



name for the character. Second, you must choose their class and gender. There are only two classes - Fighter and Wizard. After this, you will distribute attribute points. What do these attributes mean? Well, here's the answer:

STR (Strength): Attack power.

DEF (Defense): Defensive ability.

INT (Intelligence): Learning and success rate of magic.

DEX (Dexterity): Opening chests and disarming traps.

AGL (Agility): Turn order and battle movement.

VIT (Vitality): Hit points and chance of healing success.

DIV (Divinity): Luck and charisma (lower prices in shops).

Attribute assignments will be random for characters. Bonus points will be assigned based on the current character's attributes.

Fighters should add Strength, Defense, Agility, and Vitality.

Wizards should add Defense, Intelligence, Dexterity, Agility, and Vitality.

Divinity can be added to either class, though you may not want to add this too much, as your character may turn out very weak.

The recommended party is: Fighter, Fighter, Wizard or Fighter, Wizard, Wizard. I find it much easier with the first order.

Now, you must learn about the village. You will come here to receive quests, purchase items, save, and much more:

Keep: King Ishtar

You can be Ishtar's audience, which allows you to see how much experience a character has until their next level, or allow him to level that character up.

Order: Adonis Temple

You may pray to revive, heal, or uncurse a party member.

At certain levels, a party member may study and learn a new spell.

You can also donate to the temple.

Hall: Marno's Guild

You can get certain jobs for certain characters. This is explained below:

After you get a job from the Guild Hall, you can use 'Rest'. This allows you to advance one month into the game, leaving you to do your job that whole month. After a month's work, you will get paid and your attributes will change. You may even learn a skill.

Park: Park

You can read the notices.

Gate: Town Gate

Allows you to return to your quest.

Rest: Wait

Allows you to work for a month.

Pub: Barman Ishlon

Allows you to change members in your party.

Arms: Yoki's Smithy

Allows you to purchase weapons and armor.



Enter the teleporter twice and go to the right door and open the chest. It contains Seal Slabs. Go into the teleporter and up the stairs. Go into the teleporter in this room and go south, opening the door. Talk to the woman.

You may now leave the place to finish the quest, or you can go back to the room where you broke the capsule to fight a Shrieker [67 HP], although it doesn't drop anything. You will be rewarded 80 gold for completing the quest and 770 experience.

Select 'Town' to get your second quest.

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Quest Two: The Cleanup Crew  
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Examine all of the dark spots. The last one will have a Cellar Key. Go all the way south into the cellar and go back up the stairs. Talk to the woman to receive a Lamp. Make your way back through the cellar to find a cave. Go north and then take the right path to encounter a Molemous [49 HP]. You will find a Dwarf Key from it. Go through the left exit to enter the sewers. Go to the right side of the place and go down the stairs. Make your way to the left to encounter two Dust Worms [26 HP]. They will drop a Red Jewel and a Blue Jewel.

Go all the way left and examine the object to obtain the Pick Axe. Try to exit the cave and you'll use the Pick Axe to exit. Talk to the woman and follow her. Your reward will be 80 gold, 350 experience, and a Dwarf Axe.

Select 'Keep' to get your third quest.

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Quest Three: The Vanished Soldier  
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Examine the bridge on the far right. Then, talk to the man you passed earlier. Examine the bridge once again. Go left until you see ivy on a tree and examine it. Use the Ivy on the bridge so that you may now walk across it. Make your way north and you should encounter three Zombies [24 HP]. The zombies will each drop 5 gold.

Examine the middle door and then go back to the beginning where you saw the man. Talk to him to acquire the Rusty Key. Examine the door three times and enter. Examine the wall and then try to leave. Examine the wall again two more times and go down the stairs. Go south through the cracks to find the missing soldier. Examine the jewel twice and then talk to the soldier to get the King's Letter. Try to leave to encounter a Scorpion [36 HP]. Leave the place. You will be rewarded 100 gold and 650 experience.

Select 'Park' to get your fourth quest.

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Quest Four: Elf Forest  
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You will get Alec in your party. Make your way back to the temple on go on the path to the left. Go north six screens, go all the way left, and then down. You will see a brown square. Go to the left of it to enter the house. Leave the house after the conversation and go north to encounter four Kobolds [55 HP]. You will get a Key Ring after you have defeated them. Each of them will drop 96 gold.

Open the gate and return to the temple and open the right door. Enter the topright path to encounter three Orcs [64 HP]. After you defeat them, you will

obtain the Cell Key. Open the jail door you saw in the beginning. Talk to the elf. Back at the bridge, examine the tree with the vine to obtain the Elf Shield. You may also examine the tree on the left of the bridge to obtain a Pearl Berry. Your reward will be 40 gold, 1,700 experience, and the Medicine skill.

Select 'Bar' to get your fifth quest.

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Quest Five: Defenders  
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Follow the man to encounter two Giants [100 HP]. After that, you will fight two more Giants. When he asks a question, tell him 'No' to fight two Giants and two Dark Elves [75 HP]. After that battle, you will be faced with four Dark Elves. After this battle, you will receive an Old Medal. You can sell the medal to him if you want to.

Select 'Town' to get your sixth quest.

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Quest Six: The Cursed Gem  
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Talk to the child and the man. Make your way into the cave and talk to the man to encounter two Cave Worms [38 HP]. Go south and pick up the Hoe. Leave the cave and talk to the man. Talk to her again to give her the Hoe. Talk to the child twice to learnt the password. Go to the left dead end to open up the entrance. Examine both chests to find the Silver Mace.

Go to the right dead end and speak the word. Make your way through the right set of stairs. Once you get to the bookcase, examine a part. The Magic Key will fall under the desk. Examine under the desk to get it. This will allow you to open all of the doors in this place. Go back to the beginning of the place and open the doors and the chests. The left one contains a Sylph Ring, while the right one contains a set of Chain Mail.

Go back up the right stairs, open the door, and open the two chests. The left one is empty, but the right one contains a Dest Scroll. Examine the left chest twice and go back into the room you found the key. Make your way into the room with three bookcases. Read all of the books on the bookcase. Go back to the entrance of the place and take the left set of stairs. Go north and make your way to the man, where you will fight him as Sorcerer [120 HP]. He will drop a Silver Rod and 225 gold. Talk to the door that looks like a face twice and open the chests to get a Scroll, a Blue Jewel, a Hammer, and Chainmail.

Go all the way back to the beginning and talk to the man. Then, go to the topleft of the cave and examine the puddle to find the Oil Pot. They will be combined to make the Holy Hammer. Go all the way back to the orb and examine it. Leave the place and talk to the man. You will receive 250 gold and 2,500 experience.

Select 'Arms' to get your seventh quest.

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Quest Seven: The Ruined Mine  
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You will receive Dynamite for taking the quest. Go north and set the dynamite. Carnum will join your party. Try to leave the place and go north to the next screen. Keep going right. Examine the pedestal to get the Flame Drop. Examine the pedestal again to open the doors. Go south and you will encounter three Ghouls [210 HP]. Go north and examine the pick to find a Small Key. Go back

to where you were trapped and then north to encounter three Ogres [180 HP]. They will drop things from these possibilities: 1, 33, 34, 59, 77, 99 gold, Cure poison, Chain mail, Attacker, Heat shield, Satan ring, Blue jewel, and Battle Axe. Go to the right.

Open the door to the north to encounter the Ogre Lo [780 HP]. Go to the next room where there are many bones. Go to the topright bone pile and examine the pile to the right of it. Go right and open the chest to get Dynamite. Go right to finish the quest. Your reward will be a Great Sword and 8,600 experience.

Select 'Bar' to get your eighth quest.

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Quest Eight: The Hero's Request  
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Speak with the man. Then, head into the left entrance and go through the center path and down the stairs. The block with four squares contains a trap. Open the chests to get a Flame Rod and a Lamp. Go back and into the right entrance. Go down the stairs and the left most path. You will encounter a Clay Golem [340 HP]. The left chest contains a Crossbow and the right contains a Silver Mail. Go back down and fight the Physalia [270 HP]. Go back to the beginning and talk to the man. Then, go to where you fought the Physalia and go north to find the Portal Key.

Go back to the room on the left and open the door. You will encounter two Guardmai [296 HP]. Try to use both switches and then try to use them again. Lower the left switch only. The left chest contains 'Yellow Light'. Below is a chest that contains a Flame Sword. Go up and then down the stairs to find a chest containing a Ruby Sword.

Go back and push the left switch up and the right one down. Try to open the door on the bottom right and then read the message on the wall nearby. Go back to the beginning of the place and talk to the man. Answer 'Yes' to his question to get the Broken Sword. Go back to the door and use the Broken Sword to open it. Go down the stairs and answer 'No' to the question. Open the chests, containing Unseal and a 'Shimmering Light'. Go down the stairs in the middle of the room and open the chest to get 'Green Light'. Go back to the switches and have them both down. Open the nearby chest to get 'Red Light'. Go down the stairs and open the chest to get the Legend Shield. Try to leave the place to encounter four Mercenaries [198 HP].

Talk to the man to find him dead. Then, go back to where you found the Unseal. Answer 'Yes' to the question and go back to the beginning. Talk to the person that appears and you will receive 5,500 experience and a Silver Sword. Talk to the man at the entrance. You will receive 10,000 experience and an Alphaz Shield.

Select 'Town' to get your ninth quest.

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Quest Nine: Swamp of Sorrow  
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Go right through the swamp. Go north and into the build. Talk to the man and leave the house. Go right and into the cave, inspecting the door made of rock while in there. To back to the house near the beginning and talk to everyone there. Then, go back to the man and talk to him. Go back to the other house and talk to the grandmother. Then talk to the grandfather to get the Brandy. Give the man the Brandy. Talk to him and then talk to the old man. Then, go to where the waterfall is. After that, go where the man turned into a monster. Leave the building and go back to the cave in the waterfall and you will get



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VIT is NEVER needed to get a job. Also, you will always need 6 or more of an attribute for a job. Values of '0' mean that you don't need that attribute to get the job.

Job	STR	DEF	INT	DEX	AGL	DIV
Farmer	0	0	0	0	0	0
Trader	0	0	0	0	0	0
Hunter	0	0	0	0	6	0
Shepard	0	0	0	0	0	0
Fisher	6	0	0	0	0	0
Miner	6	0	0	0	0	0
Blacksmith	0	0	0	6	0	0
Diviner	6	0	7	0	0	0
Guard	7	0	0	0	0	0
Public official	7	0	7	0	0	0
Key Maker	0	0	0	7	6	0
Thief	0	0	0	8	6	0
Priest	0	0	8	0	0	8
Ranger	7	0	0	0	7	0
Doctor	0	0	9	0	0	0
Scholar	0	0	14	0	0	0
Bard	0	0	12	0	0	10
Mage	0	0	14	0	0	8
Lord	12	0	12	0	0	0
Ninja	16	13	14	14	16	12
Wizard	0	0	14	0	0	11
Knight	15	12	14	0	0	0
Bishop	0	0	15	0	9	13
Monk	15	12	0	13	0	0

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Job Gains

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A '0' means the attribute doesn't change. Also, 16 is the maximum of any attribute.

Job	STR	DEF	INT	DEX	AGL	VIT	DIV	Gold	Skill(s)
Farmer	0	0	-1	0	0	1	0	3	None
Trader	0	-1	0	0	0	0	0	5	None
Hunter	0	0	0	0	1	0	-1	3	Shooting
Shepard	0	0	0	0	0	0	1	2	None
Fisher	1	0	0	0	0	0	-1	4	Shooting
Miner	0	0	-1	0	0	1	0	4	None
Blacksmith	1	-2	0	1	-1	1	0	5	None
Diviner	-1	0	1	0	0	0	1	5	None
Guard	0	1	-1	0	0	1	-1	6	None
Public official	0	2	0	-1	-1	0	0	8	Language
Key Maker	-1	-1	0	1	1	0	0	7	Trap
Thief	-1	0	0	0	2	0	-2	10	Trap
Priest	0	0	0	0	0	0	1	8	Dispel
Ranger	1	0	0	0	1	0	-2	8	Search
Doctor	0	1	0	1	0	0	-1	10	Medicine
Scholar	-1	1	0	1	0	0	0	9	Language
Bard	0	1	0	-1	0	0	1	9	Anti-magic
Mage	-1	0	0	0	0	0	1	8	Anti-magic, Scroll
Lord	0	0	0	0	-1	0	1	10	Scroll
Ninja	0	0	0	0	0	1	-1	12	Critical





