

Vay FAQ/Walkthrough

by lordyuanshu

Updated to v1.00 on Jun 25, 2011

This walkthrough was originally written for Vay on the SEGACD, but the walkthrough is still applicable to the iPhone version of the game.

www.lordyuanshu.com

Sega Cd: VAY

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a) Updates

June 18th 2011: Am putting the website version of the walkthrough into a txt file.

b) Introduction

This walkthrough FAQ is for VAY (Sega CD or iPhone OS). This FAQ can be viewed with VAY pictures at www.lordyuanshu.com.

VAY is not a difficult game but the goal of this walkthrough is to keep you on task, making sure all important items are acquired. A lot of detail is also spent in analyzing boss battles and providing instructions on how to best deal with some of the tougher enemies that Prince Sandor will face.

This walkthrough FAQ may not be changed, redistributed, plagiarized, and so on.

If you would like to host the FAQ give me an email and we will talk, but for the time being it will only be on lordyuanshu.com, Gamefaqs and Neoseeker.

Thanks again, enjoy, peace.

Main site

<http://www.lordyuanshu.com>

VAY Walkthrough

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c) VAY Sega CD Walkthrough begins...

Start Vay up and watch the opening scene. Prince Sandor recovers and is met by Cyrrin. As Sandor runs out of the room, he sees his Mother and Father in bad shape. Father's dying wish is to find Otto the Sage as the kingdom is in peril. After some talking with a soldier and then the chancellor, you learn of Otto's place of hiding; Pauth Cave. Before leaving this area, go to the very beginning where Sandor was laying on the ground; go to the northeast spot and go east to go through to the Vault. Grab the 1500G, Long Sword + Phoenix Heart.

Leave Lorath Castle and then go south. You will have to travel west a bit and then further south, and you will see Jeffle Town after crossing the bridge.

Head to the Inn and rest if you want, and then get the green treasure (Leather Band). The house south of this has an Herbal Extract and the guy says Otto prefers dank caves. There is a traveling salesman in the southwest, but he just sells a pair of Leather Boots (+2 Agility but you have a Royal Cloak with +3 defense so you may wish to keep that instead). The weapon shop has an Exit Stone and the defense shop has an Herbal Extract treasure to grab. Nothing at the Weapon Shop should be worthwhile, as even the Bronze Sword is outclassed by that Long Sword you got at the beginning in the vault. Anyway, the defensive shop has some things you may wish to get, like the Quilted Tunic + Leather Shield. The Circlet is nice but you already have it. Speak with the villagers to learn about some nearby places and hear the news, and then when you are ready leave town.

(Well, there is a secret room in the northeast building - the bar. Go to the northeast part of the bar and try to travel east and you can get three treasures; Bronze Sword, Jelnignite, and a Leather Shield. This means you can sell the sword and not have to buy the Leather Shield earlier).

Pauth Cave: The enemies here should still be very easy to beat with that Long Sword. Travel south and stick to the east to see a huge set of craters, with a

hole. Enter it. Go straight north in the first room to go further in. North more to go further in again. Ignore the staircase down just east of you now, and instead stick west and go north. Further north on the west end is a long path + dead end, so instead go east and then north. Continue north all the way to an Herbal Extract. Now go east and skip the next path north, but the far-east path going north leads to a Quilted Tunic. Take the southeast stairs now to get to B4. West a tad on B4, then north for an Exit Stone. Now go south and west until you reach an up / down intersection. South is a dead end so go north (skipping the east path which is a dead end too).

Along this route and you will soon be in a room with a young boy and Otto. The boy is Pottle, Otto's Apprentice. Otto lets you know that the only thing that can stand against the Danek Empire is the Legendary Armor (Vay Armor). Of course, it will not be so easy to acquire this armor. We need to get the orbs first that were scattered; Otto does mention there may be one on the Island of Magmal off the west coast. Then of course we aren't leaving without the Elf Pottle. Give him the extra Quilted Tunic you found, and a Leather Shield. The Whistle Dagger he has is nice, it attacks all enemies.

Head out of the Cave and then go west on the world map until you reach a new town, Smythe. You will probably reach level 3 with Pottle. As you can already tell, Sandor is your brute and gains a lot for STR / AGL / LCK. Pottle is Agile too but weak and more of a magic-type with his high WIS.

Not much to do in Smythe right now. The Flute Blowgun is a stronger weapon for Pottle, but he cannot attack all enemies with it. The Long Sword is here but again, we don't need this since we got it right away. The defensive shop has the only interesting thing, the Plate Epaulets. Visit the Blacksmith in the north part of town. Huge building but nothing to do here yet with this fellow. Time to leave and go north a bit and west on the world map to reach Gilan Fortress.

Within Gilan, enter the building near you for a Circlet. It should be an upgrade for Pottle. The other building just northwest of here is empty, so head through the door at the far west. Sandor will eavesdrop on a conversation with a few Sentry's. Seems Danek has some crazy unstoppable units, but then they start talking about Princess Elin. Too much firepower to attack here, but Pottle remembers that there is a secret tunnel in Smythe village (evidently this was in one of Otto's books for some reason?) Anyway, leave Fort Gilan.

Back in Smythe, go to the Graveyard and talk to the person in blue. Then go to the Blacksmith in the north and he tells you to search the graves. It is the northeast-most grave that opens up as a staircase.

The Smythe Tunnel is your first moderate challenge. Save before entering. Lots of undead enemies down here. 367 Gold Coins + a Silver Knife are here as you enter. The Silver Knife is good for Pottle as it is strong against undead. Even still, the White Zombies will annoy you and the groups of four Skeletons will wear you out. This isn't even bringing up the Murker who takes off more and is also in this first screen. If you haven't built up to at least level 5 or 6, you're going to get pushed around. Anyway, the EXP is good for you, so follow the path west and north for a Strange Brew.

Further northwest leads you to Fort Gilan, but we don't want to go here until we are rested up and at least level 6 with both characters. I was at 6 (Sandor) and 5 (Pottle) and got killed even after using the Jelnignite. Pottle is the star of this battle, but use Flame for 40+damage instead of Blaze for 60+. The Blaze is 10 MP and Flame is 5 MP, so use the Flame for better value (since MP is so scarce in Vay).

This is why that extra level or two for Pottle is vital, for the extra MP and extra use of Flame (not to mention extra HP for Pottle). Level 7 for both is ideal. Bring 10 or so Herbal Extracts to stay alive. The Strange Brew heals one person's HP a lot and the Phoenix Heart restores everything, though I definitely wouldn't burn it for this battle. 400 EXP + 1000 Gold are your rewards. The Fortress of Gilan has been liberated.

When you regain control, take one of the side exits going north for a Gnome Sand, and then take the middle door down for those two chests; 500G and a Strange Brew.

On the west end of Gilan are some shops and more people to speak with. The Short Bow is +11 for Pottle (from the Silver Knife) so get that. Lots of stuff to get at the Armor Shop; Breastplate, Bronze Shield, Filtration Mask + Mail Gloves for Sandor, and then a Bronze Shield + Filtration Mask for Pottle. You probably have sufficient money for all this from leveling up before the last boss. West to exit to the World Map.

You will see Sandor's defense is about impenetrable for the enemies out here now. Travel south and west to a port town, Coryan. Go to the Inn on the right and search the pot for a Puppy's Dance. The armor shop has an Iron Wrist + Suede Tunic for Pottle, along with a Battle Axe for Sandor. Go to the bar to the west and search the pot for some Moon Drops. Not much else to do besides talking to everyone, so then leave.

You may wish to fight around a bit to gain EXP + Gold, but north along the coast leads to the cave you need to go to. There is a mini-boss as you get to the second room and encounter the 'Mercenary'. The boss is a Night Gaunt; just attack with Sandor + use Flame with Pottle. Shouldn't take you long, only problem would be is if you were building up in the cave and went into screen 2 with a weak party. 290 EXP + 122 Gold are your rewards, and you get to talk to Rachel of Treefall afterwards. She needs to go to the Island of Magmal too, so she will gladly join you. She was at level 8 upon joining and had weak gear, so heading back to get some new stuff for her wouldn't be the worst idea.

The Battle Axe is stronger for her, though she loses out on 2 agility from the Battle Claw. Your choice there. Otherwise, plenty of armor for her to upgrade with, but you are probably out of cash. Don't buy the Iron Wrist though, we'll get one soon here. Back to the Droust Cave when you are ready.

Or a Suede Tunic, we'll find one of those too. Past the Night Gaunt room, there will be two openings in the wall and then the stairs; take the right opening in the wall for an Iron Wrist. Then take the stairs to 3F.

Lots of places to go here. First go straight north, into the room for 400G. North and you will see two other rooms to enter; nothing in either room though. At the far north are four holes in the wall. Take the second one from the left, it's a long route but leads to a Strange Brew. But the biggest haul is the room two more doors to the right, as there are three chests; a Mandacore, Suede Tunic + Exit Stone. Now go to the northeast of this room for the staircase going up, and continue this linear route until you exit the cave on the other end. Nothing on this end of the World Map other than a tower; the Windspur Tower.

No enemies as you enter. Instead go west for a Static Sling, and east for Bashy's Flute. Then go to the far north to go up the stairs. Down south on the next floor for a room with Sirufa's Kiss. Keep going up - next floor has two treasures on the sides, a Bronze Shield + Gnome Sand. Through the brown door, up some more, and you'll see Sirufa the fairy. Sandor requests her ability to get your party to Magmal Island. Despite the risks, it's a trip the party must

take.

On the other side of the water, you will be by a boat landing. A ship is here, and of course it belongs to the Danek Empire. Pottle suggests swiping it, which is what the party does. It takes you straight to the other side (Coryan, port town). Good way to rest or buy new stuff, like the Decoder Ring or Power Ring. Anyway, back to the Magmal Isle Cave.

Many spots to go to upon entering. Take the far west path though, which goes through a door and to a Mandacore. Back to the entrance and then take the east path in, and then north for an Exit Stone and Battle Axe. Follow the right path now, as it wraps north and west to a staircase. Continue along and you will soon reach lava and a bridge going south. Take the right path across a bridge for a Strange Brew, and then back west and south across that bridge. West and north for a Static Sling. Now go south to exit out.

New area, closer to the boss. Travel east all the way across the bridges and grab Sirufa's Kiss. Rest up and head through the center room. Sandor will say something as you enter, and then search the three gray piles on the ground to see that they are flattened soldiers. The thing on the ground is Earth Elemental Romrus, who is one of the five that sealed the Armor of Vay. Listen to the wacky voice over which says the Armor shall remain sealed.

To be honest, the Mantis from before is probably harder. Just use Flame with Pottle, for a consistent 60+ damage (and only 5 mp used). Rachel and Sandor can use their regular attacks and Balm / Herbal Extract when necessary. Romrus has a fire attack he uses for 30 damage to all, but then he has Malybu which will torch your squad for 70 damage each. Hopefully he uses this only once or twice at most, but either way you don't want to go below 75 HP for this reason. 1500 EXP + 750 Gold for winning this battle. Go up and grab that Green Earth Elemental Orb, then watch the 'fmv'.

You will find yourself back at Coryan Town. A soldier from Lorath Castle says that Otto is at the castle and requests your presence. When you make the long trek back, you learn from Otto in the throne room that Orb number two lies somewhere in the Kingdom of Kerzalt. Time to head back to the port town of Coryan and take the boat.

The boat then takes you south to the land of Kerzalt. You land in the town of Shadhook, another port town. Enter the building to the right to find a Strange Brew + Scale Armor. On the west side of the building is a Power Ring, very nice (and save 5000 gold for not having to buy one). Pottle is the only one who can equip it though. The item shop has other relics to buy, not sure if they are worth your money to buy them though. Get the Long Bow here for Pottle if you want.

Search the Inn to find some Moon Drops in the southeast box. Then after talking with everyone it is time to leave. On the World Map go east until you see a path through the craters (north and south are just dead ends). Further east past that and you will see a castle - this is Kerzalt Castle.

You are stopped as you enter, for the guards are on yellow alert. The minister recognizes you and then Sandor goes in and speaks with the King of Kerzalt. He gives you a hint about the Orb in this area, and then brings out the court magician P.J.: Prudence Jurissa. She's not impressed by Pottle but thinks Sandor is a stud. You now have a full party of four. You can tell PJ is well-versed in magic and will almost certainly be a few levels ahead of the rest of your group. Time to explore this large castle afterward.

Head to the upper-area and go to the southwest for a set of stairs down. Three

treasures; Herbal Extract, Long Bow and Iron Wrist. The Long Bow might be nice for PJ but realize the Oak Staff does give her +8 WIS. The southeast has a Silver Knife, Jelignite, and 2000 Gold pieces.

Hayhill Village is just south of Kerzalt Castle. Only upgrade at the Armor Shop would be the Iron Helm for Sandor. The real prizes here would be the Silver Axe + Ashwood Staff. The WIS boost for PJ makes her even more destructive. You will hear a lot about Mage Krager, including from his disciple Derek in the Inn. Chest the pots for a Mega Spark. When you are ready to go, head west to Raxaal Cave.

The enemies in here are tough, so if you're under-leveled you'll die quickly (but also a good place to level with 500+ EXP regularly). Take the right path and down the stairs. Many routes on this level. The far left stairs down has an Exit Stone, and the east-most stairs has Thor's Shield and another Silver Axe. Back to the previous room and take the middle path going south to continue.

South in the next area to get to a new area. Take the stairs nearby as you continue south, and this leads to a long path with two treasures. A Scaled Tunic + Angel's Cross. Back to the last room, and continue on south through a few rooms. Eventually you will see an actual door heading north; PJ has to use magic to unlock it. You can still leave after this, but save + rest up. A boss battle vs. the Vampyr occurs once you search the coffin.

Flame only does ~25 damage and Blaze ~35, but Malybu was doing ~120+ for PJ. So despite it being more MP, it's better value. The Vampyr has a nasty physical attacks, but shouldn't be too hard to stay healed since you now have 4 allies. Use a lot of Malybu to start the battle, then slow down with it so you can conserve some MP for healing (or just use Extracts). The Vampyr does have a wealth of HP, so this will take some time. 3500 EXP + 2000 Gold are your rewards. The coffin and such disappear, and you acquire the Mysterious Vizier of Xaal. Walk out or use an Exit Stone.

Rest up at Hayhill. A tougher journey awaits south of Hayhill at Mt. Bole. Make sure you are all caught up on weapons / armor and have numerous restorative items.

As you enter, the route far to the east leads to a dead end, so go straight north and a tad west across that bridge. Take the east route and northeast for an Exit Stone. Then chest the northwest corner and you will use that Vizier of Xaal to go up through the stairs.

Lots of spots to go here. First aim for the southwest for a Mandacore. Just east of this is a Fire Bomb, and east for Sirufa's Kiss. Northeast has the exit to continue.

Next area, travel counter clockwise until you see stairs to go up. Do so and grab the Sprite Ribbon and Elf's Hat. Sprite Ribbon prevents an ally from being put to sleep (Accessory). Meanwhile the Elf's Hat is nice for PJ since it is +4 WIS too. Now just continue along until you reach a room that is very open. You will see the Blue Orb on the north wall. Try to get everyone's level up so they have full HP / MP. Wind Elemental Krager is here.

This battle will take a long time. You will see early on that you do very little damage, and the dude has around 4000 HP. Flame is your best value for a magic attack; just 33 damage but only 5 MP and the rest of your spells do marginally more damage but cost a ton more MP. Either way you'll run out of MP with P.J. likely, and you'll go through so many Herbal Extracts + Balms. 4000 EXP 1500 Gold Coins and the Orb of Wind are your rewards. Pottle freaks out as the place explodes.

South of Mt. Bole is Mortyr Village. Otto is here as you get in, and the group talks for a while. Otto then mentions the Orb of Water, and you will need three items to reach it; the Wedge of Ice, Blanket of Fog + Water Gear. May Karik tells about the Wedge of Ice which is in this town. The mayor will gladly hand it over if you head on over to the Danek Base and teach them a lesson.

Rest at the "Fitzrite Inn" and then go to the Item Shop west of it. There is a Faerie Cloud in the northeast pot. Now there are two sets of Weapon + Armor shops in this town, and all of them have their benefits. The upper weapon shop has the Great Sword for Sandor and the upper armor shop has a Spiked Armor for Sandor. That will be 15,000+ Gold alone. The lower weapon shop has a Hunter's Bow + Hacksaw Claw. . At the bottom right Inn is a Sprite Ribbon. The defensive shop has some nice things, like the Iron Shield, Thorn Bracelet + Chrome Gloves. No way you have money for all this though. You will find some of these very soon, like the Chrome Gloves + Iron Shield, so keep that in mind.

The Danek Base is just west of the village. South as you go in, and then go east when you can, and then north for a Jelnite. The left side is exactly the same but has a Static Sling. Continue southwest and it will wrap east (take the north path for two treasures; an Iron Shield + Chrome Gloves).

As you continue further, a scene with Sadoul and Jeal. Rest up, because just a bit ahead you will come to Sadoul and Elin. Unfortunately she is brainwashed and doesn't recognize Sandor. Meanwhile, a boss named Gigatron is summoned. Time to do battle. Of course, fire won't work well; your best bet is Shock, as it does ~150 damage and costs only 15 MP.

First time fighting Gigatron, I wasn't prepared and he took me down with his powerful physical attacks. It is all he has, but often times he'll attack two members (and sometimes double-hitting them). P.J. in particular can get killed early, but she is needed for her Shock ability. Rachel's physical attack will be very good (~100 damage each time), so leave the healing to Pottle + Sandor. Sandor has the best defense so hopefully he absorbs most of the attacks. The Gigatron also casts Silence once in a while but only targetted Sandor. 5000 EXP + 2000 Gold are your rewards.

A scene of you leaving and the base exploding. A red plane flies away. Return to Mortyr Village and talk to the elder for the Wedge of Ice. Everyone will think you're great and will have new things to say. Rest up and head south to find a new village.

This is Segazz Village, home of the Segazzi Dragonriders. There is a Mega Spark at the Item Shop but that is it, just speak with the villagers to hear of their demise as the Dragons have died off. Otto is here, so Sandor catches him up regarding what happened at the base with Elin / Elynthia. Otto then tells you about the Shrine of Pegasus, which you may have noticed just northeast of here but it is unreachable from the ground level. However, the Lair of the Dragons is west of here and an Egg may be there. Speak with the villagers again as they say different things, and then head on west.

(the shrine to the south does nothing yet). As you enter the Dragon's Layre, new monsters are abound as usual. The Succubus is particularly annoying as it loves to use Confuse on your allies. Continue down the stairs three times until you reach a room with an Exit Stone. Eventually you come to a room with two sets of stairs going down. Take the west ones and continue along until you reach an Elves' Bow. Eventually you reach a room with two more staircases; the east-most one heads back to the beginning (that staircase you skipped earlier, but along the way there is a 3000G treasure). Anyway, after getting that, take the west-most staircase to continue.

Keep going now until you reach a room with a staircase just northwest of you (and another one far to the north). Far to the north is where to continue, but take the west one for a detour that leads to two nice treasures; Goddess' Love and the Knight Shield. Back to the main path and take the north exit. You'll have to keep heading north for a while, until you reach a beach / water area. This is where the Dragon Egg is, so seize it. Cast Alakazam or use an Exit Stone to leave.

Back east to Segazz Village. Rest and talk to everyone. Otto casts a spell of some sorts on the egg, and the dragon comes out. The group wastes no time flying with the dragon to the Pegasus Shrine. Head north within for the Water Gear, then back south to fly out. That was easy.

Now that you are back, return to Segazz village. Otto is already gone, and you will learn that you can go back south to the Dragon Shrine and right that dragon over to the West Dragon Shrine. So go do that and then go to that nearby town of Cannisk. Cannisk Town has many goodies. The Item Shop has the Warrior's Belt, great for Pottle to have (better version of the Power Ring). The Armor Shop has Silver Armor for Sandor and another Knight's Shield for whoever didn't get the one in the last cave. The weapon shop is loaded. You see the Elve's Bow here, which you should already have one of. Don't get one for PJ though, too much money and she should have the Fire Cane to boost her magic power. The Flame Edge is nice for Sandor though. Lots of new talk about Penan and other things you have not heard about. When you are finished, head on out of town.

South of here is a shrine for Solon. Otto is here, as are some priests. Nothing to do here at the moment though, so head north of town instead to get to the Ice Tower (ICETOWER).

IceTower

Stick to the east wall when you get in, and follow it north to Sirufa's Kiss. Then go all the way west and up the staircase. South in the next area and go up the staircase nearby for a Plymetal Armor. Further east and up the stairs for a longer path that leads to a Light Mail.

Return to the first floor and take the north stairs up (in the middle of the room). Don't go straight north to the third floor in this room, instead break off east and take it all the way until you see a staircase; this leads to the Silver Shield, which is an upgrade over the Knight Shield so it's the best one around right now. Back to the northern path that you skipped, and this will take you north and west to three treasures; 4500G, a Fire Bomb and an Exit Stone. South of here for stairs and then you get the Knight Helm, an upgrade for Sandor over his Iron Helm. I would highly recommend leaving at this point, particularly since it is not hard to reach the boss.

So freshly rested and saved, head north through floor 1 and then straight north through floor 2. You will have to keep continuing north through several floors and you will reach a huge stone beast. Thankfully we don't have to face this. Just go on ahead and grab the Blanket of Fog in the next room.

Of course, as this happens the group hears the monster in the other room moving. Rest up and exit and sure enough we see Solon's Guardian The Arachylix. Arachylix is weak against Fire, so wail away with Sandor's Flame Edge. Pottle and P.J. can do massive damage with their fire spells, though against since MP is precious use Blaze or Flame even for 150-180 damage. Arachylix has a strong attack and will have a chance at poisoning you will it as well. It will also Poison your entire group and then sometimes uses lightning on your entire group as well. The poison gets annoying because Vilkys costs 30MP so hopefully you have Mandacore's. Fortunately with all of your fire abilities, the battle

should go fast enough for you to win. 6000 EXP and 2316 gold are your rewards. Either Exit Stone out or walk out for the EXP.

Back to Cannisk Town to save and rest. Then south to Solon Shrine. Speak with everyone and then Otto will be able to use the three items we collected to pave the way to the Shrine of Water. Head south into the ditch and south through Aquanale Shrine. Enter the door at the far south, and then down the stairs.

You are now in the main part of the Shrine of Water. Head west a ways and in the northwest corner is some Gnome Sand. Now go south, east, then north when you can. Follow this all the way north until you see that huge blue Orb of Water. But rest first and then get it. You are ambushed by Jeal and four Danek Soldiers. Use Malybu to light the soldiers up quickly. Jeal leaves after the battle and then a trap goes off within the shrine and we have to bail. Head south and east all the way for a Puppy's Dance. Leave the shrine but as you get outside of it, take off Pottle's equipment. Scene ahead with Jeal, one of the best in the game.

Head back into the shrine. Sorrow fills the temple, but Otto knows what happened out there. He also knows Pottle wants you to go on, so next off we will orb hunt in Penan, an ally of the Danek. So return to the other shrine on this island, the one with the dragon that takes you back near Segazzi. Enter town and speak with the Chief and he will tell you that it is perilously dangerous in Penan, but Sandor insists. So return back to the shrine and the dragon flies south to the land of Penan.

The nearby town is Hogshead Village, with funky music. Enter the Inn and search for Bashy's Flute. Speak to the drunkard, this is Jasper who knows a Winnie that we have met (but owes her money and when confronted with it, he lies and says he meant Glennie). Check the weapon shop for the Ogre Hatchet, which is a huge upgrade for Rachel. The armor shop has the Plymetal Armor but we got one of those at the IceTower. In fact all these pieces of armor you should have bought or found already.

Search the northeast building for a Faerie Cloud. Listen to the old man's story and along with the guy in the southeast part of town, you learn that those guys actually aren't the biggest fans of Danek. Nothing much to do here, so leave.

On the world map, go south a ways until you can go east. Then northeast and you see a humongous desert. Good luck navigating this. We need to find the 'middle' of it with the village known as Vaygess. Travel east a bit into the desert and up, and hope the village is in your line of sight.

The east part of the place has a bazaar of sorts. The merchant with two green treasures should be avoided as the closest treasure to him is a gold vortex that takes all of your Gold. The other one is empty too.

The Tool Shop has some nice things, like the Lotus (+30 wisdom). You will want this for P.J. for the rest of the game. The weapon shop is loaded too though. First off, go straight north in the building and then east through the thin wall for the two green treasures; Jelnignite and a Phoenix Heart. You won't be able to buy all the upgrades at the weapon shop likely; Beast Sword for Sandor, Panther Claw for Rachel and the Wind Pipe for P.J. Wind Pipe should probably be highest priority as are any new staves, as they boost P.J.'s magic power so much. Armor Shop has a ton of stuff too, but buy that later.

Check the huge bar and casino before leaving. If you go to the top and then take the northern stairs down, you will be in the back of the bar with a 6000G treasure.

Exit Vaygess and go all the way east until you reach Penan Castle. You only get to explore the left side of the castle but it is still huge. Nothing to find but lots of people to talk to. Eventually Rachel goes and talks to the king regarding Treefall but the King won't let you pass until you find the Eye of Kalif.

Time to leave and go back west to Vaygess. Some people in town say different things, but either way we will have to head north from Vaygess and then west a ways to Maytake's Den. Buy more stuff at the weapon / armor shop if you can.

At Maytake's, head north via either route and down the ladder exit at the far north end. Now on B2, there are two rooms as you go south. Go in both of them for a Bard's Hat and 5100 G. Take the exit at the south end.

Next floor is the last floor here, and it's more wide open. Two treasures to get, one can be reached by going south for a bit and then east from the entrance. The other is near the far east wall but close to the center, it is a Dragon Claw. Then go all the way south and in the middle down here you will see a door.

In here you see a hideous creature, and it talks. It is indeed Maytake. He has the Eye of Kalif but isn't giving it up lest you have a song for him. Sandor sings some ridiculous stuff but Maytake isn't impressed. We need to hire a professional minstrel. Time to Exit Stone out and head back to Vaygess.

At Vaygess, rest at the Inn and then go to the double-door bar. As you try to enter, the drunk bard comes out. He's been kicked out and has lost his harp. After Sandor's request, the bard decides that if you get his harp back he'll go with you on your quest to Maytake. However, he owes 20,000G at the bar. That should be about what you made through the adventure in the cave. It's steep but Lynx does come equipped with everything from this town, so the 20G is somewhat near what you would have paid for all of that. Anyway, rest up, you now have 4 members again. Back to Maytake's Lair.

Back to the very bottom of the lair. If you forgot, just go north to the staircase on floor 1. South all the way on floor 2. And south all the way on floor 3; the exit is the center part of the far south.

Anyway, you're back with Maytake but now you have Lynx with you. He sings a song that is even worse than what Sandor and P.J. produced. Maytake is pissed and wants to do battle with you. He is really quite easy and much smaller in battle than you would expect. He can stone you, so that's why the Mandacores were brought with. But this time fighting him he did not stone anyone, just used regular attacks and Flame once. The regular attacks are powerful if they are on P.J., otherwise just a slight nuisance to your other (well-armored) allies. After a few turns he will go down and the 8000 EXP + 20,000G are yours.

After the battle the group is upset it came to this, and Sandor is about to leave. But Maytake stops him and hands over the Eye of Kalif. You then appear out of the dungeon, so head back to Vaygess to rest. Then to Penan Castle.

Talk to the people at Penan and head to the throne room. Lynx says the king is a rat and you will find this out. The oldest trick in the book of RPG's, the classic throne room trap-door in front of the king.

Now you are in the huge Penan Sewers. Travel east and northeast to see a treasure. Just keep going in that direction to see the path that wraps down to the Mandacore. Back north from the treasure and west a ways until you see a door that leads to Moon Drops.

From the Moon Drops room, go all the way south. You will see a treasure east of you on the other side of the water, but it's just an Herbal Extract. Eventually at the far south you see a spot to enter and a dragon south of you that you can't reach yet. Rest up before you cross the bridge towards the dragon, but at least Lynx will re-join you here.

The Ebony Dragon has a strong physical attack and likes Fire spells. Conversely we will not want to use Fire magic on him as he has a strong defense towards it. Use Shock with P.J. for ~250 damage each time, while the others use regular attacks and heal. Second weak, disappointing boss in a row. 7500 EXP and 10,000 gold are your rewards.

The scene afterward is a good one. The prime minister is exposed as an impostor as Prince Leopard proves his identity. Speak with everyone on the east side of the castle after this, and then exit.

New enemies on the World Map. Lynx is probably far below your other characters in levels so he'll be building up fast. We are now looking for Treefall, just to the northeast.

Treefall is occupied by Danek, and their cronies you found on the field will be all over here. Great place to level up. Enter the buildings to get an idea of what is going on, and then head WAY back over to Vaygess to the Inn. A tough battle looms at the north end of Treefall, with Cmdr. Rosale and two Ultragoyles. Focus all attacks on Rosale to get him out of there since he does not have a lot of HP but he will heal his Ultragargoyles. But eliminating Rosale is just the beginning of the fight, as these Ultragoyles have an absurd amount of hit points. So just focus on one of them initially. It will take upwards of 10 turns to knock just one of them out and it could be longer with all the healing you'll need to do after they use Inferno. But once you get one down, it should be easy to stay healed with only one left to go after you (though your MP will be expended by then likely). 16000 EXP and 9000 Gold are your rewards for this well-fought battle.

After the battle you are given the key to the Sentinel Tree, as Treefall is liberated from the Danek Empire. In addition you are given the Magic Key. Seems we can go get the Orb of Fire now.

Check the rest of town. I had nearly 100,000 Gold at this point, so a trip to the weapon shop is a must for Ice Sickles (+40 upgrade for Lynx + great for Sandor too with a fire-based boss ahead). Kaiser Claw is a good purchase for Rachel, while the Great Bow should be avoided (too expensive and the Wind Pipe is better for the magic boost). We know the Orb of Fire is ahead so Ice Sickles will be more valuable in the short term than the Wind Blades. Two nice things for P.J. defensively, the cheap Raider's Cap and the Wizard's Robe.

North of treefall leads to the Sentinel Tree. Just head for the big bushy tree north of you and P.J. will point out a spot to use the Key. Head on in to see the big root. Head east and down the stairs to B2, then west and south for the stairs to B3. Another set of stairs nearby, and you will be down at Firelake.

Lava flowing everywhere. Flame and Malybu just became a waste. Shock is your new spell with all the fire-based enemies here; this is also why you want the Ice Sickles too. We can't waste too much of P.J.'s MP and Shock is expensive (unless you want to time your level-up right before the boss).

Starting off here, travel south a long ways, sticking to the east side of the route. You will come to a Goat's Beard (+12 AGI for Accessory, good for Rachel or Sandor). Back up the path and take the western route. When you reach a fork on that end, take the southern path going west and you will find a Lava Ring.

This eliminates fire damage. Back and take the northern path, as it also wraps west. This comes to yet another fork. Take the southern path west against for Goddess' Love, which fully restores your party. Save this later for a tough boss of course.

Back along the northern path going west. It wraps north and goes a ways until a northwest - east fork. Take the northwest route for a Stardust item. The east route goes a long ways, and then it heads south and splits southwest / southeast. Take the southeast path for a Lifestone. Head west and this path takes you to a huge, fiery monster. Rest up before this beast, it is Igneus. It is amazing how easy he is though. Shock should do a ton of damage, and the Ice Sickles should allow Lynx and Sandor to each do 100 damage. Rachel does about 60 so she can be the healer. But this battle won't take long at that rate, even though Igneus has Inferno. His physical attacks are decent but hardly potent, unless they are on P.J. 10000 EXP and 15000 Gold are your rewards for winning.

Cast Alakazam to bail out of here after you acquire the Fire Orb. Spoiler ahead:

Spoiler:

Take off Rachel's Equipment to sell it later.

End Spoiler

Something slightly unexpected happens here with Rachel, as she decides to stay at Treefall. You may have gotte the idea this would happen with what the villagers said earlier.

Leave to the north and you will be in the land of Marwick. Northwest a long ways in this land and you will come to the village of Marl. Rest at the Inn and visit the weapon shop. The Mystic Rod make P.J.'s wisdom even more off the charts. The Tool Shop actually has some cool things. Silver Flute is nice so that Lynx never falls asleep (and the +16 WIS is nice too). Cat's Feet is another AGI accessory. The house above the Tool Shop has a Jelignite.

Head to the Mayor's House in the far north. He will ally with you but can't openly do so because of the Emperor. But he does mention the Eternal Lady and that Otto is at the Shrine of Toth. Grab the 8000G and Turban of Altair behind him. Sell any spare things in your inventory because you will need a lot of room coming up.

Exit out and go east of the village to the Shrine of Toth. Speak with everyone and you will be let into the back to talk to Otto. Big plot things here with Sadoul, Elin, Ardor, etc. Once this is finished, leave the Otto room and talk to the Priestess in the previous room. She tells of an underground labyrinth here with an Orb below.

Back in Otto's room and speak with him to get him to join. Search the statue here and Otto finds the magic red button to move the statue and show the stairs. Head down those stairs.

North through the thin path in front of you. The east path ahead leads to a library but we can't read anything off the shelves. North leads to Below Toth. Left in the first area for an Exit Stone (note that you will begin to fight monsters). East to the next area.

Head north and you come to an east / north intersection. North is a dead end so go east, skipping the next north path too, and take the south one as it wraps west for a Hellborne Axe. Just east of here is 9999 Gold and a Strange Brew.

The stairs to continue on are just west of here.

On the 4th floor, head all the way east, all the way south, then all the way west. The treasure in front of you should be the Rune Shield. Back east and north, taking the west path you passed up. This leads to the stairs.

Thin area here. Head south, but take the west + east paths you see which lead to a Rune Wristlet and a Barrier Stone. Continue south a LONG ways to the next area.

Some different paths to take on this large floor. West and take the first south. This path eventually goes east and north (follow it this way) to get the 10000 Gold coins. Back west, where you initially went south. This time continue to the northwest corner, and then the path will go down. Stick to the southwest as we want to take this long windy path to the Rune Armor treasure. Back to the center and continue east to see a treasure; just go south, east and north to get it, they are the Holy Boots. Then go back on the path and try to go further east (just above that treasure) and you can then go south. This leads to the stairs up at the far south.

Last floor. Just go north a long ways, no enemies here. You will come to the Vay Armor. You also get a bunch of other Vay gear, which may force you to drop items. Use an Exit Stone out or walk back for the EXP.

Return west to Marl Town. Rest up, sell more junk, then go to the mayor. Jeal is here looking for the Orb of Soul, which you need to get them all and unseal the armor. To Marwick Castle we go.

Enemies abound (probably Assassins out here). Otto blows open the locked-shut door and you can go in. Take the left path when you can, and then go north a LONG ways. At the northwest corner, go east and look for a spot south to go through the wall. Now it's a maze in here, you want to work south a good ways and east a tad for a room with numerous treasures. Starting from the right; Bashy's Flute, Mega Spark, Puppy Dance, Stardust, Static Sling, Goddess' Love, and a Faerie Cloud.

But don't trace your steps back quite yet. Instead, take the southwest path into the hidden area (from the room with all the treasures) and then work your way south and east to a Phoenix Heart. I would just use an Exit Stone now instead of trying to find your way back, but you can do it if you want the EXP.

Back in Marwick Castle, go straight north up the stairs. Then south in the next room for the stairs up. Two rooms in this area to the sides, but they are empty. Just go north if you are reasonably healed up. Jeal awaits with some Iron Giants. After some talking, he sends them to beat you up. Just use Blitz twice to destroy them.

Cut scene after this, once Sadoul shows up. Exit Stone out of here and continue north across the bridge (weird blip when you do so).

A few places you can go here on the map. The cave leads to Exeter, but you can't go in there yet. Just go east to the Port Town of Penzance.

Rest at the Penzance Inn. The Item Shop has some new things, like the Golden Harp for Lynx. That's nice, but the more important thing is the Wisdom Staff at the Weapon Shop. This is 120,000 (at least the Staff you are selling is 30,000). The Laser Spear is also maybe worth getting for Lynx.

Search the barrels and boxes in the north part of town for a Static Sling. The house in the northwest is home to Koban and Arvy. Search the box on the left

for a Fire Bomb. In the center of town there is some commotion, with the patrons being kicked out of the bar by the Danek's. Check the Maritime Security building east of here and even they don't like the Danek. Anyway, head into the bar and save Arvy. One Malybu should be enough to fight these Danek's off.

Arvy takes you over to Koban's after this. The group discusses Red Cliff, and Koban is going with to blow it up. You can go back in the Bar for a Leather Teddy but it is useless. Rest at the Inn if you need to and leave Penzance.

North and west of Penzance is a tan / grey cannon-like structure on the map. This is REDCLIFF. Red Cliff is not a big place to explore. Head south in the first screen. East in the next and search the box for a Mega Spark. North in the center for the door.

Lots of rooms here but ignore these west rooms and then the research room as you go north and east. Just follow the path southeast and north to continue on.

New enemies in this room. Here you will go counter clockwise until you reach the southwest corner. Then you can enter the center portion of this room. Ignore the first right and take the second right as you go north. One box has a Static Sling. Go northwest for an Exit Stone, and then east for the ladder.

Now you are in a new area but it looks identical, just that you are starting from the center and working your way out. Go west for a Strange Brew, then take it out the same way you did last room. But then you notice that you will go east (the first room is empty). Take the second room all the way north and then west to the stairs.

Big exit to the north in this room. But first get the Fire Bomb in a western box. In the north room Koban quickly gets the detonator set, and then you exit. Red Cliff then explodes.

Time to leave and go for the Cave that leads to Exeter. This time you can enter with Koban at your side. You go in and get an audience with Kinsey the leader of these pirates. Watch the cut scene and then the ship will be prepared.

When you regain control, go in the back room for 12,000 Gold and a Knight Shield. Nothing else to do in this place other than talk to people. The shops don't have anything special really, though you should at least have some things to sell. You can buy a Raider's Whip if you want, that will be useful soon.

The ship is set to go. Kinsey is confident, but some strange thing happens and you are forced to get off near Hectare. Give Kinsey the Raider's Whip once she joins you. Just go south to enter Hectare.

Rest at the Inn if you need to. The building north of there is the Weapons and Armor shop. The Aura Gauntlet and especially Aura Shield are nice at the defensive shop and the Limb Lopper is good at the weapon shop. Expensive though. However, by far the nicest thing in this place is at the Tool Shop. Check out the Tiger Paws, +30 OFF and +30 DEF. Great value for Sandor and Kinsey (probably should keep the Lotus on the Magicians).

Talk to everyone and then go to the Mayor's House in the north end of town. Lots of treasures here that add up to 45100 Gold Coins and then speak to the girl. She gives you a Spark of Hades and says if you use it, return to get another one. The mayor upstairs is busy so just split from the village.

Head east on the World Map to see a Warship and some islands. Enter the area to reach the Dock Zone. The party is wowed by the ship, and then Kinsey suggests

boarding it and taking out the captain. Nothing to find in this area so just go north across the dock and then east.

As you go down into the Charnel, things are quiet. But then the door slams shut. Betty June is waiting for you in the command room and taunts you. Take the staircase near you and then go south in the next small room.

Now in a more open area. The north route leads to an empty cockpit and the south path has another empty cockpit and two sets of stairs. They ultimately both lead to the same place after some long paths, but each have different treasures. First, take the right stairs down.

Ignore the north path, it leads to a platform but ultimately nothing here. Just go south instead and you will be in a narrow room, with lots of beds. At the far north are the stairs and a Laser Spear. Down the stairs to a new room. West for more stairs back up (this is the other path). Search around for a Sirufa's Kiss and then go downstairs. Now go all the way south to get to a new area.

Follow the narrow route down the stairs for a while, staying rested. Up ahead is Betty June and the Eviscerator. Not a difficult fight, even though Betty June has a tremendous attack. If Betty June attacks twice, that's close to 350 damage. So stay healed with Strange Brew, Restore, Panacea, etc. Sandor and Lynx can attack for 110+ damage, Kinsey can use Shock or regular attack, and P.J. can hammer away with L-Bolt and Shock. Shock is the weakest electric magic and it will still take off 400+ if you have the best staff for P.J. Betty June won't last more than 7-8 turns so use your best spells. 5210 EXP and 13250 Gold.

Sandor and friends wonder what to do, and do some thinking and threatening with Betty June. Of course Otto then walks on in. Otto then hypnotizes her to get us on track to the continent Ossyk (to Dunton).

When the ship is finished, take the east exit to the 'Anchorage'. Check the south house for a Tin Shield and Lava Ring. Outside the Inn is a Fire Bomb. This leaves the shops, which have a plethora of high priced valuables for you to purchase, in due time of course. First of which should be the Goddess' Cane, just to max out P.J.'s already cheap magic power. The house in the northeast has a Mega Spark. One last thing to get in the northeast if you really care, a Jelignite.

Time to head out. You can fight around here. Your EXP will fly up with all the 5800+ 4-person groups of enemies. In fact you'll have a hell of a time trying to grind Gold for all those weapons, instead just build some levels and make sure you have the Goddess' Cane to abuse P.J.'s magic power.

Far to the north on the Ossyk Continent is the Danek Castle. It's green and has cool music. Just go north through the door to see a skeleton-like interior. Lots of paths to go as you enter. First go right and in the door for a Rhino Glove. Head all the way north and north through the mouth-like door in the next room. Further north and you should reach Jesse's Helm.

Back to the beginning now and take the west door for an Exit Stone. Three more doors west of here. Let's take the left one first, as it leads to the Titan Armor. Now to the right path, as you see in the next area this one opens up a bit more. Take the second north when you can, for a Mega Spark. All the way east and north for a Titan Shield. West a tad and then north after this. You will come to the wondrous Odin's Blade. Stick this on Lynx.

We leave now, and this time we take the middle path. It first nets us a Static Sling and Fire Bomb (along with three new paths). Take the right path for a

Goddess' Love and the left for a Phoenix Heart. Southwest room has a Lava Ring and southeast has a Stardust. Then take the north path all the way north and try to talk to the weird face on the wall. Oh hey, it's Fred! Buy some things from him if you want.

Return to the previous room, and take the left path. It leads to a plane, the Red Dragon. Alas, no one can fly it at the moment. Take the right path instead.

This brings us to a room where we can only move on those tile paths. North and east paths are ahead of you; take the north one for a Dragon Ring. Then take the east path. It leads way up north to a new room. This room has three more paths to take. Take the second one from the left. It will go south and takes you to the east for a Plasma Whip. This should be valuable for Kinsey. The left path is another long route, this time it leads to a Beam Lance. Back to that room with four paths (four including the right-most one that you entered to get there).

The second eastern path goes a LONG ways. It will wind around the room twice until you head through the center path. Now the path is thin and straight north, until you see a huge smiling mouth. Go through and then north more in the back. Elin is within. The orbs react; Kraeger, Romrus, Elynthia, all of them. Sadoul shows up. We get a scene. The Orb of Soul is yours. Sandor now dons the Vay Armor.

Once this is all done, I would Alakazam out of here and rest. One last chance to stock up on items you may need. Hopefully you saved all the goodies like Goddess' Love and so on. When you are ready, back to Danek Castle. Left and take the middle door in the group of three doors. North in that next room, and then take the left door (right before Fred, who is at the far north in this area). The left door takes you to that red plane, the Red Dragon. The party heads to Draktyr.

Enter Draktyr Air Castle to see a bright castle. Boss music for every fight here. Start off by following the path and going east for a Mandacore and Fire Bomb. Then back west and north. You will see these 'rooms' are identical, with the big blue structure in the middle. Anyway, continue through them north and then east. Soon they wrap south so take that first south path for a Jelignite, Fire Bomb, Static Sling and Mega Spark. Back north and continue east several rooms. Soon you have an option to go south, so do so. To the west you see treasures in the other room so hook around and grab them when you get the chance (Mega Spark and Static Sling). Nothing else to get on this floor, so head south, west, north, and west a bit more to see the exit. Huge ramp to run up and a door at the other end.

Through the door and go east and north all the way. In that door and you will come to a healing pool after the stairs. Great place for a last minute level-up. Out the south door.

Now this room is tricky. If you go left or right, you see identical rooms and if you go in there are healing pools in there too. So it's a huge loop. Go all the way to the right wall, and then north a tad. Go west until you reach the second room from that side and go in. It should look different. Through the north door in this small room and you are in the teleport area.

Take the north teleport. This sends you to the northwest. Only one teleport to hit now (south of you) so hit it. Just keep taking them until you reach 4 teleports. You'll want to try out all the combos, until you reach the sets of 3. When you reach the set of 3 that goes vertical in the southeast, take the middle one. This leads to 4 treasures; Phoenix Heart, Stardust, Goddess' Love, and a Mandacore. Keep messing around with the sets of 3 and you reach a

room with 1 teleport and a door in the north. This is it. Rest up.

Ahead, we have Sadoul. He is in his special fake Vay armor. After some chatting, we are transported to the summit to do battle one last time. This battle is not too hard if you have hopefully saved all the nice items you have found over your journey. I'm talking your Stardusts, Goddess' of Love, Phoenix Hearts, and the Lifestone. Your basic strategy is to cast Thyxaal on Sandor, who already does about 300+ damage with normal attacks. He will then take off 4x that (so 1200 each turn that he is Thyxaal-ed, for level 55 Sandor here). Thyxaal takes 100 MP though, so you will want to split the duties between P.J. and Lynx (they both have the spell) and then use up those Stardusts to restore their MP. I had 4 of them saved up so that should be plenty. The Goddess' of Love are vital since Lynx should be saving his magic for Thyxaal and not healing. Sadoul is extremely strong so hopefully he doesn't target P.J. because he can one-shot kill her easy. His magic attack is preferable as it only does 100 damage to each ally (30 to Sandor). This will still be a long battle so expend those items, you will need to take off well over 20,000 hit points.

Enjoy the ending with the great crown Sandor gets and the sweet voice overs.

D) Ending

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