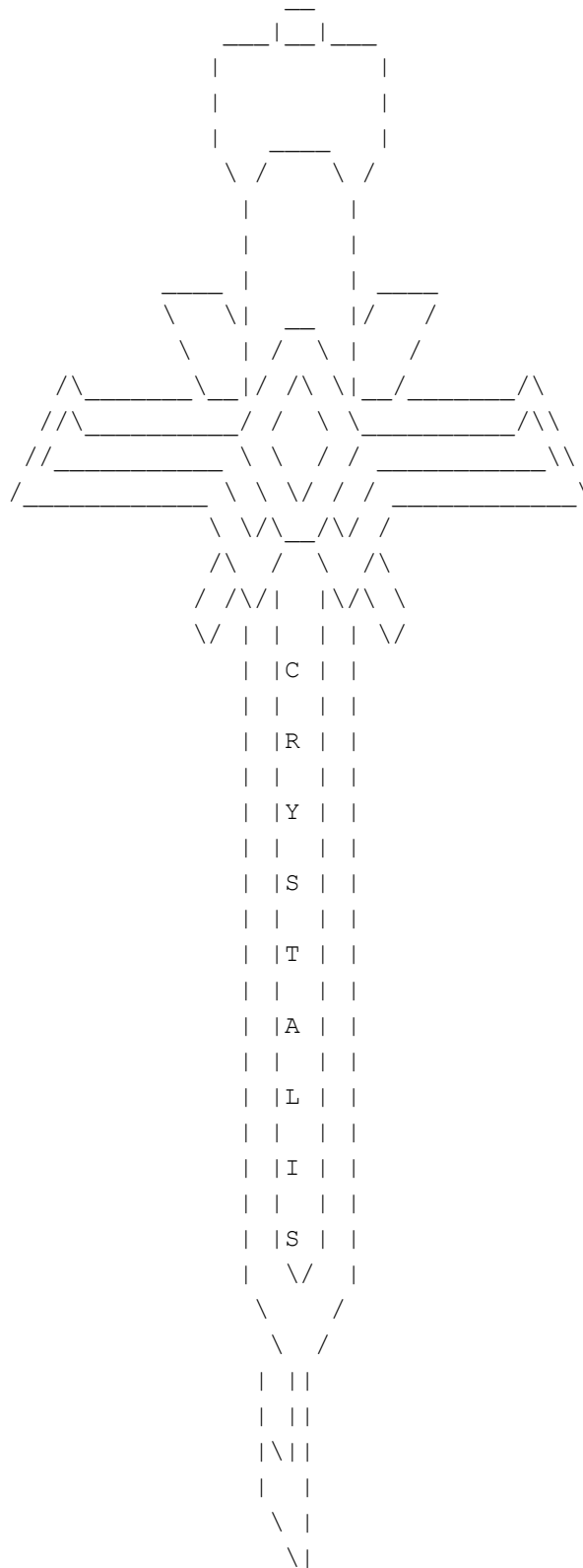


Crystalis FAQ/Walkthrough

by tpb68

Updated to v1.77 on Jan 29, 2007

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



Crystalis Walkthrough & Maps
by: Tom Brennan
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--> Check out my Crystalis website, Tom's Crystalis World, for more
Crystalis stuff at <http://tpb68.tripod.com>

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not use/distribute them without due credit. It'd be cool if you told
me you were posting it somewhere, but that's not necessary.

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N.B.: To jump quickly to any of these sections just put "Section #"
in the find box (Ctrl & f)

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=====Section I. Intro

WARNING: This walkthrough contains some spoilers

NOTE: If this whole thing looks oddly formatted, try maximizing it in your
browser or notepad

Crystalis was released by SNK for the Nintendo Entertainment System (NES) in
1990. The game is of the adventure/RPG genre, and has a similar gameplay
to Zelda 1. Crystalis was re-released for Game Boy Color in June, 2000, and
included an updated story, new music, and a few other new gameplay elements.
This Walkthrough is based solely on the NES version, but could easily be
applied to the GBC version as well. I attempted to make this walkthrough as
simple as possible, and you will probably notice its brevity in relation to
other FAQs and walkthroughs. In each section I created an outline that tells
you all necessary steps, the more detailed bullets contain how to achieve these

objectives. The maps, however, provide basically all necessary instruction for the game, as dungeon exploring is the primary objective of the game. Furthermore, I want to provide as much freedom to the gamer in regards to purchasing, leveling up, etc., although leveling up is often necessary to defeat certain bosses and enemies.

My reason for making this FAQ/Walkthrough/etc.: I have had a very large and fairly popular Crystalis web site for almost 5 years now, and I had previously posted others' FAQs because of convenience and practical reasons, but I recently decided, although the present FAQs are more than adequate, to write a very simple walkthrough: one that would concisely contain all necessary info and a good, but not too wordy, walkthrough. Also I felt sorta lazy not making my own seeing as many of my web site visitors view me as an authority on the subject. Furthermore, this is my first Gamefaq's faq; I did write a Faxanadu faq as well but that was for an RPGClassics shrine and was not easily transferable to text. Although much of the information is probably repeated in other FAQ's, I researched it all myself unless noted otherwise (biggest exception minimum levels for bosses and such, which I obtained from a very cool Nintendo Power two-issue walkthrough on Crystalis... I still remember one of the parts was the issue with Ken Griffey Jr. on the cover)).

If you find anything missing, incorrect, or something that should be added, please email me at tbrennan527@yahoo.com.

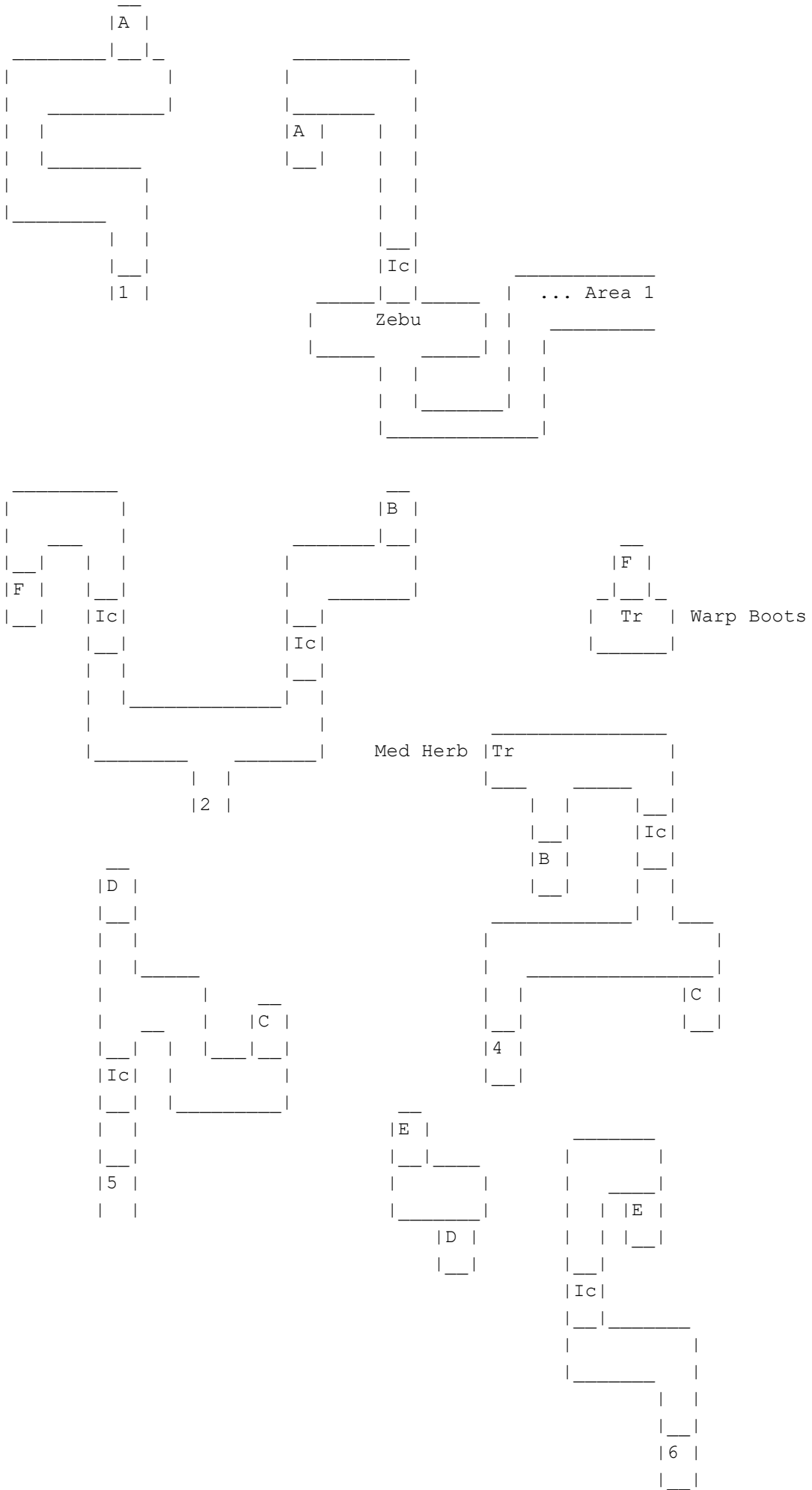
====Section II. Walkthrough

====Area 1: Wind Valley

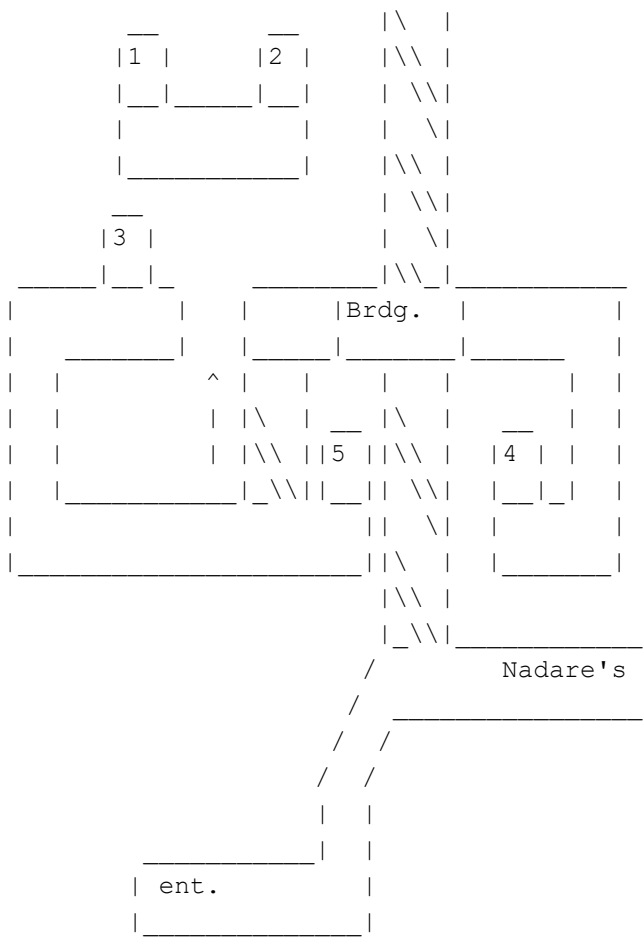
- Outline: I. Get Sword of Wind and \$100 in town, buy Alarm Flute
II. Wake windmill guard and get Windmill Key
III. Start Windmill, complete Sealed Cave

- After awakening from the cave, go to the house in the NE area of town of receive \$100
- Go to the elder in the NW building to receive the Sword of Wind and some info
- Go to the item shop and purchase the Alarm Flute for \$50, or if you prefer, buy some Herbs and Antidote or the Carapace Shield or Tanned Hide, and then fight enemies to buy the Alarm Flute later; regardless, the Alarm Flute is necessary
- MAKE SURE ALL WEAPONS/ARMOR ARE EQUIPPED
- Visit Zebu, a wise man, in the Western cave for some information, after you talk to him, the Windmill guard will appear as discussed next
- Go to the cave in the Northeast and use the Alarm Flute on the sleeping guy
- Use the Windmill Key on the keyhole in the windmill, thereby opening up the Sealed Cave
- Enter the Sealed Cave, and receive Refresh Magic from Zebu
- Note: you must be at level 2 to kill the monsters in here
- Using the Map, get all the treasures, especially the Ball of Wind, which is necessary to break the Rock Walls and progress through the cave
- The Vampire stands in the way of the cave exit, so in order to defeat him, I recommend simple jabs when he is on the screen, and projectile shots when you can't get close to him. He should die fairly easily, leaving the Rabbit Boots; be sure to maintain HP with Refresh, or Medical Herbs if necessary, and try to avoid his bats. He leaves 10 exp. You must be up to at least

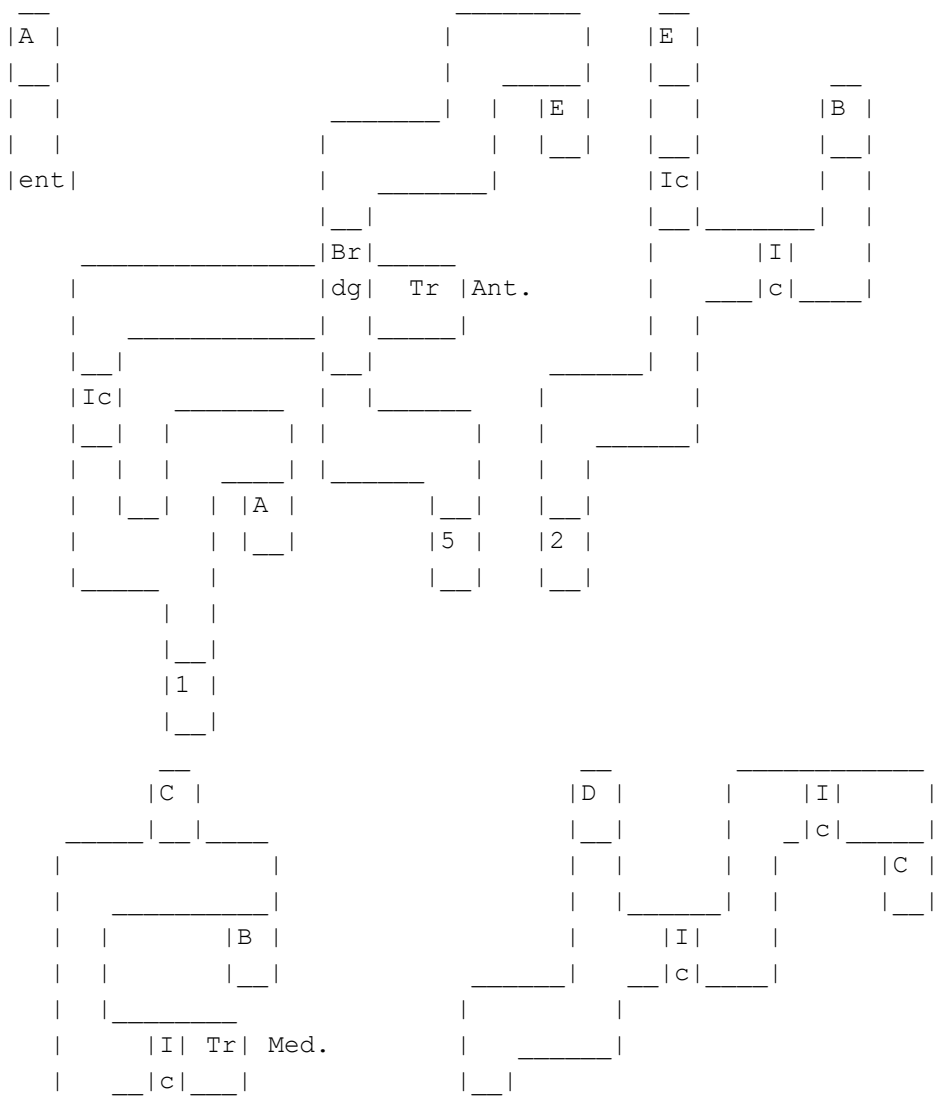
Caves

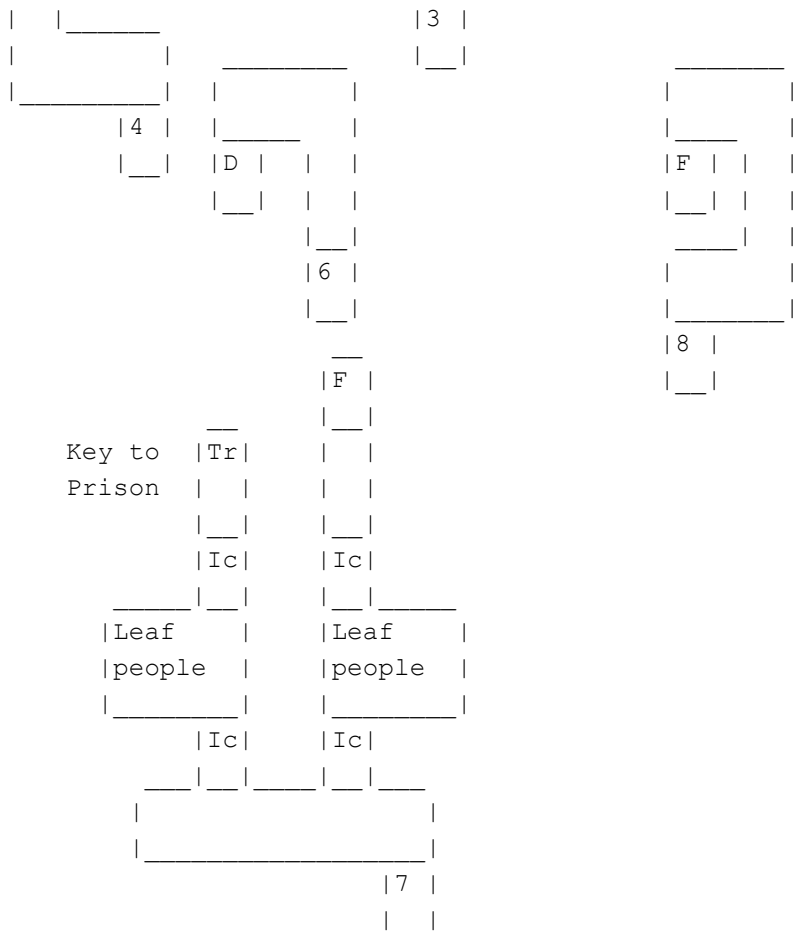


Tr | Tornado Bracelet



-----Caves-----





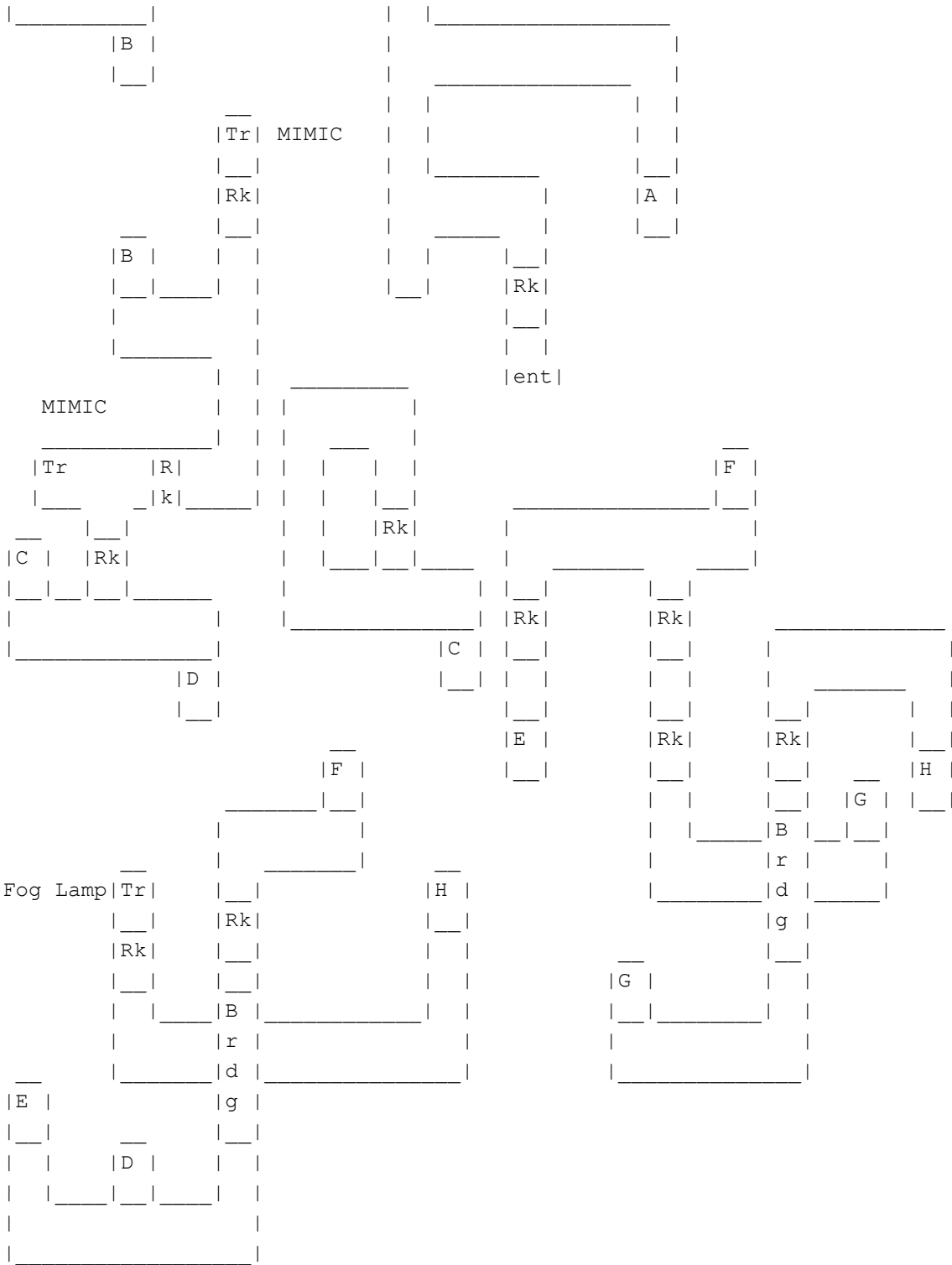
====Area 4: Capital of Water

- Outline:
- I. Go to Portoa
 - II. Waterfall Cave (Sword of Water)
 - III. South Lake (Ball of Water)
 - IV. Amazones
 - V. Kirisa Plant Cave
 - VI. Fog Lamp Cave
 - VII. Portoa/Sea

- In Portoa, buy new items/armor if you wish then head to the large castle in the northwest part of town
- Speak to the Queen, then exit the castle and walk right back in, but DO NOT step forward, step left and then use Paralysis on the guard the Queen's room. Proceed into the Queen's room and enter the door in the northeast part of the room; you can't go anywhere in here so just leave the room entirely and head to the fortune-teller, in the northeast part of town. Talk to the fortune-teller (who'll direct you back to the castle) then return to speak to the Queen. She'll tell you about the Waterfall Cave and give you the Flute of Lime
- Leave Portoa and head northeast to the Waterfall Cave (map), cleverly placed behind the waterfall
- In the Waterfall Cave, use the Queens's Flute of Lime to cure the two stoned people. It's not mandatory, but you should definitely un-petrify Akahana, with the Flute of Lime from the treasure chest, to get the Shield Ring; you should also equip that immediately unless you like hopping with Rabbit Boots
- The primary purpose of the cave is to obtain the Sword of Water

Waterfall Cave Map

Note: Mimics are the treasure chests that attack and follow you; don't touch them



-
- Go to house on west side of Portoa and give the man the Fog Lamp
 - Hop in boat and go into the building on the shore and talk to Kensu

====Area 5: The Angry Sea

- Outline:
- I. Go to Joel
 - II. Find Love Pendant
 - III. Evil Spirit Island (Broken Statue)

- Leave building and use the Shell Flute to call the dolphin
- Head a bit northwest and go onto the shore to enter the town of Joel; talk to people, especially in the elder's house
- Leave Joel, head west and then south when you see an opening guarded by an octopus; enter the cave south of the octopus

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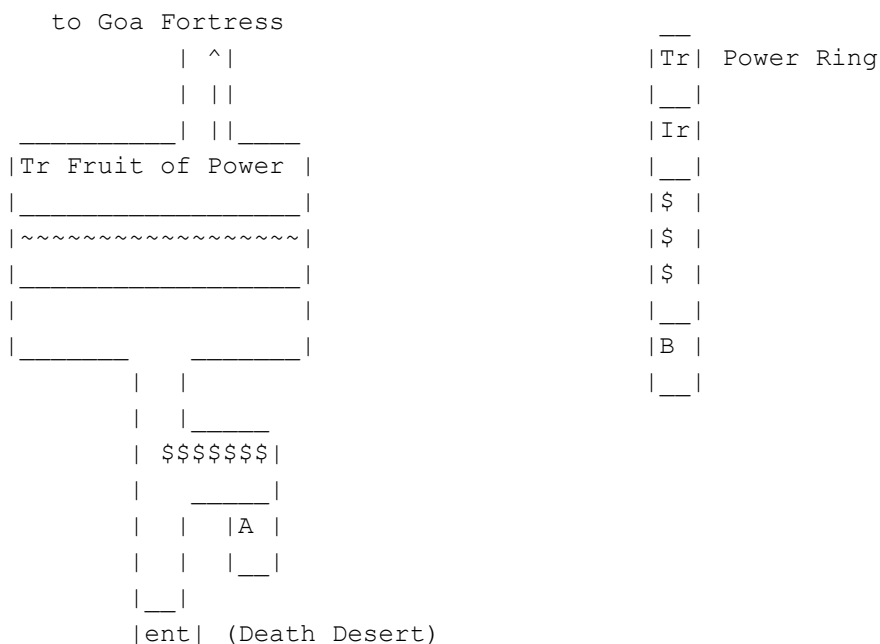
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| Tr | Warp          | Tr | Magic          | Tr | MIMIC
|__| Boots          |__| Ring          |__|

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- Outline: I. Get Leather Boots, Battle Armor, & Power Ring
in Oasis Cave
II. Get Warrior Ring in Town of Goa
III. Get Bow of Truth on Mt. Hydra
IV. Get Psycho Shield in Cave of Styx

- You are in the Desert Oasis Cave, if you head to the stairs directly south, you'll find yourself in Death Desert, directly south of Goa. Instead go the stairs SE of the stream, to enter the heart of the cave
- The Oasis Cave is fairly confusing so I outlined the path you should take on the map. Having Flight to easily cross over streams comes in handy. There are 3 treasures you should definitely pick up, the Fruit of Power is merely optional
- Basically go like this: head south of 'A' and fly over the stream to pick up the Fruit of Power; fly back over and head north past 'A', turn left and follow the path to get the Leather Boots; head back south down the stream, then cross over to the east when you reach the ice bridge; go slightly south and head east through the short corridor; head all the way north along the stream, turning right as it does; fly over the next streams heading east then head up a bit to pick up the Battle Armor; now head south, flying over two streams then walk around clockwise to get to 'B'; then simply go up, destroy the iron wall and get the Power Ring; simply leave the cave through the stairs leading to the desert when you're done
- The only monsters in this cave are annoying flying bugs who have a tendency to paralyze you. It shouldn't be too big a deal, however, as Kensu just healed you up. Beware of the iron wall near the Power Ring, it shoots fire at you. The Leather Boots protect you from lava and swamps and such in addition to being much more stylish than the Rabbit Boots. Now you don't have to hop to get through that stuff. The Battle Armor has a decent rating but more importantly protects you from poison. The Power Ring is great when facing bosses
- I know this map looks pretty sucky, it was quite hard to make (due to width constraints) but the \$ path should help, that's all you really need to know about the Oasis Cave

Oasis Cave Map




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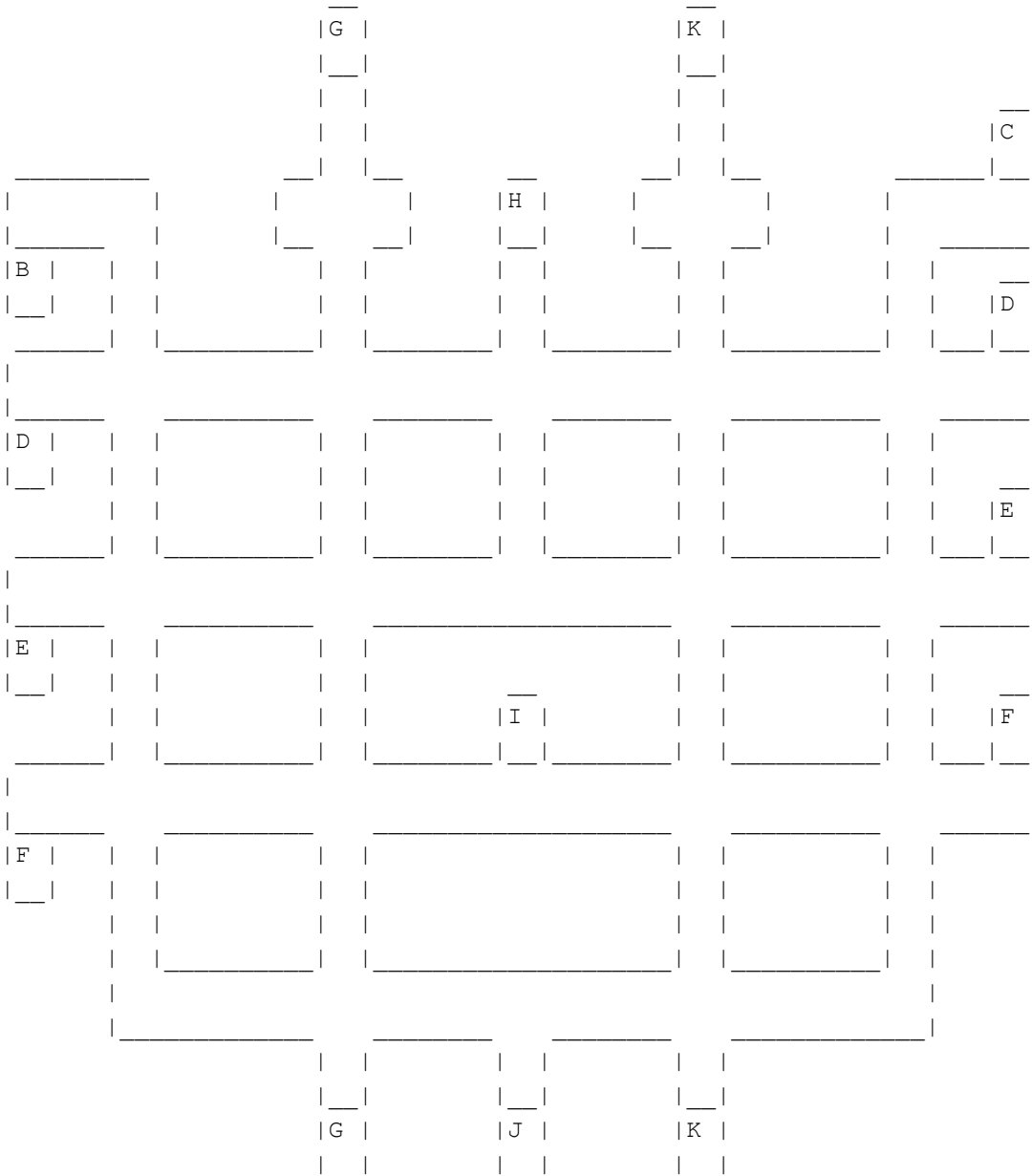
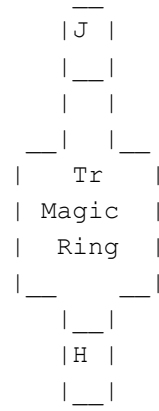
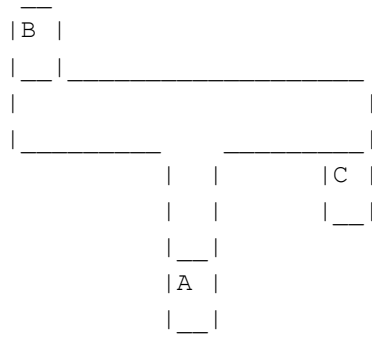
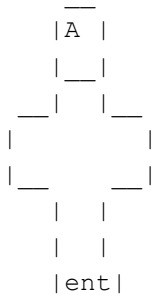
A small sidetrack:

- Now it's time to stock up on a few important items with the help of Flight
- Before having your Flight fun, return to Goa (Teleport or head north out of the desert, then north through the field) and talk to the townsfolk, who are pretty happy you kicked everyone out of the Fortress. Remember Akahana talking about something he left with a friend in town? Well it doesn't really matter if you do or not, but in any case head into the NE building of town and use Change to take the form of Akahana. Talk to the lady and she will give you the Warrior Ring, a pretty sweet item
- Now return to Mt. Hydra
- Referencing the Mt. Hydra map above, follow the path 2-4-6-A-D-E-F-8 to get the Bow of Sun
- Now go to the Cave of Styx, head right past the gargoyles, kill the Wizard, fly across the stream, and pick up the treasure chest in a little path off to the left (the other 2 are Mimics). You'll get the Psycho Shield. Super Sweet. The Psycho Shield has the best attributes of the Sacred Shield and Mirrored Shield (plus great defense). Equip it. And don't even think about unequipping it.

Back to the regular flow of things:

- Return to Death Desert, equip your Leather Boots and head SE until you come upon a cave blocked by two lava whirlpools. Fly over the whirlpools and into the cave. Go through the cave and you'll enter a yellow field with a bunch of rabbits
- Talk to the rabbits until you come across Deo, a rabbit friend of Stom's who will wonder about Stom's whereabouts. Change into Stom and Deo, angered by Stom's death, will give you Deo's Pendant to help avenge Stom
- Now head south into the town of Sahara and talk to the elder there
- Head east through the small cave and you will arrive in a small desert area. Go slightly east and fly over the lava pools into the Pyramid
- The Pyramid may appear intimidating, but it is nice and symmetrical. There is really only one place to go, 'I', aside from the Magic Ring
- Draygon is not a very difficult boss. You must be at level 15 and you must have the Power Ring equipped in order to hurt him. Any sword works, but the Sword of Thunder is best. Before the battle heal up by raising your MP with Deo's Pendant. Draygon's attack pattern is very predictable. He only takes about 8-12 level 2 Thunder attacks. Use Refresh as needed and you will not have too many problems. He leaves 2032 exp. and the Psycho Armor when you defeat him. As with the Psycho Shield, equip the Psycho Armor as soon as you get it don't think of unequipping it. In addition to great defense, it has the same effect as Deo's Pendant except for HP
- As soon as you defeat Emperor Draygon you will be teleported to the beginning of the Pyramid face to face with Azteca. Azteca tells you that you must rescue Mesia through the back entrance to the Pyramid and gives you the Bow of Truth to use on the Emperor

Pyramid, Main Entrance Map



DRAYGON
 (Psycho
 Armor)

-
- Now head NE of the pyramid to find a small stairway in the desert blocked by two lava pools; fly over to enter the back entrance of the Pyramid
 - There's no need to heal up anywhere; use Deo's Pendant and the Psycho Armor to restore your HP and MP
 - At this point I recommend you have your tool item line filled only with Magic Rings, Fruit of Repuns, and Opel Statues. There is no need for any other item past this point
 - Here's where the Bows of Sun and Moon will finally become handy. Walk around the path until you see two dog-like statues who threaten you. Simply use the two Bows (there's no need to aim them) and the path will be opened to you

Note: If you DON'T have either of the Bows:

- The Bow of Sun can be found on Mt. Hydra (Area 7, see map)
- The Bow of Moon can be obtained by giving the Amazones Chief the Kirisa Plant. See Area 4 Kirisa Plant Cave Map for info on the Kirisa Plant, Area 6 for exchanging for the Bow.

- A major word of caution: the Warlock guys running around everywhere cast Curse on you with their fire rings. Curse is a pain. Avoid it all costs
- If you do become cursed, going into a new room (via pit or stairwell) will cure you (try to save Fruit of Repuns for the boss fight)
- This place is pretty tricky. Before the next boss fight you will be able to heal up with the Deo's Pendant/Psycho Armor combo, so keep that in mind. You can only kill the Warlock characters with the Sword of Wind, but that takes awhile so I generally just run away
- You need to be at level 16 to fight Draygon, so if you haven't reached it already, you can get 1920 exp. from each Warlock or Orange Blob (located in the spikes near stair D) you kill
- The only treasure here is an Opel Statue which is quite optional to get. Otherwise head straight up to 'C' then around to 'F' to reach Draygonia
- I advise using Flight to cross the pits rather than the platforms; it's much safer
- Fighting Draygon the second time is not too tough. When you first see him, he will look the saem as before. Immediately use the Bow of Truth to reveal his true form. For this fight I recommend the Storm Bracelet and the Power Ring. Draygon has many means of attack: Sabera-esque balls, lasers, fire, his big bulky body, but the only one to really avoid is his occasional curse-ring. Draygon can only be hurt when the red sphere on his chest is opened. This occurs while he is using his lasers. Have a level 3 attack stored up and release it as soon as it opens up. The level 3 Sword of Thunder attack does not need to be aimed (and it has unlimited range, unlike Draygon's attacks); you only need 3 or 4 of these to kill Draygon. If you're quick you can get two of these shots off during one phase of his having his chest open. You must be at level 16 to kill Draygon
- After defeating Draygon Azteca and the wise men will appear and you will be teleported to the tower. You're HP and MP will also be fully restored

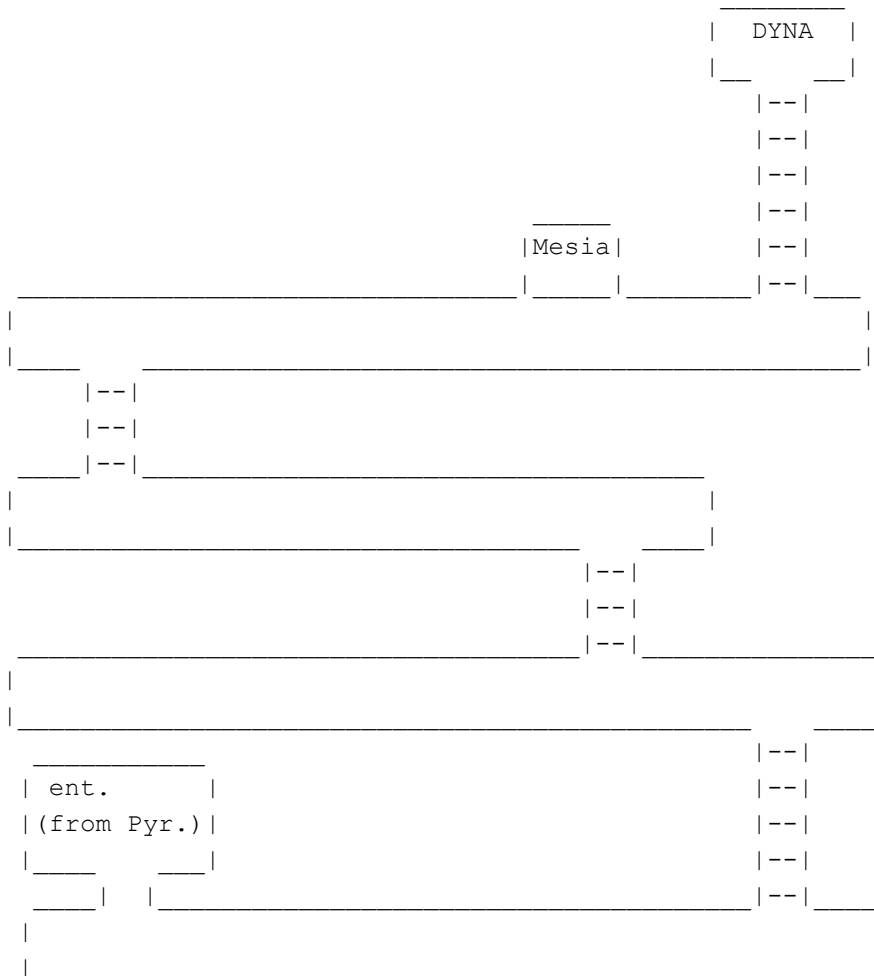
Good job! This is the way it was supposed to be...

- On the 4th floor you will find Mesia; the Swords of Wind, Fire, Water, and Thunder will be turned into Crystalis
- Mesia will instruct you to destroy DYNA the sentinal computer of the Floating Tower:
 - You must destroy DYNA the central computer.
 - If you succeed, stick Crystalis into it's main raector!
- While advancing to DYNA...

Hero's Name! Mesia! By the time this is activated, we will no longer be alive. We hope we have made the right decisions, and that all people will realize their mistakes before it's too late. Hero's Name! Mesia! As old friends, we wish your safety. Good luck!

- Head up the long stairwell to reach DYNA. Heal with Psycho Armor/Deo's Pendant
- DYNA is not too hard. This is the last battle so don't hesitate to use every last item and MP you've got. I recommend using the Warrior Ring. DYNA can be harmed when it opens up its blue eye, just left of center. Nail it with 6-8 Warrior Ring shots from Crystalis to destroy DYNA. My only real recommendation is to stay towards the middle of the screen; you can get sort of trapped if you go off to either side

Floating Tower Map



Congrats... you've saved the world. Very sweet.

- Special Protection: Petrification
Where Obtained: Amazones - \$2000
Pawn Value: \$750
- 5) Ceramic Shield: Defense +18
Special Protection: None
Where Obtained: Swan - \$2500
Pawn Value: \$1250
- 6) Sacred Shield: Defense +16
Special Protection: Paralysis
Where Obtained: Amazones - \$9000, Shyron - \$6000, Defeat
Mado in Goa Fortress
Pawn Value: \$3000
- 7) Battle Shield: Defense +24
Special Protection: None
Where Obtained: Swan - \$6000, Shyron - \$5000
Pawn Value: \$3000
- 8) Psycho Shield: Defense +32
Special Protection: Paralysis & Petrify
Where Obtained: Found in Cave of Styx on Mt. Hydra. Flight
required.
Pawn Value: Can't Sell

====Section VII. Items

====A. Tool Items

-Tool items are generally used to improve your present status or
eliminate certain ailments; you can only carry 8 at a time, however.
They are good for only one use.

- 1) Medical Herb - Used to replenish 32HP
Where Bought: Leaf - \$30, Brynmaer - \$35, Oak - \$50,
Nadare's - \$60, Portoa - \$90, Joel - \$120,
Swan - \$180, Shyron - \$180, Goa - \$500
Where Found: Sealed Cave (x2), Mt. Sabre SW, Mt. Sabre N,
Evil Spirit Is. Fortress, Cave of Styx, Mt. Hydra
Pawn Value: \$10
- 2) Antidote - Cures Poison
Where Bought: Leaf - \$40, Brynmaer - \$45, Oak - \$60,
Nadare's - \$70, Joel - \$150, Swan - \$200, Shyron -
\$200, Goa - \$600, Sahara - \$1000
Where Found: Sealed Cave, Mt. Sabre N, Kirisa Plant Cave, Goa
Fortress (Mado Area)
Pawn Value: \$20
- 3) Lysis Plant - Cures Paralysis
Where Bought: Portoa - \$200, Amazones - \$150, Goa - \$700
Where Found: Fog Lamp Cave, Evil Spirit Is. Cave, Goa Fortress
(Sabera Area)
Pawn Value: \$95
- 4) Fruit of the Lime Tree - Cures Petrification
Where Bought: Portoa - \$180, Shyron - \$300
Where Found: Mt. Hydra
Pawn Value: \$90
- 5) Fruit of Power - Restores 1/4 of max MP
Where Bought: Oak - \$80, Nadare's - \$100, Amazones - \$150,
Joel - \$180, Swan - \$350
Where Found: Evil Spirit Is. Fortress (x2), Goa Fortress

(Sabera Area), Oasis Cave (x2)

Pawn Value: \$65

- 6) Magic Ring - Restores ALL of MP

Where Bought: Shyron - \$800, Sahara - \$4000

Where Found: Mt. Sabre SW, Evil Spirit Is. Cave, Mt. Hydra,
Goa Fortress (Mado Area x3, Karmine Area),
Pyramid (Main Entrance)

Pawn Value: \$500

- 7) Fruit of Repun - Cures Curse (when you're turned into a little purple blob)

Where Bought: Sahara - \$3000

Where Found: Goa Fortress (Sabera Area x2)

Pawn Value: \$1000

- 8) Warp Boots - Teleports you back to a town you've already visited

Where Bought: Leaf - \$60, Brynmaer - \$65, Nadare's - \$80,
Portoa - \$120, Amazones - \$100, Swan - \$300,
Goa - \$800, Sahara - \$1500

Where Found: Sealed Cave, Mt. Sabre SW, Goa Fortress (Karmine Area)

Pawn Value: \$30

- 9) Opel Statue - If you die (and it's selected) you will return to the exact spot with full HP

Where Bought: Nowhere

Where Found: Goa Fortress (Kelb. Area, Mado Area), Pyramid (Back Entrance)

Pawn Value: \$300

- 10) Alarm Flute - Wakes people up

Where Bought: Leaf - \$50, Joel - \$300

Where Found: Nowhere

Pawn Value: \$25

=====B. Worn Items

-Worn Items are found or received, and when equipped (they can only be equipped one at a time) they provide a certain advantage or ability.

-Order determined by when you acquire the item

- 1) Rabbit Boots - Allow you to hop

How Obtained: Defeat the Vampire in the Sealed Cave

- 2) Gas Mask - Allows you to breathe in Poisonous Swamp

How Obtained: Return the Statue of Onyx to Akahana

- 3) Shield Ring - Doubles level-based shield defense (Shield's defense value doesn't affect the doubling)

How Obtained: Given by Akahana in the Waterfall Cave after you un-petrify him

- 4) Iron Necklace - Doubles level-based armor defense (Armor's defense value doesn't affect the doubling)

How Obtained: Find in Evil Spirit Is. Cave (see map)

- 5) Leather Boots - Allow you to walk through lava and purple stuff unharmed

How Obtained: Found in Oasis Cave (map)

- 6) Power Ring - Doubles level-based attack power

How Obtained: Found in Oasis Cave (map)

- 7) Warrior Ring - Allows you to shoot a continuous wave of level 1 sword attacks. Great for stunning enemies

How Obtained: Change into Akahana and talk to the woman in the NE building of Goa the town after you have freed the four wise men from Goa Fortress

- 8) Deo's Pendant - Gradually restores MP while standing still
How Obtained: Change into Stom and talk to Deo the rabbit
outside of Sahara;

=====
=====C. Event Items

- Event Items are found or received and usually used only once in order to progress the game or receive a necessary item or spell.
-Order determined by usage
- 1) Windmill Key - Used to start the Windmill and open the Sealed Cave
How Obtained: Wake the windmill guard with the Alarm Flute in the Windmill Cave
 - 2) Statue of Onyx - Given to Akahana in order to receive the Gas Mask
How Obtained: Found in high grass near Brynmaer
 - 3) Insect Flute - Used to call the Giant Insect in the Poisonous Swamp
How Obtained: Talk to parent after rescuing missing Oak child
 - 4) Key to Prison - Opens gate at top of Mt. Sabre North
How Obtained: Find near Leaf townspeople in Mt. Sabre North
 - 5) Flute of Lime - Used to return petrified people in Waterfall Cave to normal
How Obtained: Received from Queen/Fortune Teller of Portoa (see walkthrough for Area 4 for details); another one (for Akahana) is also found in Waterfall Cave
 - 6) Fog Lamp - Man in Portoa will lend you his boat when you give him this
How Obtained: Found in Fog Lamp Cave just west of Portoa
 - 7) Shell Flute - Calls your dolphin pal when you're in the Angry Sea/Ocean area
How Obtained: In the area behind the Queen/Fortune Teller's rooms in Portoa, give the dolphin a Medical Herb
 - 8) Broken Statue - Becomes Gold Statue when combined with Glowing Lamp on Sorcerer's Island
How Obtained: Defeat Sabera in Evil Spirit Is. Fortress
 - 9) Eye Glasses - Use to see hidden passage to windmill in Joel shed
How Obtained: Talk to Clark in Zombie Town (Evil Spirit Is.) after defeating Sabera
 - 10) Glowing Lamp - Combine with Broken Statue on Sorcerer's Island to form the Gold Statue
How Obtained: Wake Kensu in Joel Lighthouse
 - 11) Gold Statue - Use on Sorcerer's Island to calm whirlpools in the Angry Sea
How Obtained: Formed by using the Glowing Lamp on the Broken Statue at Sorcerer's Island
 - 12) Love Pendant - Give this to Kensu in Swan in order to receive Change Magic
How Obtained: Find in the stream behind the Queen/Fortune Teller's rooms in Portoa; you must use the sea entrance to find it
 - 13) Kirisa Plant - If you give this (in the "Change" shape of a woman) to Aryllis, the Amazones Chief She will give you the Bow of Moon
How Obtained: In a strange field in the Kirisa Plant Cave southwest of Portoa
 - 14) Key to Styx - Opens Cave of Styx on Mt. Hydra
How Obtained: Given by Zebu in Shyron

2) Brynmaer

Inn - \$20
Items - Medical Herb - \$35
 Antidote - \$45
 Warp Boots - \$65
Armor - Leather Armor - \$140
 Bronze Shield - \$220
 Carapace Shield - \$70
Pawn Shop
Tavern

3) Oak

Inn - \$40
Items - Medical Herb - \$50
 Antidote - \$60
 Fruit of Power - \$80

4) Nadare's

Inn - \$50
Items - Medical Herb - \$60
 Antidote - \$70
 Fruit of Power - \$100
 Warp Boots - \$80

5) Portoa

Inn - \$100
Items - Medical Herb - \$90
 Warp Boots - \$120
 Lysis Plant - \$200
 Fruit of the Lime Tree - \$180
Armor - Bronze Armor - \$600
 Platinum Armor - \$2000
 Platinum Shield - \$1500
Pawn Shop

6) Amazonas

Inn - \$80
Items - Warp Boots - \$100
 Lysis Plant - \$150
 Fruit of Power - \$150
Armor - Platinum Armor - \$1800
 Platinum Shield - \$1300
 Mirrored Shield - \$2000
 Sacred Shield - \$9000

7) Joel

Inn - \$120
Items - Medical Herb - \$120
 Antidote - \$150
 Fruit of Power - \$180
 Alarm Flute - \$300

8) Swan

Inn - \$150
Items - Medical Herb - \$180
 Antidote - \$200
 Warp Boots - \$300
 Fruit of Power - \$350
Armor - Soldier Suit - \$3000
 Ceramic Suit - \$6500

Ceramic Shield - \$2500
 Battle Shield - \$6000
 Pawn Shop
 Tavern

9) Shyron

Inn - \$150
 Items - Medical Herb - \$180
 Antidote - \$200
 Fruit of Lime - \$300
 Magic Ring - \$800
 Armor - Ceramic Suit - \$5500
 Sacred Shield - \$6000
 Battle Shield - \$5000

10) Goa

Inn - \$300
 Items - Medical Herb - \$500
 Antidote - \$600
 Lysis Plant - \$700
 Warp Boots - \$800
 Tavern

11) Sahara

Inn - \$500
 Items - Antidote - \$1000
 Magic Ring - \$4000
 Fruit of Repun - \$3000
 Warp Boots - \$1500
 Pawn Shop

====Section X. Experience Chart

Level	Exp. Needed	HP	MP	Attack	Defense
1	-	48	34	1	1-1
2	30	64	34	2	2-2
3	60	80	51	3	3-3
4	150	96	68	4	4-4
5	300	112	85	5	5-5
6	700	128	102	6	6-6
7	1200	144	119	7	7-7
8	1600	160	136	8	8-8
9	3500	176	153	9	9-9
10	5800	192	170	10	10-10
11	8000	208	187	11	11-11
12	10000	224	204	12	12-12
13	20000	240	221	13	13-13
14	30000	255	238	14	14-14
15	40000	255	255	15	15-15
16	50000	255	255	16	16-16

====Section XI. Monsters

-All "bosses," so to speak, are in caps.
 -In the status section, (T) means you become afflicted by touching the monster, while (P) means they shoot something out at you.

(Pow) means it comes from the monster's powder, as in butterflies.
 -In some instances a monster may appear to be immune to a weapon but is in fact not; this is the result of an inadequate Attack attribute. One example I noticed is that Mimics require a pretty high Attack power in order to hurt them with the Sword of Fire. I thought about trying to find the necessary attack level for the monsters, but that would be rediculously tedious; if you can't hurt with the right swords, increase your level.

Note about STATUS EFFECTS...

- Poison is always caused by contact with certain monsters, it result in gradual degradation of HP. It can be cured by an Antidote or Recover.
- Paralysis prevents you from charging your sword. It is caused by monsters' powder or a projectile that looks like your own Paralysis spell. It can be cured by the Lysis Plant or Recover.
- Petrify turns you to stone for a brief amount if time. It is caused by a ball-like projectile from certain enemies. Interestingly, if you get petrified with your word in the out position and a monster walks into it, they are harmed. Petrify can be cured by Fruit of the Lime (Tree) or Recover, or simply by waiting a bit.
- Curse turns you into a little purple blob. You can't attack or use spells while cursed. Curse is caused by a projectile ring of small fires. Curse can be cured by entering a new room or by Fruit of Repun.
- MP Drain gradually eats away about 30MP. It is caused by a sticky web like projectile from certain enemies. You can curtail the damage by entering a new room as soon as possible.

====Area 1: Wind Valley

Name	Experience	Gold	Sword Immunities	Status Effects
Blue Blob	1	1	Thunder	-
Tiger Man	1	2	None	-
Green Slug	2	2	None	-
Red Blob	2	2	Thunder	Poison (T)
Bat	1	0	None	-
Green Dragon	3	4	None	-
Rock Guy	4	4	Fire, Water	-
*Big Blue Blob	6	4	Thunder	-
*Big Red Blob	20	8	Fire, Water, Th.	Poison (T)
VAMPIRE	10	0	None	-

*Formed by attacking Blue/Red Blob with Thunder Sword

====Area 2: Cordel Plains

Name	Experience	Gold	Sword Immunities	Status Effects
Walking Warthog	5	4	None	-
Blue Mushroom	8	4	Wind	-
Big Blue Blob	6	4	Thunder	-
Evil Pollen	6	0	None	-
Caterpede	8	4	None	-
Redfly	8	4	Wind	-
*Greenfly	0	0	Wind	-
GIANT INSECT	50	0	Wind	-

*Appears during battle with Giant Insect

====Area 3: Mt. Sabre

Name	Experience	Gold	Sword Immunities	Status Effects
Snow Zombie	12	8	Wind	-
Green Brain	8	8	Fire	-
Red Dragon	10	8	Fire	Poison (T)
Green Cyspider	8	8	Wind	-
Red Draygonia Soldier	25	8	Fire, Water	-
Red Brain	15	8	Fire	Poison (T)
Blue Tentacle Head	15	8	Wind	-
Ice Man	35	8	Wind	-
Red Bat	1	0	None	-
GEN. KELBESQUE	100	0	Fire	-

====Area 4: Capital of Water

Name	Experience	Gold	Sword Immunities	Status Effects
Green Masked Dude	25	16	Fire	-
Purple Tentacle Head	40	16	Wind	-
Red Mollusk	30	16	Fire	Poison (T)
Mimic	126	500	Wind, Water	Poison (T)
Lamia	50	50	Wind, Fire	Petrify (P)
Purple Gargoyle	60	30	Wind	-
Pink Slug	22	16	None	Poison (T)
Red Cyspider	120	30	Wind	Paralyze (P)
Purple Tentacle Head	100	30	Water	Poison (T)
Purple Dragon	10	8	Fire	Poison (T)
Indigo Mushroom	80	30	Wind, Water	Poison (T)
Flying Caterpede	592	8	Wind, Water	Paralyze (P)
Indigo Tentacle Head	100	30	Water	Poison (T)
Blue Bat	1	0	None	-

====Area 5: The Angry Sea

Name	Experience	Gold	Sword Immunities	Status Effects
Harpoon Guy	144	50	Water	-
Cycloptopus	176	100	Water	-
Turtle Shell	160	30	Water	Poison (T)
Red Mushroom	80	30	Wind, Water	Poison (T)
Red Flying Tentacle	40	16	Wind	-
Green Dragon	176	50	Fire	Paralyze (P)
Indigo Flying Tentacle	40	16	Wind	-
Mimic	126	500	Wind, Water	Poison (T)
Orange Draygonia	25	8	Fire, Water	-
Purple Gargoyle	60	30	Wind	-
Shadow/Lich*	256	100	Water	Paralyze (P)
Blue Butterfly	208	0	None	Paralyze (Pow)
VAMPIRE	544	0	Water	-
SABERA	800	0	Wind, Water	-

*Liches are revealed by attacking Shadows with any level 3 sword attack

====Area 6: A Port Town

no enemies in this area

====Area 7: Mt. Hydra

Name	Experience	Gold	Sword Immunities	Status Effects
Green Draygonia	256	100	Fire	-
Purple Gargoyle (field)	288	50	Wind	-
Purple Gargoyle (Hydra)	60	30	Wind	-
Green Lizard Maceman	320	100	Wind, Fire	Poison (T)
Red Mollusk	30	16	Fire	Poison (T)
Red Morph Blob	304	100	Fire	Poison (T)
Wizard	672	100	Fire	-
Red Iguana	608	200	Fire, Water	Poison (T)
" "	" "	" "	" "	MP Drain (P)
Purple One-Eye	272	50	Wind, Water	Petrify (P)
Purple Butterfly	208	0		Paralyze (Pow)
MADO	1008	0	Wind, Fire, Th.	-
Purple Bat	1	0		-
Red Blob	2	2	Thunder	Poison (T)
*Big Red Blob	20	8	Fire, Water, Th.	Poison (T)
Mimic	126	500	Wind, Water	Poison (T)

*Formed by attacking Red Blob with the Sword of Thunder

====Area 8: A Fortress City

Name	Experience	Gold	Sword Immunities	Status Effects
Dark Knight	560	100	Fire, Water	Poison (T)
Red Vampire Bat	672	100	None	-
GENERAL KELBESQUE	2032	0	Fire, Water, Th.	-
Blue Lizard Maceman	320	100	Wind, Fire	Poison (T)
Blue Flying Caterpede	592	8	Wind	Paralyze (Pow)
SABERA	2032	0	Wind, Water, Th.	MP Drain (P)
Lamia	50	50	Wind, Fire	Petrify (P)
Orange Vampire Bat	672	100	None	-
Tarantula	1280	200	Wind, Water	Poison (T)
" "	" "	" "	" "	MP Drain (P)
Green Butterfly	208	0	None	Paralyze (Pow)
Shadow/Lich*	256	100	Water	Paralyze (P)
MADO	2032	0	Wind, Fire, Th.	-
Mace Knight	1600	400	Wind, Fire, Water	-
Skeleton Guy	1280	200	Wind, Fire, Water	Poison (T)
" "	" "	" "	" "	MP Drain (P)
Blue One-Eye	1440	400	Wind, Fire, Th.	Poison (T)
" "	" "	" "	" "	Petrify (P)
Blue Butterfly	208	0	None	Paralyze (Pow)
Orange Morph Blob	1920	400	Wind, Fire	Poison (T)
" "	" "	" "	" "	MP Drain (P)
Red Iguana	608	200	Fire, Water	Poison (T)
" "	" "	" "		MP Drain (P)
Mimic	126	500	Wind, Water	Poison (T)
Green Dragonia	256	100	Fire	-
Red Mollusk	30	16	Fire	Poison (T)
KARMINE	2032	0	Wind, Fire, Water	Curse (P)

*Liches are revealed by attacking Shadows with any level 3 sword attack

====Area 9: Death Desert

Name	Experience	Gold	Sword Immunities	Status Effects
Lava Zombie	208	50	Fire, Water	-
Purple Gargoyle	288	50	Wind	-

Blue Flying Caterpede	592	8	Wind	Paralyze (Pow)
Red Scorpion	1440	200	Wind, Fire, Water	Poison (T)
Orange Morph Blob	1920	400	Wind, Fire	Posion (T)
" "	" "	" "	" "	MP Drain (P)
Shadow/Lich*	256	100	Water	Paralyze (P)
Blue Scorpion	1440	200	Wind, Fire, Water	Poison (T)
Mummy	1760	400	Wind, Fire, Th.	Poison (T)
" "	" "	" "	" "	Petrify (P)
Blue One-Eye	1440	400	Wind, Fire, Th.	Poison (T)
" "	" "	" "	" "	Petrify (P)
DRAYGON	2032	0	None	-
Warlock	1920	400	Fire, Water, Th.	Curse (P)
Skeleton Guy	1280	200	Wind, Fire, Water	Poison (T)
" "	" "	" "	" "	MP Drain (P)
Green Butterfly	208	0	None	Paralyze (Pow)
Blue Butterfly	208	0	None	Paralyze (Pow)
DRAYGONIA	0	0	None	Curse (P)

*Liches are revealed by attacking Shadows with any level 3 sword attack

====Area 10: Tower in the Sky

Name	Experience	Gold	Sword Immunities	Status	Effects
Cyborg	0	0	None	-	
Copter	0	0	None	-	
Sensor	0	0	None	-	
Blue Robot	0	0	None	-	
DYNA	0	0	None	-	

====Section XIII. Wild Warp Code/Cheap Apparel Glitch

Wild Warp Code

There is one non-Game Genie style code for Crystalis...

This was probably taken from the "Classified Information" section of an ancient issue of Nintendo Power.

This is called the Wild Warp Code

How: At any point in the game, press and hold A and B on Controller 1, then press A on Controller 2; this will warp you to somewhere else in the game; this warp can be repeated as often as desired.

The warp proceeds sequentially; the first time you warp, you go to #1, then #2, and so forth. The Warp is quick way to get around if you know where you're going and can serve as a free Teleport.

1. Town of Leaf
2. Valley of Wind
3. Sealed Cave (inside)
4. Sealed Cave Exit, North of Brynmaer
5. Poisonous Swamp
6. Mt. Sabre West, South of Brynmaer
7. Exit of Mt. Sabre North, North of Portoa
8. Area where Rage lives, South of Portoa
9. Leaving Portoa (on the boat)
10. Entrance to the Cave behind Portoa
11. Town of Swan
12. Field Surrounding Goa
13. Mt. Hydra
14. Entrance of the Desert South of Goa
15. Fortress of Goa

16. Left of the Pyramid

Warning: If you use this code in the Tower, you can't get back in again (a.k.a. you can't finish the game)

Warning #2: This was submitted by a reader of this walkthrough, Kris; basically the idea is that if you warp past the Swan gate too early on, you can mess stuff up:

"This trick is cool to use, but if you use it too early in the game you can potentially cause a fatal glitch in the game. About half-way through the game when you get to the town of Swan there are two Draygonian soldiers that guard a red gate directly to the west of the city. I'm sure you know where I mean (you use Change magic to change into a Draygonian soldier, they then open the gate, and all is well).

The problem is that if you warp to the spot where the gate is before you actually get the guards to open it, the guards never appear and there is no way to get the gate open. I believe that doing this prevents a trigger from going off & you can't progress past that point in the plot, effectively screwing up the game for that character. Note that this only occurs if you actually warp to that spot in the game BEFORE the guards open the gate for you. As long as you wait until after that point in the game to actually warp there, there is no problems (ie you can warp to the first few warp spots but just stop before you actually warp to the gate)."

Cheap Apparel Glitch

This very cool trick was sent to me by Frank Amoroso. When buying items or armor, you can get a better deal on expensive items by quickly pushing A as you move from a cheaper item adjacent to the more expensive item you wish to buy. You'll receive the more expensive item, but pay the price of the cheaper item.

Some great uses include:

Platinum Armor in Portoa for \$600

Sacred Shield in Amazonas for \$9000

Ceramic Suit and Battle Shield for \$2500 in Swan

Magic Ring for \$1000 in Sahara

===== Section XIII. Version History

- 1.00: Completed and posted on my site on 10/18/02. Not Posted on GameFaq's until June 2004. Covers basically everything up through Swan. For the missing stuff, check out my website.
- 1.01: ASCII Crystals art added; 05/31/04
- 1.05: Wild Warp Code added; 07/28/04
- 1.10: Done up through Area 8, Goa; 08/08/04
- 1.30: Everything through Goa Fortress finished, up to Pyramid. Experience Chart, Towns, Worn Items, & Magic all finished; 08/10/04
- 1.45: Walkthrough completed. All maps completed. Event Items & Swords completed; 08/14/04
- 1.60: Added Cheap Apparel Glitch & pawn values of items/armor; 12/11/04
- 1.75: Completed/double checked monster section. Let me know if anything is missing. Corrected some east/west errors. At this

