

Crystalis FAQ/Walkthrough

by Wingchild

Updated to v1.8 on Oct 1, 2004

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

Crystalis FAQ/Walkthrough
Version 1.8, 05/06/2000
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1. REVISION HISTORY

v1.8, 05/06/2000,

Finished the monster table, everything's where it ought to be, time to actually submit. This is the first posted version, and I hope it's satisfactory for the masses. :)

v1.7, 05/06/2000, 7:00pm

Finished redesigning the layout, and putting all of the charts into their respective places. Just need to touch up some info on the monster chart.

v1.6, 05/06/2000, 6:30pm

Finished codifying the walkthrough section, starting table revision.

v1.5, 05/06/2000, 12:11am

Completed the game, updating the walkthrough information. I'll complete the tables later today and then upload the first version.

v1.4, 05/04/2000, 11:20pm

Finished gameplay through the end of Goa, but only formatted up till just before Mt. Hydra. Tables are nearing completion as I sail to the end of the game.. gonna have to have someone else write down a few experience values for me, unless I feel like replaying later.

v1.3, 05/03/2000, 11:10pm

I hate starting play at 8pm, leaving me doing one section per night, but.. Gundam Wing *must be watched!* Sometimes even twice. So, sorry for the slow progress.. but since I'm not posting anything till the end, nobody'll notice. I'm shamed, though. I was hoping to be the first with a Crystalis FAQ up, and it seemed like everybody beat me to it, just two days after I started. *sobs uncontrollably*.. ah, well. Too late to turn back now. :)

v1.2, 05/01/2000, 11:20pm

Completed the Portoa section, slated to complete the Angry Sea tomorrow. Added several tables - spells, swords, consumable items, and special items.

v1.0, 04/30/2000, 11:12pm

Finished as far as reaching Portoa. Gave it a 1 to signify the fact that now we've actually got some content, and that I've decided on a final form for the document.

v0.9, 04/30/2000, 6:23pm

Actually adding info now that I'm playing, woo woo. Wind Valley completed, heading into Cordel Plains.

v0.8, 04/30/2000, 4:45pm

Scrapped my previous format, trying *again* to get something I like. You'd think that with all of the FAQs I've read, I could write one with a readable format.

v0.5, 04/30/2000, 2:50pm

Fixed up the armor/shield tables, dropped in the Table of Contents, jamming to my Final Fantasy Tactics soundtrack.

v0.3, 04/30/2000, 1:45pm

Added more Game Genie codes.

v0.1, 04/30/2000, 1:40pm

Started the FAQ with a stack of information that I'd pre-written a long time ago.

2. INTRODUCTION

Welcome to my Crystalis FAQ. Contained within you'll find a complete breakdown of the game, a full walkthrough, some useful charts, and any codes and tricks that I've acquired.

I was quite surprised to see no other Crystallis FAQ available when I wrote this, considering what a great game it is and how long it's been out. Ah, well. :) The latest version of this FAQ can be found at GameFAQs <<http://www.gamefaqs.com>>, so stop on by and see if anything's changed.

THE GAME

A 10 year veteran of the gaming console wars, Crystallis is a classic. It's an adventure/RPG. Play runs more like an adventure game - lots of wandering around, killing creatures in active-combat, and the like. However, Crystallis also has a lot of the elements of role playing games, such as the ability to buy and sell equipment, purchase support items, use magic, save at Inns, and the like.

The object of the game is to scour the world for the four elemental swords, and defeat Draygon, an evil wizard. Draygon has ressurected the dark art of Science, and is trying to use it to enslave the world.

3. GAMEPLAY BASICS

3.1: General Commands

INTRO SCREEN

Control Pad: No effect.
A : No effect.
B : No effect.
Select : Toggle between Start and Continue
Start : Chooses Start or Continue

IN GAME

Control Pad: Moves your character around, talks to people (run into them),
opens chests (run into them)
Select : Enters the inventory screen
Start : Enters the status screen
A : Uses the selected magic spell
B (press) : Swings your sword, uses a selected consumable item
B (hold) : Charges your swords attack level
B (release): Fires a charged shot from the sword

Some areas have alternate uses for the buttons.

INVENTORY SCREEN

Control Pad: Selects menu items, changes screens
A : Selects an item or spell
B : Attempts to drop an item
* Note: You are prompted with a yes/no question first.
Select : Exits to the game
Start : Enters the save screen

SAVE SCREEN

Control Pad: Chooses Save or Load, and which file to use
A : Saves or Loads the file you're pointing at
* Note: You are prompted with a yes/no question first.
B : Exits to the game, cancels the yes/no question
Select : Exits to the inventory screen
Start : Exits to the inventory screen

STATUS SCREEN

Control Pad: No effect.
A : No effect.
B : No effect.
Select : No effect.
Start : Exits to the game.

NAMING SCREEN

Control Pad: Selects a character
A : Chooses a character
B : Backs up one space
Select : No Effect
Start : Same as choosing End from the menu

IN STORES

Control Pad: Selects an item or menu option
A : Chooses an item or menu option
B : Cancels a menu option or exits the shop
Select : Exits the shop
Start : No effect.

To fight a monster, equip a sword from your inventory screen, walk up to it, and hit B. Every sword has a range attack as well, which will be your primary way of fighting.

In order to use the range attack, charge the sword up to a higher level by holding down B until you reach the level of power that you desire. Once there, release B for a powerful magical blast. Level 1 and 2 blasts can be done as much as you like; Level 3 blasts consume magic points. You can only charge your sword while standing still.

All swords start out being able to charge up to Level 1. If you want to charge to Level 2, you have to find the Ball for your sword; if you want to charge to Level 3, you have to find the Bracelet.

If you want to charge up to a given level and keep it there, charge your sword, and then keep holding B while you move around. You'll learn this very early on.

3.2: Notes on gameplay

Certain swords kill certain monsters; if you can't seem to cause damage to an enemy, consult the monster chart to see what weapons damage them. If you're using the right weapon and still can't cause damage, the reason is because your level is too low for the area. Try raising your level, and attacking again.

Only a Level 2 or higher shot will pass through walls and other stationary obstacles; You'll need this to reach enemies that can stay in the background, such as bats and killer flowers.

Once you acquire the bracelets, you may find yourself accidentally charging up to Level 3, and wasting magic as a result. To get around that, keep this note in mind ..

If I am using this accessory ..	My max sword charge is..
Ball for my sword	Level 2
Bracelet for my sword	Level 3
Ball or Bracelet for another sword	Level 1
No accessory	(highest level - 1)

If you have just a sword with no accessory for it at all, you can charge it to Level 1. If you have the Ball equipped, it's Level 2; if the Bracelet is equipped, it's Level 3.

However, when you equip, say, the Ball of Water and the Sword of Fire, you can only charge up to Level 1.

If you have the Sword of Water equipped, and possess -but do not wear- the Blizzard Bracelet, you can charge to Level 2.

It's hard to explain, so try it out. :)

One final note: poison can kill in this game, so make sure to take care of it.

4. WALKTHROUGH

| 4.1: The Town of Leaf ML:1 RL:1 |
'-----'

SPECIAL: \$100 gold, Sword of Wind

The game leads off with our happy hero character being sealed in cryogenic stasis. Choose a name that suits you, and leave the happy cave. When you step outside for the first time, you'll scare some poor guy to death. Follow him to the left, and enter the Village of Leaf.

Talk to the elder in the upper left house to get the Sword of Wind. Talk to the man in the upper right house to receive \$100, then buy the Alarm Flute.

You can purchase your first set of armor and a shield here, or you can save your money until you hit Brynmaer. Equip the Sword of Wind, and leave town through the northern exit.

| 4.2: Start the Windmill ML:1 RL:2 |
'-----'

SPECIAL: Windmill Key, Refresh Spell

Go west a little bit, and then follow the mountains all the way around to Zebu's Cave. Fight what enemies you encounter for gold and experience.

Zebu will ask you to start the windmill. Go east, and stay in the northern part of this area. You'll find a small wooden bridge leading northward, patrolled by a blue slime or two. Go up there and enter the Windmill Cave.

Inside the cave, go around the first corner, and then north at the intersection to find the sleeping Windmill operator. Select and use the Alarm Flute while standing next to him, and he'll wake up. When you talk to him, he'll hand over the windmill key, and ask you to not tell Zebu that he was sleeping. :)

Head back south, then west at the intersection, and follow the path until you come out in front of the windmill. Select the key, hit B in front of the keyhole, and turn the windmill on. When you exit the windmill, you'll see a new cave's entrance open.

Go back to Zebu's Cave, and talk with him. He'll give you the Refresh spell for activating the Windmill.

Head back to the town of Leaf, and visit the Inn if you need to recover health or magic. Pick up a medical herb if you feel you'll need it - now is a good time to save.

4.3: The Sealed Cave ML:3 RL:4

ITEMS : Warp Boots, Medical Herb (x2), Antidote
SPECIAL: Ball of Wind, Rabbit Boots

Go to the Sealed Cave, which the windmill opened for you. Follow the path around until you reach an intersection - head to the right, since up leads to a temporary dead-end. Keep going until you reach the end of the corridor, where two staircases lead.

The upper staircase leads to a room with a large bear and a treasure chest. The chest contains a pair of warp boots.

Go down the lower staircase. At the four way intersection, head down and around the corner to pick up a medical herb. Go back to the intersection and head to the right. Go all the way down at the next turn to find the Ball of Wind.

Go straight up from the Ball of Wind, charge the sword to Level 2 and use it to break through the rock wall at the dead end. Behind the wall is an Antidote.

Go back down to the intersection, head all the way left and take the stairs. Go to the next intersection, go up, and break apart the rock wall. Go up to the wall, left, and take the stairs. Pick up the medical herb from this room, go back to the stairs, and go all the way right. Take the stairs. Follow the path around until you reach the Vampire's Room.

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BOSS: VAMPIRE REQUIRED LEVEL: 3 SWORD: WIND

The Vampire attacks by releasing a pair of bats. The bats will try to fly into you. If you keep moving, they aren't too hard to avoid, as they can't stop that fast. The Vampire will then teleport randomly around the room to

avoid being hit.

You can kill the bats if you choose; the Vampire will simply release more, if necessary. The bats don't give you any experience points, so it's better to just leave them be.

As the Vampire takes damage, he'll begin to teleport sooner, so your reaction time will have to improve to catch him. On the whole, this isn't a difficult fight.

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Killing the vampire makes a chest appear. Open the chest to get the rabbit boots. Head up through the vampire's room, and exit the cave to reach the Cordel Plains.

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| 4.4: Akahana's Statue                               ML:3  RL:4 |
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SPECIAL: Onyx Statue, Gas Mask

From the cave exit, head down and left to reach the town of Brynmaer. Near the entrance, you'll see a man standing around. Talk to him. He reveals that his name is Akahana, and that he's lost a special statue.

Leave town, and head to the right until you run into the river. Follow the river up and to the right, until you locate the bridge. Cross the river bridge, and head left, to where the tall grass is. Walk around in the grass until you find the Onyx Statue; it's over on the right side.

Take the statue back to Akahana, and he'll give you the Gas Mask in exchange. While you're visiting Byrnmeear, stop in the tavern and talk with the people there. One of them will run off to climb Mt. Sabre.

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| 4.5: Visit the Town of Oak                           ML:3  RL:4 |
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Leave town again, and head for the river bridge. Cross over, and head down and right. When you get to the poison ground, equip your Rabbit Boots, which you picked up from the vampire. You can use the A button to jump while you're wearing them. Hop on through the poison. Jumping lets you take far less damage than walking.

Keep heading right, and you'll run into some mountains. Head up and to the right and find the path that leads to the Swap Forest. Equip your Gas Mask, and head in.

Once inside the forest, go right to the first intersection, then go all the way up, all the way right, and up to find the town of Oak. When you talk to the people, all you'll be able to get out of them is that they want you to go in peace.

Leave town: go down from the town entrance, left at the first opportunity, down at the next two intersections, and then all the way left to exit the Swamp Forest.

A chest containing the Ball of Fire will drop after this fight. Pick it up, and equip it right away.

From the Giant Insect room, walk all the way down, turn left at the corner, walk down at the next intersection, and then head left all the way to the exit. Get out of the Swamp Forest, walk back to Brynmaer, stop by the Inn, and save your game.

4.7: Tornel's Challenge ML:4 RL:5

ITEMS : Warp Boots, Magic Ring
SPECIAL: Tornado Bracelet, Teleport Spell

Leave Brynmaer, and go down and left to find the entrance to Mt. Sabre.

Follow the trail to the left, up, and take the left path. Keep going this way until you pass the second ice slide that leads upwards. Deactivate your spells, equip your Rabbit Boots and jump your way up the ice slide. Walk to the right and enter the cave.

Walk up and destroy the ice wall. The next room is a circle, so go either way, heading up and around. Destroy the ice wall at the top, go up, and acquire the Tornado Bracelet.

Leave this cave, go back to the ice slide, and slip down to the bottom. Follow the path left and down. Go right, past the ice slide, and enter the cave.

Walk up, turn left at the intersection, and walk up some more. Destroy the ice wall, and go up, then left, and down to the stairs. You'll wind up on a ledge with a chest; this chest contains a pair of Warp Boots.

Follow the path backwards to the T intersection, and go all the way right. Go up, and destroy the ice wall. Keep going up and follow the path to the stairs.

On the next floor, the chest immediately to the left contains a medical herb. Walk to the right, then down and break the ice wall. Go right and take the stairs. Follow the path until it splits, then go up to the stairs. Go straight across to the next set of stairs, and follow the path until you reach another ice wall. Destroy it, and follow the path to the exit.

Sitting around outside is Tornel. Talk to him, and he gives you the Teleport Spell. The chest to Tornel's right contains a Magic Ring.

4.8: Trouble at Leaf ML:4 RL:6

Use the Teleport spell to go back to Leaf. Leave town, and return to Zebu's Cave. Use the Sword of Fire to break open the ice wall behind him, and then talk to him. He'll warn you that not all is well in Leaf.

Run back to the town; you're too late, though. Everyone has already been taken. If you like, you can talk to the bunny rabbit living in the Elder's woodshed for a clue as to what happened.

Use the Teleport spell again, this time, to go to Byrnmaer. Hit the Inn to replace your lost magic, and save. Leave town, head to the river bridge, hop over the poison, as though you were going to the Swamp Forest. This time, however, we're going to head straight up, to the second path that leads to Mt. Sabre.

Follow the path until you find Nadare's Inn. You can save here; do so. Talk to the patrons. When you're finished, head to the left of the Inn, where you'll see the poor guy from Byrnmaer who set off to find his fortune. Talk to him, and he'll give you an idea of who you're facing, just before he dies.

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| 4.9: Jailbreak                               ML:7  RL:7  |  
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ITEMS : Antidote
SPECIAL: Prison Key, Flame Bracelet, Paralysis Spell

Keep following the path until you find the Draygonian guards at the entrance to the cave. Switch over to the Sword of Wind, and walk up to them to make them attack. Dispatch them, and enter the cave.

Go all the way up and take the stairs. Follow the path to the left, then go down, left, and follow the path to the ice wall. Destroy the wall, follow the path up and right to an antidote. Go left, down, and right to get back to the main intersection. Go all the way down to the cave's exit.

Walk straight across to the right and enter the next cave. Follow the path to the right and then all the way up. Destroy the ice wall, and take the stairs. Follow the path to the exit.

Take the mountain trail left and up, then enter the cave you find. Go right and take the first path up. Take the stairs, then follow the path until you exit the cave.

Head to the right, and enter the next cave. Kill the Draygonian guards if they get in your way. Go to the left and break open the second ice wall. Head up, talk with the imprisoned villagers (they could care less!), and break the ice wall in this room. Head up again, and pick up the Prison Key.

Go two rooms down, head right, and break open the ice wall that you skipped last time. Go up one room, talk to the (much more grateful) villagers, and break open the ice wall in this room. Follow the path until you leave the cave.

Take out the Draygonian guards, and head up the central flight of steps, where the jailer, General Kelbesque, awaits you.

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BOSS: GENERAL KELBESQUE           REQUIRED LEVEL: 7       SWORD: WIND
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General Kelbesque moves around in a semi-random fashion. He'll stomp on the ground, causing small projectiles to rise up near him in a random pattern. The projectiles then cruise towards you at a good pace, and there are a lot of them.

Typically, the general will try to move towards you, and dart away when you

run. The projectiles always head for where you were standing when they first take flight, so if you keep your distance from Kelbesque and plan for where the projectiles are going to go (a straight line flight to where you were just standing), you'll be okay.

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When Kelbesque dies, a chest falls to the ground. Open it for the Flame Bracelet. Next, use the Prison Key to open the locked gate. Head down into this room to find the Elder of Leaf.

The Elder tells you to open up the passage behind him, and that it leads you to Portoa. The Queen there should be able to help you. Use the Sword of Fire to break open the ice wall, and run through to the exit of the cave.

Just before you can leave, you'll be granted the Paralysis spell.

Leave the cave. You wind up at the top of a gigantic ice slide. If you slide down, you will be just to the right of Portoa.

4.10: The Waterfall Cave ML:7 RL:7

ITEMS: Flute of Lime (x2), Sword of Water, Shield Ring

Go into the city, and find the palace, in the northwest of Portoa. Walk up to the central chamber to talk to the Queen, even though she doesn't say much.

Walk over to the Fortune Teller, in northern Portoa, next to the pawn shop. Talk with her, and she'll tell you to see the Queen, and that your way will be open. Walk back to the Queen, chat some more.

Now, leave the palace, and then re-enter. Walk immediately to the left, aim up, and fire off the Paralysis spell to stop the guard from blocking the door. Head into the Queen's chambers, and through the back door in her room. You can't go anywhere just yet, so head back out of the palace.

Walk back to the fortune teller, who tells you that the way will *definetly* be open. This time, when you talk to the Queen, you'll be asked to check out the cave behind the waterfall, and she'll give you the Flute of Lime. One might also note the presence of the guard in front of the back door in the throne room. :)

Save before heading out, then leave Portoa. Head up and right until you find the waterfall. Walk behind it to locate the Waterfall Cave.

Try to conserve a little magic. The Teleport spell costs 20mp, and it's a lot faster than walking, so I'm going to recommend using it from here. If you don't want to break down and spend the MP, keep in mind that there are two Portoa locations that the warp trick can take you to. (See <where-ever>.)

Follow the path until you reach an intersection. Follow the right path, break the ice wall, and continue on to the stairs. Walk up and right, and you'll find two people that have been turned to stone. Use the Flute of Lime to restore them, and talk to each of them. When you're finished, go up the stairs behind them.

This area demands a little more caution, due to the Gorgons. The Gorgons can turn you to stone with their breath weapon, so try and stay out of their way. You won't be able to harm them until you get the Sword of Water.

Go straight up, then follow the right hand path to the ice wall. Break it, and continue going up. Follow the path until you reach the river. Go up along the river bank, and take the first right. Destroy the ice wall to retrieve the Sword of Water.

Walk back to the river, head down and right, and go back to the stairs. Keep following the path until you're back to the wide three-way intersection. Head left this time, and destroy the ice wall that you'll find. Go all the way up, all the way right, and head up once you hit the river to find another Flute of Lime.

Go back down and left, and take the path that leads up, where you'll find Akahana, locked in stone. Use the new Flute of Lime to restore him. Talk to him and he'll hand over the Shield Ring, then run off. From this point on, it's a good idea to keep the Shield Ring equipped, as it doubles your base shield defense rating.

Use the Teleport spell, and warp back to Portoa.

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| 4.11: The Queen's Secret                               ML:7  RL:8  |  
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SPECIAL: Ball of Water, Shell Flute, Recovery spell

Crash at the inn for your health and MP, and see if you can purchase the Platinum Armor and Shield yet. I recommend getting both while you're here, they're definitely worth the money, and they'll help keep you from dying in the Portoa area. Enemies prior to here weren't that strong. :)

Save again, and head back out to the field. Walk right from Portoa to find a small river bridge. Hop over and head down to the mountains. Follow them along to the right, hop over the poison ground, and take the mountain pass that leads down.

You'll wind up in an open plain area. Head to the bottom left corner, and you'll find another path to take you to another open area. From here, go straight up to find another path, which leads to the Tree of Lime.

As you approach, Rage, Guardian of the Lime Tree, will surface. Upon seeing the Sword of Water, he'll hand over the Ball of Water.

Go back to Portoa, walking or teleporting. Purchase a medical herb from the item shop, and head back to the Queen's chambers. The guard won't stop you this time.

Walk around the bend in the river, and use the Sword of Water at level 2 to create an ice bridge when you reach the shallow point. Head down and through the exit there - you wind up in the Fortune Teller's room, on the other side of the counter. Go through the other door to exit.

Use the Sword of Water to create a bridge leading upwards, and go across. Enter the door to the right, and you'll find the Fortune Teller. .. or is it the Queen? Or is it neither?! In this case, they're all the same person. The Queen of Portoa reveals herself to be Asina, one of the wise men that will

help you on your journey. For your efforts, Asina will grant you the Recovery spell.

Asina will tell you that if you can eliminate the whirlpools from the Angry Sea, she'll teach you the Barrier spell.

Leave Asina's room, and walk around and up the river. Create another bridge, and head up to find a sick dolphin. Heal up with Refresh, and equip the medical herb. Use it while standing next to him to help him out. The dolphin will thank you, and hand over the Shell Flute, which you can use to call on him for a ride later.

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| 4.12: Find, find, find a boat                               ML:7  RL:9  |  
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If you still aren't wearing some Platinum gear, go back to the Waterfall Cave and whip up on Gorgons until you've got the money. I also recommend hitting Level 9 by this point, just for the hp/mp increases.. you're likely going to wind up needing them. After fitting yourself with new armor, considering earning about 800 to 1000 more gold.

You should really teleport back to Leaf, purchase a couple of antidotes from the item store, then teleport back to Portoa, and buy a couple of lysis plants. You should also hit the Inn and save prior to heading into the next section.

Why all the precaution? Because the enemies coming up can paralyze and poison, naturally. :) It's highly unlikely that you're going to get out of there without being affected by one or the other. Yes, you have the recovery spell and you can use it - for paralysis, poison, or both - but you might want to keep some MP handy for teleporting back *out* of this next cave, since it's a long walk.

Enough spiel. Walk all the way left in Portoa and find the boat house. Chat with the owner, who dismisses you rudely, and his daughter, who lets you know that he's upset at losing his fog lamp.

Leave town and head to the right to find the river. Walk up along the riverbank until you run into some poison ground. The river's shallow at that point, so create a bridge with the Sword of Water. Hop over the poison with the rabbit boots and continue to the right. You'll see a cave; head on in.

Walk all the way up, and then left. Go all the way up at the next turn, turn right around the corner and break apart the rock wall to find a chest with a lysis plant in it. Head left and down and take the right path that you skipped. Go all the way right, all the way down, and take the stairs.

Hop straight across this room to the other set of stairs. Be mindful of the spinys, they are poisonous.

Go all the way right, all the way down, and turn left. Take the first path goign down and make an *effort* to ignore the chest that you'll see on the way. It's not really a chest - it's a killer enemy, which is fast, poisonous, and immune to any weapon you possess. So, skip it, and break open the rock wall instead. Go all the way down, all the way right, and take the stairs.

Walk all the way left and up, and take the stairs again. Break open the rock wall, then head to the right and take the first path down. Cut through another

pair of rock walls, go right, and follow the path until you reach the stairs.

Go up, right, up, and take out the rock wall. Keep going up, then right, and take the next set of stairs.

Walk down and left under the bridge that you crossed moments ago. Then walk up around the corner, destroy the rock wall, and open the chest to find the fog lamp. By this point you're likely sick of spiders, so teleport back to Portoa.

Hit the Inn, and stop by the item shop to pick up a couple of antidotes, as the next area is full of poisonous creatures. Save again, and leave town. Head to the river bridge, and walk down to the mountain pass again. On the other side of the passage, head straight down to the river, and follow it to the left to find a shallow point. Make an ice bridge across. Cross the river, walk to the right, and enter the cave.

Follow the path and break open the rock wall. Keep following the path until you reach the stairs.

Go right, and take the first path going down. Take the first path that leads to the right, break open the rock wall that you'll find, and grab the chest for an antidote. Walk back up and left, and resume walking down at the intersection. Follow the path down, all the way to the left, cut through another rock wall, head left, down, and climb the stairs.

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 right of this room to locate the Kirisa Plant. Once you have it, teleport back to Portoa.

Hit the Inn again, save *again*, and walk all the way left to reach the boathouse. Hand over the fog lamp, and the boat owner tells you to use the boat how you want. Hop into the boat, and you'll cruise to a nearby lighthouse.

Walk inside, and talk to the guard and Kensu. Kensu's a bit preoccupied though, since he's lost something. Save inside the lighthouse. Step outside and.. no boat? eep. What now?

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| 4.13: Evil Spirit Island                               ML:7  RL:10 |  
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ITEMS : Lysis Plant
SPECIAL: Love Pendant, Iron Necklace

Equip the Shell Flute, walk up to the shoreline, and use it. The dolphin that you saved will come by to give you a ride. Talk to him to hop on his back.

Head due left, until you hit the mountains. Follow the mountains up and around to the left, and back down past the octopus. Go into the sea cave. This is the same cave that you were in while you were discovering the true identity of the Queen of Portoa.

Sail over to the right, and explore the upper part of the channel. Don't go around the corner, just keep searching; eventually you'll find the Love Pendant. Hang on to this item for later.

Sail back out of the cave, and head back to the lighthouse where Kensu is.

Instead of stopping by for a visit, sail up and to the left to find an isolated beach with a cave on it. Enter the cave to find the town of Joel.

Walk to the building in the upper left part of town, and talk with the elder, Ralph. You'll learn that Mesia, the girl who was looking for a boat from Portoa, has gone to Evil Spirit Island to be a voluntary sacrifice.

Now is a great time to teleport back to Portoa. I recommend purchasing a pair of medical herbs and a pair of lysis plants, because of the large amount of paralysis in the coming area, and the need to conserve magic.

Teleport back to Joel. If you like, you can hit the item store here for a Fruit of Power or two, to restore your magic while you're traveling. Regardless, stay at the Inn, and save at Joel.

Walk back to the beach and call the dolphin again. Sail left past the whirlpools, then head up and get past the octopus to enter Evil Spirit Island.

The entrance cave has several turtles in it. The turtles are very easy to kill with a Level 2 blast from the Sword of Fire, so if you aren't at Level 11 already, now's a good time to build up. You will need to hit Level 11 prior to completing this area.

Ride over to the beach and climb the stairs you find. Follow the path to the river, and walk down until you find the shallows. Use the Sword of Water to form a bridge, and then walk up to the other side of the river.

Follow the river bank again until you find another shallow spot, and create a bridge leading to the right so that you can cross the river again.

Walk up and start walking to the left. For later reference, if you fall off the moving platform, this is where you will be. Walk left until you reach the third path leading up, and take it. Break the rock wall with the Sword of Wind, follow the path to its end, and take the stairs.

Walk all the way left, down, and left, without taking any side routes. Then, walk up, take out the rock wall, keep heading up, and take the stairs.

Walk left to the river, and ignore the chest above you - it's a fake. Walk down to the bottom and make a bridge, cross over, and walk back up to the top of the river to find a chest. The chest contains the Iron Necklace.

Go down, cross the river, and go up and right to get back to the stairs. Walk back left and down to the corner, then walk all the way right. Walk up, and take the first path leading right. Walk all the way right and all the way up. Walk right from here, and take the first path leading down. 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.

If you do fall down, work your way back. I mentioned above where you'd be landing. :)

After you get off the moving platform, walk all the way to the left, and go up to pick up the chest for a lysis plant. Walk straight down, a little left, and take the stairs .. into a deserted zombie town.

ITEMS : Fruit of Power
SPECIAL: Broken Statue

Go in to the lower left house, and walk up to the second floor to find Clark, Ralph's brother. He warns you about Sabera, the Sorceress, who's responsible for what happened to the town.

You can save your game here in zombie town, and I recommend it. Hopefully you were able to conserve health and magic on your trip through the island cave.

Walk through Zombie town, until you find the gates of the castle. Head in and walk to the four-way intersection. Walk right, and then up, to come face to face with a familiar enemy.

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BOSS: VAMPIRE REQUIRED LEVEL: 10 SWORD: WIND

The Vampire hasn't changed tactics much. He can still only be hurt by the Sword of Wind, and still prefers to have his bats do all of his dirty work. The first time that he releases bats, he'll release 2, and they tend to be more accurate than before. He'll release a third later into combat, unless you take steps against him.

The bats really hurt this time around, so I recommend charging the sword up to Level 3 and spending a little magic on your first or second attack. Why just damage the Vampire when you can put those pesky bats down temporarily as well?

If you work fast and hit him repeatedly with Level 1 shots, it's possible to kill the Vampire before he can generate more bats.

One more note: The bats will continue to hurt you once the Vampire is dead. After the boss-explosion sequence is finished, they'll disappear, but during that time they can score two to four unanswered hits on you, simply because you thought they'd die immediately.

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The Vampire drops a Fruit of Power when he dies.

After killing the Vampire, watch out for eagle attacks; they're here and they will come slap you around, so if you're going to pause and read, hit Start. :) Don't just stand there.

If you did particularly well and took next to no damage, I recommend walking back to the castle entrance and saving just inside the zombie town. The next section is a little tricky.

Walk back to the Vampire's room, and walk up the stairs behind it. Go up, and take the first path heading left, paying special attention to the butterflies - a Level 2 Fire blast works wonders, but do watch the paralyzing powder they turn into. Also watch for the invisible, untouchable shadow ninjas - they can't be harmed unless you first hit them with a Level 3 blast, to reveal their location.

From the corner, walk all the way down, all the way right, and go up to the stairs. Continue up through this next room, but heal up before you go up the

next flight of stairs.. *another* boss is coming.

Walk to Mesia, and she'll plead with you to defeat the sorceress in the back room. Strike her with your sword, and she screams. Repeat this process for your own amusement and the delight of any other gamers watching.

If you had actually walked up to the back room, you would have found Mesia chained to the wall, and been forced to start over at the castle entrance. So, slap the fake Mesia with your sword a third time to reveal that she's really Sabera, one of Draygonia's Finest Four.

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BOSS: SABERA                      REQUIRED LEVEL: 11    SWORD: FIRE
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Sabera zips around randomly, and stops to shoot fireballs. They come in five sets of 3 or 4 each, starting just counter-clockwise of where you are (usually to your left, if you're facing her) and moving counterclockwise at set spacing intervals. She's very easy to fight if she's at a distance. Conversely, she's almost impossible to evade when she's up close.

I vastly prefer the Level 2 shots for this battle; she gets ripped apart in no time.

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Sabera drops the broken statue when defeated. She will also kidnap Mesia, and head for the fortified city of Goa.

The fastest way out of the castle is to walk up and fall down the pit, then bounce down through the castle gate. You'll notice at this point that the zombie town has been restored, and some of the people are quite talkative.

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| 4.15: Calming the Whirlpools                      ML:11 RL:12 |  
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SPECIAL: Eye Glasses, Glowing Lamp, Statue of Gold, Barrier spell

Walk over to Clark's house. A kid inside on the first floor will tell you about the Glowing Lamp, which can fix broken things. If you go upstairs and talk to Clark, he'll give you the Eye Glasses, which let you see secret passages.

One man at the bottom of town gives you a clue to calming the sea - it's said that the Statue of Gold, placed on the island altar, has the power to let the people return safely from any storm.

Teleport back to Joel. Walk over to the item store and buy an alarm flute, then head into the woodshack that's attached to Ralph's place. Use the Eye Glasses to see a secret passage. Follow this passage to reach the Joel Lighthouse.

Inside the Lighthouse is Kensu, napping away. Walk up to him and use the Alarm Flute, then talk to him. He'll say something uncomplimentary, and drop the Glowing Lamp before he teleports away.

Use the Glowing Lamp as an item, and the Broken Statue will be turned into the Statue of Gold. Leave the lighthouse and leave Joel, Summon your dolphin

friend again at the beach. Sail left to the mountains, up and left until you reach the edge of the ocean, and then straight up and a tiny bit right to find the island altar.

Walk onto the altar and use the Statue of Gold. The Angry Sea will be calmed by its power, and the whirlpools will disappear.

Sail up and right from the island altar, through a pass that was blocked by a whirlpool before. As you pass through, Asina contacts you and grants you the spell of Barrier. Asina also tells you that the wise men are leaving for Shyron, in Mt. Hydra.

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| 4.16: Where's Kensu?                               ML:11 RL:12 |  
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SPECIAL: Change spell

Ride the dolphin up and to the right to find an isolated strip of beach. Hop off, and walk up to find Swan. Hit the Inn to build your magic back up, and then go visit the woodshed to the left of the Inn.

Stom is there, and he's been waiting for you. Talk with him, and you'll learn that the wise men are looking for Kensu, who's gone missing. Stom teleports out, and now you have to track down the itinerant wise man.

Walk over to the pub, and talk to the soldiers. The one at the table asks if you've seen the Great One, Kensu. Equip the Paralysis spell and cast it on him, then talk to him again. He's revealed as Kensu in disguise..and then Kensu teleports.

Walk out of the pub, and over to the door all the way on the right side of town. Paralyse the girl in the lower left corner, and talk to her. It's Kensu again, and he asks you to find a pendant he lost in an underground river.

Equip the Love Pendant, and hand it over. Kensu rewards you with the Change spell, and then disappears to rejoin the wise men at Shyron.

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| 4.17: The Bow of Moon                               ML:11 RL:12 |  
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SPECIAL: Bow of Moon, Blizzard Bracelet

Teleport back to Brynmaer, and leave the town. Walk to the right until you reach the river, then follow it down until you find a shallow spot, with poison on either side. Use the Sword of Water to bridge the river, and cross. Walk down on the other side, and hop over the poison ground to get into the mountain pass. Just before you head off screen, use the Change spell to make yourself a woman.

Walk down and to the right, past the guard, and enter the Queen's chamber. Talk with the Queen, and then equip and hand over the Kirisa Plant for her perfume. The Queen will give you the Bow of Moon in return.

Walk down behind the throne, and pick up the chest in the basement to acquire the Blizzard Bracelet. Walk back upstairs, hit A again to turn back to normal, and chat with the Queen to get thrown out of her chamber, you filthy beast. :)

Teleport back to Swan, hit the Inn, and save.

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| 4.18: Rejoin the wise men                               ML:11 RL:12 |  
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SPECIAL: Key of Styx

Use the change spell to turn into a Draygonian Guard. Walk to the left, talk to either of the gate guards, and they'll open the way for you. Walk up and left to reach the Goa Plains, and resume your own form.

If you walk back to the right, the gate guards have vanished, so you can go back to Swan without any obstructions to bar your path. I recommend using the Goa Plains to increase your money (for the Ceramic equipment) and your experience (to Level 13) before proceeding, to help with the coming challenges.

Walk left across the Goa Plains, and find a path leading down and left. This path takes you to the entrance of Mt. Hydra. Follow the path until it splits, then go left to the lava flow. Use the Sword of Water to create an ice bridge, and cross over. Follow this cave straight through, but stop just before the stairs. Use the Change spell to turn into Stom.

Exit the cave, and walk over to Shyron's gate. The guards won't challenge you when they think you're Stom. Once you're inside the town, change back to your normal form.

Walk up to the temple at the top of Shyron. Talk with Zebu, and he'll ask you to retrieve the Sword of Thunder. He gives you the Key of Styx, so that you can go where the Sword of Thunder lies.

Stop by the Inn at Shyron, and save. While you're here, consider buying the Sacred Shield. It protects against Paralysis, the #1 status problem you'll encounter later in the game.

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| 4.19: Cave of Styx                                     ML:11 RL:13 |  
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SPECIAL: Sword of Thunder

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.

Walk up and left to the stairs. Follow the path across the wooden bridge, then up, and right. 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.

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.

Turn left at the split, and walk up over the stairs. A witch is guarding the doorway. Stand just off center, and her shots will fly harmlessly by. Take her

down to proceed.

Walk up until you reach the river of poison. 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.

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.

As soon as you get it, you're warped back to the temple at Shyron to meet the Grand Puba, Azteca. He talks about you needing to be with Mesia, and says that you are to battle Draygonia.

4.20: The fall of Shyron ML:11 RL:13

SPECIAL: Ball of Thunder

Walk out of Shyron and back through the mountain cave. Walk back to the split, head down, and leave Mt. Hydra. Cross the Goa Plains up and right, and enter the fortress town of Goa.

Up at the top of town, you'll see a solitary guard. That's Kensu again. Talk to him and he'll tell you a little bit about what's going on. Leave to the north.

Use the Barrier spell to get past the shooting statues, and walk up to the large iron face that blocks your path. Just before you can engage it, you receive a telepathic summons - return to Shyron immediately!

Instead, walk back down to Goa, and hit the Inn. Teleport to Shyron, and save within the town. Go around and talk to the dead and dying. Anakaha tells you that he left something with a friend in Goa, so keep it in mind.

Walk to the temple in back, and prepare to face another of the Finest Four - Mado.

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BOSS: MADO REQUIRED LEVEL: 11 SWORD: WATER

Mado rolls into a ball, and bounces around randomly. He also stops periodically to throw stars that curve in flight. He moves slow while bouncing, so hitting him won't be hard. When he's damaged, he stops to throw stars more often.

The fast way to kill him is to cut loose with a few Level 3 shots in the middle of the room, and let the snowflakes take him down.

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Mado issues a parting taunt to you as he runs. He also drops a chest, which contains the Ball of Thunder. Acquire it, and then teleport back to Goa, hit the Inn, and save.

SPECIAL: Power Ring, Leather Boots

Leave Goa, and walk down and a little left to find a passage through the mountains. Follow the ridgeline around to the left until you reach the Oasis. You'll want to stay on the small bit of white ground next to the mountains, as the dark sand is poisonous. Use the Rabbit Boots and hop over to the Oasis area, then enter the cave in the bottom part of it.

Walk straight up, take the first path leading right, and take the stairs to reach the main level of the cave.

Walk right to the river, then up, and take the first path going left. Follow this path around to a chest, and open the chest to find the Leather Boots.

Walk back along the path, and walk down when you reach the river. Make an ice bridge at the first shallow spot you find, and cross over.

Walk down and take the first path right. Walk to the right until you hit the river again, then go up to another shallow spot. Make a bridge, and cross over.

Walk up, continue right, and build another ice bridge at the shallows. Cross the river again.

Walk down, all the way to the right, then go down to the next set of shallows. Build another bridge, cross the river again.

Walk all the way down, then left to the first path leading upwards. Walk up, take the stairs, and continue up until you reach the Iron Wall. Use the Sword of Thunder to knock it down, and open the chest behind it for the Power Ring. Now that you've raided the Oasis Cave, teleport back to Goa. Make sure that you hit the Inn and save while you're here.

ITEMS : Opal Statue, Fruit of Repun, Sacred Shield

SPECIAL: Ivory Statue, Storm Bracelet

Go up and leave town, and head into Goa Fortress. Use the Barrier spell to get past the statues at the very beginning, and use the Sword of Thunder to drop the Iron Wall - be careful, this one can spit fire at you.

Walk up and take the left path. Walk past four staircases (two leading each direction), and then take the next path that leads left. Follow it, then take the next set of stairs that you find.

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.

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BOSS: GENERAL KELBESQUE REQUIRED LEVEL: 13 SWORD: WIND

The General once again moves around in a semi-random way, but now he's got a powerful sword with him. The sword can fire a large number of fast projectiles, all going in one direction. The fire starts where you were and progresses over to where you actually are while he's firing, like Sabera's attack does. Unfortunately, General Kelbesque is *faster*, and he doesn't always have to rotate his fire counter-clockwise.

Equip the Power Ring with the Sword of Wind, and use a couple Level 2 shots to destroy him.

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When Kelbesque dies, a chest is left behind. Inside the chest is an Opal Statue. Walk up the stairs behind Kelbesque, and talk to Zebu, who's been waiting for you. He'll replenish your strength and magic. You can save in his room, so that you don't have to go back through the maze at the start of the fortress.

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.

Continue walking to the right past another path, then go up, and build another ice bridge. Cross the lava again.

Walk down to the left, all the way up and to the left, then all the way up. Walk right, then walk down and build an ice bridge across. Cross over.

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 get to face Sabera.

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BOSS: SABERA REQUIRED LEVEL: 13 SWORD: FIRE

Sabera hasn't changed much since you last fought her. She attacks the same way as before, but can also surround herself with tiny droplets of fire. Sabera is also a bit more aggressive in her movements.

Equip the Power Ring with the Sword of Fire, charge up to Level 3, and let her have it. You should only have to execute two well-placed Level 3 hits in order to kill her.

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When Sabera dies, she drops a chest containing the Fruit of Repun. Walk up from her room to meet with Tornel, who will replenish your health and magic.

Walk up and take the stairs. Keep going up, and take the first path to the right. When you reach the spiked pit, equip your Leather Boots and wade in. The boots will protect you from damage.

Walk up through the spike pit, then follow the path to the stairs. Walk left and down, then ride across the three moving platforms. Take the stairs at the end.

SPECIAL: Flight Spell

Walk down from Karmine's room, past the now-quiet statues. Take the stairs down. Walk across the spikes with your leather boots and take the stairs on the left.

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. Equip and use the Ivory Statue to restore him to his normal state.

Kensu tells you that the emperor and mesia left for the pyramid, and that Mesia has the power to call the tower. He teaches you the spell of Flight, and replenishes your hp and mp again.

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, then hop and fly over the river, go down to the stairs, and you come out of the Oasis Cave.

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| 4.24: Final preparations                               ML:14 RL:15 |  
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SPECIAL: Warrior Ring, Bow of Sun, Psycho Shield

Teleport back to Goa. Use the Change spell to turn yourself into Anakaha, then walk to the building in the upper right part of the city. The man inside will recognize you (as Anakaha) and will hand over the Warrior Ring, which he borrowed from you. This ring lets you fire your sword at Level 1 without charging, and will be your friend.

Walk down and leave Goa, then walk back to the path that goes into Mt. Hydra. Walk along to the split and go up, and go into the cave. Walk up and left, then take the stairs.

Follow the path from here, watching out for red puddles. When you reach the next split, go to the right and enter the cave. Walk up and then left to reach the stairs.

Walk left, up, all the way right, and take the stairs. Follow this next path to the next set of stairs, taking liberty to destroy the rock wall that blocks the path.

Walk right, then up, right, up, and take out another rock wall. Then, walk up, left, down, and head outside. Walk to the left a little bit, and use the Flight spell to cross the gap. Open the chest, and acquire the Bow of Sun.

Now, teleport back to Shyron.

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. Enter the cave.

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.

The door will be open from the last time you visited. As you walk up you'll

have to deal with statues that fire projectiles at you. Use the Barrier spell to walk safely by.

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.

4.25: The Desert Pyramid ML:16 RL:16

SPECIAL: Deo's Pendant, Psycho Armor, Bow of Truth

Teleport back to Swan, heal, and save. You'll pass through another town, but the prices are much more expensive, so it's generally not worth it.

Walk left and down from Swan to find the mountain pass into the desert, just as you did early for the Oasis Cave. Throw on your Leather Boots, then trudge across the desert heading down. Walk a little bit to the left while heading down, and you'll find a cave that has its entrance blocked by a pair of sand whirlpools. The entrance faces down, so don't be discouraged if you find what looks to be a big rock. :) Use the Flight spell to hop over the whirlpools and enter the desert cave.

This cave is fast; just walk right and down to get outside. Once you leave the cave, use the Change spell, and turn into Stom. Talk to all of the bunny rabbits here, until you find Deo. Deo will ask you about Stom, then will hand over his Pendant while he demands vengeance for Stom's death.

Change back to yourself, and walk down to find the town of Sahara. Save here, then exit to the right and enter the cave you find. The cave doesn't have any side branches, so just walk on through to enter the deeper desert. You come out just to the left of the Pyramid. Use the Flight spell to cruise over the whirlpools at the entrance, and drop down inside.

Once you're in, walk all the way up, then all the way left, and take the stairs.

Walk right and down to the third intersection, and then walk right for about an intersection and a half. You'll find a stairwell leading up; take it.

Walk straight up from here to fight the Emperor, Draygon. But do yourself a favor, and as you approach the landing he's on, try to keep to one side.. :)

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BOSS: Emperor Draygon REQUIRED LEVEL: 15 SWORD: THUNDER

Draygon will always lead by charging straight down at a high rate of speed when you're under him, so if you took my advice and stood to one side, you probably have a good shot at avoiding his attack. He then floats slowly back up to the top of the screen, pausing periodically to unleash huge lightning attacks that cover most of the lower areas of the screen. If you're level with him, he likely won't attack, and if he does, it won't hit.

Once he makes it back up top, he'll slide from side to side, and will charge

down if you get under him. His pattern is *very* simple to learn.

Use the Power Ring coupled with the Sword of Thunder. Two Level 3 shots will kill him outright.

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When Draygon is beaten, he'll drop a chest that contains the Psycho Armor. When you pick up the chest, a hole appears under you, and you'll fall down to find Azteca, the Grand Puba. 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.

Walk straight down to exit the pyramid, and then teleport to Sahara to stock up before proceeding. I recommend healing, buying a magic ring if you can afford it (hint: sell off your older armor), and saving - but you should have this routine down by now. :) Saving is important, as this is the last time you can save without being unable to go back through the world at your leisure.. so make sure you're satisfied with all you've done before proceeding.

Go back through the cave to the right of Sahara, then use the Flight spell to head up and right from the cave's exit. You're looking for the basement entrance to the Pyramid. It's up and a little left from the Pyramid itself, and has its entrance blocked by whirlpools. The entrance faces up. Fly over and drop down into the Pyramid basement.

Stop at the entrance and equip Deo's Pendant. If you stand still, it will refill your magic, while the Psycho Armor refills your hit points. You can't beat that kind of double team. :)

Once you're ready, walk down, left, and up, and you'll run smack into the Guardians of the Sun and Moon. It's a good thing that you've got the Bows, hmm? Equip the Bow of Moon and use it anywhere in the room to kill the Moon Guardian, then repeat with the Bow of Sun to kill the Sun Guardian. They both die instantly. No real fight to be had. If you're injured by the fireballs they can spit, just rest with the Psycho Armor and Deo's Pendant.

Walk right, up, right, and then up all the way to find the spike pit. Throw on the Leather Boots, and walk up through the pit to the stairs.

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 gaps in the path. Yes, you can use the moving platforms if you really, really enjoy falling down to previous levels. The Flight spell lets you move faster and dodge the butterflies and sorcerers better, so stick with it.

After crossing the pits, take the stairs. Stop and regenerate your health and magic, because you're about to take on the Emperor *one more time*.

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BOSS: Emperor Draygon REQUIRED LEVEL: 16 SWORD: THUNDER

After the fight starts, equip and use the Bow of Truth. Draygon's true form will be revealed - the Emperor turns into a giant walking green dragon. (Not that the name was any clue.:))

Draygon will strut around and throw fireballs, just like Karmine does. He walks left and right at the top of the screen, and will charge down at you

on a diagonal path. When he hits the bottom of the screen he'll copy Karmine again and try to turn you into a slime by firing that magical shot at you.

Dragyon then runs back up to the top at an angle. A jewel on his chest will open up, and he'll begin firing lasers from both of his hands at you. The lasers fire rapidly but are slow to change direction, and the two hands rarely work in perfect concert, so this isn't hard to avoid.

When he finishes, the jewel will close, and he'll shoot fire straight down like the Giant Insect does. After that, the steps repeat.

You can only damage Draygon while the jewel in his chest is open, so equip the Ring of Power and charge your Sword of Thunder up to Level 3, then bide your time. Draygon only requires two or three good hits to kill at Level 3, *if* you have the Power Ring equipped. If not, you'll be here a while longer. :)

////////////////////////////////////

Watch the Emperor die, and then enter the Floating Tower.

| 4.26: The Floating Tower ML:16 RL:16 |
'-----'

You can save in the first room of the tower, so that you don't have to fight Draygon every time you want to come up here.

Throw on the Sword of Thunder and the Warrior ring, and exit the first room. The Floating Tower is policed by a variety of robotic enemies. There are four main types - light walkers, heavy walkers, flyers, and the wall-mounted variety. The only ones that count towards your progress are walkers, so kill the others as needed, but don't make a big hobby out of it.

There are three floors that you'll have to complete. On each floor, walk from one side to the other and kill the three light walkers you find. When you do, walk back the way you came. Heavy walkers will attack, with two coming out of each door on your level. Kill all six of them.

While you're fighting, flying robots will attack. There is also one wall-mounted bot per level, but if you stay towards the bottom of the screen, it won't fire on you. Just concentrate on killing the walkers. Your Warrior Ring should be about indispensable, as it makes cleanup nice and simple.

When you've killed all of the walkers, the screen will flash, and a stairwell will appear in the middle of your level, leading up to the next floor. Every time you go up a stairwell, you get a little more backstory explaining who you are and where you came from. Some of it is quite disturbing. :)

After the third floor, climb up the stairwell. The fourth floor has no walkers, though flyers are still present. Enter the large doorway, and meet with Mesia, who's been waiting on you. She'll take your four swords and combine them into the Crystalis sword.

Mesia then tells you that you have to destroy the central computer, DYNA. If you win, you're to ram your sword through its reactor. Chill out in Mesia's room to refill your hp and magic. This is the last stop.

14	30000	255	238	14	14-14
15	40000	255	255	15	15-15
16	50000	255	255	16	16-16

* The first number represents body defense, the second number represents shield defense.

Your Experience resets to 0 at every level.

- Spell chart

Name	MP	Effect
Refresh	2	Heals 4hp; can be used continuously
Paralysis	4	Puts an enemy or townsperson to sleep temporarily
Telepathy	8	Lets you talk with the four Elders
Teleport	20	Instant travel from town to town
Recover	24	Cures paralysis, poison
Barrier	1	Shields you; can be used continuously
Change	20	Allows you to change forms
Flight	1	Levitation; can be used continuously

5.2: Equipment, Town Items, and Event Items

- Wearable Equipment

! = negates the effect of <attack>
+ = additional protection against <attack>

Armor

Name	Rating	Location	Price	Special
Tanned Hide	2	Leaf	100	-
Leather Armor	6	Brynmaer	140	-
Bronze Armor	10	Portoa	600	-
Platinum Armor	14	Portoa	2,000	-
		Amazones	1,800	-
Soldier Suit	18	Swan	3,000	-
Ceramic Suit	24	Shyron	5,500	+ fire
		Swan	6,500	
Battle Armor	20	Oasis Cave	Found	! poison
Psycho Armor	32	Pyramid	Found	Restores life

Shields

Name	Rating	Location	Price	Special
Carapace Shield	2	Brynmaer	70	-
		Leaf	80	-
Bronze Shield	6	Brynmaer	220	-
Platinum Shield	8	Portoa	1500	-
		Amazones	1300	-
Mirrored Shield	12	Amazones	2000	! petrify
Ceramic Shield	18	Swan	2500	+ fire
Sacred Shield	16	Shyron	6000	

		Amazones	9000	! paralysis
Battle Shield	24	Shyron	5000	-
		Swan	6000	-
Psycho Shield	32	Cave of Styx	Found	! all status attacks

Swords

Name	Rating	Location
Sword of Wind	1	Leaf
Sword of Fire	2	Oak
Sword of Water	4	Waterfall Cave
Sword of Thunder	8	Cave of Styx
Crystalis	16	Floating Tower

- Town Items

Name	Lf	Bry	Oak	Nad	Por	Jl	Sw	Ama	Shy	Goa	Sah	Effect
Alarm Flute	50	---	---	---	---	300	---	---	---	---	---	Wakes people up
Antidote	40	45	60	70	---	150	200	---	200	600	1000	Cures poison
Fruit of Lime	---	---	---	---	180	---	---	---	300	---	---	Cures stone
Fruit of Power	---	---	80	100	---	180	350	150	---	---	---	Restores 32mp
Fruit of Repun	---	---	---	---	---	---	---	---	---	---	3000	Cures nuper
Lysis Plant	---	---	---	---	200	---	---	150	---	700	---	Cures paralysis
Magic Ring	---	---	---	---	---	---	---	---	800	---	4000	Restores full mp
Medical Herb	30	35	50	60	90	120	180	---	180	500	---	Heals 32hp
Warp Boots	60	65	---	80	120	---	300	100	---	800	1500	Warp to any town
Inn	16	20	40	50	100	120	150	80	150	300	500	Heal full hp/mp

- Event Items

Name	Function
Gas Mask	Protects you from the toxic fumes in the Swamp Forest
Power Ring	Doubles your base power
Warrior Ring	Allows you to fire at Level 1 without charging first
Deo's Pendant	Recovers MP while worn
Rabbit Boots	Allows you to jump
Leather Boots	Stops spike damage
Shield Ring	Doubles your base shield defense rating
Iron Necklace	Doubles your base armor defense rating
Shell Flute	Summons the dolphin
Eye glasses	Opens a secret door in Joel
Broken Statue	Becomes the Statue of Gold
Statue of Gold	Used to calm the whirlpools
Love Pendant	Give it to Kensu to remind him of his duty
Fog Lamp	Return it to the boat keeper in Portoa
Kirisa Plant	Trade this with the Amazona Queen for the Bow of Moon
Glowing Lamp	Fixes the broken statue into the Statue of Gold
Key of Styx	Opens the gate to the Cave of Styx
Ivory Statue	Restores Kensu from his blob state
Bow of Moon	Defeats the Guardian of Moon
Bow of Sun	Defeats the Guardian of Sun
Bow of Truth	Reveals the Emperor's true form

| 5.3: Enemy chart

- Enemy Chart

Element key:

W = Wind

F = Fire

w = Water

T = Thunder

- = Invulnerable to this element.

AREA:

Name	Exp.	Gold	Element	Notes
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WIND VALLEY:

Blue slime (sm)	1	1	WFw-	/
Wolf	1	2	WFwT	

SEALED CAVE:

Green slug	2	2	WFwT	
Green serpent	3	4	WFwT	
Red slime (sm)	2	2	WFw-	/
Brown bear	4	4	W--T	
Blue bat	1	0	WFwT	
Vampire	10	0	W---	

CORDEL PLAINS:

Brown Axe thrower	5	4	WFwT	
Blue mushroom	8	4	-FwT	
Blue slime (lg)	6	4	WFw-	

SWAMP FOREST:

Rolly-Poly	8	4	WFwT	
Flying insect	8	4	-FwT	
Killer flower	6	0	WFwT	
Giant Insect	40	0	-F--	

MT. SABRE W. EXT:

Rock Zombie	12	8	-FwT	
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MT. SABRE W. INT:

Green crawler	8	8	W-wT	poison
Red serpent	10	8	W-wT	poison
Green spider	8	8	-FwT	

MT. SABRE N. INT:

Red crawler	15	8	W-wT	poison
Blue bear	35	8	-FwT	
Red bat	1	0	WFwT	
Draygonia guard	25	8	W--T	

MT. SABRE N. EXT:

Blue spiny	15	8	-FwT	
Draygonia guard	25	8	W--T	

General Kelbesque	100	0	W---	
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PORTOA AREA:

Green axe thrower	25	16	W-wT	
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Red flying plant	40	16	-FwT	
Red slug	22	16	WFwT	poison
WATERFALL CAVE:				
Red crab	30	16	W-wT	
Killer chest	126	500	---T	poison
Gorgon	50	50	--wT	petrify
TREE LIME LAKE:				
Red eagle	60	0	-FwT	
RIVER CAVE:				
Red spider	120	30	-FwT	paralysis
Purple spiny	100	30	WF-T	poison
Purple bat	1	0	WFwT	
Purple mushroom	80	30	-F-	poison
Killer chest	126	500	---T	poison
Red serpent	10	8	W-wT	poison
KIRISA CAVE:				
Red spider	120	30	-FwT	paralysis
Purple spiny	100	30	WF-T	poison
Purple mushroom	80	30	-F-T	poison
Purple serpent	10	8	W-wT	poison
Pollenator	592	0	---T	paralysis
ANGRY SEA:				
Merman	144	50	WF-T	
Octopus	176	100	WF-T	
EVIL SPIRIT ISLAND:				
Turtle	160	30	WF-T	poison
Purple mushroom	80	30	-F-T	poison
Red flying plant	40	16	-FwT	
Dark green serpent	85	50	--wT	paralysis
Killer chest	126	500	---T	poison
SABERA'S CASTLE:				
Draygonia guard	25	8	W--T	
Purple Eagle	60	30	-FwT	
Purple Butterfly	208	0	WFwT	paralysis
Red shadow ninja	256	100	WF-T	paralysis, *
Vampire	544	0	W---	
Sabera	???	0	-F--	
GOA PLAINS:				
Draygonian archer	256	100	W-wT	
Purple eagle	288	50	-FwT	
MT. HYDRA EXT:				
Red puddle	304	100	W-wT	poison, +
Red eagle	60	0	-FwT	
Mado	???	0	--w-	
MT. HYDRA INT:				
Mace wielder	320	100	--wT	poison
Red crab	30	16	W-wT	

Red puddle	304	100	W-wT	poison, +
Beholder	272	50	-F-T	petrify
Purple bat	1	0	WFwT	
Red slime (sm)	2	2	WFw-	/
Red slime (lg)	20	6	W---	
Killer chest	126	500	---T	poison
CAVE OF STYX:				
Red witch	672	100	W-wT	
Red puddle	304	100	W-wT	poison, +
Brown scorpion	608	200	W--T	magic drain
Beholder	272	50	-F--	petrify
Purple Butterfly	208	0	WFwT	paralysis
DESERT:				
Desert eagle	288	50	-FwT	
Desert zombie	208	50	W--T	
OASIS CAVE:				
Blue insect	592	8	-FwT	paralysis
GOA FORTRESS:				
GROUND LEVEL				
Swordsman	560	100	W--T	
Bat	672	100	WFwT	
2ND LEVEL				
Purple mace	320	100	--wT	
3RD LEVEL				
Gorgon	50	50	--wT	petrify
Bat	672	100	WFwT	
Red shadow ninja	256	100	WF-T	paralysis, *
Purple Butterfly	208	0	WFwT	paralysis
4TH LEVEL				
Armored mace	600	400	---T	
Red shadow ninja	256	100	WF-T	paralysis, *
Purple spider	1280	200	W--T	petrify
Skeleton	1280	200	---T	magic drain
Beholder	272	50	-F--	petrify
Purple Butterfly	208	0	WFwT	paralysis
Brown puddle	1920	400	--wT	magic drain +
Brown scorpion	608	200	W--T	magic drain
General Kelbesque		0	W---	
Sabera		0	-F--	
Mado		0	--w-	
Karmine		0	---T	turns you into a monster
SAHARA CAVES:				
Desert scorpion	1440	200	---T	poison
PYRAMID DESERT:				
Brown puddle	1920	400	--wT	magic drain +
PYRAMID:				
Desert scorpion	1440	200	---T	poison
Red shadow ninja	256	100	WF-T	paralysis, *
White mummy	1760	400	--w-	petrify

Beholder	272	50	-F--	petrify
Emperor Draygonia	2032	0	---T	
PYRAMID REVISITED:				
Desert sorcerer	1920	400	W---	turns you into a monster
Green butterfly	208	0	WFwT	paralysis
Emperor Draygonia	----	0	---T	turns you into a monster
FLOATING TOWER:				
Light walker	----	0	WFwT	
Heavy walker	----	0	WFwT	
Flyer	----	0	WFwT	
Wall mounted	----	0	WFwT	

*: Shadow ninjas start as shadows on the ground. In order to hit them, you have to first attack with a Level 3 blast from any sword to make them reveal themselves.

+: Puddles slide around on the ground, and are invincible until they stand up to fire on you.

/: Slimes are a little peculiar. If you hit a small one with a blast from the Sword of Thunder, it will grow into a large slime. The larger slime is stronger, slower, and harder to kill than its tiny relative. So, make life simple, and don't use lightning on them. :)

| 5.4: Game Genie Codes |
'-----

_ Single line codes _

VVOGUOSE	Start with some gold
VEOGUOSE	Start with \$65,280
VVZGXOSE	Start new game with the Sword of Wind
VVZGSOSE	Start new game with the Tanned Hide
VVZKEOSE	Start new game with the Carapace Shield
VVZKUOSE	Start new game with the spell Refresh
VESGUOSE	Start new game with 255 magic points
VVAGNOSE	Need 286 exp. for Level 2
VVAGXOSE	Only need one exp. for Level 2
SXNOVXSE	Magic doesn't use up M.P.
AASVVNYA	Immune to poison
AEKTSNYA	Immune to paralysis
NYVSPZGV	First pupil gives you more gold
TEOTVYGA	Stronger poison
ZEOTVYGA	Weaker poison

_ Multi-line codes _

SZUOIVSE + SZKPLVSE	Don't get charged for boarding at Inn
SXVPUOSE + SXVOOSE	Don't get charged for items in shops

Getting past a guard without Paralysis:

For guards in Portoa and Amazonas, there's a trick you can use to slip by to visit the throne room. Walk up next to the guard and walk into them twice, pressing A to clear the message boxes. Then, try to walk away from the door (if the door's up and right, walk down and left). Keep hitting A as the guard complains, and you'll eventually be thrown past.

Semi-random warping:

Plug in the second controller. Press and hold A and B on Controller 1, then press A on Controller 2. As soon as you do, you will be warped to another part of the game. Here's the list..

1. Town of Leaf
2. The Wind Valley
3. Sealed Cave (inside)
4. Sealed Cave exit
5. Swamp Forest
6. Mt. Sabre West
7. Exit of Mt. Sabre North
8. Lime Tree Lake area
9. Leaving Portoa on the boat
10. Entrance to the River Cave
11. Town of Swan
12. Exit from Swan
13. Mt. Hydra
14. Main Desert Entrance
15. Fortress of Goa
16. Deep Desert, left of the Pyramid

After you've warped to the Pyramid, warp again to go back to Leaf. These warps are instant, don't require magic, and can be done from anywhere and at any time.

Keep in mind though that you might wind up somewhere that you aren't prepared to be. Also keep in mind that if you warp yourself out of the Floating Tower with this trick, you've effectively lost, since there's no way to re-enter the Tower once you've killed Draygon the second time.

6. CREDITS AND CONTACT INFO

- Credits

Kao Megura, for his Final Fantasy 7 FAQ, which I studied in order to learn how to better write FAQs myself.

GameFAQs.com, for providing the best online gaming resource that I've ever encountered. Without that site, where would we all be?

- Contact Info

Do you have something to add? A correction that needs to be made? A question that wasn't answered? Send it over to <wingchild@home.com>. I'll try to get an answer back in short order, and, if appropriate, I'll incorporate the change into the next version of the FAQ, with full credit to the author.

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