

Exile Guide

by SloDeth

Updated to v1.2 on Feb 2, 2004

This walkthrough was originally written for Exile on the GENESIS, but the walkthrough is still applicable to the Mac version of the game.

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*                               Exile                               *
*                               for the Sega Genesis                 *
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*                               v1.2                               May 6, 2001 *
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*                               Guide By: SloDeth                   *
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What is Exile?

Exile is an often overlooked RPG for the Genesis that came out in 1991. The game is very linear, and the story is confusing and very Eastern, but the action is exciting. Also, the conclusion is wonderful. If you're looking for a decent classic RPG, try this one!

Why did you write this guide?

Well, I heard about this game when CJayC over at GameFAQs put up a bounty for it, so I looked at the game. I really enjoyed it, so I went ahead and wrote this guide. Enjoy it!

Is this the latest version of the guide?

It depends. If you got it from my website(go.to/SloDethFAQs) or from GameFAQs (www.gamefaqs.com), it is the latest public release of the guide. If you got it from www.neoseeker.com (I'm a mod on the boards there, look for me), it is probably the latest version, give or take a day. If you found it at any other site, it may not be the latest version.

If you're reading this, the guide is probably the final version. Everything relevant to the game is in the guide right now.

Can I use this guide on my website?

It depends. Here's how it is:

YOU MUST E-MAIL ME(slodeth@iname.com) AND ASK FOR PERMISSION! A simple "may I please use your Exile guide on my website(www.wherever?)?" will do it, but any and all sucking up is appreciated. :)

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

Can I send you E-mail?

Yes, but PLEASE read the Contact Info section at the bottom of the guide first!

v1.2 - May 6, 2001 - Added a transcription of the great ending, by request.

v1.1 - May 3, 2001 - Added those lists. Thanks a ton to Breakman for the help!

v1.0 - April 30, 2001 - The walkthrough is complete, but I'm not totally satisfied with this guide yet. I plan to add item lists and stuff like that later on...probably some time next week.

***** III. The Walkthrough *****

DUNES VILLAGE

Now that you are in town, look around! Talk to a bunch of the people on the left side of town, then talk to the people in the middle. Once you have four people in your party, leave the town through the south.

DESERT

In the desert, go forward until you find the oasis. Enter the water, and you get sucked into the first Action area! You take control of Sadler in a side-view action stage. You can jump, attack(with various weapons), and use Magic(later in the game).

Go right and fall in the first hole. In this area, enter the cave in the upper right if you want some Heartpoison. The proper exit is in the upper left. After entering that cave, continue right until you find the message from Yuug de Pane. After a few conversations, you decide you must go to the Shrine of Homis. Return to Dunes Village for supplies if you need them, then go to El-Is.

EL-IS

Go straight north in El-Is. Sadler decides to go on his own again. This area is very intertwined, so this may not be the quickest path. Go left and enter the building, then climb the stairs to the left inside. Jump across the platforms to the right and enter the door to find 500G, then return. Enter the door at the top of the stairs, then take the final door on the left. Go all the way left and enter the new building. Inside, a knight challenges you. Kill him with downward thrusts and continue to the right. Go north to meet Yuug de Pane. The story advances...is it just me, or does it all sound a little fishy? You gain the Kamul Stone and you end up in the Norbian Village.

NORBIAN VILLAGE

Buy new equipment in the shop to the right. If you head north and stay to the right, you find a small path through the trees. Rumi is captured by the Catit! Continue north to leave town, then go to the Faisan Pass.

FAISAN PASS

Head west. Enter the cathedral by yourself; I chose to take the left path. Jump up the platforms, then go to the level above the door in front of you. Take one of the doors, then enter the next door and jump across the gap. You find Rumi's necklace in that door. Go outside and go north to find a sheep. Go back to Norbian Village and talk to the Shepherd. When he joins your party, return to the sheep. When the Shepherd leaves with his sheep, you get the Reflector. Go into the Cathedral again.

To find the broken stained glass, get to the very top of the level. Go back to the first door down the right side, then enter the glass door after following the paths. Go in the left door and go left to meet a boss. Slice him when you can. When he changes form, attack the orange head. When you kill him, take the exit to the left. The correct door in this hall is the second one from the left. When you take it, you find Rumi on the floor. After some conversation, return to Norbian Village and enter the cathedral in the upper left. At the bottom are the survivors. Talk to them and return to town. After another talk, you decide to visit Cairra.

CHENOBORA

Talk to the people around town. The various merchants are on the right side of the screen. If you talk to the man in the castle, he sends you on a mission in Rangle Island. Take the exit to the south and go there.

RANGLE ISLAND

Visit the fallen prince in the upper right cave, then visit the soldier in the lower left. Enter the forest. Go straight left and go down into the earth. Follow the path until you reach an area where you can either take a door or fall down a hole. Take the door and you find Jofre. She needs you to find Moa's diary. Return to town and grab it; it's right in front of the blue statue in the right cave. Return to Jofre. Now, she wants you to defeat Garuda! Return to the surface and climb the trees to find another cave. Inside is the Garuda - kill it and rescue Milleiu. Return to town, talk with your buddies, then perform the resurrection by standing in front of the blue statue. The ritual fails, so return to Chenobora and go straight north. After another conversation, you must travel to the tower of Baiyon.

BAIYON

Follow the path for awhile. In the big open room, climb your way to the top. This floor has quite a few doors. The third door from the left has 2500G. Take the sixth door and follow the path to the dead end. Press Up on the green thing in the statue's mouth to get the Ritual Book. This activates another simple boss. Attack around the time when its eyes turn weird colors. Exit the tower and return to Chenobora to speak with Larma. After the conversation, go to Rangle Island and visit the blue statue. You learn the wisdom of the world...

MUSASHI

Talk with the people here. You must go to Oni Island to rescue their leader.

ONI ISLAND

Talk to the prisoner in a green shirt here. He tells you to go to Mount Koya.

MOUNT KOYA

In here, go south all the way, then go east until you find a temple on your path. Grab the key inside. Return to Oni Island. When you use the key on the door, it doesn't work! Get the Mandrel from one of the prisoners in the lower right, then return to the door and use it. He will join you. Return to Mount Koya.

The first temple you're looking for is on the first northern path you find. It's the building to the east in the group. Follow the path until you find a room with four doors. If you follow the left door, you eventually find a Cantharos. The real exit is in the second door to the right. Take the left door, then the middle door. Continue moving left to find the Mandala Chart.

After leaving this temple, enter another one to the northeast (but not too far away). Take the right path, then take the left path. Take the door in the upper right to find the Chart.

Take the two charts to a temple in the northeast corner. Return to Kongobuji, the second temple. Inside, take the far left door, then the middle door. Take the door directly to the left and follow the path. Kill the boss here - he is tougher than most of the bosses. Be patient and wait to strike when he does his red lightning attack.

Return to the third temple in the Northeast. You receive the Jikei light - take it to Toro-Do, the temple south of here. After a cutscene, you return to the Homis Shrine.

HOMIS SHRINE

Go up and talk to Yuug. Rumi and Jofre have died, but you must carry on. Yuug suspiciously asks you to enter a mysterious door. On the other side, you find the town Elseus.

ELSEUS

Talk to the people around here. You learn that the Vakkaso Shrine in the north side of town has a mysterious sword and a daughter up for sacrifice. Be sure to talk to the lady in the upper-left house and the man on the left cliff, then enter the shrine. The path is completely straightforward and uneventful, besides the encounter with the famous Pythagoras. When you reach the temple, jump on up and ruin the ceremony. The boss (straight out of Snow White, eh?) attacks...just swing when it gets ready to fire. Speak to Semere when you finish off the boss.

When you exit the temple and speak to the first old man, you realize that you

must have gone back in time! This really is ancient Greece. Leave the town and visit Homis Shrine.

HOMIS SHRINE - PAST

Look around and talk to the people, then return to Elseus. Talk to the old man who mistook you for Roget. He says that Pythagoras has traveled to Es-Keso. Pursue him there.

ES-KESO

Talk to Pythagoras to the left. It turns out this is like a parallel dimension, in that the people are mirrored to each other - Pythagoras is Vaigler, and the Heramusso is concerned with the Mandalas. This is the first time in the game I actually thought I understood the story! Roget was reportedly killed by his three pupils, Yubera, Yubero, and Yuberum. After you finish the conversation, go to the building directly north of the entrance. Inside, you must find the three killers.

To find Yubero, take the leftmost door in every room until you reach an open room with masks on the wall(it has no path to the left). Yubero is in the door on the right side of the room. Yuberum is in the next room, if you take the left exit from Yubero's room. He killed Roget himself, so you must kill him! He can be tough if you are still at a low level. Hack at him whenever you get a chance and he will die eventually. You receive the Heramusso after killing him. You can find Yubera by taking the left door from this room and following the path. Exit the building.

Back outside, go talk to Pythagoras and enter the triangular lake from the north side. Meet Yuug and Pythagoras inside, then walk up to the wall. Yuug reveals that he is the Holy Emperor. Leave and talk to Pythagoras, then travel to Homis Shrine.

Go inside the shrine and through the mysterious door. At the bottom is a spooky forest, in which you must fight your own shadow(hmm...sounds familiar). He is pretty simple. You then must fight with the Holy Emperor himself. Be sure to activate Fire Slash 3, then stand back and attack when you can. Jump to avoid his flames and dodge his sword attacks. If you are patient, it won't be difficult to kill him. Sit back and enjoy the ending! I think this is one of the most intelligent endings I've seen for this type of story.

Here's a transcription of the ending(by request):

HE: Oh, what a thing to say! Are you telling me that our ambition of thousands years will come to naught! Sadler, succumb to me and you shall experience spiritual awakening. Come on! Quickly!

SAD: DHAAAA...! [strikes Holy Emperor]

HE: Uh! Are...you...the son of a demon? Yipes...!

SAD: I was dreaming of such a beautiful world where everybody lives in peace. Sadler, I think that this world seems strange and that there is something wrong. Rumi, I have learned that a utopia for all beings will never exist. There was never a being who could bring all mankind together on earth, nor did the Holimax ever exist from the beginning. All the evils, suffering, sorrows,

and grief in this world, all these will turn into their opposites. Evil to good...suffering to pleasure...sorrow to joy...grief to hope...some day.

***** IV. The Lists *****

Umm...here ya go.

Thanks a ton to Breakman/Blues Just for this information...he provided all the stats, and I just supplied the formatting.

a.) EXP/Level Table:

Level	HP	MP	AP	AC	EXP until next level
1	16	0	5	14	72 EXP
2	23	22	12	18	152 EXP
3	30	29	14	24	312 EXP
4	37	36	18	27	552 EXP
5	44	43	23	35	872 EXP
6	51	50	34	40	1272 EXP
7	58	57	35	43	1752 EXP
8	65	71	41	52	2312 EXP
9	72	78	43	56	2952 EXP
10	79	85	51	61	3672 EXP
11	86	92	52	66	4472 EXP
12	93	99	66	70	5352 EXP
13	100	106	68	76	6312 EXP
14	107	113	70	88	7452 EXP
15	114	120	73	92	8672 EXP
16	121	128	89	95	9972 EXP
17	128	128	102	98	-----

b.) Weapons:

Name	AP	Price
Bat's Sword	2	10G
Gaze's Sword	4	25G
Abel's Sword	6	110G
Blueno's Sword	8	250G
Arleni's Sword	10	880G
Syak's Sword	12	1660G
Pasth's Sword	14	2710G
Azala's Sword	16	4050G

c.) Shields:

Name	AC	Price
Bat's Shield	1	50G
Sem's Shield	2	120G
Egon's Shield	3	360G
Lana's Shield	4	790G
Syaka's Shield	5	1490G
Posth's Shield	6	2430G

d.) Headgear:

Name	AC	Price
Hemp Turban	1	60G
Cotton Turban	2	500G
Silk Turban	3	1230G

e.) Armor:

Name	AC	Price
Hemp Clothes	2	12G
Cotton Clothes	4	480G
Silk Clothes	6	1470G

f.) Tonics:

Name	Function	Price
Convalsants	restores 10 HP	100G
Somnifacients	restores 20 HP	200G
Heart Poison	restores 30 HP	300G
Kaku	restores 10 MP	200G
Kava	restores 20 MP	400G
Pip Beetle	restores 30 MP	800G
Snake Poison	gain 10 AP(for about 20 seconds)	300G
Spider Poison	gain 20 AP(for about 20 seconds)	600G
Cantharis	gain 40 AP(for about 20 seconds)	1200G
Ipoh Dok	gain 10 AC(for about 20 seconds)	400G
Kayu	gain 20 AC(for about 20 seconds)	800G
Aconite	gain 40 AC(for about 20 seconds)	2400G

***** V. Cheating *****

Do you want to gain experience quickly? Well, it's simple! Find an area of the game with constantly regenerating enemies, like the ants in the Desert, the basement of the Rangle Island forest, or any of the Temples in the East. If you find a safe place, hold down B to constantly attack. Every enemy will die, and your experience quickly soars. However, if you're too lazy to sit there and rack up points, you'll have to do one of the following...

1) Break out a turbo controller with auto-fire. Turn on the B button and come back in a few hours.

2) Break out a regular turbo controller and find some way to hold down the B button. The easiest way is to use a guitar capo. If you don't already have one, pick one up for a few bucks at any music store.

3) Find a capo or something to hold down the B button on a regular controller.

Every time you gain a level, you will need to come back and release the button, then press it back down. The highest level is 17, so this isn't such a slow process. However, it will take far too much time and work to get to lvl17 by fighting ants. I recommend gaining a few levels, then moving on in the game. If you need more experience, gain it in some other level later. The monsters in the later levels are worth MUCH more experience.

***** VI. Contact Info *****

E-mail: slodeth@iname.com
ICQ UIN: 15025844
Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:

Don't ask me questions that are already answered in the guide! Search for it before you email me! It will save you AND me some time.
Make sure you are reading the most updated version of the guide.
Include the name of the game or guide in the subject. Exile is enough.
E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, constructive criticism, requests...
Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.
Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.
I've received way too many of those.
Don't spend any less than one minute writing your E-mail. Check it over and make sure you used correct spelling, decent grammar, and capitalization.
AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that. It gets on my nerves. If you do that thing where you cApItAlIzE eVeRy oThEr lEtTeR, don't expect a response.

ICQ Rules:

Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

What you can find at my web page:

- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!
- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

If you're looking for me on a message board, you'll probably find me on the GameFAQs boards. I go to the FAQ Contributor board the most often, and I visit the boards of the games I've written for. Also, I'm a mod on the Neoseeker boards, so look for me there.

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