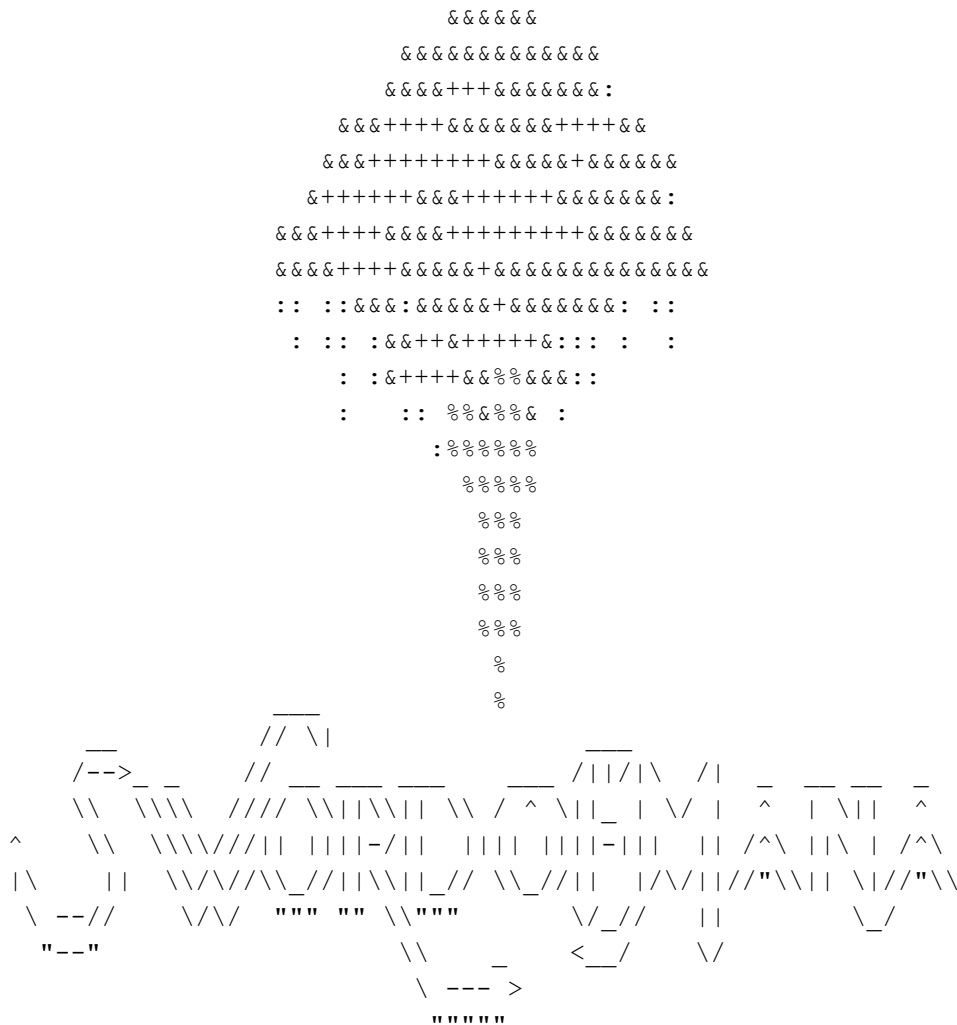


Sword of Mana FAQ/Walkthrough

by rbl_grl

Updated to v0.8 on Sep 22, 2006



Walkthrough for

SWORD OF MANA
(SHINYAKU SEIKEN DENSETSU)

Version 0.8
September 2006
By rbl_grl

...: CONTENTS ...

- 1 Introduction
- 2 Miscellaneous FAQ Information

MAIN WALKTHROUGH

- 3 Topple
- 4 Batmo Cave
- 5 Viquette Hall
- 6 Marsh Cave
- 7 Wendel

- 8 Airship
- 9 Menos
- 10 Jadd
- 11 Dune Maze
- 12 Devius Manor
- 13 Cascade Cave
- 14 Mt. Illusia
- 15 Granz Castle

...more still to come

- 16 End Information

::: INTRODUCTION :::

This walkthrough is made for those of us who don't go by the rather biased philosophy that male characters are - always and without fail - better. I've seen a few walkthroughs for Sword of Mana (SoM) floating around, but they were all for the Hero's part of the story, none for Heroine, so I decided to write one.

This walkthrough is just that - a walkthrough. There is very little additional information as of yet, because the Hero FAQs are just as useful for people playing as Heroine. Such FAQs are plentiful and can be found on almost any FAQ site, like www.gamefaqs.com, www.ign.com and plenty of others if you use the search function for 'sword of mana' or 'shinyaku seiken densetsu'. There are also plenty of game forums (www.gamespot.com, www.gamewinners.com, etc) where you can ask for assistance, and occasionally even receive it.

NOTE: this is version 0.8, the second one I've uploaded. the old one was 0.5 and ended with Devius Manor.

~~~

When the game asks you which character you want to be, you can pick either, but this walkthrough is primarily for Heroine. The advantage of picking Hero is that he has a sword and when you get to Vinquette Hall, the Wolfman is pretty hard to beat if you don't have the sword, and Heroine only has the rod and the bow then. But I'll get to that later. However, Heroine cast spells, including healing, power up, defense up, and a whole lot of useful stuff, only some of which Hero can do.

NOTE: this walkthrough is written with relatively competent gamers in mind. That doesn't mean you have to be a g4ming ma5t3r, but you do need some minimal experience of video games, or at least common sense.

~~~

::: MISCELLANEOUS FAQ INFORMATION :::

CONTROLS

The controls in this game are quite simple. UP, DOWN, LEFT, RIGHT are obvious. START brings up the menu. SELECT switches between characters if you have two. BUTTON A (or just A) is the Okay/Action button, BUTTON B (or B) is the all round cancel button. BUTTON L is Jump up when pressed by itself or with a direction button. BUTTON R is the control for using a spirit (mana) if you have one equipped. L and R pressed together lets you sit down to regain mana points (MP).

~~~

### TREASURE

When you kill all the monsters on one screen, sometimes a treasure chest appears. You open them normally until half-way through Vinquette Hall, where a roulette thing comes up when you try to open the chest. If you hit A while on OK, you get the item as usual. If you hit A on one of the red circles, you will receive HP damage from that weapon, and THEN you get the item. Don't worry about that for now, though.

\*\*\*Note - in the walkthrough I won't mention all the treasure chests POSSIBLE to find, only the one's I actually know and remember.

~~~

DAY/NIGHT

Unlike other RPGs, in this game is that it is not forever day, it sometimes gets dark. The time changes every time you enter a new screen. The times go like this:

Dawn		*Dawn has a pale blue tinge
^	V	*Day is plain old multicolored
Night	Day	*Sunset is a pinkish-orange color
^	V	*Night is dark bluish-purple (the shock!)
Night	Day	
^	V	
Night	Day	
^	V	
Sunset		

The monsters that appear are occasionally determined by what time of day it is. Some day-time monsters still appear at night, except they're asleep, therefore easier to evade and to get the first hit in.

~~~

### LEVELING UP

There are three kinds of level rises in this game. There are Weapon and spell levels, which, when they rise don't require anything from you, it happens automatically. The other kind of level rise is plain old-fashioned levels. It's the number you see on your saved game. These are more complicated for Heroine. When ever you reach the Exp required for the next level, a label saying 'Lv up!' appears over Heroines body. If you go into the menu (by pressing start) you will see an option called 'Lv up!'. Select that, then you will see a bunch of different classes. Each time you level up, you pick a particular class to rise. When you have a certain amount of level up's using a specific class, you undergo a class change.

Here's the class level up info:

|          | HP | MP | Pow | Def | Int | Mnd | Agi |
|----------|----|----|-----|-----|-----|-----|-----|
| Warrior  | +7 | +1 | +1  | +2  | 0   | 0   | +1  |
| Monk     | +8 | 0  | +2  | +1  | 0   | 0   | +1  |
| Magician | +3 | +5 | 0   | 0   | +2  | +1  | +1  |
| Sage     | +2 | +6 | 0   | 0   | +1  | +2  | +1  |
| Thief    | +5 | +3 | +1  | +1  | 0   | 0   | +2  |
| Random   | ?  | ?  | ?   | ?   | ?   | ?   | ?   |

Class changes are more complicated. Information on them can be found in most in-depth FAQs on SoM, and maybe in a later version of this.

~~~

WEAPONS

	Location	*Attack Type*	*Special Attack (x2 damage)*
Rod	N/A	Bash	Spins weapon around you
Bow	Btmo Cve	Jab	Almost same as normal
Flail	Mrsh Cve	Jab	Extended version of normal hit
Sickle	Wndl Blcksmth	Slash	Spins weapon around you
Knucks	Airshp	Bash	Ball of energy attacks in a line

info on more weapons in next version of FAQ

~~~

### MANA

If you want use Mana, press start, then spin the menu to spirits. Select the spirit you want to use and press A. then, when you want to use support spells, which take 3MP (like Wisp's healing by about 30HP), press R for a short time (one quick tap of the button is fine). If you want to use attack spells, (they use 6MP) press R until the spinning spirit is full size. Usually it's better to wait about 2 or 3 seconds to make sure your not casting support magic by mistake. If you only have, say, 4MP, no matter how long you hold R, you will only ever cast support magic.

Later on, by helping the Mana spirits for a second time, you can get a second of each spirit. Then you can hold the R button until a second spirit appears, you can use stronger attack magic. The only thing is that it takes 9MP instead of 6MP.

To regain MP, hold L and A at the same time until you get the MP you want. At first it rises by 1MP, but as you raise your levels, the number rises accordingly.

### SPIRITS

|            | *Support (3MP)* | *Attack (6MP)* |
|------------|-----------------|----------------|
| Wisp       | HealingLight    | Light          |
| Salamander | PowerUp         | Fire           |
| Undine     | BubbleBoat      | Water          |
| Gnome      | D-Fence         | Earth          |
| Jinn       | SpeedUp         | Wind           |

\*\*\*info on more spirits in next version of FAQ\*\*\*

~~~

::: MAIN WALKTHROUGH :::

***NOTE - occasionally, I may include slight spoilers in the context of this walkthrough.

START- THE DREAM

There is a really long cut scene at the start. It starts off with Heroine dreaming of her past. It appears that Young(er) Heroine is supposed to go off seeking her fortune the next day. She says good-bye to some people, including a kid called Willy, who pops up again later in the game. Then some Granz Realm Soldiers attack the village (they're the bad guys). Heroine and her mother make a run for it, but Heroine's mother falls down on the way and tells Heroine to

go on without her. This purple guy catches up to them and threatens them, but Heroines mother uses Mana on him. He will show up again as well, his name is Julius. Then Sir Bogard shows up, he's the guy who was meant to accompany Heroine on her trip. Bogard and Heroine are teleported to Consul Hermann's house by Heroines mother after she tells Heroine the she is not her biological mother.

Heroine takes a nap at the Consul's house. When she wakes up, Granz Realm soldiers are pounding on the door. The consul's wife stalls them and tells her son to help Heroine escape. (Everyone seems awfully self-sacrificing for Heroines sake, don't they?) They run and then, what do you know, it was all a dream.

Several years have past and Heroine has grown up. Bogard, with whom Heroine is traveling/living with, says that if her dreams are bothering her, she should try to put her past at rest by looking for any survivors from her village. Here he also asks you to name the consul's son. (What I wonder about is why there is only one bed in the cottage? Bogard is kind of old for her, isn't he? Where does he sleep?) Anyway, Bogard teaches you to use magic, even though you only have one Mana Spirit at the moment, Wisp, a light spirit. There is more detail about Mana in the MANA section which is in MISCELLANEOUS INFO.

Bogard tells you to go to Topple, south-eastish of Cascade Cottage, where you are now.

Save at the silver Mana Goddess statue on the right of the cottage, by pressing A when facing it. Silver Goddess statues only let you save, while gold ones also heal all your characters fully.

~~~

::: TOPPLE :::

PATH TO TOPPLE \*(area)  
Rabite, 20HP \*(Monsters in area)

You can hold B to run. Head right, to the next screen. Here there are some yellow bunny-like things called Rabite. Don't be fooled by their un-scariness, though, they bite. these are your first monsters. Kill them by facing them and pressing A to hit them with your rod. Or you can use mana, but you only have 12MP to start off with, so you would waste it on two spells, which would only kill one of them. I recommend you save mana for healing instead. It might be a good idea to train a little here, especially when its night and the Rabite are asleep, so they don't attack you. Kind of back-handed, but who cares? Exp is Exp.

Several things I should mention about battling. Whenever there are monsters on the screen, your status info is shown at the bottom of the screen. At the VERY bottom, there is a bar that fills up when you hit stuff. At the start, the bar fills by one hit, one point, but when you raise your level, it will eventually rise by more, which is useful.

When the bar fills up completely, Heroine will start flashing green. Now you can use the special attack. Only once though, then you have to fill the bar up again. To use the special attack, press and hold A until Heroine glows a constant green. then release the A button. Each weapon has a different special attack. You can read them all in the WEAPONS section earlier, in MISCELANEOUS INFO.

Anyway, walk right, up, right, down to the next screen. Although on this screen

it says Path to Cave, it is also the path to Topple, so just go down on to the next screen. Here is a good place to train, because there is a Gold Goddess statue on the next screen where you can heal. Go left, down, right to get to Topple, which is also where the statue is.

~~~

TOPPLE

Gumdrop *(items to be found in area)

Talk to the guy in the house straight up when you enter Topple, and he'll say some semi-important stuff about political history, and names Cibba the Sage in Wendel, who you should go see later.

On that houses right is the Gold Goddess statue. Niccolo - the fat rabbit guy - is standing in front of it, but you can still use it. Saving is a good idea. There's little point in talking to Niccolo now, he's pissed off that he can't sell his damn notebook.

You can talk to people not specified by this walkthrough if you want, they say stuff concerned with things you need to do in the future and sometimes give you side quests, but it's not strictly necessary.

If you now go down the path a little and turn right, you'll see the inn. Since you just healed at the Mana Goddess statue, there no point in staying there, but there is a chest upstairs, so you can go in anyway. Go up the stairs, through the door and to the top left corner of the room. It contains a Gumdrop, but you can pick them up after battles, so you don't HAVE to get it.

Exit the inn and keep going down to the next house, on the right. There is a little boy and his grandfather there. No need to talk to granddad, but the little boy asks you to find his book for him. Say yes. Now go out again and back up a little to the left. This is the general store. Buy anything you need, talk to the woman there, then exit and leave the town at the south end.

~~~

#### TOPPLE OUTSKIRTS

Rabite, 20HP

Bebe, 17HP

Batmo, 23HP

#### Angel Grail

Head right straight away, then up the steps for a chest with an Angel Grail. Then go down, to the very far left, up the stairs, left, and onto the next screen for a Gumdrop. There's no need to go up at the stairs, since you can't yet use the armory, but later you can get almost anywhere in the world from it. Head back right, then down the steps, right, down to the next screen. Go left, down around the pond, right and down to the next screen. Go down, to the far left, make sure you're healed up, if you have no mana, sit down for a while, and then go up.

There is a cut scene here where Julius, the purple guy from before, shows up, sets a Chobin Hood (Robin Hood? ^\_^) on Heroine and goes away. A blond guy comes to her rescue. Heroine is suspicious of him at first, but then he says he's not a realm soldier. He offers to accompany Heroine where ever she needs to go. Eventually she agrees. He introduces himself, and, lo and behold, his name is exactly the same as whatever you called Hero. Hero (as you'll find out

he is in fact the same boy) was also planning on going to Topple, so once he's found the village boy's book, you can go back there with him. First it's a good idea to head up, though, and heal at the Gold Mana statue. With Hero in tow, go back to Topple. Hero will follow you automatically, and if he doesn't stick to your back, don't worry, he will rejoin you on the next screen. If you want to walk and fight as Hero, just press SELECT once and Hero will switch will Heroine. You can do this with any other character that joins you.

In Topple, once Hero and Heroine have parted, go to the village boy's house, give him the book, and if you talk to granddad, he will give you a magic rope. This is useful, because if you are dying and far from a Mana Goddess statue, you can use the rope infinite amounts of times to teleport to the last Mana statue you saved at. You can't use it during a boss battle, of course. It is kept in the menu, and its icon looks like (shock!) a coiled rope.

Remember the Topple Gentleman in the first house who told you about Cibba the Sage? Well, talk to him again. When you try to leave Topple, Niccolo will ask you to buy some thing called the Popoi's Notebook for 10 lucre (the currency in this game). He won't let you leave town without it, so fork over the cash. Now you can go back to Cascade Cottage to talk to Sir Bogard.

Walk up to the door and Heroine will notice someone's been here. She enters the cottage and sees Hero already there. She has a yell at him, hits him twice with her stick and has a yell at him some more. Then, having established that they have a common enemy - Dark Lord, BTW - they set off to get the master of Vinquette Hall to un-seal the road to Wendel. The way to Vinquette Hall is through Batmo Cave, which is full of - you guessed it - Batmos. Here Hero teaches you to jump, which you do by pressing L and the direction you want to jump in at the same time. Diagonal directions are also possible.

~~~

::: BATMO CAVE :::

PATH TO BATMO CAVE

Rabite, 20HP

Go two screens right, then there should be some steps half-way along the screen. Climb them then press L and up at the same time to jump up the mini cliff, then grab the chest with a Gumdrop on the left. Go right, up the step, then right to the next screen. Niccolo should be here. Talk to him then save at the statue. If, for whatever reason, you are low on HP and/or MP, heal yourself with Wisp and sit down till your MP comes back. When you're ready, enter the cave.

BATMO CAVE

Batmo, 23HP

Lime Slime, 20HP

Chobin Hood, 40HP

Gumdrop

Go up then to the far left then up to the next screen. Go up a little, then right, up, left, and get a chest with an Angel Grail and then go up. The Chobin Hoods shoot arrows, so its best to keep out of their direct line of sight, hit them diagonally. There is a Metaball in this room, and you have to switch to Hero (press Select) to slash at it with your sword, anything else won't harm it. Sometimes, in this particular spot, you don't have to kill the Metaball at all, if you slip past before it appears. This doesn't change anything else, its just if you can't be stuffed pressing Select, then A a couple of times. The

Lime Slimes in here are easier just to walk around; they're too much bother, since you can only kill them with Wisp spells. Follow the path to the next room.

In this room, you have to kill all of the Chobin Hoods to get your next weapon, which is obviously a Bow. They're not that hard to kill, just don't face them head on because they'll just shoot you, and regularly check your health, and you should be fine. However, it's good to be at least weapon level 2 or 3 with your rod if you use Heroine. Hero kills them much faster though, so it's better to switch characters again and slash away. Once the fourth Chobin Hood is dead, you receive the bow. Now you have all three weapon types (between Hero and Heroine, anyway). Sword - slash, Rod - bash, Bow - jab. (Who thought of that one?^_^) Change your weapon to the Bow (weapons in the menu).

Go back down then right to the next screen where your first challenge as an archer awaits. You have to shoot the Metaball once. Kinda anti-climatic. I mean, after fearlessly charging all those evil, soulless Chobin Hoods, you vanquish them all, receive a weapon to proclaim your triumph and then you get to JAB a silver ball on the ground with an arrow. Great, isn't it?

Anyway, change the weapon back to Rod if you want, or keep the Bow, but you'll need the Rod a few screens over. By the way, the manner in which Heroines spells are cast is determined by the weapon she has equipped. On the next screen, head right. You can jump up the platform to get the chest with the Gumdrops. Jump down and go straight down, there's just a Batmo on the left. Go down and left then down and right, kill the Metaball with the Rod and exit down, which is also the exit of the cave.

~~~

::: VINQUETTE HALL :::

PATH TO VINQUETTE HALL

Rabite, 20HP

Bebe, 17HP

Batmo, 23HP

Gumdrops

Ah, the fresh air! Go right, then down the stairs, then right again for a chest containing yet another Gumdrops. Then head left and exit the screen at the south end. There's nothing you can do to the left, for now, so go right and down and exit east. Keep on right until you hit a wall, then go down and exit south. Here, just go down a little then right and up, grab the chest with the Gumdrops, the path down is for later.

In this screen, it has to be either sunset or night, since the gates in the next one are only open at night. If you get there during the day, just go back and forth between the screens a few times till it's dark. Then head up through the gates and wait out the cut scene.

Hero has a funny feeling about this, then Heroine sees something. She goes to investigate and discovers it is a ghost. The ghost seems to recognize her and disappears, mumbling about getting the Count to 'take care of her'. Heroine runs screaming. Hero says something along the lines of, 'now who's scared?' and doesn't believe her.

Go inside after the cut scene. The Ebony Butler will coerce you to stay at Vinquette Hall until you can see the Master. Heroine gets annoyed at Hero for agreeing to stay the night without asking her. She then warns him not to try



any 'funny business'. (Why is it that a large fraction of RPGs have some variation of this scene? The sleeping thing I mean. The girl gets pissed when told she has to share a room or even bed with the guy and the guy gets all insulted and claims he can do better. They then don't speak for several seconds. What is with that?) Anyway, once up stairs, grab the chest in your room for an Angel Grail. Then go out to the corridor and enter the room to the right. Talks to the woman called Isabella, then go back to your room. There is a Gold Mana statue in the corridor, so you can save if you want, but then you have to save again a few minutes later, anyway. Hero will drop off really fast, but Heroine is reminded of the Consul's house, so she dreams of her past again. She hears Hero saying something in his sleep about 'protecting her', and realizes that he is the same boy from the Consul's house. Then she hears a noise. Go out in to the upstairs corridor. Read the diary in Ms. Isabella's room and then follow the Ivory Butler through the right door downstairs, after saving at the Gold Mana statue.

#### VINQUETTE HALL - 1st FLOOR

Batmo, 23HP

Lime Slime, 20HP

Skull Beast, 25HP

Zonbine, 34HP

Light Coin

Magic Walnut

Head to the far right in this room and pick up the chest for a Light Coin. Then go up through the door on the right. Go down the stairs on the right.

#### 1ST BASEMENT FLOOR

Enter the first door you come across for a chest with a Magic Walnut. This room has a Silver Mana Goddess Statue, so you can save if you want, and it's a good idea, Mana Statues are always placed in a spot for a reason, but it won't heal you. Exit the same way you came in and keep heading left to the next door.

There is one Metaball in this room. You can't leave the room, now. Equip the bow and shoot at it, once is enough. By doing this, you have released the fire spirit, Salamander. He (I think it's a he) is so grateful to you, he offers his services to you, so you've (finally) gained another Mana Spirit. Salamander's support magic is Power Up, which doubles your attack damage with weapons. Now you can leave the room. Exit the room and head back up the stairs on the right.

#### 1st FLOOR

Go through the door on the left side of the room. Here, go up through the doorway one step to your left. If you keep going straight up through the door, there are some Zonbines. If you have lots of mana, you can train on them, but you can't kill them with normal weapons, so it might be hard. There's nothing else in the room. From about now you may sometimes get roulette treasure chests, especially when you battle Zonbines. When you try to pick up the chest, a roulette-like thing comes up. If you hit a while on OK, you get the item as usual. If you hit one of the red circles, you will receive HP damage from that weapon, and THEN you get the item. The damage isn't too bad, though, it's more of an annoyance.

Go left to the next door and make sure you are healed up and have lots of Mana. It's best to equip the Rod for Rod-type spells and Salamander, the fire spirit. When you're ready, enter the room.

This is only a very minor boss, like the four Chobin Hoods in Batmo Cave, but this one has a high damage, so be careful not to get in its way. Try to put one of the candelabras in between Heroine and the Metal Ball (NOT MetaBall) thing so it can't harm you and cast Salamander on it. It may stay behind the

candelabra, but be ready to run if it leaves that spot. Sometimes, the Metal Ball can get burned by Salamander, so it receives regular damage without anything from you, but it heals fairly quickly.

When you've beaten the Metal Ball, go through the door that will have opened after you killed it. Go through the second door you pass, the 1st and 3rd room only have 3 Zonbines each. Go down the stairs.

#### 1ST BASEMENT FLOOR

Behind the second door are some Zonbines if you want to train, since there's a semi-boss behind the first door. Once you're ready to fight, go in.

When you enter this room, you'll see a bunch of coffins, and then Heroine opens two of them. They hold sleeping Mana Women. Then the Ivory Butler shows up. He says a bunch of stuff about Heroine being the Count's next bride. Then the ghost you saw earlier outside appears and tells the Ivory Butler to take Heroine to the count. The Ivory Butler is spooked because he's never seen the bat spirit. He ignores the spirit, and sets the Wolfman on you.

#### SEMI-BOSS: Wolfman

Since you're Heroine, you are in trouble, right about now. Hero has a sword, but Heroine only has some arrows and a stick. The best advice I can give is this; use the Power Up spell (Salamander's support magic), stand behind the coffins and shoot the Wolfman with the bow until he EVENTUALLY dies. However, he has a pretty strong spell that takes away 8HP x2 each go, and its no use trying to run away from this spell, it just follow you.

Basically, just keep powering up and healing when you need to. If you have patience, you'll kill the sucker sooner or later.

After you've (hopefully) beaten him, the Ivory Butler will compliment your mad skillz and Heroine will say something about talking to the count. Go through the door at the top left hand corner of the room.

#### 1st FLOOR

Go through the door at the left end of the room. Head down, then left. Guess what's behind the first door? Yup. More Zonbines. In the second room, there are some Batmos; beyond them is a room with a Gold Mana statue. Finally! Yay! Save and heal, and then I rather strongly suggest that you train, because after the Mana statue is Count Lee, the evil Master of Vinquette Hall! You have to defeat him, of course. The best advice in preparation is: train. Raise your Wisp Magic level as high as you can. You should be at LEAST at level 8 (normal, not spell) when you fight him, else he'll whip your ass.

There is a long and winding cut scene here, as it is with just about any boss. It seems that Count Lee made a promise to Lord Granz long ago that he will protect Mana Women - by sending them to sleep in coffins! He doesn't look at all scary with the glasses, but he's pretty nasty in battle. Then Hero deigns to show up. What a sleepy head. While Heroine has been battling Metal Balls, Wolfmen and unbelievable amounts of Zonbines, he's been sleeping! When Count Lee says 'Even if by force, you will be mine!', get ready for the battle.

#### BOSS: Count Lee (Vampire Form)

The spell to use is Wisp, since Salamander takes maybe 1HP per hit. Switching to Hero and attacking with his sword and letting Heroine cast Wisp spells by her self is the best tactic. Taking around 10Hp per hit with the sword and spells, you should defeat him pretty quickly. Quicker than you did the Wolfman, anyway.

Hero commands the defeated Count Lee to release all the sleeping women. After

much discussion, and a ghost or two, in the spirit of true RPG-ism, the defeated bad guy obeys. In Isabella's case, anyway. Count Lee tells Hero and Heroine to go to Wendel through Marsh Cave and to befriend the water spirit there.

~~~

::: MARSH CAVE :::

And yet again, a cut scene where we - what else? - run. Hero recognizes Heroine from long ago, and both try to lay the blame on themselves while the other tries to snatch it away. A whole lot of guilt tripping later, they decide to go to Wendel. If you try to go back to Vinquette Hall at night, the gates are still closed, so don't bother. Instead, go down from the screen with the grass.

Go down here, left a couple of steps and exit south. Go down and right and you'll bump into Niccolo. He will offer you a mystery item for 50 lucre. Say yes. If you don't, he won't leave you alone until you do, anyway. It turns out to be cactus essence. There's a Silver Goddess Statue on this screen, on the south end of the pond. On its right is a plant pot. You can try out the hot house there, by standing in front of the pot and pressing A. Once you've entered the house, go through the door on the right. There's nothing behind the door on the left, yet. If you have picked up any kinds of seeds, talk to the tree and plant some of the seeds. There is a maximum of 8 pairs of seeds planted at a time. Exit the room and talk to the little cactus-like thing by the door. He doesn't actually speak, but what the heck, talk to him anyway. If you look to his right, there is a pinkish thing hanging on another cactus. That is Li'l Cactus's diary. There's nothing there yet, but there will be later if you've talked to him. Now exit. If you want the harvest now, you can plant the hothouse again and collect the harvest by climbing the ladder and hitting it with either weapon. Poor fruit. There is a list of which seeds make which fruit in another FAQ, but since the result is also determined by the day, there are too many possibilities (448 to be specific) to explore manually and I'm not a hacker, so if you want in-depth FAQs, just use someone else's, I'm writing a walkthrough ONLY.

If you read the Cactus's diary now, you can read all about your adventures - in poetry! Badly written poetry, at that. 'The Chief' is probably referring to Hero or Heroine, whichever you are playing as.

PATH TO SCALY LAIR

Bebe, 17HP

Death Flora, 35HP

Needlebeak, 45HP

Once you've finished with the hot house, heal up with Wisp and regain your MP, then exit south. Go as far right as you can and then exit north. Go up and right, then left and exit north. Exit north again for a chest containing an Angel Grail. Head back down then go down and right and exit east. Go straight up and exit north. Exit west. Go up all the steps and left down the slope and stairs. Make sure you're healed up as usual and enter the cave.

MARSH CAVE

Tonpole, 40HP

Lizardon, 62HP

Land Leech, 31HP

Death Flora, 35HP

Duck GI, 68HP

Lime Slime, 20Hp

Angel Grail (x3)	Small Seed
Oak Wood	Long Seed
Crooked Seed	Gumdrop
Oblong Seed	

Go up a little and use Salamander to hit the gray and red thing (a Stone Seal). Now you can walk across on the water lilies. Walk up and then right. There is some whitish grass growing here, you can use Hero's sword to cut the grass down, and sometimes you can find items.

Head down a little and left onto the little ledge for a chest with an Angel Grail. Walk down to the lilies on the green pond-like thing. Cross on the lilies for a chest with a Small Seed. Go back across the pond and exit the screen south. First go right, then down the steps and then left to the little ledge that has a dead end. Jump down onto the lilies (L, down, right at the same time). Walk across the lilies and up for a chest with an Oak Wood.

Go back onto the pond, but this time go down instead for a chest with an Angel Grail. Go up to the ledge again and jump up (L, up, left). Go up both sets of steps to just in front of the door you came through before. This time, follow the stairs straight down all the way and exit south. Follow the western wall south and exit south walk around the little pond to get the chest with a Long Seed.

Exit the way you came in. Go up until you get to the lilies on the pond. There should be a Metaball here. Use Hero's sword to slash the Metaball (press Select to switch characters). Cross the pond and exit east. Go up, as far right as you can, down, left, down, down and exit south. Go to the south end of this room and get the chest for a Crooked Seed. Exit north, the way you came in. Heal up and make sure you have enough mana. Go to the east end of this room and exit south.

Heroine falls down the path here and you see 3 Duck GIs (68HP) and 2 Lizadrons (62HP) which you have to defeat to get out. You can use any weapon on the Duck GIs, they are equally (semi)-effective. Wisp and Salamander aren't very effective unless you've raised them to a high level. The Lizadrons are best attacked with Hero's sword or Salamander. Once you've killed them, you receive the next weapon, the Flail!

Go as far right as you can till you see this thing sticking out of the ground on the opposite side of the green swamp. Equip the flail in weapons and aim at the pole on the other shore. Press A to fling it at the pole, and this will hopefully get you across. Don't put it away; you'll need it again soon. Note that Hero doesn't have a Flail, so he can't do the same thing, but if you exit the screen, he will have followed you anyway. Or, sometimes if you stay on one screen for a long time and Hero is stuck elsewhere, he will run across to you, even across water. Sometimes he just jumps across.

Anyway, go up the steps and then left and exit the screen north. Here, go straight up till you come to another Flail pole, which is what I'll call them for the sake of this walkthrough. Press A again. Exit north now. Head up, then right, then up again. You should see another Flail pole on the other side. Again, get across and exit north-east. Walk right, down a little, then right again. Cross the swamp right, then cross again, up for a chest containing a Gumdrop. Cross back down, then walk right and exit north. Walk up, and then jump up both ledges for a chest with an Angel Grail. Jump back down, head right and down. Exit south. Mana Statue!! And Gold one at that! Save, since there is a boss next, and you don't want to go all the way from the hot house pot again if you die, do you? The Boss is water-based, of course, since we are searching for Undine, the WATER spirit. It's best to train up a little. In particular,

raise your Flail level some; it's the best weapon to use against this boss.

Go in to the room south of the Gold Mana statue and heroine will find a Moon Mirror. She takes it, and in doing so awakens the monster that was sleeping or something. This is Hydra, the two headed sea serpent.

BOSS: HYDRA

This boss has two heads. You have to defeat both. Use Salamander for the Power Up spell, and heal with Wisp when you need to. If you get poisoned, use the item Prestovegie, which looks like a red turnip to cure poisoning. If you get turned into a snowman, just wait it out. Try to run from all the attacks, they are fairly slow, so it shouldn't be too hard to run and hide. The Flail and Bow do about the same amount of damage, but the Flail is better because it is faster. The Rod and Hero's sword are short range, so they're pretty useless. In my opinion, its best to stand on the ledge in the upper part of the screen. You have a better shot at Hydra, and if you run as far away from the edge as possible, you can avoid Hydra's attacks. All in all, if your level isn't too low, and you don't forget to heal, you should be fine.

Once you've beaten the purple head, it's a little easier to defeat the blue one.

THE WATER SPIRIT

When you've defeated both heads, the Water spirit, Undine, appears. However, you do not get Undines powers until you take the spirit to some clean water.

Exit through the same door you came in, since there is no other. Save at the Gold Mana statue if you want, it'll heal you after the battle at the same time. Go up as far as you can, then left, then down and exit south. Go halfway across the semi-isle you are standing on, and use the flail to go down. Then face left and go across again. Go left a little, then up and exit north-west. Again, use the flail to cross down, go left until you come to a ledge with a chest jump up and get the Oblong Seed there. Jump back down and go left again. Exit north-west. Go to the very far left, sticking to the north wall. Exit north. Go up around the pond, up the steps, left, down and exit south. Go down, across the lilies, and exit south. Now you can change to whatever weapon you want, you won't need the flail for a while.

Head down, right up the steps, down the other steps and exit east. Exit south. Go down as far as you can, right, up and exit north. Go up. Here Heroine will set the Water spirit into the much cleaner water and revive it. You receive Undine's powers. Save at the statue on the right if you want. Exit the way you came.

~~~

::: WENDEL :::

#### ROAD TO WENDEL

Needlebeak, 45HP

Land Leech, 31HP

Iffish, 43HP

Pincher Crab, 48HP

Cicada Earrings

Animal Bone

GummiFrog

Menos Bronze

Go down, left, down, left and exit west. Follow the path past the pond on the south end. Exit south. Go down, right, down, left and exit south. Go down and then left until you reach the bridge. Cross the bridge and pick up the chest for a pair of Cicada Earrings. You can equip them since you probably won't

have any other accessories yet. Enter the cave on the far right.

Head up until you come to a gap in the ground and jump across. Go right until you see a blue and grey thing blocking the way. Use Undine to hit it. Now you can pass. The chest contains an Animal Bone. Jump down, head south-east and exit south. Go down and jump down. There is a semi-hidden chest on the left end of the ledge. It contains a GummiFrog. Go right, up, right, and then jump up the ledge to get the chest with Menos Bronze. Jump down, go to the far south and exit.

#### WENDEL COAST

Just off the east shore here is a little island with a chest which you can only reach at low tide. This only happens at night, so go back and forth on the screens until its night, then cross to get the Oak Wood. Exit south. Go south east, and then exit south. Head south-west and exit west. Go left, then up. Exit north.

#### WENDEL

And you've finally reached Wendel! Here you should heal up and save at the Mana statue, straight ahead from where you entered Wendel. You can talk to the villagers, but it's not really necessary. You can buy any items you need to the east. Once you've saved, head north across the canal, and exit north.

Here, you'll come across a person called Lester who is singing a song about Lord Granz. After the cut scene, head straight up past the fountain to enter the cathedral. Apparently the cathedral is closed. Head back into town and then right from the fountain into the inn. Spend the night if you want. Either way, head upstairs and enter the room on the left. Talk to the man who warned Lester about Granz Castle, whose name is Devius, by the way. Head across to the left and enter the building in the northwest corner. This is the Blacksmith. A dwarf-looking person called Watts will give you your next weapon, the Sickie. Now if you go back to the cathedral you can enter.

Inside, you'll be reunited with Bogard and meet the famous Cibba the Sage. Hero will have a hissy fit and run away. Heroine's pendant turns out to be more than an heirloom. Heroine also has a wannabe-hero moment. Then Dark Lord and Julius turn up in their airship. The moon mirror you picked up when fighting hydra shatters. At the threat of destroying the whole town, Heroine gives in and agrees to go with Dark Lord. Heroines dream reoccurs.

~~~

::: AIRSHIP :::

Heroine wakes up aboard the airship. Julius and Dark Lord enter. They leave and you find out that Marley (the maid) is also a prisoner of sorts. You can ask Marley about a whole bunch of people. When you've finished talking to her, Heroine goes to sleep (again!? She just woke up!). She wakes up and the airship is shaking.

When the cut scene finally ends, you can talk to Marley and she will advise you to read the books on the table. Try reading the open book. You'll find out that there are some secret doors on the airship. Read the diary again to find out that the writers name is a clue to the secret doors. Then talk to Marley. She will tell you that the room belonged to Lord Granz's wife. Her name is said to be cursed, so Marley doesn't want to say it. Read the diary yet again to notice the asp emblem on it. You will recognize the same emblem on the cupboard in the top right corner. Stand next to it and press the A button. Marley will leave to ask about the malfunction in the airship. Heroine is just about to take advantage of the secret door to escape when Wisp, the light spirit shows up. Turns out that the supposed reactor malfunction was all his doing. Heroine

leaves via the cupboard. In this room Heroine listens to Dark Lord and Isabella (from Vinquette Hall) talking.

Heroine finds out Lord Granz's Wife's name - Medusa. She turns out to have been Mavole, which makes Dark Lord, her son, a half-Mavole. Dark Lord leaves and Heroine makes herself know to Isabella.

Heroine has yet another 'Oh no, it's all my fault people keep dying' moment. Heroine rushes out, straight into the arms of the Realm soldiers. Heroine finds out that her pendant is the key to Mana Sanctuary. Dark Lord and Marley leave, and Julius decides to lob a few spells Heroines way, just for the fun of hearing her squeal. Well, and to find out some information from her. He tortures her for a while, and then Hero and Cibba show up (finally). Heroine throws the pendant to Hero. Julius shocks him with magic, making him fall off the balcony thing. A Realm soldier takes Heroine away. Then he turns out to be Sir Bogard. His plan is to break the reactor to make the airship go down. Heroine's job is to find the Realm soldier who has the key to the Control Room. Bogard joins you, and the monsters appear.

AIRSHIP

Oddball, 48HP

Cursed Doll, 52HP

Imp, 45HP

Realm Soldier, ~ 70-80HP

Wolfman, ~ 50-60HP

Polter Box, 88HP

Gummi Frog Magic Walnut (x3)

Angel Grail Fish Scale

Sultan Silk Round Seed

Spiny Seed Chocolump

Gumdrop Oak Wood

NOTE: In this area, when you see Realm Soldiers, kill them all. You have to, to eventually get the key to the control room.

AIRSHIP - 2nd FLOOR

Go to the left, up the steps and downstairs to the next screen.

AIRSHIP - 1st FLOOR

There is Bash Metaball here, you have to hit it with Heroines Rod. There's a chest with a Gummi Frog to the north. Head down, then right onto the next screen. Here there is a glass window straight down from you. You can hit it twice with your weapon to break it and enter the balcony-like place. You can sometimes use these windows as shortcuts, but only to avoid monsters, the distance is practically the same.

On this balcony, if you go to the far right you can pick up a chest with a fish scale. Now, as if you had never entered the balcony, you would keep going to the right and up (there are two chests here, a Magic Walnut and an Angel Grail), then down and up again through either of the doors, it doesn't matter which. Basically, you should kill everything that moves in this room, especially your old friends, the Wolfmen (on whom Bogards sword is the most effective). When you kill all the Wolfmen, (Wolfpeople?) you receive a new weapon, the Knucks. Go up though the doors at the top which are now open. Kill the Soldiers, and then you may want to go out though the window to get to the other half of the room, but it's completely pointless. Watch out, there's a Polter Box there, they bite! Go back down to the room you got the Knucks from. Halfway down this room there are some steps to the left. Go up them and exit

the room.

AIRSHIP - 2nd FLOOR

Now you are back on the floor you were on where you and Bogard were when you started. Go up, left, up the steps, to the left and down to the next room. Kill the Soldiers here. Exit the way you came.

This next bit is not compulsory, but you can do it to get a few items.

**Go back down the steps on the right and then right and exit up. Go up to the top of the room and break the window. Enter the balcony.

**AIRSHIP - OUTSIDE

**Now go to the right and jump across to get the chest which contains Sultan Silk (a weapon tempering item). Jump back and head to the far left. There is a chest here which contains a Magic Walnut. Head back to the last window you passed and break it. The chest in this room has a Round Seed in it. Break the window and go back to the right. Enter the room you came from.

**AIRSHIP - 2nd FLOOR

**Go up into the room just to your right and grab the chest there for a Spiny Seed. Exit the way you came.

AIRSHIP - 2nd FLOOR

Continuing on. This floor is pretty much rectangular, so go to very the bottom of the screen and then right. There is a door down from the southeast corner. Go through it.

Kill all the Realm Soldiers here and exit the way you entered.

Now go kinda up and to the right a little and then up the stairs.

AIRSHIP - DECK

There is a Silver Mana statue here, so you can save but you can't heal. Head back to the main floor, you can't do anything else here.

AIRSHIP - 2nd FLOOR

Go to the very top of this room and go up through the door on the right. Again, kill all the Soldiers and you will receive a key to the Control Room (if you have killed ALL the soldiers in the other rooms). Yay! There's nothing more you can do here, so go back.

Now, remember the little set of steps in the middle of the left half of the 2nd Floor? The ones surrounded by four walls? Go down them. The Control Room is right in next to you now. Try the key. It works!! Go to the far left and grab both chests for a Magic Walnut (again) and a Chocolump. Go down the steps on the left.

AIRSHIP

There is a Gold Mana statue here, so heal and I would recommend saving, since there is a boss coming up. Pick up the two chests for Oak Wood and a Gumdrop. Make sure you've leveled up as much as you need to (I suggest leveling up the Undine spirit, since it works best against the boss) and go down to the Control Room.

CONTROL ROOM

BOSS

{POINTY HAT ROBOT THING}, ~ 200HP

Bogards Sword is quite effective, as is the Undine spirit if you've been leveling it up. The only one of Heroines weapons that does anything to it at

all is the sickle, but it takes away, like, 1HP or something, so don't use it unless Bogards dead, you don't have any mana left, and you've run out of Angel Grails and Magic Walnuts and for some reason you don't want to sit down to regain your mana.

Basically, Bogards Sword is the way to go.

Other than that, remember to heal up, don't let Heroine die and you should be fine, this isn't a particularly hard boss.

After the battle, the Earth spirit, Gnome, will appear. It seems he was trapped in the robot thing you just fought by the Emperor Vandole. Then the airship crashes.

By the way, Bogard can now use Gnome magic.

~~~

::: MENOS :::

#### LAKE VICINITY

Heroine and Bogard end up somewhere beyond the lake near Menos. Exit south.

#### MENOS OUTSKIRTS

Rabillion, 73HP

Imp, 45HP

Menos Bronze

Flat Seed

Baobab Wood

Forsena Iron

Jump down from the ledge. Watch out for the Rabillions, they are stronger than their yellow cousins. Anyway, head down and to the left, exit south if you want some Menos Bronze. Go to the bottom right corner and pick up the chest. Exit back up. Exit west. Go left until you find a gap in the cliffs on the north side and then go straight up. There is a hidden chest with a Flat Seed behind the rock. Go back down, left and down again for a chest containing Baobab Wood. Then go up and exit west. Stick to the northern wall and go up the all the steps, left and all the way down for a chest with Forsena Iron in it. Go back up, right, down the steps, all the way to the south exit.

#### MENOS

You find out that a woman called Amanda carried is caring for an injured man. Heroine wonders if it is Hero. You enter Amanda's house and see Hero is indeed the injured man. Turns out that Amanda is not quite as innocent as she seems, she stole the pendant from the unconscious Hero. Apparently, she also knew Hero when they were made prisoners by the Empire.

Bogard and Heroine decide to go to Jadd, but before you go you may want to explore the village. There is a blacksmith to the southwest of Amanda's house. You may have enough items to temper your weapons and amour with now. But this is not mandatory. Save and heal at the Mana statue in the centre of the town, next to a tree. Southwest of the statue is the general store, east is a house with a chest containing a Crooked Seed, and northeast is the inn. Once you've done everything you need to, go to the southwestern edge of town and enter the Prickly Desert.

#### PRICKLY DESERT

Rabillion, 73HP

Imp, 45HP

Magic Walnut

Chocolump (x2)

GummiFrog

Just go straight down here, and onto the next screen. You can use the pot here to grow the Hot House. If you do, remember to plant all your new seeds and then pick them once they've grown. Also, remember that dwarf dude called Watts from Wendel? The one who gave you the Sickie? Well, he now resides in the left room of the hot house. You can get him to temper your weapons and stuff for you. Talk to Li'l Cactus if you want.

After you've finished, exit the Hot House and leave the screen via the west edge. (The Armory is to the south, but you can't do anything there yet.) Go down and to the left for a chest containing a Magic Walnut. Then exit south for a Chocolump. Go back up, to the left, and down. Be sure to get the chest with a GummiFrog. Exit south. Jump down into the little ditch thing to get a Flat Seed. Then jump back out and up a few ledges to exit north. There is a chest here with another Chocolump. Exit south, jump all the way down, and exit south. Go southwest until you hit the town gates. You've reached Jadd. There is a Silver Mana statue just north of the gates. Now enter the town via the gates.

~~~

::: JADD :::

The blacksmith is the first building on your left when you enter the town. If you go straight down from the gate till you hit the wall on the other side of the town then right, you will find the inn. The general store is northeast of the inn, the second building on your right when you entered the town. You can't go to Jadd Desert yet.

Once you've done everything you want, talked to everyone you want to, exit the town via the southwest corner. This is Devius Manor.

DEVIUS MANOR

Gumdrop	Elephant Tusk
Luna Icon	Moon Coin
Crooked Seed	

Once inside, pick up the chest on the left side by jumping over the low wall. It contains a Gumdrop. Ignore the birds. Head up and either to the far left or far right, you'll end up in the same place anyway, then up the stairs. In the centre of this room is a pink-haired woman. For the moment, don't talk to her, as she launches into a pretty long conversation. Stand next to the fountain and then go left and exit south. There is a chest up the top of the steps here with an Elephant Tusk in it go through the door just north of that chest.

DEVIUS MANOR - 2nd FLOOR

Grab the hidden chest next to the west wall, it contains a Luna Icon. There's a chest with a Moon Coin in the upstairs part of this room. Go back to the room with the fountain and the pink-haired woman.

DEVIUS MANOR

This time head right from the fountain and exit down (small gap in the wall) there is a chest here with a Crooked Seed in it. NOW you should talk to the pink-haired woman (her name is Genoa).

She says a bunch of stuff about Medusa (Lord Granz's wife and Devius's mother), who turns out to not be dead, but dying. Heroine and Bogard decide to be good little citizens and help Medusa by destroying an altar in the desert south of Jadd.

Go back to the town (up, left/right, exit down, right/left, exit down, exit right).

~~~

::: DUNE MAZE :::

JADD

Heroine will see a bird and think that it's Lester, the minstrel from Wendel. She can understand the bird and says they need to follow it. Exit the town via the south gate.

JADD DESERT

Head to the far right and then go down and exit the right.

Cobra, 71HP

Goblin, 100HP

Polter Box, 88HP

Cockatrice, 95HP

Skeleton, 72HP

Chocolump

Sultan Silk

Fire Coin

Baobab Wood (2x)

Red Moon Horn

Granz Steel

Go to the very north, then to the far right and down for a chest with a Chocolump. Go back up a little, left, down, and exit south. Go down and right. There are two trees here. Walk around them in figure eights twice.

```

>>>>>>>>>>      <<<<<<<<<<<<
^                V  V                ^
^   ***          V   *****   ^
^  *~*~*~*~*~*~*  V  *~*~*~*~*~*  ^
^   *~*~*   @   V   *~*~*~*~*~*   ^
^     #     V   V     #     ^
^    ##    V   V    ##    ^
^<<<<<<<<<<<<      >>>>>>>>>>

```

{[Start at @ and follow the wannabe arrows around twice]}  
{[I can't draw ASCII diagrams very well, but you should get the idea]}

DUNE MAZE

Now the sand thing covering the gap in the wall just north of you should disappear and you will end up inside the cave. Go all the way to the right and then use your Flail to get across the gap. Pick up the chest for Sultan Silk and exit south.

JADD DESERT

Jump down off the ledge and exit south. Stand in the sandy river and be swept into the whirlpool.

DUNE MAZE

Niccolo SHOULD be here, but he doesn't always appear. Basically, just follow the path here, and step on both buttons to open the exit. Leave the cave via this exit. You've been here before, but the door you just used was closed then. Jump down from the ledge and exit south. Go past the whirl pool on the left and enter the cave that has appeared there. Niccolo may appear again. Grab the chest on the left side (Baobab Wood) and then go to the far right and down. Step on the button and the exit at the bottom of the middle path should open.

Go through it.

#### JADD DESERT

Get the Fire Coin from the chest on the left. Then go left past all the plant life and get the Baobab Wood from the other chest. Enter the cave to just to your north.

#### DUNE MAZE

Go up, right, and exit up. Jump down on to the ledge on the left side here, then down onto the ground. Kill all the Goblins (use: spell - Gnome) in this room to receive the Axe and to open up the door to the next cave. Exit north. Step on the button and exit south. Jump back up and exit south. Go down the steps on your left. The barrier that was blocking your path here before is now gone. Step on the button here as well, and the 2nd barrier will fall. Step on the last button. Exit south. Go right, up, left and exit north. Head up and enter the cave. Kill all the Cockatrices (use: weapons - Bow or Flail, spell - Gnome) here to get Jinn, the Wind spirit. Exit up. Hit the button here and exit south. Go back the way you came. Exit south.

#### JADD DESERT

Run right across the river of sang and jump to get the chest (Red Moon Horn). Jump back down and go up the steps on the right. Use Jinn to destroy the Stone Seal blocking your way. Enter the cave. Head straight up to get the Animal Bone in the chest. Go down and save at the Silver Mana statue. Go right, up and exit down. Exit east. Go to the far right and down to get the chest for an Angel Grail. Go left and exit south. Here, only one of the chests is real, the others are just Polter boxes. The real one is in the one on the right, at the bottom; it has Granz Steel in it. Exit south, straight down from where you came into this screen. Here, just follow the path, really. Grab the 2 chests; they contain a Small Seed and an Oblong Seed. Enter the cave when you come across it, there's nothing interesting to the left.

#### DUNE MAZE

Go to the right and use the Flail to get across. Hit the button on the far left. Jump down, or use the Flail again and exit the way you came.

#### JADD DESERT

Go back to the place with all the Polter Boxes and go up, right and then through in to the cave that has now opened.

#### ALTAR OF TIME

Grab the Chocolump and the Marble in the two chests. Save and heal at the Gold Mana statue. Go through the door.

Medusa, Hero and Amanda are already here. Medusa is lying on the ground, probably unconscious. Bogard tells Heroine to try to heal her. Medusa sits up. She gives Lord Granz's Lute to Hero. She lets Lester the bird drink some of her blood (charming) to turn him back into a human. She dramatically expires and then Devius and Dark Lord show up. Devius dares you to come to his manor and fight him. Devius and Dark Lord leave. Amanda falls down. It turns out she was bitten by Medusa. Amanda attacks Heroine. Then Lester's song brings her back. She begs Hero and Heroine to leave before she tries to kill them again. Then she asks Hero to kill her. As Hero, you then have to kill her with his Sword. Amanda dies. Next they all go to Devius Manor, and Lester joins you.

~~~

::: DEVIUS MANOR :::

Go upstairs to the room with the fountain. Go through the north door in the

middle of the room, to Medusa's room. Talk to Genoa. Go through the door on her right.

Specter, 76HP
Werewolf, 102HP
Tin Knight, 130HP
Shadow Zero, 65HP
Polter Box, 88HP

Magic Walnut	Long Seed
Angel Grail	GummiFrog
Chocolump	Wind Coin
Granz Steel	Gumdrop

Head up until you're standing on the wooden platform. Jump down on to the revolving gear. Now go left, onto the other wooden platform and exit south. Exit south again. Pick up the chest for a Magic Walnut. Go back to the last room and hit the bell on the right tree times, until it make a resonating, long clang. Exit back up. Go across the gear, and exit north. Follow the path here, and down forget to get the chest for a Long Seed. Go up, left and down the stairs. Exit south here. Exit south again and grab the chest for an Angel Grail. Exit back up, and then go left onto the wooden platform and jump onto the gear, then the next one, then onto the platform. Go through the door. If its not open, go back to the bell and try hitting it again. Anyway, grab the chest, it's a GummiFrog. Exit up. Go down and use Jinn on the Stone Seal. Go through the door. Use Jinn again on the Stone Seal here and go through, ignoring the door on the right for now. Pick up the chest on the left for a Chocolump. Go all the way right for a Wind Coin. Equip the Sickle or the Axe on Heroine, and slash the Metaball blocking the way. Go through the door to the left. Go across the wooden platform and down, then through the door. Go all the way round to the left and jump down onto the gear. Jump onto the next gear and then jump up onto the ground. Get the chest for Granz Steel. Hit the bell on the right once and the one on the left twice, until the both make resonating sounds. Once you've done both you should hear a sound like a door opening or something. Go all the way back to the room with the Stone Seal and the Metaball (exit south twice). Now, remember that other door I said to ignore for now? Well, you can stop ignoring it and go through. Go down, jump across via the gear and exit north. Jump down from the platform and onto the gear, then jump back onto solid ground. Exit up (this door was closed before. If you didn't ring the two bells properly, it will still be closed now).

There are four bells to ring here. I will talk about them in an anti-clockwise direction, starting from the top left one, directly to your left as you entered this room. Hit the first one (top left) tree times, the second one (bottom left) twice, the third (bottom right) once and the last (top right) twice. Get the chest next to the fourth bell for a Gumdrop. The green door in the middle of the bottom of the room should have opened now. If it doesn't, try exiting the room the way you came, coming back and trying again. If that doesn't work, try simply hitting the bells until you can hear the longer, resonating ding. There is a Mana statue here, so heal and save. I very strongly suggest you train now because there is a boss in the next room, and he is very hard to kill if you're playing as Heroine like I am.

Here, you see Bogard trapped in a cage. Seems Devius locked him in there with magic which can't be destroyed until Devius is beaten. And guess who gets to do that? You will, of course. You can still go back to save, heal and train now, but after that you have to go through the door at the right end of the room to fight Devius.

BOSS: DEVIUS

The really annoying thing about this boss battle is that it is on a spinning thing, and Devius floats, so it doesn't affect him, but since Heroine can't fly (unless you use Undine's BubbleBoat, and even then you still spin around) you are affected, though least in the centre. Lester is pretty useless in this battle, so just forget about him, let him die, whatever.

Devius only moves to three points (where he stays for maybe 20 seconds) throughout the battle. The north edge, the east edge and the west edge. Don't try to hit him while he's moving because chances are, you'll miss, but he won't. Usually he only attacks you once each time he stands still, and only if you're standing right next to him. His two attacks are pretty strong, they take away about 20-30HP, so avoid them like the plague. In one he slashes everything around him with his claws (?) and the other he hits you with a blue energy ball, not unlike the wolfman's. The energy ball is pretty easy to avoid if you are decently far away and can see it coming. Use the spinning motion to your advantage here.

His attacks can have side effects, as well. Confusion (going in the opposite direction you are trying to go in) and Darkness (decreases your hit ratio). Heal both with Stardust Herb, or just wait it out (about 10 seconds)

Heal up regularly with Wisp, and use Salamanders PowerUp, other than that, magic is pretty useless in this battle. Pick a weapon you like and hit him with it (with PowerUp). It doesn't matter which, they all take only 1 Hp or 2HP if you use Salamanders PowerUp.

Basically, you're jacked. But do not despair; eventually Devius will be defeated, as all things must come to an end. Some faster than others.

Once you've beaten him, Devius tells Heroine to finish him off. She refuses. Julius's voice asks Devius if he wants him to end it for him. Then Goremand appears, and claims Devius's life. He then goes back to whatever hole he crawled out of, after eating Devius's soul.

Everyone who is still alive gets depressed over everyone who is not. Lester sings a song. The valley that was filled with angry spirits is now cleared of them, so you can go through there now.

Genoa, the pink-haired lady, now decides to actually introduce herself, just as you're leaving. I guess she has it all backwards. ^_^

She will give you another spirit, Luna, the Moon spirit. Luna gives Heroine a pep talk and the group decide to head to Granz Castle, minus Bogard and Heroine. Its Bogard's turn to have a guilt trip and then off to Granz they go.

Before you leave for Granz, though, don't forget to turn all the birds in Devius Manor back to normal. It's not absolutely necessary, but you could do it out of the kindness of your heart. There are 3 birds on the ground floor and 2 on the first. There are 2 more birds on in another room, but they really are just birds.

~~~

JADD

Buy whatever you need in town; you are going on another journey. After you've done all you need to do, exit the town via the south gate and head to the right, then exit through the south.

JADD DESERT

Cobra, 71HP

Cockatrice, 95HP

Run to the right and then down. Exit east. Here go all the way right and exit

east. Exit north.

#### MIASMA GLEN

Assassinant, 105HP (like Bebes, but stronger)

|             |         |
|-------------|---------|
| Long Seed   | Holly   |
| Angel Grail | Gumdrop |

The purple fog here has disappeared, so now you can go through here. Go up the north steps and exit north here. There's a Long Seed in the first chest and Holly in the second one. Go down a little, and then up the steps to your right. Exit north. Go up, left, and exit west. Follow the path till you come to a ledge with a chest on it. Jump up and get the Angel Grail. Jump back down, and now follow the BOTTOM right path (use jump). Exit east.

Go all the way down for a chest with a Gumdrop. Go back the way you came. Go back to the left, and then follow the north path up. Exit north. Exit north. Save at the Silver Mana statue. Making sure you're relatively healthy (no poisoning, high HP and MP) is probably a good idea. When you're good and ready, enter the cave.

~~~

::: CASCADE CAVE :::

Spiny Cone, 92HP
Killer Pansy, 116HP
Bumpkin, 135HP
Gloomoth, 115HP

Granz Steel	Animal Bone
Crooked Seed	Flat Seed
Charcoal	Jadd Hemp

Go up a little, left a little, up, and slash the vine covering the door with one of your weapons, it really doesn't matter which. Go through the opening that appears.

Now go right and jump up both ledges to get the chest, which contains Granz Steel. Jump back down and follow the left path up. Hit the vines again and go through. If you want to get a chest, go to the very far top right, and then exit south. Grab the chest on the left for an Animal Bone. Exit back up, the way you came. (Down leads only back to the first cavern). Go to the far left and exit west (even if you didn't go to get the chest).

Go up the stairs on the right and grab the chest at the top of the room to get a Crooked Seed. Go back down to the top of the stairs and exit east (NOT the way you came, but just north of that). Break the vines on the door and go through.

Take the chest that's to the left for a Flat Seed. Go up and around to the left to the brownish Stone Seal. Use the Luna spirit on it. Now go through the door it was covering and take the chest containing a Charcoal. Exit back down. Now go through the door in the top right corner of this room.

Just follow the long and winding path here. Exit west. Go down the stairs, left, up the stairs, and right. (You can't cut through the vines over the door that's to the north yet). Exit east.

Aha! There's a Gold Mana Statue here. Heal and save. There is a boss battle

coming up, so you may want to train up a little. Whenever you're ready, go through the opening on the right. After a short cut scene with Julius, the battle begins.

BOSS: BOINUISUBAIN

The first version of this boss is not very hard to beat. Bogards Sword and Heroines Salamander spell are about equally effective, but using the sword is probably better because it doesn't use up Mana.

Once you've killed the little one, you have to fight the big one. Here, the only thing you should worry about hitting is the bulb like thing at the bottom, and only when it's open. Leave the flower and the vine alone for now. Bogards Sword is probably the best thing to use here (it takes away about ~20Hp per hit), or Heroines Axe (~5Hp per hit). Heroines Luna is the only spirit that takes away more than 1HP, and even then it's only about 5HP or so, depending on whether you've leveled Luna up. Basically, use Bogards Sword.

Eventually, the bulb will disappear and so will the annoying vine. Now you get to fight the flower itself. You can only hit it when it's open, though, like the bulb.

Either you can jump onto the mushroom-like things next to the flower and hit it Heroines Luna spell, since the Sword can't reach it from there.

Or you can stand exactly below where the flower is most of the time and shoot up at it with your bow, but the bow takes forever since it takes 1HP, and only 2Hp with Salamanders PowerUp. There's a spot where the multi-attacks won't hit you, but the blue single attack still can, so watch out for that.

Or you can stand in the same spot underneath the flower and hit the single light blue things that it spits at you back at it (Bogards Sword, Heroines Rod, etc, they all work), which takes away 48HP. I would recommend this approach. Watch out for the other attacks, though.

When the flowers color dullens, that means you have almost beat it. Once you defeat the final version of the boss, Dryad, the tree spirit will appear. Seems that like every other spirit in this game, he was trapped, and you have now freed him, thus earning his gratitude. (And really, what more could one want?)

Anyway, go back to the far left and keep going until you hit the room you saved in. You may want to heal at the statue here, as well as save. Exit west.

Go all the way left till you hit the stairs, then go up to the vine covered door you couldn't open before. Hit it with any weapon. Dryad will appear and get rid of the vines. After some very lame 'wood' jokes, Dryad joins you and you all go on your merry way.

Go through the newly opened passage. Go to northwest to get the chest with Jadd Hemp in it. Exit south.

~~~

::: MT.ILLUSIA :::

PATH TO MT.ILLUSIA

There's a Gold Mana Statue immediately to your left and on a ledge here. Jump up to save and heal if you want. There's nowhere to go on the right side, so just follow the path on the left and go through the other cave entrance.

MT.ILLUSIA

Cherry Slime, 121HP

Gloomoth, 115HP



Tin Tortoise, 136HP  
Howler, 148HP

|                |               |
|----------------|---------------|
| GummiFrog (x2) | Gumdrop       |
| Marble         | Big Seed (x2) |
| Jinn Icon      | Angel Grail   |
| Magic Walnut   | Chocolump     |
| Granz Steel    | Gnome Icon    |
| Animal Bone    |               |

At the top of the room there are two stone faces. Come up to them and hit each until it is smiling. When they're both smiling, the door will open. Go through. Up, left, down the stairs, take the partially hidden chest at the bottom for a GummiFrog. Go left and exit south. Hit the first stone face until it has a neutral expression. Go up all the stairs. Hit the other two stone faces until they change to neutral as well. Go through the door that should have opened.

Just follow the path here. Exit south.

Go left, up the stairs, and jump up onto the ledge for a Gumdrop. Then jump back down and go to the right side of the top of the stairs. Jump (diagonally) off of the ledge onto the rocky outcrop with a chest on it. Get the Marble inside. Jump down and go all the way left, there's an invisible path amongst the rocks exit west save and heal at the statue if you want. Take the chest with a Big Seed. Go back up the stairs. Hit the Stone Seal with Dryad. Go through the door.

Go right and down to take the partially hidden chest with a Jinn Icon. Go right and exit south.

Go up the first set of stairs. Jump off the ledge on the right. Jump up the two ledges further right. Go up and jump across the gap. Take the two chests. They contain a GummiFrog and an Angel Grail. Go all the way back to the first set of stairs. Go up the second set as well now. Leave the rock face alone, you can't change it anyway. Just take note of the facial expression for later. Take the chest on the left; it has a Magic Walnut in it. Exit north.

There are a bunch of Tin Tortoises here, and you have to defeat them all. The best thing to use is Gnome magic, but second best is any weapon, Undine or Dryad. Once you've killed the last one (there are five, make sure to get them all) you'll receive your next weapon, the Morning Star. A door at the end of the path on the right will have opened now as well. Go through it.

Go up the stairs to the rock face. Remember the frowning rock from before? The one you couldn't change? Well, now we use that information here and make the rock frown. Exit the way you came. Go back down the path and exit south.

Now there will be an open door next to the original frowning rock. Go through it. Go left and up, ignoring the first rock face (it should be frowning). Jump up to the second rock face and make it frown. Jump down and go north east. Hit the third rock face just to the north to make it frown as well. Then go straight down, through the hidden passage and hit the fourth and final rock face. Go back up and back to the second face. Jump onto the ledge again and down on the other side. Go through the door that should have opened there. Take all three chests here. They hold a Big Seed, a Chocolump and Granz Steel. Exit the way you came. Now make all four rock faces sad. The door next to the third face should open. Go through it.

Stand next to the stairs and jump onto the ledge there. Go around the rock at the top and open the chest for a Gnome Icon. Jump back down; go right down the

stairs then up the other stairs, right and exit south. Go right, jump onto the ledge to get an Animal Bone. Jump down and exit east.

~~~

::: GRANZ CASTLE :::

Realm Soldier, (?)HP
Blue Realm Soldier, (?)HP
Polter Box, 88HP
Duck GI, 68HP
Anthrosect, 142HP
Chobin Hoodlum, 138HP
Dainslaif, 64HP
Goblin Guard, 160HP

Chocolump (x2)	Magic Walnut (x3)
Angel Grail	Animal Bone
Granz Steel (x2)	Long Seed
Gator Skin	GummiFrog
Round Seed	

Cross the bridge and follow the path until you hit Granz Castle proper. Once you enter, the doors lock behind you. Goremand (the guy who ate Devius's soul) informs you that Dark Lord is waiting for you up ahead and that you won't be needing a way back. Presumptuous much? Anyway, as always, save and heal at the statue, then go all the way up and exit north. If you go to either side and down, then jump over the little fence-thingy and exit south, you'll find a chest, with a Chocolump on the right side and a Magic Walnut on the left side.

Back on the main path, go to the right and up through the green door. Go right, down and exit south.

Go down to the cell with people in it. Heroine will recognize her childhood friend, Willy. After a joyful reunion, Heroine and Bogard will try to bust down the cell door, to no avail. Then a random bird flies up (how the hell did it get down into a dungeon?!) and gives you two keys, a gold one and a silver one. The silver one opens the cell door. Then it turns out Willy knew Hero when they were slaves together. Willy joins you, replacing Bogard.

By the way, there's a chest on the right side of Willy's cell that has a Chocolump in it. Exit the way you came. Go back up to the centre room you came from. This time, go through the little green door on the left side.

Go up, all the way left, down, jump over the fence-thingy and open the chest for an Angel Grail. Jump over again, and then exit south. Go into the cell that 痴 open. The door will close behind you, and you have to defeat the Blue Realm Soldier using the Knucks or the Morning Star. Watch out for his spells. Kill the Polter Boxes on the left and the door will open again. Go all the way back to the centre room again.

Go through the middle green door this time, using the key you got before. Watch out for the spikes in the floor here. Exit north. The chest in the second right path has a Magic Walnut, and the one on the second left turn has an Animal Bone. Exit north.

Kill all four Realm Soldier here to receive the Lance. Exit north.

Here you can go either up the stairs on the left or the ones on the right; they eventually lead to the same area. There's nothing but a bookcase straight

ahead, so go straight up whichever set of side stairs you want (left is better though, because there's a chest on that side). There are Polter Boxes on both sides in this room, so avoid them. Go through the door at the top of the stairs. Here there is a chest, just northeast of the left entrance. It contains Granz Steel. There a Polter Box on the right side, but you can just ignore it. Go straight up the center path her, and don't 稚 miss the semi-hidden chest with a Long Seed in it, on the left, at the very end of the path. Exit north.

Go into the room on the very far left here, ant take the chests for Gator Skin and Granz Steel. Watch out though, two of them are Polter Boxes. Exit the way you came. The mirror image of that room (on the far right) has nothing interesting in it, so ignore it unless you want to train. If you go through either of the doors on the left or right that aren't 稚 at the very end of the room (counting as the 2nd and 4th doors from left to right. The 3rd can't be opened yet) you will go through a cut scene. After a touching reunion, everyone agrees to ruin Dark Lords plans. Hero joins you. If you talk to Lester, he'll tell you that this castle has a device that opens door when you pull a book out of a bookshelf. Go up to the bookshelf on the top left-ish side of the room. Read all of Lord Granz's diaries. Then, when you're asked whether you want to insert a book on to the shelf, say yes. Exit the room via either of the south end doors. Now the middle (3rd) door of this room should open when you approach it. (Before, it was closed). Walk up and right here. Exit north. Walk up and save and heal at the statue. Now we should all know by now that Gold Mana Statues are generally placed just before bosses. So, if you want to train up, now would be a good time. Once you're ready, go left and collect all the chests behind the little fence-thingies. They contain: a Magic Walnut, a GummiFrog and a Round Seed, in that order. At the far left, exit west. Go up the stairs. After a cut scene, the battle begins.

BOSS: GIANT BIRD

You have to kill the bird before you can go on to the area on your right. The side swoop attack is quite strong; it takes about 30HP per hit. So does the stomp attack. Watch out for the bird's bomb drop attack, if you run to the bottom of the area, they don't 稚 hit. The worst attack is the multiple whirlwind one, which takes about 25HP from each lone whirlwind that hits you, and you may suffer confusion.

You can only attack it when the bird appears big, i.e. close to you. The only spell that is effective on it is Gnome, everything else but Jinn takes only 1HP and Jinn takes zero damage. All the weapons (not including Hero's sword) are equally ineffective against him, and take only 1HP, but the sword takes generally whatever level Hero is at the sword, i.e. if Hero is level 7, his attacks take 7HP. At least, to the best of my knowledge. I would suggest using Hero to fight this boss since his Sword is the best weapon to use on this boss. Use Salamanders PowerUp to double the damage.

Once the bird is dead, you can go on to the next area. Obviously, if you don't 稚 want to fight the bird all over again if you die, SAVE AT THE SILVER STATUE. You can also go back down stairs if you want, and heal at the gold statue. There's a cut scene here, and then you get to fight Dark Lord. Fun.

BOSS: DARK LORD

All of your weapons and spells do only a very small amount of damage. Dark Lord is fast, and his attacks are powerful. The magic blast attack can cause Darkness and takes away about 30HP. Plain old sword slashes are probably the worst, though, since Dark Lord does lots of them, quickly and can easily kill you in seconds, even though each takes only about 30HP. As soon as Heroines HP drops to anywhere between 1 and 35HP, run somewhere and heal up. Hero's pretty useless in this battle.

For this boss, I suggest using the longer range versions of your spells (whichever spirit you want to level up) from behind one of the pointy stone things. The Staff version is pretty good because it will follow the enemy (within a certain range, of course) even if he moves in the time between you aiming and casting the spell to the moment of impact.

The only good thing about this boss, really, is that unlike the Giant bird from just before, or Devius from Jadd (remember him?), you can hit Dark Lord at almost any old time, no stupid can-only-be-hit-when-he-feels-like-it rules.

Once you beat him, Dark Lord gets Isabella to promise him that she will stop Julius. Goremand appears and claims Dark Lords soul. Isabella turns into what looks like a vaguely rabbit-like Pok~~騫~~on to me. Then Hero and Heroine pass out and Heroine dreams about her past. She wakes up to Lester playing the lute.

ISHE

Talk to everyone in the room, and then talk to Cibba again. After Heroine's little pity party, she and Willy decide to go off to Subsea Volcano to look for the Sword of Mana. Hero and Lester will also go there, but separate from the other two.

If you want, you can talk to everyone again, especially Cibba, because you can get him to tell you about specific stuff, like info about Heroines real mother, the Sword of Mana, etc. It's not necessary, though.

When you're done, leave Selah's house. Her house is in the south east corner of the town. In the top half of the town, on the left is a General Store, in the middle is an Inn, and on the left is a Blacksmith. In the southwest corner is a residence. Stock up on any items you may need, and youre ready to face the desert.

~~~

::: END INFORMATION :::

For now this is the end of the walkthrough, but as soon as I finish writing the the rest, I'll upload it. That may take a while, though.\*\*\*

If you want to contact me, for whatever reason comments questions suggestions you can either find me on gamespot.com or gamefaqs.com as rbl\_grl or on Deviant Art as kurai88 ([www.kurai88.deviantart.com](http://www.kurai88.deviantart.com)). Or email me: [broken\\_kisa@yahoo.com](mailto:broken_kisa@yahoo.com)

NOTE: If you want to email me for help with the game, please only do so if you are playing as the male character, or if the bit you're stuck on is also in the female's side of the game. I haven't yet fully completed the game as Hero. So I probably won't be able to help anyone playing as Hero.

This document is copyright rbl\_grl and hosted by VGM with permission.