x)
5th crayfish	(10x)

Secret Lottery	
1st -30 DEF ring	(1x)
2nd ore #25	(1x)
3rd ore #26	(1x)
4th ore #18	(1x)
5th ore #19	(1x)

Mansion job:

Talk to the woman on the left in the mansion. She wants you to kill one plug tank (monster #94). the reward is an ore #25.

Mansion job:

Talk to the guy at the front desk. He wants you to kill 99 spirits (monster #88). The reward is an ore #29.

If you've been collecting ores, ore #27 weapons sell for 14,000b and ore #30 weapons sell for 17,000b.

I've written 2 paths to get through this dungeon. If you haven't beaten the mid-boss and/or you want all the treasures, take the long way. If you did beat the mid-boss and you got all the treasures, or don't want them, take the short way.

Long way

In this first room, you cannot use the return stone, but you can when you enter the door south and to the right of you. When you get there, you'll run into some controller-platform puzzles (just like the ones we saw in the fire temple). Hit the right arrow button in the first group, 3 times to get the platform across to form the bridge. The door up ahead requires you to hit the left panel with a sword and the right panel with an axe. We saw the same panel doors in the fire temple.

The next room is an ice puzzle. Remember what I said about ice puzzles last time? Good! Now go up to the path opening and slide up, then left, then down, then right, then up, then right, then down, then left, then down, then right, and finally up. Go up the path and to the left for a chest with an ore #30 inside. Then head right into the door at the top.

In here, go up to the button group and hit up twice, then hit right 5 times, and finally hit down once. Go across to the right to get some chests for a green star, blue star and pink star. Go up into the door and go up the right fork for some crates. If you take the icy path, you'll end up back in the previous room at the upper path we didn't take. You can go smash the crates there and slide back up if you want. Take the upper door and let's move on.

Go left and up to get a chest with an ore #26. Take the right fork for another button group. hit the buttons down once, left 4 times, up once, right 5 times, down once, and finally left 4 times. Go up and to the left for a chest with a plate of rice (this is a good heal item and is rarely dropped by monster #102 which looks like a giant fish). At the door, use a spear on the left panel and a bow on the right panel to open it.

Inside is another boss battle. Bostaph hits Anise with an axe. She loses control over the fire dragon, and you have to fight it as she runs off. You summon the water dragon again.

```
-----  
|Boss - Fire dragon  |  
|32000 hp           |  
|drops:             |  
-----
```

It's another dragon battle. Actually, it's the exact same dragon battle as last time. Just use all your wave attacks for 4500 DMG each and swipe and block. His fire breath attack is unavoidable and unblockable, but if you keep fighting, you'll win eventually.

The next room has more platform puzzles. Go to the first group and hit the buttons up 5 times and right once to get to the next group. Hit the buttons of the second group left twice, up once, then left once to get the crates. Go back to the second group of buttons and hit right twice, down once, and right 7 times to get the chests on the right side for a red tag and a pink tag. At the button group again, hit down once and right once to reach some more crates on the right side near the top. Go back to the buttons and hit left 3 times, up once, left 5 times, down once, and left once to reach 2 chests on the left side near the top for a green tag and a blue tag. Back at the buttons hit right twice, up once, and right 3 times to reach the door. Hit the left panel with a knuckle weapon and the right panel with a drill to open the door.

This next room has an ice patch on either side of the room. Go to the right wall and go up to the ice patch without sliding. To get a chest with another ore #30, you need to walk diagonally up and to the left from that point. Go back down and now align yourself so you're standing in the middle of the second floor tile from the right wall. You should have a dark spec of gravel or dirt on either side of you, and you should be facing the one tile off-shoot of the blue peninsula in the middle of the ice patch. Slide up from there to reach a chest with 500b. Go back down and to the left side. Align yourself by looking for a T-shaped tile and standing on a crack in the left inside corner of the "T" tile and slide up to reach the door.

When you're ready to leave, go down to the control buttons. Hit left twice and down 3 times to reach 2 chests containing a yellow tag and a gray coil. go to the control button group on the bottom right and hit right 5 times, up once, and right once. Then head right and up to the door. Hit the left panel with a bow and the right panel with a drill.

In here, are a bunch of ice paths. I'll number them 1-5 starting from the left. Go left and take path one for 2 chests containing another plate of rice and a red star. Go back down and take path 5 to the right for 2 chests containing another 500b and an ore #32. Go back and take path 3 to reach the door.

In here, take the left path to reach the door. You can also save here at the sword.

In the room with the save sword, spend some time hunting. The giant crabs (#101) and giant fish (#102) spawn most frequently in this room. Use return stones to heal up and repair, and you should amass a good amount of ore #30 and maybe a few Rice plates.

```
-----  
|Short way|
```

Heal at the blue triangle if you need to, and go up to the big circle teleporter. Use it and go down and to the right, into the door. In the next room, hit the platform buttons with your hammer and hit right 3 times to line up the platform and cross. hit the left panel with a sword and the right panel with an axe to open the door.

On the ice patch, go up to the path opening and slide up, then left, then down, then right, then up, then right, then down, then left, then down, then right, and finally up. Head right into the door at the top.

In this room, head up to the control buttons and hit up twice and then right twice. In the next room, slide up the path and heal at the triangle. Then go into the next room.

In here, hit the buttons down once, left 4 times, up once, right 5 times, down once, and finally left 4 times. At the door, use a spear on the left panel and a bow on the right panel to open it. Go inside, go up past where the dragon battle was, and go up into that door to reach yet another platform puzzle.

For the first control group, hit up 5 times and hit right once. Go up to the next group and hit left once. Hit the left panel with a knuckle weapon and the right panel with a drill to open the door.

In this room are 2 ice patches on either side of you. Go to the left side. Align yourself by looking for a T-shaped tile and standing on a crack in the left inside corner of the "T" tile and slide up to reach the door. Go up to the next room.

In this room, go down to the control buttons. Hit left twice and down 3 times. Go to the control button group on the bottom right and hit right 5 times, up once, and right once. Then head right and up to the door. Hit the left panel with a bow and the right panel with a drill.

In the next room are a bunch of ice paths. I'll number them 1-5 starting from the left. Take path 3 to reach the door. In here, take the left path to reach the door. You can also save here at the sword.

In the room with the save sword, spend some time hunting. The giant crabs (#101) and giant fish (#102) spawn most frequently in this room. Use return stones to heal up and repair, and you should amass a good amount of ore #30 and maybe a few Rice plates.

In this next room is a boss fight. You'll see a huge sword and a chain in the middle of the room. Murno is atop a throne of some sort. Bostaph is there and Lemmy runs in to take him down, only to be met with a blow from his axe. Now you get to fight Bostaph!

|Boss - Bostaph |
|2000 hp |
|drill: 136dur |
|axe: 131dur |
drops: ore #31(2)

Swipe to get him to block when he has his drill out. Make sure you have some durable weapons and that you did some upgrading before hand. His drill has a powerful tornado attack that will suck you in and hit you repeatedly in the air.

To avoid it, run away by double tapping in the opposite direction of the storm.

After the fight, Your GB loses control and you have to fight it.

```
-----  
|Boss - GB          |  
|1775 hp           |  
|drops:            |  
-----
```

Strategy varies, but make sure you don't take too much damage because you have to fight another boss. ME!!

You'll get a choice after this battle. Select the first option to go back to your menu and use stuff to recover and repair, as well as set back up all your GB spells.

```
-----  
|Boss - Master sword |  
|4000 hp             |  
|drops: Medkit      |  
-----
```

MWAAAHAHAHAHAHAHA!!!! I'm invincible! Actually, most of my cool attacks were nerfed. I'm left with a red force field and a few beam attacks. Just keep slashing with a good sword and I die pretty easily

I can't believe they took out my cool full-screen Nuke attack which did 9999 damage to all on screen! There was this move where I'd throw myself across the screen and decapitate you! They didn't even keep that! I'll have my day Banpresto!!!

Anyway, after that battle you get a scene where you rescue Murno and then Anise makes a run for the sword. You get there and get transported to a new room. Leave the room through the door to the right of you. Go back to town by going down and leaving the room, then using a return stone.

Back in ghost town, you'll meet a strange man who acts as a weapon and item shop. In his weapon shop menu, you can make ore #32 if you wish, however we don't have the last ingredient for it.

When you're done, go back up into the room where we fought. While everyone is partying, the librarian grabs the sword and opens a portal. You get to fight another boss.

```
-----  
|Boss - lava monster |  
|10000 hp            |  
|drops:              |  
-----
```

Just keep slashing at him. He has 2 devastating attacks. In hand form, he will pull away and leave the screen, before collapsing on half the battle field. In puddle form, you can hit the eyes, but when his mouth shows up, run off the puddle before you get eaten. That attack will most likely kill you. On top of that, you only have 2 minutes to kill this boss. I was probably doing around 200 dmg to this guy per sword hit at this point btw. 50 slashes and he's done. With a sword, you can accomplish this in under 60 seconds. You should be able to do 150 dmg with a sword at this point at least.

Keep in mind that no matter what happens, these battles can be re-challenged again at any time. If you go to the mine train area, you can challenge Lemmy and his GB.

```
-----  
|Boss - Lemmy      |  
|3800 hp           |  
|bow:      250dur  |  
|sword:    300dur  |  
|drops: ore #33(2)|  
-----
```

Ore #28 sword has a special attack that breaks weapon DUR at the cost of 5 DUR. Quite nice if you upgrade DUR enough on this weapon. As a sword, it looks more like a standard sword and less like a giant paddle with fancy carvings. His GB is annoying. It has an electro-shock spell, a healing spell, and a stat boosting spell. The stat-booster is the worst of the 3 and makes it very difficult to get Lemmy to block since he can withstand any number of hits and still get a swipe or combo through to you. When he has his sword out, strike him and get him to block. You'll take off more DUR this way than if he hits you.

You can also battle a Brush head. Go around the back of Lemmy's forge house (the house with the gold stamp to the left of your forge house).
[Location submitted by Net_wanderer from gameFAQs]

```
-----  
|Boss - Seige      |  
|3200 hp           |  
|axe:      250dur  |  
|knuckle:  200dur  |  
|drops: ore #37(2)|  
-----
```

Either use DUR breaker or block until he's worn out.

Side quest:

Outside the shop in your home town, a woman will give you an ore #28 for a switch combo item.

Cat hunt finale:

If you did all the cat finding side quests, go to the fishing area and talk to the girl with a cat. She'll give you an ore #36

Side quest:

Talk to the girl by the counter in the weapon shop. she'll unlock characters for every weapon you get to rank 9.

- Swords: Can use Remi
- Axes: Can use V.E.
- Spears: Can use Anise
- Knuckles: Can use Jade
- Drills: Can use Bostaf
- Bows: Can use Tier
- Max out all forging ranks: Can use Rob
- Complete all formulas: Voice Collection

Let's go to Tier's town. Go to the purple circle south of town and pick the second option. When you get there, go up to get to the town, and find Tier in the flower garden. Talk to her for a match.

```
-----
|Boss - Tier          |
|3500 hp              |
|bow:      300dur    |
|sword:    250dur    |
|drops: ore #40(2)   |
-----
```

Tier is a pain pure and simple. If you have a DUR breaking weapon like an ore #28 sword, don't go into this fight with less than 500 DUR. She also has large bombs, so you can't sit there and block unless you have a healing spell in GB support.

OK, next stop is the penal colony. Take the purple teleport circle and choose the third option to go there. By the teleport sword you'll find our old friend Tram. Let's challenge him!

Clear dungeon (finale):

If you cleared the obstacles from all the dungeons in the game and got all the clear dungeon rewards, talk to the old man to the left of the fence below the teleporter. He'll unlock one of the special battle modes in omake mode (Dragon battle)

```
-----
|Boss - Tram          |
|3000 hp              |
|spear #35: 250dur   |
|spear #39: 100dur   |
|drops: ore #35,     |
|      ore #39       |
-----
```

DUR breaker and a high durability weapon make this battle simple (if you want only one of the 2 ores. Prepare an extra DUR breaker weapon if you want both ores, because he will hurt you.

Finally, let's go back to the city (the 3rd town we visited). Inside the forge house, you can fight Jade.

The lotteries have some new stuff if you have the tickets for it

```
-----
|Lottery              |
|1st Love letter combo item   (1x)|
|2nd Green bamboo combo item  (2x)|
|3rd Tool combo item          (3x)|
|4th Med kit                  (4x)|
|5th scallop                  (10x)|
-----
```

```
-----
|Secret Lottery        |
|1st Vacuum tube combo item  (1x)|
|2nd ore #33            (1x)|
|3rd ore #31            (1x)|
|4th ore #29            (1x)|
|5th ore #28            (1x)|
-----
```

```
-----  
|Boss - Jade          |  
|4000 hp             |  
|knuckle:    300dur  |  
|Drill:       250dur  |  
|drops: ore #39(2)   |  
-----
```

Use DUR breaker if you have it. Otherwise, strike him when his drill is out to get him to block and strike his drill since it can do the most damage. Make sure you have plenty of high DUR weapons.

side quest:

If you hit all the bow targets, there will be a blue haired girl on the bell tower waiting for you. she'll give you a pair of blue glasses, a head band, a red medal, a blue scroll, and a green scroll.

While here, you can also make these ores at the weapon shop

```
ore #9  - 5x ore #8  
ore #12 - 1x ore #10 + 1x ore #11  
ore #22 - 1x ore #8 + 1x ore #14 + 1x ore #20  
ore #24 - 1x ore #22 + 1x ore #23  
ore #32 - 1x ore #30 + 1x blue glasses
```

If you save and reset, you can go into the omake menu (last option I think). Once there, press "R Left L Right Down B Up Select B B B Start". if done right, the game should freeze for a few seconds and/or you'll here a female voice say something in Japanese. This will unlock a bunch of extra stuff, including the option to fight Murno. Go to the ghost town and you'll find her and her dad there. Talk to her to face her.

[Submitted by Net_wanderer from GameFAQs]

```
-----  
|Boss - Murno        |  
|3200 hp            |  
|sword:             300dur |  
|Bow:               250dur |  
|drops: ore #36(2)   |  
-----
```

Have some high DUR weapons on hand (including a DUR breaking weapon). When she pulls out the sword, just block and heal when necessary. Don't let your HP fall below 1000 or else she might use a blue sleep bomb and then a high damage attack to wake you. Her bow heals DUR very slowly, so just make sure you keep bringing it down in DUR. Here is where you use your DUR breaker again.

When you're done with these guys and you have enough ores, we're going to move on to the bonus dungeons. To do this, go back to the ghost town by going to a purple circle and going to the last option. Then go up into the town, heal up and go up from there. Just keep following the teleporters until you reach the entrance.

Heal at the blue triangle if you need to, and go up to the big circle teleporter. Use it and go down and to the right, into the door. In the next room, hit the platform buttons with your hammer and hit right 3 times to line up the platform and cross. hit the left panel with a sword and the right panel

with an axe to open the door.

On the ice patch, go up to the path opening and slide up, then left, then down, then right, then up, then right, then down, then left, then down, then right, and finally up. Head right into the door at the top.

In this room, head up to the control buttons and hit up twice and then right twice. In the next room, slide up the path and heal at the triangle. Then go into the next room.

In here, hit the buttons down once, left 4 times, up once, right 5 times, down once, and finally left 4 times. At the door, use a spear on the left panel and a bow on the right panel to open it. Go inside, go up past where the dragon battle was, and go up into that door to reach yet another platform puzzle.

For the first control group, hit up 5 times and hit right once. Go up to the next group and hit left once. Hit the left panel with a knuckle weapon and the right panel with a drill to open the door.

In this room are 2 ice patches on either side of you. Go to the left side. Align yourself by looking for a T-shaped tile and standing on a crack in the left inside corner of the "T" tile and slide up to reach the door. Go up to the next room.

In this room, go down to the control buttons. Hit left twice and down 3 times. Go to the control button group on the bottom right and hit right 5 times, up once, and right once. Then head right and up to the door. Hit the left panel with a bow and the right panel with a drill.

In the next room are a bunch of ice paths. I'll number them 1-5 starting from the left. Take path 3 to reach the door. In here, take the left path to reach the door. You can also save here at the sword.

Now we're back at the place we fought the final boss, but the room is empty this time! Go to the right and take the door into the next room. This was the place you got teleported to after beating me. Go down to the bottom and leave going south south.

In here is another purple circle. Hit it with your hammer so we don't have to go through that castle again! You should see a bunch of green teleporters. these lead to new dungeons, but only one is active right now. Got to the flashing green teleporter to start bonus dungeon 1

```
-----  
|bonus dungeon 1: Water tower part 2 |  
|Enemies: 103,104,105,106,107,108,109,|  
|      110,                             |  
|Treasure: 800b, ore #21, ore #31,      |  
|      Tool set combo item,             |  
|      Plate of rice, ore #29,          |  
|      blue tag combo item,             |  
|      blue star combo item             |  
|crates: gray leather, brown paper,    |  
|      stick, gold scallop,             |  
|      pink repair stone slivers,       |  
|      gray repair stone slivers,       |  
|      ore #14                           |  
|ores: #14 (drop from crates)           |  
|      #28 (drop from monster #110)     |
```

Some monsters to look out for

#105 red ghost puppet - drops blue crystals. comes in groups with #106 red axe monster.

#107 Green jelly thing - drops blue crystals for water element properties. Comes in groups with nautilus and/or #109 Big red merman.

#108 Shark with trident on cloud - drops water tanks. Sometimes comes in groups of 2.

#110 Giant fish - drops ore #28 and white gas can. Attacks like other giant fish from the first water tower.

In the first room, go up into the second room. In here, hit the green button first. Cross over the bridge and hit the next green button. Go down and right to get a chest for 800b. Go back to that button set and hit the pink button to get a chest with a tool set. Go back and hit the green button again. Now go to the right to find the third button set. Hit the yellow button and go up to the top. Before entering the door, hit the green button to reach a chest for an ore #21. Now go up into the next room.

In here, take the right ice path down to the bottom door. Before you leave, go up to the wall the door is on, and slide right to get under the divider and get the chest for an ore #31. Go back and enter the door to the next room.

In here, go left and hit the yellow button to reach a chest for a plate of rice. Hit the green button to move on. go up to the next button set and hit the yellow button to reach a chest with an ore #29 inside. Hit the pink button to move on. Go right to reach the 3rd button set and hit the green button. Go up to the 4th set and hit the pink button. Go left and down the ice patch, and then go right to reach the formerly unreachable chest for a blue tag. Go back and hit the yellow button. Go down the clear path and slide right across the ice to reach a chest with a blue star. Go up into the door to the next room and fight a boss monster.

|Boss - Yellow Golem |
|12000 hp |
drops: ore #34

He's slow but deadly. Run under him in the opposite direction when he flies or else he'll sit on you for tremendous damage. Get some distance when he raises his fist cause he'll make spikes shoot up from the floor. Don't get too close when attacking or he'll box your head for a few hundred HP.

Beat him and leave the dungeon. Use a return stone. Heal up and go south to a purple circle and go back to the dungeon room (last option). Now bonus dungeon 2 is available!

|bonus dungeon 2: Fire tower part 2 |
|Enemies: 111,112,113,114,115,116,117, |
| 118, |
|Treasure: love letter, med kit, |
| ore #29, 1500b, blue bomb, |
red star combo item,


```
|           Yellow tag combo item, |
|           ore #31, ticket key item |
|crates: gray leather, brown paper, |
|           stick, |
|           pink repair stone slivers, |
|           gray repair stone slivers, |
|           ore #17 |
|lores: #17 (drop from crates) |
-----
```

Some monsters to look out for:

#112 Dragon bird - Drops fire crystals for fire element properties. Comes in groups.

#115 Blue guy with bolo - Drops red crystals for fire element properties.

#116 Fire minotaur on cloud - Drops lighters.

#117 Blue gorilla demon - Drops bombs. Sometimes comes in groups of 2.

#118 Gray dragons - Drop lighters. Their flame attack travels as a wave instead of a fire breath.

In the second room, take the top middle path to get a chest containing a love letter. Go to the left and you'll come across 2 paths leading to the weapon panels needed to open one of the doors in the room. The left-most path leads to a knuckle panel and the second left most path leads to a bow panel. Hit them and go to the right to find the path to the open door.

In this room, you have a platform puzzle again. Go to the buttons and hit right 3 times. Cross over and go to the second group of buttons. Hit left for times and up once to cross over to the other side of the divider. Go up to get a med kit, an ore #29, and 1500b from the chests. Go back to the other side of the divider and go up into the door.

Go left under the divider to get a blue bomb in this room. Go up to reach a chest with a red star. Then go back down and back out into the previous room.

Back here, go down to the control buttons and hit left once and up once to go back across the divider. Now go down into the room before this one. You'll be on the platform with those 2 doors you couldn't reach previously. Go left into the other door. Now go up into the next room.

Go up until you reach a moving platform and 2 buttons. Hit right twice and go up. Go to the next button set and hit left twice. Go down and get the yellow tag from the chest. Go back and hit right twice. go down to the first button set and hit right twice again. Cross over the divider and go up to get a chest with an ore #31. Hit left twice on the first button set and go up to the door. Hit the left panel with an axe and the right panel with a spear and go up into the next room.

In here you get to fight the shrine monkey. You remember him from Summon night 2 don't you?

```
-----
|Boss - Shrine monkey |
|15000 hp |
|drops: ore #35 |
-----
```

Not hard at all. His only attack is his necklace which at this point can do 300-400 damage. He's fairly slow, so just hit him.

Get the chest for a ticket key item, and leave this dungeon. go back and heal/repair, then go back to the portal room. Bonus dungeon 3 is available now!

```
-----  
|bonus dungeon 3:  wind cave part 2    |  
|Enemies: 119,120,121,122,123,124,125,|  
|      126                               |  
|Treasure: Gray bar combo item,        |  
|      green star combo item,          |  
|      green tag combo item,           |  
|crates: gold leather, brown paper,    |  
|      gold scallop, white paper,      |  
|      blue potion, white bag,         |  
|      ticket                           |  
|grass: leaves, medical grass,         |  
|      gold egg, gold berry, sticks,   |  
|Drill rocks: ore #23, worms,          |  
|      repair stone slivers,           |  
|      pink repair stone slivers|  
|ores: #23 (drop from drill rocks)     |  
-----
```

Some monsters to look out for here:

#121 cloud ring monsters - Drop green crystals for wind elemental properties

#122 Blue devils - Drop blue bombs. Usually group with cloud monsters which inflict sleep, so be careful!

#123 Orange blizzards - Drop green crystals for wind elemental properties

#124 Blue fighters - Drop green bombs. Block their wind attacks!

#125 Red birds - drop a green tile item. They love to run away, which makes them less aggressive than most of the other things here.

#126 Blue Tengus - Also drop green tiles.

Go up to the second room. Go up the ladder and find the boulder. go around the boulder and down the wind column by taking the upper path. Puch the boulder up to the upper path by taking the right ladder and getting underneath the boulder. Go back down and to the left to get a chest with a gray bar inside. Go back around by taking the bottom wind column down. Now go back up to the boulder and push it into the top wind column to the left. Go left from the scrape mark and up to reach the next room.

Go up the wind columns until you can only go down one. Follow the columns and ladders until you reach a point where you can either go up or down. At this point go up the wind column and go up to leave this room.

In this room, go up the ladder to the right of the wind column. At the top, take the wind column down and go dwon the ladder to reach the boulder. Push the boulder left to seal the wind column. Go down to the scrape marks and go left from them to reach a ladder on the far left side. Go up and get the 2 chests for a green star and a green tag. Go to the right and up to face the boss.

bottom teleporter.

In this room, go up and get the 2 chests for a switch key item, and a vacuum tube. Take the teleporter to the next room.

Here, just go up to the boss when ready. Take the teleporter in case you missed anything. It will take you back to the chest with the ore #31 and from there, you can go back to the second room.

When ready, you get to fight 3 monsters at once!

```
-----  
|Boss - Knights of the dead |  
|Captain          10000hp  |  
|knight(2)        7000 hp  |  
|drops: ore #38      |  
-----
```

Get to the sides of the screen and slash away. Heal when necessary. Their spinning attack is almost unavoidable.

Get the chest for the ticket, and get out. Let's go back for the final bonus dungeon.

```
-----  
|bonus dungeon 5:  Boss Castle      |  
|Enemies:  None                    |  
|Treasure:                        |  
|lores:                             |  
-----
```

Go up to the second room to face:

```
-----  
|Boss - Mecha mage and Mecha mage|  
|Mecha knight          13000hp    |  
|Mecha Mage            11000hp    |  
|drops: 1000b          |  
-----
```

The mage can be killed with weapons, while the knight can only be killed with a GB. Get the mage away from the knight before taking it out. The knight has a deadly axe swing what can take 1500-2000 of your HP.

Heal and repair, then go up to the next room to face:

```
-----  
|Boss - Mecha Guard          |  
|25000hp                    |  
|drops:                      |  
-----
```

Jump towards him and slash, then jump back. Don't approach if he raises his fists because he's casting his electric wall attack which does 5-7 hits at over 200 HP per hit if you get caught in it close to him. If he raises his ball and chain, run up to him and hit him a few times, then run back. Around 12000 HP, he changes form to his red form. You can only hit him with your GB at this point, so do so.

Go up to the next room to face:

```
-----  
|Boss - angry god of dump trucks |  
|30000 hp                          |  
|drops:  bomb                       |  
-----
```

Same strategy as before. All his attacks have juiced up damage potentials, but are still slow.

Next up is:

```
-----  
|Boss - 4-eyed lionvark |  
|35000 hp                |  
|drops: red bomb        |  
-----
```

His fire breath is gigantic and deadly at over 400 HP per hit. if you have a good special attack (like sword #35's tornado attack), you can wipe the floor with this guy.

Next is:

```
-----  
|Boss - 2x ghost, head ghost |  
|Ghost:      10000hp         |  
|head ghost: 16000hp        |  
|drops: 3000b              |  
-----
```

These guys are not hard if your weapon has a good special attack, but they like to turn invisible and sneak up on you. Be careful!

Next is:

```
-----  
|Boss - 3x trolls           |  
|blue:  10000hp            |  
|red:   15000hp           |  
|yellow:12000hp          |  
|drops:                          |  
-----
```

You NEED a good special attack on your weapon for this battle. The blue guy heals 10000hp, so kill it first. They love to run around and mob you. Try and single them out by running around.

Next up:

```
-----  
|Boss - Giant bat          |  
|38000 hp                  |  
|drops: blue bomb         |  
-----
```

Summoning your GB to soften him up a bit is a good idea. He's resistant to wind attacks. Use the same strategy as before.

Next is:

```
-----  
|Boss - Giant red robot|  
|40000 hp              |  
|drops: 10000b        |  
-----
```

He's easy until he drops under 10000 HP. Get him to as close to 10000HP as possible without going under it. Then step back and use your GB's strongest attacks, then just keep firing off special attacks and pray that you kill him before the timer goes up!

Here's how I beat him:

Fight Tram and break his black spear for an ore #35. Make a sword with it and maybe upgrade the DUR on it.

Equip your GB's most powerful attack and get the robot down to as close to 10,000hp as possible without actually hitting 10,000 or going under 10,000. Use the GB's attack which should take off around 3,000hp. Then use the special attack of that sword on him which does around 1000hp per hit. Just hit R and block to produce the tornado attack.

Next up:

```
-----  
|Boss - Dark fire dragon|  
|45000 hp              |  
|drops: ore #39        |  
-----
```

Wind attacks are best here. Use the same strategy as the fire dragon.

And finally:

```
-----  
|Boss - Dark water dragon|  
|55000 hp              |  
|drops: ore #40        |  
-----
```

Same strategy as the water dragon. It's just gonna take longer and he can do more damage.

IV. New game+

Before we start a new game+, go through your ores and forge any new weapons you don't have yet. Then imbue any combo items you haven't imbued yet. Finally, sell everything else except the weapons you want to keep.

You can only transfer over 6 weapons. When you picked out your 6, go back to your home town and go the fishing area. At the top right corner you'll find a guy who will store your 6 weapons. Choose the first option and pick a line to deposit a weapon.

Finally, save and reset the game. Choose the top menu option to start a new game+, then select your save file

A good tip if you want to carry over any ores, accessories, items, or materials: Get your rank up to 9 on a weapon type of your choice, and make a new weapon of that type. Imbue it with whatever you want to carry over (you have 3 slots per weapon). When you start a New Game+ and get your stuff back, take out your imbued weapon and get it's TEC up to 255 by running around an easy dungeon and killing stuff. Go back to the forge and back to the imbue option. Pick the second option to remove your imbued stuff. If all goes well, you will get your imbued items back.

What gets transferred over:

Weapon Secrets
 Special Attack List
 Effect List
 Beastiary

Money
 Weapon Ranks
 Mini Game Data
 Fishing Points
 Weapons kept by that guy at the fishing hole

V. Reference stuff

a. Ore guide

ore#	# per game	Locations
-----	-----	-----
ore #1	infinite	-First dungeon: drill rocks and monsters #2 and #3 Brush-head first battle (1x)
ore #2	infinite	-First dungeon: monster #4 Lemmy first battle (1x)
ore #3	infinite	-Second dungeon: drill rocks and monster #9 Day 02 side quest in home town(1x) Brush-head third battle (1x)
ore #4	infinite	-Targets in first and second dungeons (2x) Jade first battle (2x) Woods south of Tier's town: Monster #27
ore #5	infinite	-Woods south of home town: drill rocks and monster #13 Woods east of Tier's town: drill rocks and monster #22 Day 03 2x Guards battle (2x)
ore #6	7	-V. E. Second battle (2x) Target in woods south of home town(1x) Day 03 side quest in home town (1x) Day 03 side quest in Tier's town (2x) Day 05 side quest in city (1x)
ore #7	infinite	-Day 02 side quest home town(1x) Tier first battle (2x) Target in woods east of Tier's town(1x) Clear woods east of Tier's house and talk to old man in Tier's town (1x) Southern forest: monster #43
ore #8	infinite	-Canyon south of Tier's town: drill rocks and monster #30 Eastern city mine: drill rocks and monster #38
ore #9	infinite	-Brush-head fourth battle (2x) Make with ore #5 and ore #8 at city weapon shop on day 05 and up

ore #10 infinite -Targets in Woods south of Tier's town and eastern city mine
(2x)
Lottery day 4 (1x)
Pike first battle (2x)
Water tower: monster #62

ore #11 infinite -Southern forest: monster #46
Death's cave: monsters #46, #54, and from drill rocks

ore #12 infinite -Target in southern forest (1x)
Gillan first battle (2x)
Make with ore #10 and ore #11 at city weapon shop on day 9
and up

ore #13 6 -Anise first battle (2x)
Day 07 side quests (3x)
Fire tower: treasure (1x)

ore #14 infinite -Water tower: crates and monsters #60 and #62
bonus dungeon 1: Water tower part 2: crates

ore #15 infinite -Water tower: treasure (2x)
Fire tower: treasure (1x)
West gate dungeon: monster #76

ore #16 6 -Water tower: Tier clone, Jade clone, V. E. clone, GB clone,
hero clone, and water dragon (5x if you fight GB clone, 6x
if you fight hero clone)

ore #17 infinite -Fire tower: crates and monsters #68, #69, and #70
bonus dungeon 2: Fire tower part 2: crates

ore #18 infinite -fire tower: treasure (1x)
Tram first battle (1x)
Fire tower: Treasure (1x)
Wind cave: monster #85
Day 11 Secret lottery part 2 (1x)

ore #19 8 -Lemmy second battle (2x)
Day 08 side quests in city (4x)
Target in wind cave (1x)
Day 11 Secret lottery part 2 (1x)

ore #20 infinite -West gate dungeon: monsters #77 and #78 and from drill
rocks

ore #21 5 -West gate dungeon: treasure (1x)
Target at west gate dungeon (1x)
Day 09 side quests in city (2x)
bonus dungeon 1: Water tower part 2: treasure (1x)

ore #22 infinite -Make with ore #8, ore #14, and ore #20 in city weapon shop
on day 08 and up
West gate dungeon: treasure (1x)
Caveman and soldier battle (2x)
Giant Bat battle (1x)
Day 09 side quest in city (1x)
Day 11 side quest in city (1x)

ore #23 infinite -Wind cave: Treasure (2x)
Wind cave: drill rocks and monsters #84 and #86
bonus dungeon 3: wind cave part 2: Drill rocks

ore #24 infinite -Wind cave :treasure (1x)
Pike second battle (2x)
Make with ore #22 and ore #23 in city weapon shop on day 09
and up
Gillan second battle (2x)
Fire dragon vs hero battle (1x)

ore #25 6 -Anise second battle (2x)
Day 11 side quest in city (2x)
Day 11 Secret lottery part 2 (1x)
Day 11 side quest in city part 2 (1x)

ore #26 6 -Day 10 special battle: V. E. (1x), Jade (1x), Tier (2x),

- Lemmy (2x)
- Day 11 side quests in city (2x)
- Day 11 Secret lottery part 2 (1x)
- Castle of sealed sword: treasure (1x)
- ore #27 infinite -Electric woods: Treasure (1x)
- Electric woods: monsters #89, #90, #93, and #94
- ore #28 infinite -Electric woods: target (1x)
- Pike and Gillan battle (2x)
- Post game side quest in home town (1x)
- bonus dungeon 1: Water tower part 2: monster #110
- Secret lottery post game (1x)
- ore #29 6 -Anise third battle (2x)
- bonus dungeon 1: Water tower part 2: Treasure (1x)
- bonus dungeon 2: Fire tower part 2 : Treasure (1x)
- Day 11 side quest in city part 2 (1x)
- Secret lottery post game (1x)
- ore #30 infinite -Castle of sealed sword: Treasure (2x)
- Castle of sealed sword: Crates and monsters #100, #101, and #102
- ore #31 6 -Bostaph battle (2x)
- bonus dungeon 1: Water tower part 2: treasure (1x)
- bonus dungeon 2: Fire tower part 2 : Treasure (1x)
- bonus dungeon 4: electric woods part 2: Treasure (1x)
- Secret lottery post game (1x)
- ore #32 infinite -Castle of sealed sword: Treasure (1x)
- Make with ore #30 and blue glasses in city weapon shop post game. Buy blue glasses at fishing mini game for 1600 pts
- ore #33 infinite -Lemmy battle post game (repeatable)
- Secret lottery post game (1x)
- ore #34 infinite -V. E. battle post game (repeatable)
- Yellow golem in bonus dungeon 1 (repeatable)
- ore #35 infinite -Tram battle post game (repeatable)
- Shrine monkey in bonus dungeon 2 (repeatable)
- ore #36 infinite -Complete all cat side quests and talk to woman in fishing area (1x)
- Shrine monkey in bonus dungeon 2 (repeatable) (rare drop)
- Murno battle post game (repeatable) (requires button code)
- ore #37 infinite -Siege battle post game (repeatable)
- Scorpion bird in bonus dungeon 3 (repeatable)
- ore #38 infinite -Knights of the dead in bonus dungeon 4 (repeatable)
- ore #39 infinite -Tram battle post game (repeatable)
- Jade battle post game (repeatable)
- Dark fire dragon in bonus dungeon 5 (repeatable)
- ore #40 infinite -Tier battle post game (repeatable)
- Dark water dragon in bonus dungeon 5 (repeatable)

b. Crafting guide

Jackson from GameFAQs posted this handy guide. I slightly modified it.

- Rank 1: First imbue slot open
- Rank 2: Second imbue slot open
- Rank 3: Enhance a weapon's stat directly (1 point)
- Rank 4: Third imbue slot open
- Rank 5: Disassembling Modified (you can preserve special attacks and effects by breaking a weapon at 255 TEC at the forge)
- Rank 6: Imbued items can be removed at 255 TEC
- Rank 7: Enhance a weapon's stat directly (2 point)

Rank 8: Enhance a weapon's stat directly (3 points)

Rank 9: Enhance a weapon's stat directly (4 points)

Stat transfer from weapon breakage at forge by rank

255 TEC

Rank 1 = 10% all stats

Rank 2 = 15% all stats

Rank 3 = 20% all stats

Rank 4 = 25% all stats

Rank 5 = 30% all stats Specials preserved

Rank 6 = 35% all stats Specials Preserved

Rank 7 = 40% all stats Specials Preserved

Rank 8 = 45% all stats Specials Preserved

Rank 9 = 50% all stats Specials Preserved

200 TEC

Rank 1 = 3% all stats

Rank 2 = 8% all stats

Rank 3 = 12% all stats

Rank 4 = 17% all stats

Rank 5 = 21% all stats

Rank 6 = 26% all stats

Rank 7 = 30% all stats

Rank 8 = 35% all stats

Rank 9 = 39% all stats

100 TEC

Rank 1 = 1% all stats

Rank 2 = 6% all stats

Rank 3 = 8% all stats

Rank 4 = 13% all stats

Rank 5 = 15% all stats

Rank 6 = 20% all stats

Rank 7 = 22% all stats

Rank 8 = 27% all stats

Rank 9 = 29% all stats

0 TEC

Rank 1 = 0% ATK, DEF, and AGL. 1% DUR

Rank 2 = 5% all stats

Rank 3 = 5% all stats

Rank 4 = 10% all stats

Rank 5 = 10% all stats

Rank 6 = 15% all stats

Rank 7 = 15% all stats

Rank 8 = 20% all stats

Rank 9 = 20% all stats

Ores by rank

Rank 1 = 1,2,3

Rank 2 = 4,5,6,7

Rank 3 = 8,9,10,11,12,13
Rank 4 = 14,15,16,17,18,19
Rank 5 = 20,21,22
Rank 6 = 23,24,25
Rank 7 = 26,27,28,29
Rank 8 = 30,31,32,33
Rank 9 = 34,35,36,37,38,39,40

VI. Codes

Possible Enable Code

00001822 000A
100B70CC 0007

Possible Enable Code

00001822 000A
1000EF50 0007

Max stats all 30 weapons (you can carry up to 30 weapons in this game)

420010EC 03E7
0000001E 001C
420010EE 03E7
0000001E 001C
420010F0 03E7
0000001E 001C
420010FA 03E7
0000001E 001C
420010F2 03E7
0000001E 001C
420010F4 03E7
0000001E 001C
420010F6 03E7
0000001E 001C
420010F8 03E7
0000001E 001C
420010FC 03E7
0000001E 001C

*Press start to regenerate all breakable objects (crates, grass, drill rocks, etc) (works with any screen change)

420006A4 0000
00000006 0002

*Does not work with targets

Press start to clear obstacles in dungeon

74000130 03F7
420006A4 FFFF
00000006 0002

*Does not work with targets

9,999,999 EXP after battle

820034BC 967F
820034BE 0098

9,999,999 Bonus EXP after battle
820034C0 967F
820034C2 0098

9999 Stat points at level up
820036BA 270F

9999 points applied to ATK
820036BE 270F

9999 points applied to DEF
820036C2 270F

9999 points applied to AGL
820036C6 270F

Infinite points fishing game
820015D6 FFFF

X position modifier (press start to activate)
74000130 03F7
8200EAB8 xxxx

Y position modifier (press start to activate)
74000130 03F7
8200EABA xxxx

You'll have to experiment with the numbers yourself. They are the XY coordinates of your character sprite on the map (XY coordinates, think back to high school math and graphing). It's easier to use with an emulator because you can see your relative position in the memory viewer. Otherwise, just plug in numbers until you get somewhere, then increment until you are at a point you want (i.e. behind that @# \$! wind stream that I couldn't pass).

Temporary unlock of omake menu (5 options)
43000488 FFFF
0000000C 0002

All items imbued
4200154A FFFF
0000000D 0002

Weapon data block

Weapon 1:
320010E5 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle

F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
320010E6 00xx = Effect
320010E7 00xx = Special Attack
320010E8 00xx = Additive item/material 1
320010E9 00xx = Additive item/material 2
320010EA 00xx = Additive item/material 3
320010EB 00xx = TEC points
820010EC xxxx = Total ATK
820010EE xxxx = Total DEF
820010F0 xxxx = Total AGL
820010F2 xxxx = Base ATK
820010F4 xxxx = Base DEF
820010F6 xxxx = Base AGL
820010F8 xxxx = Current DUR
820010FA xxxx = Max DUR
820010FC xxxx = Base DUR
320010FE 000x = (0=normal, 1=gold glow)

Weapon 2:

32001101 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
32001102 00xx = Effect
32001103 00xx = Special Attack
32001104 00xx = Additive item/material 1
32001105 00xx = Additive item/material 2
32001106 00xx = Additive item/material 3
32001107 00xx = TEC points
82001108 xxxx = Total ATK
8200110A xxxx = Total DEF
8200110C xxxx = Total AGL
8200110E xxxx = Base ATK
82001110 xxxx = Base DEF
82001112 xxxx = Base AGL
82001114 xxxx = Current DUR
82001116 xxxx = Max DUR
82001118 xxxx = Base DUR
3200111A 000x = (0=normal, 1=gold glow)

Weapon 3:

3200111D 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles

A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
3200111E 00xx = Effect
3200111F 00xx = Special Attack
32001120 00xx = Additive item/material 1
32001121 00xx = Additive item/material 2
32001122 00xx = Additive item/material 3
32001123 00xx = TEC points
82001124 xxxx = Total ATK
82001126 xxxx = Total DEF
82001128 xxxx = Total AGL
8200112A xxxx = Base ATK
8200112C xxxx = Base DEF
8200112E xxxx = Base AGL
82001130 xxxx = Current DUR
82001132 xxxx = Max DUR
82001134 xxxx = Base DUR
32001136 000x = (0=normal, 1=gold glow)

Weapon 4:

32001139 00xx = weapon ID
00-27 = swords
28-4F = Axes
50-77 = Spears
78-9F = knuckles
A0-C7 = Drills
C8-EF = Bows
F0 = blank sword
F1 = Blank axe
F2 = Blank spear
F3 = Blank knuckle
F4 = Blank drill
F5 = Blank bow
F6 = Hammer
F7 = Demon sword
3200113A 00xx = Effect
3200113B 00xx = Special Attack
3200113C 00xx = Additive item/material 1
3200113D 00xx = Additive item/material 2
3200113E 00xx = Additive item/material 3
3200113F 00xx = TEC points
82001140 xxxx = Total ATK
82001142 xxxx = Total DEF
82001144 xxxx = Total AGL
82001146 xxxx = Base ATK
82001148 xxxx = Base DEF
8200114A xxxx = Base AGL
8200114C xxxx = Current DUR
8200114E xxxx = Max DUR
82001150 xxxx = Base DUR
32001152 000x = (0=normal, 1=gold glow)

Weapons are in order by when you obtain their blanks. Add 1C to each address to get addresses for the next weapon, or figure out which slot you want and use the formula $((n-1)*1C)$ and add that to the addresses for weapon 1.

Max value for all stats (except TEC) is 7FFF though it only displays upto 999 and in some places 9999. Anything higher than that gives you negative stats starting at -9999 or -999 depending on display. It counts upward from there. Whether the game actually counts stats that high remains to be seen

This is gonna be confusing to many of you, but this is a trick I've only seen in class. I think the process is called "bit parity". In order to represent negative numbers in binary, the range of values can be split in half, with the first half being read as positive and the second half read as negative.

Normally, 0000-FFFF is counted as 0 - 65,535 respectively. In this game, 0000-FFFF is counted as 0 - -1. Weird huh? Well now where are all the positive numbers? Well, 0-7FFF is counted as 0-32,767 and 8000-FFFF is counted as -32,767 - -1 and when you add 1 to FFFF it rolls back to 0000 which counts as 0.

The advantage is you can do math with negative numbers in this manner without doing any fancy formulas to convert your values every time you change from negative to positive and visa versa. Putting in special special formulas would require more memory and processing instructions to be run, and if they aren't run properly, the game could become confused and crash. The downside is you sacrifice half your value range, but that's fine if your game can only display upto 4 digits when reading that address.

Upon further research, I found that the maximum values cap at 999 anyway (03E7 or 3E7 in hexadecimal). Hence why my max stats for all weapons set stats to 999.

The following were converted from data found on <http://bbs.newwise.com/archiver/?tid-229230.html>

All key items

42001512 0101
00000015 0002
3200153C 0001

99/99 of all GB skills

42001092 6363
00000015 0004

Skill modifiers for GB

32001090 00xx
32001094 00xx
32001098 00xx
3200109C 00xx
320010A0 00xx
320010A4 00xx
320010A8 00xx
320010AC 00xx
320010B0 00xx
320010B4 00xx
320010B8 00xx
320010BC 00xx
320010C0 00xx
320010C4 00xx
320010C8 00xx

320010CC 00xx
320010D0 00xx
320010D4 00xx
320010D8 00xx
320010DC 00xx
320010E0 00xx

Values for xx are from 00-62

All usable items

4200144A 6363
00000018 0002
3200147A 0063

All materials

4200147C 6363
00000014 0002

All combo items

420014AE 6363
00000018 0002

All accessories

420014E0 6363
00000019 0002

99 of all inventory

4200144A 6363
00000018 0002
3200147A 0063
4200147C 6363
00000014 0002
420014AE 6363
00000018 0002
420014E0 6363
00000019 0002

These codes were done by Hiei-YYH of www.cmgsgccc.com

=====
Battle Codes
=====

Boss Enable (Select+A) (Use this code in Boss Battle for the Bellow codes work)

74000130 03FA
320001C0 002F

Summon Enable (Select+B) (Same as above, but for Summon Battles)

74000130 03F9
320001C0 002E

Infinite HP Battle (Normal)

720001C0 002F
430009B4 C350
00000002 0004
720001C0 002F
830009C0 C350

Infinite HP Battle (Summon)

720001C0 002E

42003840 C350
00000002 0004
720001C0 002E
8200384C C350

Infinite Time? (Summon Battle)

720001C0 002E
42003854 7500
00000002 0002

Infinite DP

720001C0 002F
430009CC 4E20
00000003 0018
720001C0 002F
430009D0 4E20
00000003 0018

Max/infinite TEC

720001C0 002F
430009D4 639C
00000003 0018

Infinite Summon Magics

720001C0 002F
43000A22 6363
00000002 0002

Infinite Summons

720001C0 002F
33000985 0007

Fast Summon Recover

720001C0 002F
43000A28 0258
00000008 0002

Fast Summoning (Normal)

720001C0 002F
3300095A 0000

Fast Summoning (Summon)

720001C0 002E
3300095A 0000

Press Select+UP to Enemy HP 1

74000130 03BB
43000D44 0001
00000004 0390

Press Select+Down to Enemy DP 1

74000130 037B
43000D5C 0001
00000004 0390

Press Select+Left to Enemy TEC 0

74000130 03DB
43000D64 0000
00000004 0390

=====
Normal Codes
=====

Walk Through Walls [Hold R]

74000130 02EF
E200EAB8 0010
74000130 02AF
E200EAB8 0010
74000130 02AF
E200EABA FFF0
74000130 026F
E200EAB8 0010
74000130 026F
E200EABA 0010
74000130 02DF
E200EAB8 FFF0
74000130 029F
E200EAB8 FFF0
74000130 029F
E200EABA FFF0
74000130 025F
E200EAB8 FFF0
74000130 025F
E200EABA 0010
74000130 02BF
E200EABA FFF0
74000130 027F
E200EABA 0010

=====
Weapons in Map
=====

Press L+UP for Sword

74000130 01BF
3200FEC7 0001

Press L+Down for Axe

74000130 017F
3200FEC7 0002

Press L+Left for Lance

74000130 01DF
3200FEC7 0003

Press L+Right for Knuckle

74000130 01EF
3200FEC7 0004

Press L+R for Drill

74000130 00FF
3200FEC7 0005

Press L+A for Bow

74000130 01FE
3200FEC7 0006

enemy modifier codes

Enemy 1
73000C52 FFFF
83000C50 00??

Enemy 2
73000FE2 FFFF
83000FE0 00??

Enemy 3
73001372 FFFF
83001370 00??

Enemy 4
73001702 FFFF
83001700 00??

Always 4 Enemy Encounter
320003A2 0004

The first 4 codes determine the species of the monster in slots 1-4. You can fight upto 4 monsters at a time. The last code "Always 4 Enemy Encounter" makes it so you always run into 4 enemies durring a random battle.

The Following are from ForteGSOmega from www.cmgsgccc.com

Play as... Mod (kind of..)
830008C0 XXXX

*It's much more complicated this time, the only area where the code really works is the omake mode. Unlock the thing where you can fight all the bosses again by beating the game, After killing the first boss but before fighting the second, activate the code and set a value, you'll be that person/monster in the next battle. I'm trying to find a way around this..

Note from dragonexo:

start with:830008C0 XXXX

play as: the heroin:0001

the girl with red hair:0002

the guy with the green hair and yellow suit:0003

the guy with the sulver blue/silver hair(the rival i think):0005

the guy with dark-blue hair:0007

the archer girl (small, glasses):0009

the girl with purple hair who can summon the dragon:0010

the hero:0014

the guy with closed eyes:0016

one of the thugs with purple hats you fight near the end of the game:0018

the creepy guy who probably think's he's a girl:0025

the final boss:0028

closed eyes guy:0031

drunk looking guy with afro and red nose:0033

there is probably a hell of a lot more. You just try, I'll figure more out

NOTE: they have the exact same characteristic as the real guys, you can still choose their weapons and all, but dont put them with weapons they don't like, you'll find out soon why, don't worry, no game freeze, but dont try to summon with characters who can't, some of them can't use the spells and will make a

weird attack.

note 2, everything after 38 is a blackout of the screen, i didn't post some numbers because they are the same result of characters.

Have All Items

4200144A 6363

00000064 0002

Remove all dummy items from above code (if they bother you...)

3200147D 0000

420014A4 0000

00000005 0002

820014DE 0000

*The key items seem to be in the upper code, but since I can't tell which item IS a key item, you'll have to live with them

Mastersord's note: Remove "have all items" code before using this one. Otherwise you'll have a conflict, or the dummy items will return.

Monster/Weapon/s.o. database complete

42001564 FFFF

00000025 0002

Max. Rank for each weapon

42001002 0909

00000003 0002

Max. Money

820015AC 423F

820015AE 000F

No Random Battles

8200FFB0 FFFF

Inf./Max. DUR for the three equipped weapons

420010F8 00FF

00000003 0054

420010FA 00FF

00000003 0054

Max. Tec points on the three equipped weapons

420010EB 00FF

00000003 0054

In-Battle Codes

One-hit kills

74000130 03FE

43000D44 0001

00000004 0390

Set opponent's DUR to 1 on both weapons

(press A to activate in battle)

74000130 03FE

83000D5C 0001

74000130 03FE

83000D74 0001

instant break both oponent's weapons (press A to activate in battle)

74000130 03FE

83000D5C 0000

74000130 03FE

83000D74 0000

Inf./Max. HP Hero

830009B4 270F

82001024 270F

Inf./Max. HP Guardian Beast

82003840 270F

82001074 270F

Instant Spell Cast

3300095A 0000

Always 6 stones (5 visually..)

33000985 0006

Inf. Guardian Beast Summon Time

82003854 FFFF

Lotsa EXP after battle

820034BC FFFF

Inf. Status points when level up

820036BA 270F

VII. FAQ

Q: Can I use your FAQ on my site?

A: Only if you credit both me and GameFAQs, AND you present it in an unaltered format.

Q: You got the plot all wrong!

A: I can't read Japanese. This FAQ is just so you can play the game and get through it.

Q: Can I submit corrections and tips anyway?

A: You can submit these things, but you have to post a re-write of the section(s) you are correcting.

Q: Where can I submitt this stuff?

A: Post it on the message board at gameFAQs.com

Q: Your FAQ seems perfect. What other information are you looking for?

A: I'd like a translation of the special attacks and effects lists, as well as what each one does in battle.

Q: Are you single?

A: I'm male. Age: 2,703 years (give or take a few decades). I enjoy long walks in the woods, rock climbing, and commanding legions of eternally cursed souls to do my bidding. Potential dates must have a good life insurance policy, and be able to handle sharp objects. Like to play video games a plus!

Q: Why don't you post an e-mail address?

A: 1) Spammers fish e-mails out of text files. This happened to my hotmail

account which I can no longer use

2) I don't plan to do many updates or corrections to this guide

VIII. Credits

Nintendo - Obviously

Banpresto - For making this game

GameFAQs - for hosting my FAQ

Japan - For making this game

posters from gameFAQs which I'd like to thank.

Net_Wanderer - Location of Siege in post game, unlocking Murno in post game.

Pentarou - Information on most of the game's side quests

Jackson - Complete list of new game+ carry over data. Various corrections and other data

Posters from www.cmgsccc.com which I'd like to thank

Hiei-YYH - Contributing codes

ForteGSOmega - Contributing codes

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