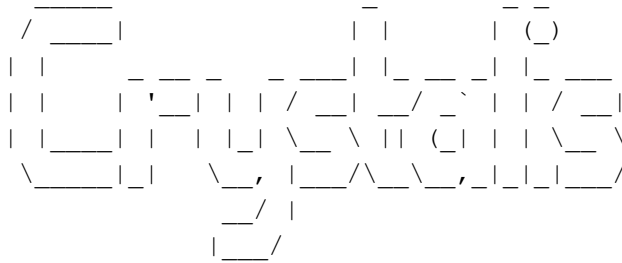


# Crystalis Walkthrough Final

by Dzabroski

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This walkthrough was originally written for Crystalis on the NES, but the walkthrough is still applicable to the GBC version of the game.



Welcome to Crystalis for NES

Complete Walkthrough

Author: David Zabroski

Locke1978@hotmail.com

Check out my Dragon Warrior/Quest Website at:

[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

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## I. Introduction

- a. My Thoughts
  - i. This is a great game. The game takes time and patience like most RPGs. If you have read my

walkthroughs before you know I think you should consider this as a guide, if you get lost visit my walkthrough and should find the answer. If not please feel free to e-mail me.

b.

Tips

- i. Patience is a virtue
  1. Take time to get experience it will help you defeat most bosses.
    - a. Some bosses may not even get a decent amount of damage unless you reach a certain level.
- ii. Know Thy Enemies
  1. When you fight monsters some only receive damage from certain swords.
    - a. You can't defeat a mushroom with a Water Sword, you must use the Fire or Thunder Sword.
- iii. Back Track
  1. If you go through a dungeon make note of certain obstacles. You may be able to come back after you get a special ability. Same for treasure chests also.
- iv. Try Out
  1. Check your items some have special abilities when they are equipped.
- v. Get Chummy
  1. The people know a lot of information. Talk to every one, then check back after you completed a mission. Their words may have change.
- vi. Stock up
  1. Make sure you have plenty of items.
    - a. If you do not have any status or heal spells bring plenty of herbs and antidotes
    - b. If you have recovery spells use MP recovery items
    - c. Store Prices get raised as you go to each town. Why pay more when you can get it cheaper at another store?
    - d. Certain armor that you can buy early in the game might actually be cheaper later on, but it still might be worth it to get it early.

c. Weapons

- i. Your only weapons are the swords. Some must be earned, others must be found.
- ii. You can upgrade your sword's levels by getting some power-up items.
  1. Level 2
    - a. Ball of (sword type)
  2. Level 3
    - a. (Sword) Bracelet
- iii. The Four Swords are as followed

1. Wind
    - a. Can Break Stone Walls at Level 2
  2. Fire
    - a. Can Melt Ice Walls at Level 2
  3. Water
    - a. Can create Ice Bridges at Level 2
  4. Thunder
    - a. Can break Iron Walls at Level 2
  5. Level 3
    - a. They all have a strong attack at level 3. BEWARE the attack will consume some MPs from you!
- d. Armor
- i. Armor can be bought and found
- e. Quest Items
- i. These are important items that need to be used or given at a certain point of the game

=====Walkthrough=====

II. Windmill Mission

- a. Leaf
  - i. You awake in a chamber to see a man run from the room. Follow him and enter the town of Leaf
  - ii. Visit the Village Elder and get the Wind Sword.
    1. You can charge it north to Level 1 by holding the A button.
      - a. Level 2-3 are the same.
  - iii. Buy any armor you need. Get money from the man in one of the houses
  - iv. Take time to get a few levels up and buy a alarm flute with your spoils from your fights.
- b. Zebu's Cave
  - i. The cave is located west of Leaf. It's a fairly simple cave. Talk to Zebu and he promises to give you magic if you open the windmill again.
  - ii. Exit, get rested and head to the bridge in the north.
- c. Windmill Cave
  - i. Go past the bridge and enter the cave.
  - ii. You should see a path heading north, go there
  - iii. Talk to the man and then use the flute.
  - iv. He will give you the Windmill Key
  - v. Head west and use the key in the key hole.
  - vi. Exit this cave and go to the new cave to the west of the windmill
    1. Once you enter it Zebu will give you Refresh Spell.
      - a. You can exchange HP for MP.
  - vii. Exit, Rest, Save

- III. Get the Ball of Wind
  - a. Road to Brynmaer
    - i. Go back to the cave. You now have to get the Ball of Wind
    - ii. It is located deep in the cave. You know you are headed in the east direction when you see a rock throwing bear.
      - 1. Some tips to know when you are near a key spot
        - a. Long Stairs
        - b. Rock Throwing Bears
    - iii. At the bottom of some stairs you will find a chest with the Ball of Wind. Equip it and your sword is now level 2.
    - iv. Back track through the cave and break the walls with your sword collecting the chests.
    - v. Exit the cave, save, and rest.
  - b. Road to Brynmaer II
    - i. Return to fight the vampire.
    - ii. You must break a northern wall to get to him.
      - 1. You know you reached him when the room opens to a big square
    - iii. Vampire
      - 1. You need to be at least Level 3
      - 2. He isn't too hard, but for a novice it can get tricky.
        - a. Make sure he flashes when you hit him, otherwise you are too weak and must get a level up.
      - 3. Hit him 6-8 times with your Level 2 sword.
      - 4. The bats can become a bother, but they are not too hard.
      - 5. Use Refresh when needed.
    - iv. Grab the Rabbit Boots from the chest and exit
      - 1. The Rabbit boots can make you jump when equipped.
        - a. Make sure to turn you magic off before using it.
- IV. Search for Onyx Statue
  - a. Brynmaer
    - i. Once you enter the town talk with the man who is standing in front.
      - 1. His name Akahana, he is a frequent character in the game.
    - ii. Talk to the people around town and buy some new equipment.
    - iii. When you are read head out of the town
  - b. River east of Brynmaer
    - i. Head east until you reach the river. Follow it north and around the bend until you reach the bridge.
    - ii. When you cross the bridge go to the west near the edge of the swamp.
    - iii. Search the area around here and you should automatically find the statue.
  - c. Brynmaer II

- i. Head back to town and talk to Akahana. Use the statues on him and he will trade you for the gas mask.

V. Trial of Strength

a. Oak

- i. Go over the river bridge again and keep going south. Once you clear the water head east again and you should see an entrance.
- ii. Before you enter put on your gas mask. There is poison gas all around.
  - 1. The enemies can't be beaten with your weapon, just dodge them for now.
- iii. Go east for a few screens and head north, you should come to a opening enter Oak village.
- iv. Talk to everyone, but they just ask you to leave.
- v. Exit and head back to the entrance.

b. Tornel's Training

- i. Now go back to the river heading west, but stay to the north past the bridge and you should see another bridge with a cabin.
- ii. FIGHT
  - 1. Enter the cabin and you will be asked to show your strength. If you win you will be taught the telepathy spell.
  - 2. The Telepathy Spell
    - a. You can talk to any of the Elders and animals.
  - 3. Just keep tapping the attack button as fast as you can.
    - a. You can cheat with Turbo, but if you are a true RPGer you won't
  - 4. If you lose gain a few levels and come back to try again.
- iii. Upon you victory you will be told to find Stom at Mt. Sabre.

VI. Sword of Fire

a. Oak II

- i. Now that you can talk to animals you may want to re-visit Oak
- ii. Before you rush into the town look around the swamp
  - 1. At the bottom level of the swamp you can find a small Oak child.
  - 2. He'll lost and scared, he will follow you.
- iii. Take him back to Oak
- iv. Upon entering he will rush to his mother. Follow him and talk to her.
  - 1. She will reward you with the Insect Flute
- v. Visit the village elder and he will give you the Sword of Fire.
- vi. He also tells you about the flute and what it does

VII. Ball of Fire

- a. Giant Insect
  - i. You need to be at least Level 4.
  - ii. Once you get the Sword of Fire you can fight the insect and win.
  - iii. Use the flute and the monster will appear.
    - 1. The key to killing him is to avoid his poisonous venom.
    - 2. When he is at one spot go to the edge of the venom shots and use Level 1 on the Sword of Fire.
      - a. He stays still when he shoots.
      - b. When he stops it mean he is about to move so move in the opposite directions and repeat.
  - iv. When he dies he will leave the Ball of Fire
- b. Oak II
  - i. When you return to Oak the village Elder will give you the sword.

#### VIII. Storm Bracelet

- a. Mt. Sabre
  - i. Now that you have the Ball of Fire you can get some experience from the harder enemies.
    - 1. There are two locations I prefer to get experience here. To the north of the swamp entrance with the mushrooms
    - 2. Next to Mt. Sabre's Entrance and north.
  - ii. Once you are equipped and read head to Mt Sabre south of Brynmaer.
  - iii. Go west and north once.
  - iv. After you pass the second ice slide you need to jump north into the next level.
    - 1. You can do this by using the Rabbit Boots
  - v. Enter the cave. The rest is north to you!
  - vi. Once you get the bracelet you must back track and find Stom.
    - 1. There are some good items here.
      - a. Warp Boots
      - b. Magic Ring
        - i. Recovers all MP, better to save it for later.
  - vii. Upon finding Stom talk to him and will teach you the Transport Spell.
    - 1. Transport Spell
      - a. Grants you the power to go to any town you already visited.

#### IX. Disaster in Leaf

- a. Leaf II
  - i. Warp back to Leaf to find the village barren.
  - ii. Talk to the rabbit in the shed and he will tell you that Draygonian soldiers took them away.

#### X. Prison Break

- a. Brynmaer III
  - i. Head back to Brynmaer and rest. Stock

- north. You may want to get some Magic Fruit from Oak.
- ii. Head to the entrance to the swamp and go north.
  - iii. Go past the marsh and go into the mountain.
    - 1. If you try going here too early you will be stopped.
- b. Narde's inn
- i. If you need to take a rest at the inn and get any items you need.
  - ii. Head west and talk to the man at the bottom of the ice slide.
  - iii. Keep heading west.
- c. Mt Sabre north
- i. You should see two Draygonian guards. Use the Sword of Wind to wipe them out.
  - ii. Head into the mountain.
  - iii. Here are the directions to get through the cave:
    - 1. Go all the way north and take the stairs
    - 2. Follow the path to the west, then go south, west, and follow the path to the ice wall
    - 3. Destroy the wall, follow the path north and east to an antidote herb
    - 4. Go west, south, and east to get back to the main intersection.
    - 5. Go all the way south to the cave's exit.
    - 6. Walk straight across to the east and enter the next cave.
    - 7. Follow the path to the east and then all the way north.
    - 8. Destroy the ice wall, and take the stairs.
    - 9. Follow the path to the exit.
    - 10. Take the mountain trail west and north, then enter the cave you find. Go east and take the first path north.
    - 11. Take the stairs, then follow the path until you exit the cave.
    - 12. Head to the east, and enter the next cave.
  - iv. You should now see two ice walls. Each has prisoners in them.
    - 1. The west wall is where you need to get the Prison Key
      - a. You have to break the wall in the prison.
    - 2. After you get the key go back to the east door.
    - 3. Make your way through these last caves. The soldiers pack a good punch so be careful not to get hit. You need your energy & magic.
  - v. When you reach the summit you must fight General Kelbesque.
    - 1. General Kelbesque
      - a. You need to be at least Level



- b. He can get quite hard if you are not ready. You need plenty of magic for this fight.
- c. Use the Sword of Wind Level 3 as long as you can.
- d. Dodge the ice when he drops them.

- 2. When he is dead you get the Flame Bracelet.
- 3. When he is dead use the Prison Key to open the door.
- 4. Talk to the Elder and you will be granted the Paralysis Spell.
- 5. Paralysis Spell
  - a. You can freeze a person or a monster you a certain amount of time.
- vi. Head through the back and go outside and slide south the ice to a new area.
- vii. Portoga is just south of here.

#### XI. The Queen of Portoga

- a. Portoga
  - i. When you get into town you can northgrade your weapons and armor or save it for later, but you do need to do it soon!
  - ii. Head to the castle and talk with the Queen.
  - iii. You must play a small game with the queen. Here is how it works
    - 1. Talk with the Queen and she will give you some information and exit the palace.
    - 2. Try to re-enter and her attendant will block the way.
    - 3. Talk with the fortuneteller next to the castle and she will give you some information.
      - a. She will also tells you the way to the Queen is open.
    - 4. Head back to the Queen.
    - 5. She will give you more information.
    - 6. Repeat
    - 7. You can keep doing this to get all the information you want, but here is how to end the game
      - a. When you enter the palace and the attendant will block your way you must freeze home
      - b. When you enter do not move north get yourself into position using west or east
      - c. Freeze him with Paralysis and go into the room
      - d. The door next to the throne is unblocked.
      - e. Go through the door and follow the path as far as you can.
      - f. Exit and talk to the fortune

teller.

- g. Head back to the Queen and she will tell you the Sword of Water is at the Waterfall Cave.
- h. She will also give you the Flute of Lime.

XII. Sword of Water

- a. Waterfall Cave
  - i. WARNING
    - 1. The monsters here can freeze you with Stone. You can't move at all. The monsters can harm you through. You can get killed very quickly!
    - 2. They can only be killed by the Sword of Water!
      - a. The only way to undo this is the Remedy (you do not have yet) or Fruit of Lime!
  - ii. The cave is located far east of the town. You can't miss it.
  - iii. Enter the cave and go north and stay to the east side of the cave.
  - iv. You should see two human statues blocking your path
    - 1. Use the Flute of Lime to revive them
  - v. Go north the stairs.
  - vi. Follow the path east and go north through the huge square.
  - vii. Break the ice wall and go north.
  - viii. Follow the path around the bend, there are a lot of monsters here.
  - ix. When you reach the river go north and get the Sword of Water from the alcove.
    - 1. You can now hurt the monsters. This is a great place to get experience later.
    - 2. You can leave using teleport of get some more spoils
  - x. Head back to the intersection where you last turned east.
  - xi. Instead go west.
  - xii. Follow the same path and when you reach the river go south and get the Flute of Lime
  - xiii. Go back and head north the first alcove to the north
  - xiv. It's Akahana!
  - xv. Use the flute and he will give you the Shield Ring
    - 1. This will double the strength of your shield when worn.
  - xvi. Teleport out to Portoga
- b. Portoga II
  - i. Go Portoga and rest north. Don't bother with the Queen for now,

XIII. Ball of Water

- a. Lime Tree
  - i. Head south of town over the marsh.
  - ii. Go the exit in the bottom west corner.
  - iii. Head north and enter the Lime Tree area.

- iv. The Guardian of the Lime Tree
    - 1. He will present you with the Ball of Water and exit
  - v. Equip the Ball and create an Ice Bridge on your Level 2 sword.
  - vi. Exit and head back to Portoga
- XIV. The True Queen
- a. Portoga III
    - i. Go into the Queens chambers and head back to the underground lake.
    - ii. Use the Sword of Water to create a bridge in the river.
    - iii. Do not rush into the door, keep going around and you will see a beached dolphin.
    - iv. Give him a medical herb and he will give you the Shell Flute
      - 1. You can contact him near the ocean to get a ride.
    - v. Go back into the door
    - vi. You will see Asina, the fortune teller.
    - vii. She will explain her actions and more about you.
    - viii. She will grant you the spell of Recover
      - 1. This will cure all status ailments
    - ix. She promises to give you the Barrier Spell if you get rid of the Whirlpools.
    - x. Exit and prepare for another
- XV. The Boat
- a. Portoga IV
    - i. Talk to the man in the house to the west.
    - ii. You find out he lost his fog lamp, but you decide to get it.
    - iii. Create a Bridge a the point where the water is shallow
    - iv. Go east until you reach the cave
  - b. Fog Lamp Cave
    - i. This is a tough cave due to the monsters.
      - 1. They have paralysis and poison
        - a. Poison will slowly take your life
        - b. Paralysis will not allow you to use the Levels on your sword.
    - ii. Prepare for a long trip
    - iii. Also there is some extra stuff you can get here. I am telling you now, but you can save this for later also.
    - iv. Walk all the north, and then west. Go all the way north at the next turn, and turn east around the corner and open the rock wall to find a chest with a lysis plant in it. Head west and south and take the east path that you passed. Go all the way east, all the way south, and go south the stairs.
    - v. Take the next set of stairs.
    - vi. Go all the way east, all the way south, and turn west. Head south and keep going the next path going south.
    - vii. The chest you see is a fake trap. It will hurt and poison you.

- viii. Go all the way south, then all the way east, and take the stairs.
- ix. Walk all the way west and north, and take the stair. Open the path with your Sword of Wind, then head to the east and take the first path south. Break through another pair of rock walls, go east, and follow the path until you reach the stairs.
- x. Go north, east, north, and open the rock wall. Stay north, then east, and take the next set of stairs.
- xi. Walk south and west under the bridge Then walk north around the corner, destroy the rock wall, and open the chest to find the fog lamp.
- xii. Now that you have the fog lamp you may want to head back to Portoga and rest. I recommend it.

c. Portoga V

- i. Give the Boat Master the Fog Lamp and he will give you his boat. Don't go yet. Tie north your loose ends.
- ii. Once you are ready and saved head back to the cave. Your next mission is to collect the Kirisa Plant

XVI. Loose Ends

- a. You have an option to take the time and tie north some loose ends. Here is the first mission
  - i. Kirisa Plant Cave
    - 1. Head to the river bridge, and walk south to the mountain pass again. On the other side of the passage, head straight south to the river, and follow it to the west to find a shallow point. Make an ice bridge across. Cross the river, walk to the east, and enter the cave
    - 2. Follow the path and break open the rock wall. Keep following the path until you reach the stairs.
    - 3. Go east, and take the first path going south. Take the first path that leads to the east, break open the rock wall that you'll find, and grab the chest for an antidote. Walk back north and west, and resume walking south at the intersection. Follow the path south, all the way to the west, cut through another rock wall, head west, south, and climb the stairs.
    - 4. Follow this path to its end, taking out the rock wall that you run into, and take the stairs. These stairs lead you to an open cavern full of nice music and flowers. Walk around in the flower patch in the upper east of this room to locate the Kirisa Plant. Once you have it, teleport back to Portoga.
- b. Amazons

- i. Go back to Brynmaer and create a ice bridge on the river.
  - ii. Now head south.
  - iii. You can't do much here east now, but there are some important items to get.
    - 1. You have to give the Kirisa Plant to the Queen, but she will never accept the gift from a man.
  - iv. Paralyze the guard in front the Queen's palace and enter
  - v. Ignore the Queen, but go into the back room to get the Blizzard Bracelet.
    - 1. If you talk to the Queen you will be dragged out and
  - vi. The shop has some great armor. You can get them now for a high price, or wait and get them cheaper later.
    - 1. I recommend getting them now. You can use the experience and they are worth the money.
- c. Waterfall Cave II
- i. This is a great place to get the money and experience. Use the Level 2 Sword of Water on the "medusa" monsters.
- XVII. The Witches Reign
- a. Portoga VI
- i. Take the boat and ride through the river to the ocean.
  - ii. Use the Shell Flute to call the Dolphin. He will take you anywhere he can in the water.
  - iii. Go around the mountains on your west. Enter the cave
    - 1. It is the cave you met the Dolphin in.
  - iv. Search the north part of the cave to find the Love Pendent.
- b. Joel
- i. Go back and head to the Lighthouse.
  - ii. Enter the cave and you will arrive at Joel.
  - iii. Talk to everyone around do the usual northgrades if needed.
  - iv. You find out some info on the lighthouse and about the witch.
- c. Evil Spirit Island
- i. The island is located west of Joel. You should see it just north of Asina's Cave.
    - 1. You know it's the east one when you see a bunch of jellyfish
      - a. They are poisonous and take a lot of damage. You can't kill them yet so dodge them.
  - ii. Get off at the shore and head into the cave.
  - iii. Follow the path to the underground river, and walk south until you find the shallows. Create a bridge, and then walk north to the other side of the river.
  - iv. Follow the river bank again until you find another shallow spot, and create a bridge leading to the east so that you can cross the river again.
  - v. Walk north and start walking to the west.

- Walk west until you reach the third path leading north, and take it. Break the rock wall with the Sword of Wind, follow the path to its end, and take the stairs.
- vi. Walk all the way west, south, and west, without taking any side routes. Then, walk north, take out the rock wall, keep heading north, and take the stairs.
  - vii. Walk west to the river, and ignore the chest above you - it's a fake. Walk south to the bottom and make a bridge, cross over, and walk back north to the top of the river to find a chest. The chest contains the Iron Necklace.
  - viii. Go south, cross the river, and go north and east to get back to the stairs. Walk back west and south to the corner, then walk all the way east. Walk north, and take the first path leading east. Walk all the way east and all the way north. Walk east from here, and take the first path leading south. Stop at the edge of the pit and wait for the moving platform to arrive. It stops at either end for a moment, so don't panic and try to rush over.
    - 1. If you fall you will end up in the lower level. You are already in route to the second level.
  - ix. After you get off the moving platform, walk all the way to the west, and go north to pick north the chest for a lysis plant. Walk straight south, a little west, and take the stairs into a deserted zombie town.
- d. Zombie Town
- i. Save your game.
  - ii. There are a few people alive here. Check them out in the houses
- e. Sabera's Chamber
- i. Go north of the village into Sabrina's Chamber
  - ii. Walk through Zombie town, until you find the gates of the castle. Head in and walk to the four-way intersection. Walk west, and then north, to fight a mini-boss
  - iii. Vampire
    - 1. You need to be atleast Level 10.
    - 2. Use the Sword of Wind on him.
    - 3. Everything else is the same
    - 4. He drops a Fruit of Power when he dies.
  - iv. Save you game outside of the Chambers. He is dead for now.
  - v. Walk to the stairs behind the vampire's square. Go up the stairs to Level 2
    - 1. There are some different enemies here.
      - a. Butterflies
        - i. The can be killed with one hit of a Level 2 sword.

- ii. The powder they spray when they die can cause paralysis
    - b. Invisible Warrior
      - i. They can only be seen by their shadow
      - ii. Level 3 blast will make them visible and vulnerable
      - iii. Just avoid them. No need to waste MP.
      - vi. Go north then go west at first path.
      - vii. Go north, and take the first path heading west.
      - viii. From the corner, walk all the way south, all the way east, and go north to the stairs.
  - vi. Continue north through this next room
  - vii. Go north the next flight of stairs.
  - viii. WARNING
    - 1. When you see the Mesia she will tell you that the Sorceress is in the back room
      - a. Hit her with your sword a few times and you find out it is really the Sorceress.
  - ix. If you did listen go back there you will find the Mesia chained to the wall.
  - x. Saber
    - 1. You need to be at least Level 11 bitc., uh,witch.
    - 2. Just use Level 3 Flame Sword to get her.
    - 3. Make sure she is in the circle of fire.
    - 4. She will also throw constant rocks at you.
    - 5. This can lower your life because you need to stay still to charge up your sword.
  - xi. She kidnappes the Mesia again and leaves
  - xii. Once she is gone she will leave the Broken Statue.
  - xiii. Do not cast Teleport, Exit the castle
  - f. Zombie Town II
    - i. Talk to Clark in one of the houses to get the Eye Glasses
    - ii. Cast Teleport and go to Joel
- XVIII. Stop the Whirlpools
- a. Leaf III
    - i. Talk to the people in the town if you want. They are grateful for your rescuing them.
    - ii. Buy a alarm flute and return to Joel.
  - b. Joel II
    - i. Go into the town rest and save.

- ii. Go to the shed on the side of the house and use the glasses.
- iii. The secret door will open up.
- iv. Go though the cave and head into the Lighthouse.
- v. Kensu is sleeping so use your alarm flute
- vi. When he wakes up he will teleport away leaving the Glowing Lamp.
  - 1. Use the lamp and the Broken Statue turns into the Golden Statue
- vii. Take the Statue to the alter in the ocean. In the northwest part of the sea.
- viii. The Whirlpools die down allowing you to cross over above the waterfalls.
- ix. Asina will grant you Barrier Magic
  - 1. Barrier will block you from harm or weapons.

XIX. Meeting at Shyron

a. Swan

- i. Kensu Game
  - 1. This is another game to play.
  - 2. Head to the woodshed and talk to Stom
    - a. He tells you that they can't find Kensu
  - 3. He is located somewhere in the town and you must find him.
    - a. To make him show himself you must first find him, then cast Paralysis on him. Talk to him again and he will run.
    - b. You can find him at the following places
      - i. Pub
        - 1. As a soldior asking you "If you have seen the Great Kensu."
      - ii. Last House
        - 1. He is at the last house on the right side of town. Standing at the wall.
  - 4. When you completed this he wants you to find his pendent. If you got it at the underground river you are all set.
  - 5. Give him the pendent and he will teach you Change.

b. Amazon II

- i. Go back to Amazonas and rest at the inn
- ii. Change yourself into a Woman and you will be able to go freely around the town.
- iii. Give the Kirisa Plant to the Queen
  - 1. As a reward you are give the Bow of Moon

c. Swan II



- i. Head back to Swam and save your game
    - ii. Use the Change Spell to get past the Draygonian guards.
    - iii. Start saving your cash.
  - d. Goa
    - i. You can stop at Goa, but there is no need to now.
      - 1. I like to so it goes into my Teleport menu
  - e. Mt Hydra
    - i. Walk southwest across the Goa plains.
      - 1. It might be a good time to get some money and experience. You can get a decent amount from the soldiers.
        - a. You may be able to deflect the arrows with a strong shield and the shield ring on.
    - ii. You should see an opening for Mt Hydra.
    - iii. Follow the path until it splits, then go west to the lava flow. Use the Sword of Water to create an ice bridge. Follow this cave straight through.
  - f. Shyron
    - i. Before you even get close to the entrance to Shyron use Change to become Stom.
    - ii. The guards will let you in with no problem.
      - 1. Now would be a great time to get new armor.
      - 2. Shyron also has Magic Rings for sale.
      - 3. You must buy them now or after you get the Sword of Thunder. If you don't these items will be lost until late in the game!
    - iii. Change back to normal form and head into the chapel at the north end of town.
    - iv. Talk to Zebu and he will ask you to get the Sword of Thunder.
    - v. He will give you the Key to Styx to get it.
- XX. Sword of Thunder
  - a. Cave of Styx
    - i. You now Leave Shyron and go back to the mountain cave. Pass through and cross over the ice bridge that you created earlier. Walk back to the split, and take the upper path this time. Enter the cave at its end.
    - ii. Walk north and west to the stairs. Follow the path across the bridge, then north, then east. Use the Sword of Water to make another bridge over lava, and follow the path until its next split. Take the left path, and follow it back to the stairs. Take the stairs up.
    - iii. Use the Key of Styx to open the locked gate, and enter the Cave of Styx. As you walk up you'll have to deal with statues that fire projectiles at you. Use the Barrier spell to walk safely by.
    - iv. Turn left at the split, and walk up over the stairs. A witch is guarding the doorway. Take her down to proceed.

1. She may not seem to be losing any HP, but she will die after a serious ass woopin.
2. You can stan off to the left and dodge he magic while hitting her.
- v. Walk up until you reach the river of green acid. Walk left and follow the river's edge until you find a shallow point. Build a bridge across with the Sword of Water, and then follow the bank again. Keep walking until you can build a second ice bridge. Cross over, walk down, around the river, and turn right at the first passage to find the stairs.
- vi. Walk left, then up and take the first path. You'll find a large field of spikes in your way. Equip the Rabbit Boots and hop up and right, taking the first path to the right. The Sword of Thunder is at the end of this hall.
- vii. As soon as you get it, you're teleport back to Shyron
- b. Shyron II
  - i. The temple at Shyron to meet the Azteca. He talks about you needing to be with Mesia, and says that you are to battle Draygonia.
  - ii. WARNING
    1. You must buy as many Magic Rings as you can. Delete items in your inventory if you have to. Make sure you have all the rings you can carry
    2. Get all the armor you need now also. This is your last chance
- c. Goa II
  - i. When you head to Goa go to the north part of town.
  - ii. Enter the temple the and use barrier to deflect the bullets.
  - iii. Once you reach the end you get a telepathic signal to get back to Shyron immediately
  - iv. Teleport to Shyron
- d. Shyron III
  - i. Once you arrive you find the town decimated.
  - ii. Talk to Akahana and he will give you a hint about a rare item
    1. "I wish I got my ring back from my friend in Goa"
  - iii. Talk to Stom and he will breath his last words
  - iv. When you are ready for battle head to where the elders where.
  - v. You find Mado
  - vi. Mado
    1. He is one of my favorite bosses.
      - a. You must be at least Level 12
      - b. He will bounce around the room trying to hit you
      - c. He will also throw ninja stars when he stops.
      - d. Use the Sword of Water

Level 3 attack, no problem.

2. When he leaves he will leave the Ball of Thunder

e. Goa III

- i. Now this is going to be a long fight. If you didn't stock totally up on Magic Rings then do so on Fruit of Power.
- ii. Every monster from each section is here, so watch out.
- iii. Now that you have the Ball of Thunder you can knock down Iron Walls
  1. They have a Huge Monster face on them
    - a. Some even shoot fire.
- iv. Use the Barrier spell to get past the statues and use the Sword of Thunder to open the Iron Wall.
- v. Walk up and take the left path. Walk past four staircases, and then take the next path that leads left. Follow it, then take the next set of stairs that you find.
- vi. Go right, up, all the way to the right, down, and take the first path going right. Walk over, take the first path going down, and then follow it straight to the first of Draygonia's Finest Four - General Kelbesque.
  1. Kelbesque.
    - a. Everything about the bosses are the same. They have new levels and are much stronger
      - i. If you are skilled you might be able to notice the open square fighting area. This will allow you to recover before the fight starts.
    - b. You need to be at least Level 13
- vii. When you defeat Kelbesque a chest with the Opal Statue is left behind
  1. If you have the statue ready to use when you die you will be brought back to life once.
- viii. Walk up the stairs behind Kelbesque, and talk to Zebu, who's been waiting for you.
  1. He'll replenish your strength and magic.
  2. You can save in his room, so that you don't have to go back through the maze at the start of the fortress.
- ix. After you get up the stairs, follow the path until you reach the lava river. Follow the lava down, right, up, and then all the way right and build an ice bridge across. Hop over to the other side.
- x. Keep walking to the right past the path, then go up, and create another bridge and cross.
- xi. Walk down to the left, all the way up and to

- the left, then all the way up. Walk right, then walk down and create an ice bridge across and cross.
- xii. Walk up, left, and then the first path going up. Walk up there and destroy the Iron Wall. Continue to the stairs. Walk up to the top of this next room, and you have to fight Sabera.
  - xiii. Sabera
    - 1. You need to be at least Level 13
  - xiv. When Sabera dies, she drops a chest containing the Fruit of Repun.
  - xv. Walk up from her room to meet with Tornel, who will replenish your health and magic.
  - xvi. Walk up and take the stairs. Keep going up, and take the first path to the right.
  - xvii. Walk up through the spike pit, then follow the path to the stairs. Walk left and down, then move across using the three moving platforms. Take the stairs at the end.
  - xviii. Walk to the top of the next room
  - xix. Mado
    - 1. You must be at least Level 14
  - xx. When you defeat Mado Take the Sacred Shield.
  - xxi. Walk up and talk with Asina, who replenishes you. Take the stairs
  - xxii. Follow the path to the three way fork and walk to the right.
  - xxiii. Follow this path to the stairs. Walk up, right, then down and take the next set of stairs. Follow the path here and take next set of stairs.
  - xxiv. Go up, right, up, left, and to the first path going up. Destroy the Iron Wall, and continue walking up. Walk right and take the stairs.
  - xxv. Follow this one up to the top of the pit and take the stairs.
  - xxvi. Use your Barrier magic to get past some more shooting statues.
  - xxvii. Karmine
    - 1. You must be at least Level 14
    - 2. Karmine is a tough guy to beat.
    - 3. Use the Sword of Thunder Level 2 to hurt him
    - 4. He can change you into a slime and helpless.
      - a. The only way to cure this is if you have the fruit of repun.
  - xxviii. Karmine also leaves a chest behind, this time containing an Ivory Statue. Walk all the way up from Karmine's room to find the Storm Bracelet.
  - xxix. You now need to get Kensu
    - 1. Exit down from Karmine's room, past the statues. Take the stairs down. Walk across the spikes and take the stairs on the left.
    - 2. Walk to the right, and take the first

path up. There's a blue slime just sitting around. If you talk to him, you find that it's Kensu, and that he got nailed by Karmine.

3. Equip and use the Ivory Statue to restore him to his normal state.
4. Kensu tells you that the emperor and mesia left for the pyramid, and that Mesia has the power to call the tower.
5. He teaches you the spell of Flight, and replenishes energy.
6. He also lets you take the short cut in back. It leads to an underground cave with an odd floor texture. Use Flight to cross it. Swing left at the river for a Fruit of Power.
7. Go down the stairs to arrive at a river of acid, just float right over it.

## XXI. Loose Ends

### a. Desert Oasis

- i. There are a set of leather boots and a power ring here.
  1. The power ring is a very important item.
    - a. It took me two games to figure out it's purpose.
    - b. It is located behind a Iron Wall
  2. Use Flight to jump right over the rivers.
    - a. If you run out of MPs just stay on top of the river. You will still be flying until you get back onto land.

### b. Goa III

- i. Transport back to Goa and turn into Akahana.
- ii. There is a house in the upper right part of the town.
  1. Talk to him and he will give you the Warrior Ring.
    - a. This will allow you to have a Level 1 attack on your enemy without powering up.

### c. Mt. Hydra II

- i. From Goa go to Mt. Hydra.
- ii. When you reach a fork going up and left, take the one going up. Follow the path until you reach a cave.
- iii. Enter it and go up. Make a left once you reach the wall.
- iv. Exit the cave and go right.
- v. Continue walking until you reach a fork going left and right.
- vi. Take the right fork and go in the cave there.
- vii. In the cave, walk forward until you reach the wall.
- viii. Go left and go up the stairs.

- ix. In the next room, go forward until you reach a wall.
- x. Go right and then go up the stairs.
- xi. Now continue walking and knock down the rock wall you'll find.
- xii. Go up the stairs behind it. Now follow the path until you reach a rock wall. Knock it down and enter the entrance behind it.
- xiii. Walk until you exit the cave.
- xiv. From there, go left and you'll see a ledge past a gap with a treasure chest on it.
- xv. Use Flight to reach the chest and open it to find the Bow of Sun.
- xvi. Teleport back to Shyron.
- xvii. Leave Shyron and go into to the mountain cave. Pass through and cross over the ice bridge that you created earlier. Walk back to the split, and take the upper path. Enter the cave.
- xviii. Walk up and left to the stairs. Follow the path across the wooden bridge, then up, and right. Cross the ice bridge, and follow the path until its next split. Take the left path, and follow it back to the stairs. Take the stairs up.
- xix. As you walk up you'll have to deal with statues that fire projectiles at you. Use the Barrier spell.
- xx. Walk all the way to the right at the first intersection, then up and take down the witch blocking the door. Keep walking up until you reach the river of poison. Walk all the way right, then up, and you'll see land on the other side of the river. Use the Flight spell to cross over, and walk to the left. The upper chest is a trap, so be careful. Open the chest on the left; you now have the Psycho Shield.

## XXII. The Final Battle

- a. Sahara
  - i. There are several things I suggest doing in this town.
    - 1. Change into Stom and talk to the bunnies
      - a. One will give you Doe's Pendent
        - i. It will refill your MP if you stay still
        - ii. Psycho Armor will refill HP
  - ii. Also they sell Magic Rings here. They aren't cheap at all, but you should stock up on them.
  - iii. If you talk to the people in the town

they will say they saw a caped man  
with a woman.

- iv. The Great Pyramid
  - v. Leave Sahara and pass through the cave.
  - vi. You'll see a giant pyramid next to you.  
Find the entrance, which is blocked by  
whirlpools, and use Flight to enter it.
  - vii. In the next room go left once you reach  
the wall. Go up the stairs. Go forward  
until you reach an intersection.
  - viii. Go right and then up once you reach  
the next intersection.
  - ix. Go up until you reach the stairs.
  - x. Then go up and then right.
  - xi. When you reach the next intersection,  
go down and go down the stairs.
  - xii. Continue walking down and you'll  
find a treasure chest. Open it to  
find a Magic Ring.
  - xiii. From there, continue walking down until  
you reach the wall. Go left and then  
make go down the first chance you get.
  - xiv. Continue walking until you reach the stairs.
  - xv. Take them down and continue down.
  - xvi. Walk south and make the third right turn.
  - xvii. Soon, you'll see stairs in the wall.
  - xviii. Go up them and you'll be in a room lined  
with vases.
  - xix. Prepare for the battle with Emperor Draygon
    - 1. Emperor Draygon
      - a. You should be at the highest  
level by now 16.
      - b. Make sure you have the  
Power Ring on and attack  
him with all your might.
      - c. Use Sword of Thunder Level  
3 attacks
  - xx. Take the Psycho Armor left behind.
  - xxi. A hole appears under you, and you'll  
fall down to find Azteca.  
Chat with him, and he'll tell you that  
Mesia is waiting on the highest floor  
of the Pyramid - and he'll also give  
you the Bow of Truth to fight Draygon  
with.
  - xxii. Head Back to Sahara
- XXIII. Save the Mesia
- a. Sahara
    - i. Rest and re-stock on Magic Rings
  - b. Top of the Pyramid
    - i. You now must go to the secret entrance  
to the Pyramid. Go to the upper right  
of the desert. There will be a set of  
stairs with 2 whirlpools. Float  
over them and enter
    - ii. When you first enter you will see  
two lions.
      - 1. Moon
        - a. Use the Bow of Moon
      - 2. Sun

- a. Use the Bow of Sun
      - i. Simple
- iii. Walk right, up, right, and then up all the way to find the spike pit. Put on the Leather Boots, and walk up through the pit to the stairs.
- iv. Walk up, left, and then down through the spiked pit. Walk to the right and up, then use the Flight spell to cross over the holes in the road. (ignore the platforms, they will break)
- v. After crossing the pits, take the stairs. Stop and regenerate your health and magic. Prepare for the Emperor Again!
- vi. The Emperor
  - 1. Before you do anything use the Bow of Truth
- vii. The Emperor's True form is now shown.
- viii. This is the Final Battle
  - 1. You must be at your maximum level 16.
  - 2. Equip the Power Ring
  - 3. Use Thunder Level 3.
  - 4. Watch out for his ring attack that will turn you into a slime
  - 5. Also watch for the Jewel in his chest.
  - 6. That was easy!
    - a. I tried beating him without the Power Ring, but it was impossible. I was stocked with all Magic Rings and still didn't beat him!

#### XXIV. Crystalis

- a. Floating Tower
  - i. Now that you defeated the Emperor your job is done.
    - No I was wrong!
  - ii. Enter the Floating Tower and save your game
  - iii. You must work your way up through the Tower.
    - 1. The Sword of Thunder and Warrior Ring are the best combo.
  - iv. You will face three levels of the tower.
    - 1. Each Level will have monster/warrior coming out doors. You must kill them to proceed.
  - v. Once you reach the fourth floor you will meet the Mesia.
  - vi. She will combine all the sword into one.
    - 1. Crystalis
  - vii. Your mission is to Destroy DYNA the computer. You must ram your sword into the machine's reactor
    - 1. She will also heal you.
- b. DYNA's Lab
  - i. Enter through the door and prepare to fight DYNA
    - 1. She looks like a big heart with an eye.



2. Put on the Power Ring for extra strength
3. Just hit and dodge. Hit her in the eye and move to avoid her attacks.
4. This is basically a easy boss because she can not move.
5. You do not need to charge Crystals so just keep hitting the attack button.

XXV. Ending

This walkthrough was made by David Zabroski.  
Any attempt to Plagerize my work will be delt with.  
If you would like to post this walkthrough, or any other walkthrough made by me, must be appoved by me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:  
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)

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