

Glory of Heracles: The Labors of the Divine Hero FAQ/Walkthrough

by Berserker_Blade

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Glory of Heracles: The Labors of the Divine Hero
FAQ and Walkthrough
Version 1.00

By: Black Murasame63 (c)2012

E-mail address: Suikofreak@gmail.com

I. What's New

January 28, 2012

1.00: Walkthrough Completed. Added level chart and updated everything else

Version History

January 16, 2012

0.80: Had to change from .txt to format for visual cues and maps. Also, I went up to Shrine of Lapith and updated almost everything else. We are almost to the end, people.

January 1, 2012

0.30: Intital Release

II. Copyright

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- Thanks to Michael Sarich for this Copyright -

III. Contact Info

Anything to suggest to improve the faq infrastructure will suffice. Also, if you found errors or want to add anything in the FAQ, please send me an email to the link below you. If I approve your suggestions, you'll be definitely be credited for the next revision. With the advent of Private Messages here at GameFAQs, feel free to drop in a message at any time.

E-mail address: Suikofreak@gmail.com

The following sites below are **allowed** to post my FAQ to their website. The two sites I mentioned are the only ones that can post my FAQ.

Neoseeker (www.neoseeker.com)
Supercheats (www.supercheats.com)

Be sure when the administrator of the respective site upload my FAQ. You must let me know once you uploaded the faq. For everyone else, sorry guys. These are the only two sites that I'll allow them to post my FAQ. Also, any E-Mail that does not contain any constructive criticism whatsoever or just simply trolling, I will not bother reading it, and it will be deleted.

IV. Introduction

Hey, everyone. First off, I wanted to thank everyone who supported me during my time writing Legend of Heroes: Trails in the sky for the PSP. I'm very pleased that the FAQ I wrote have recieved positive reception. You guys are the reason why I continue writing FAQs. Anyways, I've written this FAQ based on DvD Translations Patch. Ever since the patch came out, I do want to put an in-depth explanation to the game. Once again, I strive to keep spoilers at a minimum. But, if you are the cautious type, please tread my FAQ carefully.

Please note that the progression of this Walkthrough is based on my progression in-game. So, if there's any incorrect or any overlooked information, please let me know.

V. General Overview

Hercules no Eikou or Glory of Heracles is a Japanese RPG made by Data East. With the rising popularity of Dragon Quest in the mid-80s, there are numerous knock-offs of the DQ formula. For this game, it was orginally a blantant DQ clone using their sprites as a base. To differentiate from all the other clones as well as DQ, Data East made the game open-world so that you can tackle the 12 labors in any "order". The overworld is actually seamless compared to the other knock-offs. Anyway, in a nutshell, it's DQ with a touch of Greek Mythology on it.

VI. Characters

Heracles

He wanders the land to rescue Aphrodite from Hades. He is the the only playable character in the game. So, go whatever you have on your limited inventory.

VII. Gameplay

Gameplay Infrastructure

Controls

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|Field Controls|  
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A: Confirm / Menu  
B: Cancel
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Start: Confirm  
Select: Select
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Shops
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Weapon:                Sells Weapons and Armor  
Blacksmith:            Repairs weapons  
Item/tools:             Sells Items  
Greengrocer,  
Fishmonger and Butcher: Sells food items
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-----  
Battle Commands (GP00B)  
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```
Hercules no Eikou I utilizes on a turn based system.
```

```
Primary Commands:
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```
Fight:                Attacks the opposing Enemy  
Item:                 Uses Items  
Equip:               Change current equipment  
Talk:                Talk to your opponent  
Escape:              Escape from battle
```

VIII. Battle System

You probably ask yourself, this game is traditional as you can get. Better yet, it's a clone of Dragon Quest I. Seriously, it really is. = /

Password System

Yeah, why write down the password when you can use the save-state? Well, the the password system is good for several reasons. The next time you play, all your stats and the items you carry will all carry over. Also, the treasures you found will re-spawn. This will show several exploits in many parts of the game. Finally, you can save the trip back to Athens if you are in another area. The only drawback is that all the bosses respawn also.

====HP: 0 = Treading to death====

Since there's no form of MP, any action such as using the magical items or the usage of Travel Wings consumes a bit of HP. So, if you are abusing the magic items such as the ice-bowl, you better hope that the next enemy encounter is not an ambushed encounter.

Weapons and various items

Many weapons and items have certain usage. Some weapons such as the bow and arrow is only effective against flying enemies while the item "Ice Bowl" is only effective against enemies who are inside the dungeons. With limited storage in effect, you can only do so much with these items. As soon you found better weapons, ditch the other immediately.

Equipment Durability

This game focuses a lot on equipment durability. So each time you buy a piece of equipment, there's a number right next to it. For example, you get hit, not only your HP goes down but your armor and shield durability goes down as well. Because of this, your level grinding tendencies can be limiting. But, if you go to a blacksmith, you can repair the equipment for a small fee. So, when you buy equipment be sure to look out for durability at all times.

Primary Stats

Strength: It's a base stat that determines Physical Strength

Defense: Determines how well one can withstand your opponent's attack. It also determines by the individual's armor

Intelligence: It's a base stat that determines your overall magic effectiveness

VIII. Tips and Tricks

Like all the other games out there, here are some tricks of the trade for you to survive this game.

1) *Retreating is not a cowardly tactic, it's a strategic tactic.....*

Unless you got ambushed, the chances of successfully escaping from battle is very good. It's not like DQ or the other NES RPGs where running away is fairly useless and frustrating. What's better is that you can also run away from bosses as well. Even facing exceptionally strong enemies, you can run away from them as well. It's a very viable tactic to use if you are trying to get around.

2) *You will always get the first hit....*

Again, unless you got abushed, you will always be the first person to attack regardless of the strength of other opponents. Because of this, you can use really powerful attack items such as Ice Bowl, Utopia Cane, Thunder Cane and etc. and take down enemies in one hit. This will make level grinding a bit easier for your sanity.

3) *Always talk to someone who will say the name of the town....*

I know it's a given that you talk to NPCs in RPGs. But, you'll save a lot of stress if you talk to the person at least once. The travel wings require you to know the name of the town before using it. I know, it's archaic! But that's how it works in this game. = /

4) *I know the password system is archaic, at least it still have some usage...*

Yeah, this game does not run on battery saves. So, like the other NES games out there, you'll start from square one each time you boot up your game. If you use the password, your stats, equipment and the items currently in possession will carry over. HOWEVER, the bosses you defeated and the treasures you have opened will reset. This will give you a distinct advantage because you could use that as gaining a lot of money early on.

X. Walkthrough

Note: Due to the nature of being open-ended, I'm going to direct you on several occasions so you won't get lost too much.

Arrival

Athens

Well, you are in the middle of Athens with a dock behind you. In this city, there's several notable places to look out for. There's Hephaistos' Temple at the center of the city. There's two weapon shops: one northwest of the city while the other southeast corner of the city. There's also vendors on opposite ends of the city. With 400G in your pocket, it's time to do some shopping. At the start of your quest, I highly advise you to spend only **100G or less**. The reason why I suggest that is because you will need buy a special item in the village of Pella. Finally, don't forget to talk to the townspeople; especially the person who will tell you what the name of the town it is. **Knowing the name of the town is crucial once you get the Travel Wings.**

So, for equipment I suggest buying a leather armor so you won't get pummelled by the weakest enemy. Next, go down to the item shop and buy a candle for 25G. You can buy a knife if you want to strike down early game enemies. Anyway, at the southwest corner of the city, there's a orange house. Once you are inside, you will notice that there's a locked door. You will need to get a key for that. So, take mental note and head out. Anyway, take the western exit and go south.

Continue to go south until you see a small path between a brown and a pink mountain. Between those two mountains lies the Iron Boar. Obviously, you cannot take him on. So run away and continue to move east. From there, you should arrive at the village of Pella.

Village of Pella

Pella

- **Treasures:**
 - None

Boss: **Daschood**

Daschood is a very big hitter. Also, he has strong resistance against one-handed weapons. But because you are inside the dungeon, you can actually one-shot kill Daschood with the Ice Bowl. Once you kill Daschood, you are inside yet another dark dungeon. No need to fret though, because getting the jade is really easy; even without the candle. From the stairs, take **4 steps SOUTH and take 2 Steps WEST**. From there, you should find the treasure chests that contains the **Leila's Jade**.

Anyway, we need to damage the Golden Hind. Regular hand weapons and the ice bowl won't do the trick. So, we need a bow and arrow. So, let's go back to Athens. If you feel confident, you can take on the Iron Boar....

Boss: **Iron Boar**

Iron Boar have a strong resistance against one-handed weapon as well. But, with the trusty Silver Axe in your possession, you can take on the boar. Just keep hacking away until he falls. For the most part, you will receive a lot of EXP and Gold.

Athens

- Treasures:
 - 2000G

Now you are back in Athens, head to the orange house. There should be a locked door nearby. Open that door with the key and hug the wall near the southeastern corner. There should be a hidden door. In the door, head southwest. There should be a treasure which contains **2000G**. Be warned that the amount of gold might be slightly less than initially given. Once you got that, you need to exit the room. From the Treasure chest, go **one step WEST** and **one step north**. Hug the left wall and you should be outside the house. Okay, let's go to Ares' Shrine. So, take the northern exit and go northwest.

Ares' Shrine

Along the way, there's a lake nearby. At the center of the lake lies the next boss. If you are in level 6 or over, you can take him on....

Boss: **Bolk**

Bolk can be a pain in the ass. He hits very hard and have the ability to breathe fire. So, if your equipment isn't good enough, consider yourself dead. Also, with the ability to heal, the battle might go on a bit longer than usual. So, with enough tenacity, you can beat him and get **Bolk's Venom** as your prized possession.

Ares' Shrine

- Treasures:
 - Silver Bow
 - Bolk's Venom (*Bolk*)
 - Golden Horn (*Golden Hind*)

Anyway, if you feel that you can't take him on, it's alright. Just continue to move west. Keep doing so until you see a group of blue mountains. At the bottom, you should see a shrine. From there, he will give you the **Silver Bow**. Now you got the bow, you can now take on flying enemies as well as nimble ground enemies as well. It's time to back track all the way to the mountain near the village of Pella and take on the Golden Hind....

Boss: **Golden Hind**

The minute her turn comes up, she will run away from battle. But due to the fact that you will always be the first person to strike, you can use that as your advantage to kill her off. Anyway, have the Silver Bow ready. When you go to battle, shoot her off with the Silver Bow. She should die in one hit.

Once you killed the Golden Hind, you will have the **Golden Horn** as your reward. This is a very important item for you to hold. You need to present this to Poseidon in order to progress to the story. Poseidon's Shrine is at far east of the map. (No, I don't mean China or Japan) Anyway, time to go eastward to the town of Selene.

Town of Selene

Athens

Do whatever you have to do here. But, before you tread east, you need to **buy a carrot from the Greengrocer**. The reason why you need to do so is because the upcoming boss requires you to have a carrot in your possession before encountering it. So, buy that carrot. From there, head east. You can follow the road if you like. If you head to the northern path and followed the road, there's a merchant who sells **Medicine** for 50G. You can buy up to 6 at a time.

Selene

- Treasures:

- Travel Wings (*Pelte Horse*)

The town is a bit bigger than village of Pella. There's a few items at the shop to look out for especially the Utopia Cane. Anyway, your next mission lies in the woods west of the city. Dude, I just came from that direction. Relax, it's not that far off to the town. Anyway, take the northern exit and move southeast. The next boss lies at the corner of the woods. For those who cannot find the boss. Here's the below to give you a rough estimate.

^11| Pelte Horse Location. Don't forget the carrot

Basically, the Pelte Horse's location lies between the trees that's line up into threes. Be sure to have a carrot to lure him in.

Boss: **Pelte Horse**

If you are fighting him in default, you could be in the boss of your life. If you are in level 5 or over with good equipment, you can take him on easily. He only does regular attack and tries to put you into sleep. Be sure to use your Silver Axe in battle since it's the most effective in battle. If you have the Utopia Cane, you can kill him in one shot. Anyway, for defeating the horse, you have the **travel wings**.

With that item in your hands you can travel any town you have previously visited; **AS LONG YOU KNOW THE NAME OF THE TOWN**. If you didn't talk to the person who says the name of the town, it won't register. So, once you are done here, take the eastern exit, then cross the bridge and head south to the City of Hebe.

City of Hebe

Hebe

- Treasures:
 - Iron Sword
 - Medicine
 - Water of Life
 - Ship (*Poseidon's Shrine*)

The next city is a fairly interesting one. There's a casino and a butcher shop in this town. The casino's only game is the roulette where you gamble your gold for more gold. Also, at the southernmost part of the city lies a palace. If you have a key, you can open the door and explore the palace. When you get to the audience room, there's two treasures at the respective corners. One contains **Medicine** while the other contains the **Iron Sword**. When you talk to the towns people, they have several coordinates to different places. One example is that from the Palace of Miletus, take 34 west and 23 south. The other coordinate reveals a pirate ship. This one starts from the Athens Harbor. From there, take 72 East and 58 south. For now, take this mental note.

Your top priority is to get to the Palace of Miletus. However, the desert tiles actually harm you as you step forward. So, you need to get the Water of Life so that you can walk through the desert tiles without taking damage. To get it, you need to take the western exit from the BUTCHER shop and examine the tile at the base of the pink tree. Once you examine the area, you have the **Water of Life**. So, continue to go south through the desert. At the end of the desert lies a shrine at the edge of the peninsula. Once inside the shrine present the Golden Horn to Poseidon. This will trigger an event where you will have to get your ship. Once he tells you about the Bay of Thasos, warp back to the starting point in Athens and examine the Dock. You will receive a ship as your reward.

The Eastern Sea

- Treasures:
 - Compass (Pella)
 - Trident

After boarding your ship, let's start off by getting the compass. When you visit Pella early on in the game, there's a guy who said that there's something below the bridge. Let's go sail around the perimeter of the land. Go south around the land. Keep doing that until you see a river going north. Head upstream and go all the way to the end. When your ship is inside the border of the village, be sure to search the bridge and you'll receive the **compass** as your reward. Now you got your trusty compass, now you can find items hidden within the murky waters.

Since we don't have any weapons that can combat against marine-type enemies, it's time to find the Trident. According to the towns person at Hebe, the coordinates is 72 East and 58 South from the Athens Harbor. The Athens Harbor coordinates is 131 East; 48 South. We add the values from the hint and the exact coordinates for the Trident is **203 East; 106 South**. Warp to Selene and move south along the perimeter. Look at the pic below for the starting point...

^12| The starting point for the Trident...

From the illustration above, it's already 203 East. Move south until the coordinates is exactly 106 South. Once you are at the exact point, search the area and you will find the **Trident**. Now, you should perform decently against marine-type enemies.

St. Leary Island

- Treasures:
 - Lamp (Talos)

Now, it's time to progress to the story. From the Athens Harbor, head southeast. You need to find the docks for the Island. The coordinates are 155 East; 146 south. So head there. Once you land at the dock, you have to move around the island by foot since the town walls are impassable. So, go around the island and you'll see a small shrine at the end of the road. You'll fight the next boss.

Boss: **Talos**

This is a fairly difficult fight if your level or equipment is underwhelming. Anyway, he hits very hard and have high physical defense. 2-3 rounds of the Ice Bowl will do the trick. Once he falls, he'll drop a **Lamp**. The lamp extends your sight in dungeons greatly. Best of all, it has infinite usage.

From the stairs, move west until you see the stairs on the other side. You will need a minimum of 21+ HP to get through the poison bog. The poison bog eats away 10HP each time the person crosses through the panel. Unfortunately, the Water of Life won't do you any good. So, you need to take on the damage like a boss. Anyway, keep going straight until you hit the city of Nana.

Nana

- Treasures:
 - Iron Sword
 - Iron Shield

This cherry blossom colored trees is the city of Nana. There's really not much to see here other than meeting the queen. Be sure to have the key ready to open the door and Leila's Jade to talk to the queen. The queen will talk about the the demise in the Island of Paros. Even though it does add background info to the story, it does trigger an event for you to enter the Western Seas later on. Once you finish talking to the queen, you lose the Jade. If you want to talk to her again you need to cough up the jade again. BTW, you can get the **Iron Sword** and the **Iron Shield** from her...

Island of Paros

Tartar (Optional)

- Treasures:
 - Magic Armor

If you feel like going to the town of Tartar, just go dead south from Athens. For the coordinate junkies, the docks for that town is **151 East and 206 South**. Once you land of the dock, you have to move further east on foot. You should hit the town by then. Honestly, there's really isn't a lot going on for that town other than that Magic Armor. To get that armor, head to the center of the town on the right side. Enter the orange house and move to the right. There should be a treasure which contains the **Magic Armor**.

Paros

- Treasures:
 - Ares's Axe

If you are coming from Tartar, the cursed island is east of the town. If you are coming from Nana, it's only southeast of the island. Here's where the other hint from Hebe comes into play. It says the coordinates are 34 steps west and 23 south from the Palace of Miletus. For those who don't know the place, it's where you met Poseidon. Anyway, the coordinates for the Palace is 234 East; 178 South. But, since one of the coodinates are moving west, you subtract from the palace's location. So, the actual coordinates for the hidden docks is **200 East; 201 South**. So have your compass ready when you get to that point. For the lazy people, look at the pic below...

^13| Location for the hidden docks...

Once you land at the dock at the island. It's time for you to scour through the ravaged town. There's only one place to look out for; and that's the weapon shop. You will need a minimum of 50+ HP to go through the poison bog safely. Once you got through the bog, enter the empty spot at the door and search the area. You should obtain **Ares's Axe** from your findings. This is a really important item to hang on to. This will trigger a conversation event from the 3 survivors from the island north of Athens. If you do not have it, the conversation will not occur. So hang on to this weapon for now....

Journey to the Western Sea

- Treasures:
 - Zeus's Armor
 - Mirror of Etna
 - Fire Pillar Balls

It's time to move westward. From the Athens Harbor, time to move to the perimeter of the land once more; this time we are moving further west. The coordinates for the dock is **73 East; 101 South**. So move to that point. If you are having trouble finding the dock, take a look at the pic below.

^14| Location for the dock along with the location for Zeus's Armor...

As you know, at that narrow gap, there's a boss lurking ahead. The Giant Octopus is too much for you. So, run away for now. But before getting off the boat, there's a hidden item in front of the dock. Search the area and you'll find **Zeus's Armor**. This is the most powerful armor in the game. So, pat yourself in the back for finding the the armor.

Anyway, time to move up north. When you get the northern most point of the map, there's a empty grid right behind Ares' Shrine. Search the area and you'll have a conversation with Ares himself. He'll tell you to move 8 steps west from your current location. Look at the map below for the **Mirror of Etna**.

^15| Location for the Mirror of Etna

Once you have the mirror time to go back to the dock. BUT, do not get on your boat. From the docks, you move south towards the pink mountain. Search the pink mountain and Hestia will appear. Present the Mirror of Etna and she'll open the gate to the western sea. In exchange, you'll get the **Fire Pillar Balls**. The Fire Pillar Balls do heavy damage against marine-type enemies but weak against overworld and dungeon type enemies. Head to the dock and move west. BTW, it's time to go up against the Giant Octopus....

Boss: **Giant Octopus**

This boss have a high resistance against all weapon types alongside with heavy damage. But, his weakness is fire. So, 2 rounds of the Fire Pillar Balls will do.

Now, that's out of the way, head to the open area where the pink mountain used to be and move north towards the city of Leaneira. Along the way, you'll see the Sea Devil. I highly advise you to run away for now because when you defeat the boss, the item is used only for late game. At your current state, you really need all the item space in your inventory. Land at the dock at Leaneira and talk to the lady nearby.

City of Leaneira

- Treasures:
 - Iron Sword
 - Steel Shield
 - Cross (Necros)

For final town in the game there are some valuable items up for sale. For example, Holy Bell will reduce encounters for enemies below your current level. Also, it's important to **buy the Atlas's Spear** because one of the bosses is weak against the spear. Anyway, there's two weapon shop; one outside and the other inside the palace. To get the one inside the palace, all you have to do is to go south the moment you are inside the palace. Right now, it's not the right time to take on the Leaneira Shrine. So instead, get on the dock and head south to Amazon Kingdom.

Go all the way south and continue to go straight. Once you get off your ship, immediately go northwest. Keep going straight until you see a small shrine. There you will see another boss....

Boss: Necros

This boss have a high resistance against magic spells. So, Ice Bowl won't do much damage. Also, Necros is a very aggressive boss. He'll keep attacking until you die. With high HP, it's going to take a while to kill him. The only way to kill him is by brute force. If you have the Ares's Axe or Atlas's Spear and your level is roughly around level 14-16, you'll do fine. Once you defeat him, he'll drop the **Cross**. This is a very crucial item for the upcoming event.

After killing Necros, go back where the dock are and move east. Continue to move east until you see a small blue shrine.

Amazon Kingdom

Amazon Kingdom: Underground

- Treasures:
 - None

This is one of the series of dungeons. Since there's no treasures, it's best to move to the other end. Below is a map for traversing through the labyrinth....

^|6| Amazon Kingdom

Amazon Kingdom

- Treasures:
 - Baneslayer (Torba)

I know it's not what you are expecting. But you are in the Amazon. Once you are out of the dungeon, you are inside the city itself. Unfortunately, the place itself is like your typical overworld with monsters on it. So, continue to move straight until you exit the city. There, you will fight another boss...

Boss: Torba

Torba pretty much have every arsenal in the game. She has the ability to cast rust magic to eat away your equipment durability. She can breathe fire as well as casting sleep on you and she can hit fairly hard. What's terrible is that she has resistance physically and magically. Using Utopia Cane as your trump card will not work. So, the only way to kill her is to stab her to death with the **Atlas's Spear**. Just keep going at it till she dies. When she falls, she'll drop the **Baneslayer**.

The Pyramids

Gargareana

- Treasures:
 - Stone Tablet
 - Pentacle

After exiting the Amazon Kingdom, move northeast. As you can see there's an old man in the way. Give him the cross and he will let you through. Take note of this as you will come back to this spot later on. Anyway, time to trek through the desert. There are the pyramids. There are 6 pyramids in all; but only two have treasures on it. So, below you are the 6 pyramids. Out of the 6, Pyramid **A** and **B** are the only ones that have treasures. Also, don't forget that the desert tiles hurt you. But compared

to the Poison Bogs, it does minimal damage. After stepping in the pyramid, be sure to be on the look out for **Frogsaurus**. Killing that monster yields 200 EXP; the most you'll ever get in a regular encounter.

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#####          #####          *****
#####          #####          | Legend |
#####  |_____| #####  |_____|  |=====|
#####  | *B* | #####  | *D* |  | S: Shrine |
#####  |_____| #####  |_____|  | *A*: Pyramid |
#### S          ##### S          | #: Walls |
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The Pyramids: Underground

The moment you enter, there's only two places worth talking about. So, I'm going to take you to those areas.

^17| The Pyramids: Underground

If you decided to go to Pyramid A go to the path which leads to Pyramid A on the underground map. Once you are inside **Pyramid A**, take 18 steps east. Then, once you have done that, go all the way north. Ignore the other stairs you see along the way. The real one is all the way to the end of the wall. From there, take the stairs up and look at the top left-hand corner. It contains a **Stone Tablet**. It's a hint on how to open up the gates of Hades....

Now, your real objective is getting the Pentacle. From the underground map, head to the path which leads to **Pyramid B**. Once you are inside Pyramid B, keep moving east until you hit the wall. Once you hit the dead-end, immediately move north. You should see a set of stairs nearby. On the second floor, look at the top, right-hand corner. It should contain a **Pentacle**. Once you have the pentacle, head out the desert and proceed to move southeast along the riverbank.

Shrine of Popos

- Treasures:
 - Spring Drop

In this dungeon, there's a treasure which you will need to finish the game. It's better to grab it now because the place is actually furthest in the game since you have to cross the sea, go through the underground path as well as the kingdom itself and the perimeters of the desert. Anyway, look at the map below. It'll lead you to the treasure....

^18| Shrine of Popos

At the end of the path, you will get the **Spring Drop**. This is a must have item in your possession because this is your ticket to finishing the game. It would be devastating to go at the final dungeon and did not have the Spring Drop at hand. Anyway, time to go back to the old man near the bridge and ask him to get the cross back. He will happily give this back to you. if you have this message, **Heracles held aloft the cross**, you are now able to trigger the event at the warriors tomb.

Shrine of Lapiths

Athens and Leaneira Shrine

- Treasures:
 - Silk Reins

Present the Rainbow Ring and the drawbridge will be revealed. The path will lead to the Sun Tower. Go all the way up and talk to Apollo at the top floor. For exchange of the pentacle, he will give you the Night Curtain to summon Diana at the Moon Tower. Before that, from Apollo's position, take 4 steps west until you hit the wall. Then take one step north and hug the wall westward. There should be a hidden door. At the first room, the treasure contains the **Thunder Cane**. There's one more hidden room. Now, move to the southeast corner of the room and hug the wall southward. You should be in the room that contains the final piece of the Zeus Equipment set. You now possess **Zeus's Sword**. Unlike all the other weapons, this one is an unbreakable weapon. Anyway, time to get out of the Sun Tower and move west towards the Moon Tower.

As you keep going west, you'll stumble to a dead end. At the dead end, you see a small flower. Go to the flower and it'll lead you to the moon tower. Use the Night Curtain at the end of the stairs and a door will appear. Diana will appear and she will exchange the Night Curtain for a **Crystal**. It's time to go back to Athens and wrap up several loose ends....

Bardona

Athens

Once you are in Athens, move west towards the Pink Shrine. There, Athena will appear. She will tell you the spell needed for the next segment. Be aware that the password **MUST BE IN ALL CAPS**. So the following is the password....

I CALL THE GODS
OPEN A GATE

Selene

- Treasures:
 - Sea Lyre

Athena says that you must input the password in the town of Bardona. In other words, we need to go to Selene. Go to the Blue Shrine and go to the Sphinx in the center of the room. Input the password and Hera will give you the **Sea Lyre**. Then go to the harbor in Selene and play the Lyre. A path will open up to the gates of Hades.

At this point, now it's the time to prep up. Since there's only 10 item slots. I'm only going to tell you the items needed for the Gates of Hades. **Ship, Lamp, Spring Drop, Heal Seed, Medicine (6), Blacksmith and Holy Bell**.

Obviously, you need a ship and a lamp to get around the area. "Spring Drop" is a very important item. I cannot not stress this enough that you need this item to beat the game!!!! Holy bell for reducing enemy encounter. Blacksmith to sharpen equipment to the max after each battle. Finally, the healing items are self explanatory.

The rest are optional. You can use Pegasus to get out of the dungeon if you feel that you are underleveled. Thunder Cane isn't a great item to use IMO because the damage is moderately weak even against feeble enemies. If you want to use a magic item, I suggest you get the Ice Bowl." Bolk's Venom does have its use due to guaranteed criticals. But it eats up precious item space. Also, having a bone in your item slot is a waste especially if you are in the high level. Not to mention that it only works against one boss.

Anyway, once you are done preparing yourself, head northeast to your final destination....

Depths of Hades

- Treasures:
 - Dream Flute
 - Heal Seed
 - Medicine
 - Steel Sword
 - 1 Gold

Before we start, this dungeon have way too many dead ends. All of the maps below are optimal paths to get to the final boss. Anyway, let's begin. The minute you enter the dungeon, you are thrown straight to the boss....

Boss: **Hades' Dog**

He hits hard and he is evasive. End of the story. Although he is not evasive as Varroc, you can still hit him with a sword. To dampen his evasion even further, throw a bone to distract him. All it takes is a couple of hits and he dies....

At the first floor, move north. Then on the second and the third floor, follow the path below. There are treasures along the way....

At the fourth floor, move northwest towards the stairs. Afterwards on the fifth floor, head south. Again, on the sixth floor, go to the optimal path....

^113| Hades 6th Floor

On the seventh floor, move straight. Then, on the 8th floor, you are in the room full of phantoms resembling Hades. Ignore them and move north. There should be a hidden door nearby. Look at the back of the throne. If you are lost, look at the pic below...

^114| Hidden room

You should be in the room resembling a heart. I mean, WTF, really Data East? Anyway, at the center of the room, you'll encounter the final boss in the game....

Final Boss: God of the Underworld: Hades

He has two forms. The first form, he's gonna troll you with weak normal attack and maybe a rust magic. Then on the second form, he will go out with Fire Breathing, Rust Magic, sleep magic and heal magic. If you are in level 25 or over, the battle is a complete pushover. Just be sure to keep your HP in check and hack away with your weapon. He should fall eventually....

After beating Hades, there's a clamshell on your left. Use the Spring Drop and viola. You beat the game. Good job! Enjoy your typical NES ending....

=)

XI. Frequently Asked Questions

Technical Questions

Q: I've installed the patch and my game doesn't work. What gives?

A: DvD translation's patch work differently. Before installing it, you need to have a ROMExpander pro. Once you have that, follow the instructions and then install the patch afterwards. Be sure to have a CLEAN ROM!

Gameplay Questions

Q: Grinding sucks. I want to level up fast. I want my instant gratification....

A: Geez, calm down. When you get to the pyramids or the Shrine of Popos, there's an enemy named **Frogsaurus**. It's a pink frog. Anyway, he get's killed in one hit; not to mention that he is weak as a Photon. But for killing him, you gain 200 EXP. Grind in two hours and you'll be in level 30 in no time.

XII. Store Inventory List

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Athens
-----
Weapons (North):                               Weapons (South):

Copper Sword.....200                          Knife.....30
Leather Armor.....20                          Copper Armor.....800
Chain Mail.....210                            Iron Mail.....380
Wooden Shield.....20
Copper Shield.....100

Greengrocer:                                    Item:

Radish.....2                                    Candle.....35
Cabbage.....4                                    Mind Window.....80
Carrot.....34

Fishmonger:

Mackerel.....2
Prawns.....4
Snapper.....18

-----
Pella
-----

Weapons:

Knife.....30
Copper Sword.....200
Iron Sword.....300
Copper Shield.....100
```

Selene

Weapons:

Knife.....30
 Copper Sword.....200
 Iron Sword.....300
 Hammer.....1800
 Iron Mail.....1400

Items:

Candle.....35
 Utopia Cane.....9800
 Dream Flute.....2000
 Bone.....2

Hebe

Weapons:

Chain Mail.....210
 Copper Armor.....800
 Iron Mail.....1400
 Copper Shield.....100
 Iron Shield.....380

Butcher:

Chicken.....4
 Porkchop.....8

Nana

Weapons:

Iron Sword.....300
 Iron Mail.....1400
 Steel Mail.....2800
 Steel Shield.....800
 Holy Shield.....8000

Leaneira

Weapons (Outside):

Iron Sword.....300
 Steel Sword.....1200
 Hammer.....1800
 Silver Axe.....700

Weapons (Palace):

Copper Sword.....200
 Atlas's Spear.....5980
 Hammer.....1800

Items:

Holy Bell.....20000
 Heal Seed.....300
 Utopia Cane.....9800

XIII. Item Compendium

Equipment

NOTE: Two-handed Weapons will not effect the effectiveness of the shield

Weapon

Name	Durability	Effective
Knife	30	
Silver Bow	30	Against aerial and nimble enemies

Copper Sword	60	
Iron Sword	80	
Hammer	80	(Two-Handed)
Steel Sword	80	
Trident	80	Against Marine-types
Silver Axe	90	Against bosses (Two-handed)
Ares's Axe	120	Against Bosses (Two-handed)
Atlas's Spear	130	Against Torba (Two-handed)
Evil Halbred	140	Against Marine-types
Baneslayer	150	
Zeus's Sword	---	(Unbreakable)

Armor

Name	Durability
Leather Armor	20
Copper Armor	50
Chain Mail	60
Iron Mail	60
Steel Armor	70
Magic Armor	80
Zeus's Armor	120

Shield

Name	Durability
Rusty Shield	14
Wooden Shield	40
Copper Shield	60
Iron Shield	60
Steel Shield	80
Holy Shield	80
Ceasar's Shield	80
Zeus's Shield	120

Healing Items

Name	Function of Item
Mackerel	Restores 3HP
Prawns	Restores 3HP
Snapper	Restores 5HP
Raddish	Restores 3HP
Cabbage	Restores 3HP
Carrot	Restores 5HP
Chicken	Restores 4HP
Porkchops	Restores 8HP
Medicine	Restores 30HP (Can carry up to 6)
Heal Seed	Restores all HP

Battle Items

Name	Function of Item	Location
Ice Bowl	Unleashes damage against foes inside dungeons	Pella
Utopia Cane	Unleashes damage against foes in the overworld (Excluding marine type enemies)	Selene
Mind Window	Reveals the enemy's inner thoughts	Athens
Bolk's Venom	Coats venom onto the user's weapon. Increase chances for critical hits	Bolk
Dream Flute	Sends enemy into a temporary slumber	Selene

Fire Pillar Balls	Unleashes damage against Marine-type foes	Hestia
Thunder Cane	Unleashes damage against all types of enemies	Heaven

Field Items

Name	Function of Item	Location
Candle	Lights up a dark room (3x3)	Athens
Skeleton Key	Opens up a locked door	Pella
Water of Life	Grants ability to travel on desert tiles without taking damage	Hebe
Travel Wings	Enables user to travel to any town previously visited	Pelte Horse
Ship	Grants the ability to travel by the sea	Athens
Compass	Gives exact coordinates	Pella
Lamp	Lights up a dark room (5x5); Infinite uses	Talos
Mirror of Etna	Sinks mountain which grants access to the Western Sea	Ares
Rainbow Ring	Reveals a drawbridge in Heaven	Sea Devil
Holy Bell	Reduce encounters to enemies weaker than you	Leaneira
Cross	A momento to the fallen warrior	Necros
Stone Tablet	An excerpt to open up the gates of Hades	Pyramids
Pentacle	A momento to give to Apollo	Pyramids
Spring Drop	To free Aphrodite from her prison	Popos
Silk Reins	A precious treasure from Gaia	North of Athens
Pegasus	Travel to heaven	Lapith
Night Curtain	Opens the door in the Moon Tower	Apollo
Crystal	Summons a goddess in Athens and Selene	Diana
Sea Lyre	Opens the path to Hades	Hera

XIV. Level Chart

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-----\
Level | HP   | Strength | Defense | Intelligence |
=====
1     | 20  | 1       | 1       | 1           |
=====
2     | 28  | 3       | 3       | 2           |
=====
3     | 36  | 5       | 4       | 3           |
=====
4     | 44  | 7       | 5       | 5           |
=====
5     | 52  | 10      | 7       | 8           |
=====
6     | 60  | 13      | 8       | 10          |
=====
7     | 68  | 16      | 9       | 11          |
=====
8     | 76  | 19      | 10      | 14          |
=====
9     | 84  | 21      | 12      | 17          |
=====
10    | 92  | 23      | 15      | 20          |
=====
11    | 100 | 26      | 18      | 24          |
=====
12    | 108 | 30      | 20      | 27          |
=====
13    | 116 | 34      | 21      | 31          |
=====
14    | 124 | 38      | 22      | 34          |
=====
15    | 132 | 40      | 24      | 36          |
=====
16    | 140 | 42      | 26      | 39          |
=====
17    | 148 | 44      | 29      | 43          |
=====

```

18	156	46	32	46
19	164	48	35	48
20	172	50	38	52
21	180	53	41	54
22	188	57	45	57
23	196	60	49	60
24	201	64	53	64
25	212	68	57	68
26	220	72	59	71
27	228	75	61	74
28	236	78	62	76
29	244	80	65	78
30	250	82	70	80

XV. Credits

I would like to thank the following people.

DataEast: For making this overlooked gem

DvD Translations: For translating this game for the English Audience.

Gamefaqs: For accepting this FAQ.

CjayC: For making Gamefaqs exists for what it is today

SBAllen: For being a cool Administrator

Michael Sarich: for this Copyright

Last but not least, I thank **YOU** for taking the time to read this faq.

I look forward to hear more about this FAQ. So if you feel like there's something is missing, please feel free to contact me. If it's well thought out, I'll add it and credit you for the next revision. So once again, thank you for taking the time to read this.

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