

# Surging Aura (Import) Walkthrough

by ritchie

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SURGING AURA

(c) SEGA 1994

(c) MUTSUMI INOMATA 1993

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GUIDE

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## About the game

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A field type of an orthodox school RPG. As for the features, an attack such as the weapon can quickly move into action although the time to chant a spell is necessary for the use of the spell because it is strong, but the battle system which is developed in real time by saying that its usability is worse.

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Menu

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Tools

Spells

Status

Drop

Spell List

Save

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Battle Command

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Attack	Spell	Attack
Escape	Defend	Escape
Tools	Tools	Tools
Guard	Escape	Guard
Defense	Attack	Defense

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Six Attributes

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Solid Light Spirit

Sense Dark Liquid

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Systems

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The six systems of the attributes are attack, defense, recovery, support, and counter.

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Pasfalda Kingdom

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In the castle, speak to Seira who is blocking the way, there is a scene, go to the lower left, and go down the stairs to 1F. On 1F, go to top area, and go thru the door into the throne room. In the throne room, go upward, there is a scene, Muu (Spell Caster LV1) gets the spell of Nalm (a counter spell - 2 in aria time) from Ornz (spell caster of earth) , press the B button to remove the spell list, speak to Mill who's nearby Seira, there is a scene with Rufeed (spell caster of darkness) who will defeat Muu, and there is a scene with Time Master.

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Hidou Town

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There is a scene. Go upward, and go into the ruined house (Rami's house) that's nearby. In the ruined house (Rami's house), go down the stairs, search the treasure chest on the left for the spell of Boritegi (a recovery spell - 3 in aria time), press the "B button" to remove the spell list, search the treasure chest on the right for the wooden staff, press the "B button" to open the menu, press the "down button" twice to find the "status," press the "A button" twice to get into Muu's status, press the "A button" twice to equip Muu with the wooden staff, press the "B button" twice to exit the menu, and go back up the stairs. Go behind the ruined house, speak to the man who's standing still, choose "no" + "yes" + "no" to get the spell of Sangbaran (an attack spell - 3 in aria time), and press the "B button" to remove the spell list. In battle, press the "down button" one time to find the spell, press the "A button," press the "left button" one time to find Sangbaran, press the "A button" twice to put the spell of Sangbaran on the man, wait until the small circle gauge is filled up with green liquid so that Muu can use the spell of Sangbaran to defeat the man. After that, go to the right, and go into the house that's in front of the inn. In this house, speak to the old man to get 1000G. Leave Hidou Town. (Please stay nearby Hidou Town to raise Muu's LV to 5). After that, go all the way north to Isunan Town.

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#### Isunan Town

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Go to the north side of the town, and go into General Kadim's house which is behind the weapon shop. In General Kadim's house, go up the stairs to 2F. On 2F, speak to General Kadim who is nearby the bed, choose "yes," go back down the stairs to 1F. On 1F, go thru the door, speak to Fran who's at the front of General Kadim's house, choose "yes" twice to hear his story, go back into General Kadim's house to 2F, speak to General Kadim again, choose "yes," there is a scene, Muu gets the fortress key, Fran (Guard LV3) becomes a friend, and leave General Kadim's house. Go south, and go into the weapon/armor shop, and buy Katar (140G) for Muu. Equip Muu with the Katar. Leave the weapon/armor shop. Go to the left, and go into the item shop. In the item shop, buy healing water (50G) x6 to recover HP and power gem (80G) x3 to recover MP. Leave the item shop. Go downward, and go into the spell shop. In the spell shop, buy the spell of Abshal (300G) which is a defense spell (3 in aria time) and Saut (500G) which is a support spell (4 in aria time). Leave Isunan Town. Please stay nearby Isunan Town to raise Furan's LV to 5. Go all the way north to Sagil Fortress.

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#### Sagil Fortress

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Search the front door to make Muu use the fortress key to open it, and go into the fortress. In the fortress, go upward, and go down the stairs to B1. On B1, try to go into the room with two beds, choose "yes" to fully recover the duo's HP & MP, go around to the south side, search the lever on the wall, choose "yes" to pull the lever (1-3), go to the upper left, go into the prison room, speak to the guard, go to the upper right, and go up the stairs to 1F. On 1F, go downward, and go up the stairs to 2F. On 2F, go up the stairs to 3F. On 3F, go to the upper left, search the lever on the wall, choose "yes" to pull the lever (2-3), go to the lower right, and go down the stairs to 2F. On 2F, go down the stairs to 1F. On 1F, go to the upper left, and go up the stairs to 2F. On 2F, go all the way down, speak to Talusgorg who is blocking the door. Now, fight Talusgorg (boss). After defeating Talusgorg, go up the stairs that's nearby to 3F. On 3F, search the lever on the wall, choose "yes" to pull the lever (3-3), go into the prison room, speak to the guard, search the treasure chest for full recovery medicine, and go down the stairs to 2F. On 2F, go all the way up, and go down the stairs to 1F. On 1F, go to the upper right, and go down the stairs to B1. On B1, go around to the upper left, and go up the stairs to 1F. On 1F, go up the stairs that's nearby to 2F. On 2F, go downward, and go up the stairs

to 3F. On 3F, go to the upper right, and go down the stairs to 2F. On 2F, go into the prison room, speak to the guard, search the treasure chest for the spell of Zudo (a support spell - 3 in aria time), press the B button to remove the spell list, and go all the way back to B1. On B1, go to the lower right, and go up the stairs to 1F. On 1F, go thru the door, and there is a scene. Leave Sagil Fortress. Go back to Isunan Town.

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#### Isunan Town

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Go back to General Kadim's house to 2F, there is a scene with General Kadim, and choose "yes." Leave Isunan Town. Go all the way north, go east, go all the way north, go all the way west, go all the way south, and go east to Ilkbahar Castle.

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#### Ilkbahar Castle

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Speak to one of the guards, and go into the castle. In the castle, there is a scene with Princess Kurea, and go all the way up into the next area. In this area, go to the lower right, and go down the stairs to B1. On B1, search the treasure chest on the right for a spear, search the treasure chest on the left for the spell of Hoesid (a counter spell - 2 in aria time), press the B button to remove the spell list, and go back up the stairs to 1F. On 1F, go to the lower left, and go down the stairs to B1. On B1, search the two treasure chests for Kukuri (Muu) and mantle (Muu), and go back up the stairs to 1F. On 1F, go to the north side, and go up the stairs to 2F. On 2F, go to the lower right, go into the room with the two beds, speak to the woman who is nearby, choose "yes" to recover the duo's HP & MP, go to the south side, and go up the stairs to 3F. On 3F, go upward, there is a scene with the king, speak to the minister who's on the left side of the throne, speak to the minister who's on the right side of the throne, speak to the king, go to the lower right, and go down three flight of stairs to B1. On B1, go left, up, search the treasure chest for the spell of Bado (4 in aria time), press the B button to remove the spell list, go upward, and go up the stairs into the outside area of the castle. In this area, go upward to leave Ilkbahar Castle. Go north to the Ruins of Solid.

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#### Ruins of Solid

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There is a scene with Tegulis who's lying on the ground, choose "yes," and go into the ruins. (As a reminder, there are weak tiles that have holes on 1F). In the ruins, go up, there is a scene with Silk, and fall into the hole to B2. On B1, search the treasure chest for iron staff (Fran), go to the upper left, and go up two flight of stairs to 1F. On 1F, go down, try to go into the room with two beds, choose "yes" to recover the duo's HP & MP, carefully go all the way right, and go down the stairs to B1. On B1, go all the way left, and go down the stairs to B2. On B2, go upward, search the treasure chest for the spell of Sarle (defense spell - 3 in aria time), press the B button to remove the spell list, go downward, and go up the stairs to B1. On B1, go upward, search the lever on the wall, choose "yes" to pull the lever (1-2), go to the lower right, and go up the stairs to 1F. On 1F, carefully go to the upper left, and go down two flight of stairs to B2. On B2, go to the upper right, and go up two flight of stairs to 1F. On 1F, go to the upper left, and go down the stairs to B1. On B1, go to the right, and go down the stairs to B2. On B2, go to the left, and go down the stairs to B3. On B3, go downward, go thru the door, and go down the stairs to B4. On B4, go upward, there is a scene with Carbeil. Now, fight Carbeil (boss) and Susuku. After defeating Carbeil and Susuku, go upward, search the lever on the wall, choose "yes" to pull the lever (2-2), go up the steps that's nearby, search the pedestal to get spell book of solid (1-5), go to the upper right, and walk into the magic circle to teleport back to 1F. On 1F, go thru

the door. Leave the Ruins of Solid. Go back to Ilkbahar Castle.

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#### Ilkbahar Castle

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Go down the stairs into B1 of the castle. On B1, go all the way back to the throne room on 3F. On 3F, speak to the king, there is a scene, choose "yes," Kurea (Princess LV10) becomes a friend, go downward, and go down the stairs to 2F. On 2F, go upward, and go down the stairs to 1F. On 1F, go downward into the other area. In this area, go downward into the outside area of the castle. Leave Ilkbahar Castle. Go south, go all the way west, and go all the way north to Salrasa Town.

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#### Salrasa Town

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Go upward, and go into the spell/weapon/armor shop. In the spell shop, buy the spell of Kaldan (1750G) which is a counter spell (2 in aria time) and Abul (1800G) which is a counter spell (2 in aria time), go up the stairs that's nearby to 2F. On 2F, buy turbin (160G) x3, firangi (1200G) x2, and iron shield (800G). Leave the spell/weapon/armor shop. Go all the way up, and go into Ojji's house which is nearby the ship. In Ojji's house, go upward, speak to Ojji, and there is a scene. Leave Ojji's house. Speak to Ojji who is nearby the ship, choose "yes," and there is a scene.

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#### Ojji's Ship

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There is a scene with the Pirate's ship, and choose "no." Now, fight Pirate x3. After defeating Pirate x3, go onto the Pirate's Ship.

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#### Pirate's Ship

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Go downward, and go down the stairs to B1. On B1, go upward, and go down the stairs to B2. On B2, go up the top stairs to B1. On B1, speak to Pirate Dig, choose "yes," and there is a scene. Now, Muu has to fight Dig in a one-on-one battle. After defeating Dig, there is a scene, choose "yes," and there is a scene. Go across the plank to leave the Pirate's Ship.

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#### Chahal Town

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Go to the lower left, and go into the weapon/armor shop. In the weapon/armor shop, buy hard skin armor (1900G) x2 and mantle (80G) x2. Leave Chahal Town. Go all the way north to Sheshu Town.

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#### Sheshu Town

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Go to the upper left, and go into the weapon/armor shop. In the weapon/armor shop, buy rope ladder (150G) x6 which will let the trio escape from the dungeon. Leave Sheshu Town. Go northeast to Prison of Grief.

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#### Prison of Grief

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Go into the prison. In the prison, go all the way up, and go up the stairs to 2F. On 2F, search the treasure chest to find the spell of Sudobosolk (support spell - 4 in aria time), press the B button to remove the spell list, and go down the stairs to 1F. On 1F, go to the upper right, and go up the stairs to 2F. On 2F, go downward, and go up the stairs to the roof. On the roof, go to the lower left side of the giant hole, and jump into that giant hole onto a ledge on 2F. On 2F, search the treasure chest for cap (Muu), and jump into the hole that's nearby into 1F. On 1F, go to the upper right, and go up the stairs to 2F. On 2F, go downward, and go up the stairs to the roof. On the roof, go around to the top side of the giant hole, and

jump into that giant hole onto a ledge on 2F. On 2F, search the treasure chest for scale mantle (Muu), and jump into the hole that's nearby into 1F. On 1F, go downward, and go down the stairs to B1. On B1, there is a scene with Zarif and Samunibal, and go up the stairs on the left to 1F. On 1F, go upward, and go up the stairs to 2F. On 2F, go down the stairs on the left to 1F. On 1F, go down the stairs to B1. On B1, go around to the upper left, and go down the stairs to B2. On B2, speak to Zarif who is blocking the way. Now, fight Zarif (boss). After defeating Zarif, Muu gets the prison key, search the prison door (1-4) that's nearby to unlock it, there is a scene, go downward, and speak to one of the monsters who is blocking the prison door. Now, fight Corneost x2. After defeating Corneost x2, remove all of Fran's equipment, search the prison door (2-4) to unlock it, there is a scene with Fran and Rami, choose "yes," Fran leaves the duo, go to the upper left, and go down the stairs to B1. On B1, search the prison door (3-4) to unlock it, there is a scene, go downward, search the prison door (4-4) to unlock it, there is a scene, press the B button, press the A button to open the menu, and choose "rope ladder" to warp out of Prison of Grief. Go back to Sheshu Town.

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#### Sheshu Town

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Go to the inn, go up the stairs to 2F, speak to Dig, choose "yes," Muu gets iron clogs, Dig (Pirate LV14) becomes a friend, equip Dig with Fran's turnban & mantle, and leave the inn. Go upward, and go into the spell shop. In the spell shop, buy the spell of Balf (2400G) which is a counter spell (2 in aria time) and Shahan (1850G) which is a counter spell (2 in aria time). Leave Sheshu Town. Go all the way south, and go west to Tapestan Caste.

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#### Tapestan Castle

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Go into the castle. In the castle, go to the upper left, and go down the stairs to B1. On B1, speak to the woman, choose "yes" to recover the trio's HP & MP, and go up the stairs to 1F. On 1F, go back to the outside area of the castle. In this area, go to the upper left, search the treasure chest for chakuramu sword. Leave Tapestan Castle. Go all the way south to Ordow Village.

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#### Ordow Village

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Go into the spell shop. In the spell shop, buy the spell of Zarif (3200G) which is a support spell (3 in ariatime) and Nimenshab (3500G) which is an attack spell (3 in aria time). Leave the spell shop. Go into the weapon/armor/item shop which is on the right side of the spell shop. In the weapon/armor/item shop, buy bandana (820G) x3, purple robe (3000G), iron armor (4000G) x2. Leave the weapon/armor/item shop. Go into the house that's behind to the weapon/armor/item shop. In this house, speak to man for he will mention something about a spell book of ancient times. Leave Ordow Village. Go north, west, south, and west to Medio Hot Spring Town.

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#### Medio Hot Spring Town

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Go into the spell shop which is on the right side of the inn. In the spell shop, speak to the woman who is behind the counter, choose "yes" to give her the iron clogs, and Muu gets Kodam's book. Leave the spell shop. Go to the upper left, and go into weapon/armor shop. In the weapon/armor shop, buy Shamshiel (2000G) x2. Leave Medio Hot Spring Town. Go all the way back to Ordow Village. From Ordow Village, go east, search the intense flames that's blocking the road, Muu will use Kodam's book to extinguish the flames, and go south to the Ruins of Sense which is nearby. Raise the trio's LV to 22+.

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## Ruins of Sense

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Go into the ruins. In the ruins, go upward, go thru the door into the next room. In this room, search the front of the third statue on the right, choose "yes" to push the switch, go upward, and go thru the door into the next room. In this room, go up the stairs to 2F. On 2F, go downward, and go up the stairs to 3F. On 3F, go thru the door into the room. In this room, go to the upper left, defeat one of Gyadalyas who are blocking the way, and go thru the door into the next room. In this room, there is a scene with Samunibal who will take the spell book of sense from the pedestal, go to the lower left, search the treasure chest for flame staff (Muu), go to the lower right, search the treasure chest for the spell of Zarm which is a recovery spell (4 in aria time), press the B button to remove the spell list, go to the north side of the room, and walk into the warp circle to teleport to 1F. On 1F, leave the Ruins of Sense. Go all the way south, and go east to Bandam Village.

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## Bandam Village

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Go to the upper left, and go into the spell shop. In the spell shop, buy the spell of Balg (5300G) which is an attack spell (4 in aria time) and Dalyachu (5200G) which is a recovery spell (4 in aria time). Leave the spell shop. Go to the upper right, and go into the weapon/armor shop, buy trident (4400G) x2 and tiara (1180G). Leave Bandam Village. Go south, west, and go into Hareef Mountain Path.

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## Hareef Mountain Path

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Go upward, search the treasure chest for buckler, go all the way to the upper left, speak to one of Fukus who are blocking the way, and choose "no." Now, fight Fuku x3. After defeating Fuku x3, go downward, search the treasure chest for the spell of Meelapan which is a support spell (4 in aria time), press the B button to remove the spell list, go downward, search the treasure chest for blue dragon sword (Dig/Kurea), and go downward to leave Hareef's Mountain Path. Go to Shiete Village which is nearby.

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## Shiete Village

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Go into the cave that's nearby the entrance. In the cave, search the treasure chest for the spell of Tazurig which is a recovery spell (3 in aria time), press the B button to remove the spell list. Leave the cave. Go to the south side of the village, and go into the inn. In the inn, speak to the man who's nearby the bed on the left, and there is a scene. Leave the inn. Go to the upper left, speak to the man who is nearby the water well, search the front of the water well, and choose "yes" to go into the Cave to the Castle.

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## Cave to the Castle

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Go down the ladder, and go down the stairs to B2. (Items found inside of the seven treasure chests on B2 are revive stone, horn helmet [Dig], healing water, power gem, god's bright bow [Dig/Kurea], full recovery medicine, heavenly robe [Muu]). On B2, go all the way to the upper left, and go up the stairs to B1. On B1, go up the ladder into Hareef Castle.

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## Hareef Castle

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Go up the stairs, go upward, and go up the stairs into the courtyard. In the courtyard, go into the castle. In the castle, go upward, and go up the stairs to 2F. On 2F, go downward, and go up the stairs on the right or left to 3F.

Replace all of Kurea's strong equipment with weak equipment. On 3F, go upward, speak to the king, and there is a scene. On 2F, there is a scene. Now, fight Osdohan (boss) and Kald x2. After defeating Osdohan and Kald x2, Muu gets Hareef key, and there is a scene with Balm. on B1, there is a scene, Kurea leaves the duo, there is a scene, choose "yes," Blam (LV20) becomes a friend, and go thru the opening that's nearby into the next room. In this room, search the two treasure chests for revive stone and skin robe (Muu), and go down the stairs to B2. On B2, search the treasure chest on the right for flying dragon spear, search the treasure chest on the left for the spell of Bam which is a defense spell (3 in aria time), press the B button to remove the spell list, and go all the way back to 1F. On 1F, go all the way down into the courtyard. In the courtyard, go to the lower left to leave Hareef Castle. Go west to the desert, and then go all the way south to the Desert Cave.

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#### Desert Cave

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Go upward, and go down the stairs to B1. On B1, go all the way to the upper right, and go down the stairs to B2. On B2, go to the right, search the treasure chest for full recovery medicine, go all the way to the lower left, and go down the stairs to B3. On B3, go all the way up, search the treasure chest for Mote-Mote gem, press the B button, press the A button to open the menu, and choose "rope ladder" to warp out of Desert Cave. Go back to Hareef Castle.

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#### Hareef Castle

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Go back into the castle. In the castle, go to the upper right, speak to the woman who is behind the counter, choose "yes" to give her Mote-Mote gem, Muu gets Kasei's book, and go back into the courtyard. In the courtyard, go to the lower left to leave Hareef Castle. From Shieta Village, go all the way west, and then go all the way north into the shoreline which is the Ruins of Liquid, and there is a scene where Muu will use Kasei's book to make a bridge. Raise the trio's LV to 26+.

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#### Ruins of Liquid

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Go upward, and go into the ruins. (There are no monsters in the ruins). In the ruins, go to the upper right, and walk into the magic circle to teleport into the next area. In this area, go around to the center, search the treasure chest for dragon's fang staff (Muu), go downward, and walk into the magic circle to teleport into the next area. In this area, go down, right, walk on the platform, go left, walk on the platform, walk on the platform on the right, and walk into the magic circle to teleport into the next area. In this area, walk into the magic circle to teleport into the next area. In this area, go upward, there is a scene with Samunibal. Now, fight Samunibal (boss) and Lepas x2. In battle, first get rid of Lepas x 2. After defeating Samunibal and Lepas x2, there is a scene, Muu gets the spell book of sense (2-5), search the pedestal to get the spell book of liquid (3-5), press the B button, walk into the magic circle that's nearby to teleport back into the other area. In this area, go to the upper right, walk into the magic circle to teleport back into the other area. In this area, leave the Ruins of Liquid. Go west to Kuato Town.

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#### Kuato Town

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Go to the lower left, and go into the weapon/armor shop. In the weapon/armor shop, buy wave sword (6200G) and steel shield (2400G) x2. Leave the weapon/armor shop. Go to the right, and go into the inn. In the inn, speak to the man who is nearby the door, buy earth ring (2260G) and fire ring

(2260G) x3 from the item shop. Leave the inn. Go all the way right, go all the way up, and go into the spell shop. In the spell shop, buy the spells of Dil (6900G) which is a support spell (3 in aria time) and Amaleja (7200G) which is a recovery spell (3 in aria time). Leave the spell shop. Go to the upper left, and go into the house on the left. In this house, go up the stairs to 2F. On 2F, search the treasure chest for crimson rose. Leave Kuato Town. Go northwest to the cave called Kuato Underground Passage.

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#### Kuato Underground Passage

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Go thru the door into the Underground Passage. In the Underground Passage, go down the stairs to B1. On B1, go upward, and go up the stairs to 1F. On 1F, go downward into the outside area. Leave Kuato Underground Passage. Go west, and then go all the way north to Nuuhan Castle. Remove all of Dig's equipment before entering Nuuhan Castle.

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#### Nuuhan Castle

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There is a scene, Dig leaves the duo, and go into the castle. In the castle, go all the way up into the throne room, and go up the stairs to 2F. On 2F, go to the upper left, and go up the stairs to 3F. On 3F, speak to the king who is nearby the table to get some information, and go back down the stairs to 2F. On 2F, speak to Nuuk who is nearby the stairs, and Nuuk (LV25) becomes a friend. Leave Nuuhan Castle. Go south, go west, and north to Imu Town.

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#### Imu Town

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Speak to one of the town persons who are blocking the gate, and go into the item/spell shop which is on the right side of the inn. In the item/spell shop, buy water ring (2680G) and wind ring (2720G), and go up the stairs to 2F. On 2F, buy the spells of Havidan (7700G) which is a support spell (4 in aria time) and Peima (8500G) which is a teleport spell (4 in aria time). Leave the item/spell shop. Go to the left, and go into the house that's behind the weapon/armor shop. In this house, speak to the man to get the tower key. Leave that house. Go to the upper left, and go into the house with cracked walls. In this house, go up the stairs to 2F. On 2F, go to the right, speak to three children who are tied up, choose "yes," and there is a scene. Leave that house. Go to the north side of the town to the center of the lake, and a dragon will take the duo to the roof of Serlan Tower.

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#### Serlan Tower

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On the roof, go down four flight of stairs to 3F. On 3F, go downward into the outside area of the tower. In this area, go to the upper left, and go down the stairs to 2F. On 2F, go to the right, defeat the monster (boss), search the switch on the north wall that's nearby, choose "yes" to press the switch, go to the lower right, search the treasure chest for healing water and dragon stone, go to the upper left, and go back up the stairs to the outside area of the tower. In this area, go downward, and go thru the door back into the room. In this room, go back up four flight of stairs to the roof. On the roof, speak to the dragon. Now, fight dragon (boss). In battle, use the item of dragon stone that's in the tools menu on the dragon. After defeating dragon, choose "yes," and the dragon will take the duo back to Imu Town.

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#### Imu Town

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Leave Imu Town. Go all the way north to Serlan Tower.

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#### Serlan Tower

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Go into the tower. In the tower, go to the upper right, search the treasure chests for magic sword (Balm), go to the upper left, search the treasure chest for demon god axe, press the B button, press the down key, press the A button to bring up the spell list, and use the spell of Peima to teleport out of Serlan Tower. Go all the way back to Nuuhan Castle.

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#### Nuuhan Castle

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Go into the castle, and go back to 3F. On 3F, speak to the king, and go back down the stairs to 2F. On 2F, speak to the guard who is blocking the way, and search the two treasure chests for trident and flame mantle (Balm). Leave Nuuhan Castle. Go east, and southeast to Nueste Town.

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#### Nueste Town

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Go to the upper left, and go into the spell shop. In the spell shop, buy the spells of Dalhane (7700G) which is a recovery spell (4 in aria time) and Garle (8700G) which is a defense spell (4 in aria time). Leave the spell shop. Go to the upper right, and go into the weapon/armor shop. In the weapon/armor shop, buy plate mail (8000G) and steel helmet (1860G). Go to the lower right, and go into the item shop. In the item shop, buy kawashi talisman (3140G) x3. Leave Nueste Town. Go east, and go all the way north to the Ruins of Spirit.

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#### Ruins of Spirit

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Go upward, and go into the ruins. In the ruins, go to the east side, and search the strange looking wall that's blocking the way. Now, fight wall. In battle, use Muu's spell of Nimenshab to give wall some damage. After defeating wall, go upward, and go down the stairs to B1. On B1, there is a scene with Silk, and the trio will automatically go back to Nueste Town.

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#### Nueste Town

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There is a scene. Leave Nueste Town. Go east, go all the way north, and go northwest to Nalom Town.

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#### Nalom Town

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Go to the item shop. In the item shop, buy defense talisman (3220G). Leave the item shop. Go to the spell shop which is on the right side of the item shop. In the spell shop, buy the spells of Diwal (7100G) which is a defense spell (4 in aria time) and Honarc (9100G) which is a defense spell (4 in aria time). Leave Nalom Town. Go to the cave called Nalom Underground Passage.

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#### Nalom Underground Passage

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Go to the far upper left corner, search the treasure chest for the spell of Toufyan which is an attack spell (5 in aria time), press the B button to remove the spell list, go to the far upper right corner, and go thru the opening to leave Nalom Underground Passage. Go all the way northwest to Nilf Castle.

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#### Nilf Castle

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Go upward, and speak to one of the guards who is blocking the door. Now, fight Fuku x3. After defeating Fuku x3, go into the castle. In the castle, go to the lower right, and speak to one of the guards who is blocking the treasure chest. Now, fight Fuku x3. After defeating Fuku x3, search the treasure chest for wind tiara, and go up the stairs that's nearby to 2F. On

2F, go to the lower left, and speak to the guard who is blocking the way to the treasure chest. Now, fight Fuku x3. After defeating Fuku x3, search the treasure chest for the spell of Chela which is an attack spell (5 in aria time), press the B button to remove the spell list, go to the upper left, and go up the stairs to 3F. On 3F, go to the upper right, and speak to the king. Now, fight Galdandan. After defeating Galdandan, Muu gets the underground prison key, and go back to 1F. On 1F, go up, go all the way to the right, and go up the stairs to 2F. On 2F, go to the left, and speak to the guard who is blocking the treasure chest. Now, fight Fuku x3. After defeating Fuku x3, search the treasure chest for rage armor, and go back down the stairs to 1F. On 1F, go all the way to the far lower left, and go down the stairs to B1. Remove all of Nuuk's equipment. On B1, go to the upper left, search the treasure chest for exploding flame sword, go to the upper right, search the treasure chest for the spell of Pimalestan which is a recovery spell (5 in aria time), press the B button to remove the spell list, search the yellow prison door, there is a scene with Mill, Nuuk leaves the duo, and go back to 1F. On 1F, go back up the stairs that's nearby the entrance to 2F. On 2F, go to the upper left, and speak to one of the guards who is blocking the door. Now, fight Fuku x3. After defeating Fuku x3, go upward, and speak to the woman who is behind the counter to get the secret medicine. Leave Nilf Castle. Go all the way back to Nalom Underground Passage.

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#### Nalom Underground Passage

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Go back thru Nalom Underground Passage. Go all the way back to Nueste Town.

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#### Nalom Town

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Go upward, and go into the middle house. In the middle house, go up the stairs to 2F. On 2F, speak to the man, there is a scene with Silk, Silk (LV28) becomes a friend, and Muu gets the spell book of spirit (4-5). Leave Nalom Town. Go all the way back to Nilf Castle. From Nilf Castle, go all the way north, and go all the way southwest to the Ruins of Light.

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#### Ruins of Light

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Silk removes the barrier. Go into the ruins. In the ruins, there is a scene. Now, fight Fuku x3. After defeating Fuku x3, go upward, and go down the stairs to B1. On B1, go to the far upper left corner, and go up the stairs on the left to 1F. On 1F, search the treasure chest for thunder staff (Muu), and go down the stairs to B1. On B1, go to the far lower right corner, and go up the bottom stairs to 1F. On 1F, search the treasure chest for the spell of Istadan which is a recovery spell (5 in aria time), press the B button to remove the spell list, and go down the stairs to B1. On B1, go to the far upper right corner, and go up the top stairs to 1F. On 1F, there is a scene, and speak to Boz. Now, fight Boz. After defeating Boz, search the pedestal for the spell book of light (5-5), there is a scene, and walk into the warp circle to teleport back to the entrance of 1F. Leave the Ruins of Light. Go all the way back to Nalom Underground Passage. From Nalom Underground Passage, go all the way north to Chahan Town.

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#### Chahan Town

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Go to the upper left, and go into the weapon/armor shop. In the weapon/armor shop, buy shiny musical sword (9960G) for Silk. Leave Chahan Town. Go all the way southeast to Fall Town.

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#### Fall Town

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Leave Fall Town. Go to the cave called Fall Underground Passage.

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### Fall Underground Passage

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Go all the way to the right, and go thru the opening to leave Fall Underground Passage. (Incidentally, the stairs that goes down to B1 will take the trio to a door that's blocking the way). Go south to Kelm Tower.

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### Kelm Tower

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Go into the tower. In the tower, go upward, and go up the stairs to 2F. On 2F, search the treasure chest for flame helmet (Balm), go downward, and go up the stairs to 3F. On 3F, speak to Ornz, there is a scene with Time Master, and go up the stairs to 4F. On 4F, go downward, search the treasure chest for wind mail, and go up the stairs to the roof. On the roof, go upward, search the treasure chest on the right for sun staff (Muu), search the treasure chest on the left for the spell of Zelzere which is an attack spell (5 in aria time), and press the B button to remove the spell list. (On the spell list, please highlight "Zelzere" which is a very powerful attack spell). Leave Kelm Tower. Go northeast to the shoreline called Sais Cape.

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### Sais Cape

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Go upward, Muu uses Kasei's book to make a bridge, go upward, there is a scene, and the Pirate's Ship comes by to take the trio to an island. Go to Azular Town which is nearby.

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### Azular Town

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(At the inn, the trio cannot rest to recover their HP/MP. Also, at the inn, there are stairs that leads to another area of B1 that's in Fall Underground Passage. In this area of B1, search the switch on the wall, choose "yes" to push that switch to remove the door that's blocking the way). Go to the item shop. In the item shop, sell all unuseable equipment, buy full recovery medicine (300G) x10, hyper gem (150G) x10, and revive stone (500G) x5. Leave Azular Town. Go all the way around to the northeast side of the island to Azuul Castle.

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### Azuul Castle

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### Note

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If you are low on recovery items such as full recovery medicine, hyper gem, and revive stone, I would suggest that you go back to Azular Town to restock on those recovery items.

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Go upward, and go into the castle. In the castle, go all the way to the far upper right, and go up the stairs to 2F. On 2F, go downward, search the treasure chest for light robe (Muu), and go back down the stairs to 1F. On 1F, go to the upper left, and go up the stairs to 2F. On 2F, go downward, search the treasure chest for flame armor (Balm), and go back down the stairs to 1F. On 1F, go to the upper right, and go thru the opening into the courtyard yard area. In this area, go to the right, and go into the next area. In this area, go to the lower right, and go up the stairs to 2F. On 2F, go to the lower left, search the treasure chest for gale mantle (Silk), go all the way up, there is a scene with Samunibal. Now, fight Samunibal and Ajibutaric x2. In battle, first get rid of Ajibutaric x2. After defeating Samunibal and Ajibutaric x2, there is a scene, Muu gets Azuul key, and go back down the stairs to 1F. On 1F, go upward, search the door that's blocking the way to remove it, go upward, and go up four flight of stairs to

5F. Recommend LV33+ for the trio. On 5F, speak to Zeshuto who is blocking the way. Now, fight Zeshuto and Golbe x2. In battle, first get rid of Golbe x2. After defeating Zeshuto and Golbe x2, walk into the magic circle to teleport into the final boss' room. In this room, go upward, speak to Sahel who is blocking the way. Now, fight Sahel and Ashupaz x2. In battle, first get rid of Ashupaz x2. After defeating Zeshuto and Ashupaz x2, go upward, speak to Darda who is blocking the way. Now, fight Darda and Pagupashu x2. In battle, first get rid of Pagupashu x2. After defeating Darda and Pagupashu x2, go upward, speak to Tamizgeld who is blocking the way. Now, fight Tamizgeld and Maze x3. In battle, use Balm to guard Muu who will be casting the spell of Zelzere on Tamizgeld and Maze x3. After defeating Tamizgeld and Maze x3, go upward, there is a scene with Rufeed, and Muu gets the five original jewels. Now, fight Rufeed (final boss - first form) and Sarle x2. In battle, first use the item of the five original jewels. Also, use Balm to guard Muu who will be casting the spell of Zelzere on Rufeed and Sarle x2. Let Silk uses the recovery items on Muu and Balm. After defeating Rufeed and Sarle x2, fight Rufeed (second form). In battle, use Balm to guard Muu who will be casting the spell of Zelzere on Rufeed (second form). Let Silk uses the recovery items on the trio. After defeating Zelzere, there is a scene, and then it's deja-vu time for Muu as well as the player.

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Pasfalda Kingdom  
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In the castle, speak to Seira who is blocking the way, there is a scene, go to the lower left, and go down the stairs to 1F. On 1F, go to top area, and go thru the door into the throne room. In the throne room, go upward, and there is a scene.

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THE END

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Version 1.0

By Ritchie (hidall@hotmail.com)

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