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==~* I. Forward*~==

Crystalis is one of my favorite games ever. So I decided to write a walkthrough.

I remember a few years back... in 2001, I met some guy named David M. screen name, Oxnard. He was like.. 22ish at the time and surprised to meet someone (as myself) to liked Crystalis. Stuff happened and we lost contact. Many google searches and forum messages later, I can't find anyone who keeps in contact with him. No mspace profile, no nothing.

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So I write this walkthrough for you, Oxy. I hope one day you'll be replaying Crystalis and come to GameFAQS to scope out where an item is or a map or whatever, and run across my walkthrough! :)

Walkthrough TOC...

Which means.. for example if you wanted to find Mt. Sabre, you can open find and type M. and hit whole word only... and you'll go strait there!

- A. Leaf --
- B. Leaf: Wake the man --
- C. Leaf: Enter the Cave --
- D. Brynmaer: Onyx Statue --
- E. Brynmaer + Oak: Poison Forest --
- F. Mt Sabre. : Goodbye, Leaf! --
- G. Mt Sabre. : WB, Leaf! --
- H. Portoa : We give a new meaning to the phrase stoned people! --
- I. Portoa : True identities, and a dolphin! --
- J. Angry Sea : Zombie Town --
- K. Angry Sea : Angry sea gets counceling and isnt angry any longer --
- L. Northern Not-So-Angry Sea + Swan : Let's play Fed-Ex! --
- M. Mt. Hydia : There's evil in them mountains. I can smell it. --
- N. Goa : There's bosses north of Goa. I can taste it. --
- O. Sahara : I think I've got sand in my eye.. --
- P. The End: This is the end... my friend.. (But not really) --
- Q. The End of The End: This is the end of the world as we know it.. (unless you beat DYNA!) --

--~* II. Walkthrough*~--

-- A. Leaf --

Objectives:

- Name your character
- Talk to people
- Get sword
- Buy alarm flute
- Buy armor/shield if you can
- Get used to the controls

You start out and name your character. I named my character Erica. Because it was the first thing that popped in my head. :)

If you hit continue insted of new, you start a new game with a character named ----.

You come out of the cave and some guy is freakin' out cuz you are coming through the wall.

Then you can go into the first town, Leaf.

~~Welcome To~~

~~~\*Leaf\*~~~

|                    |
|--------------------|
| Leaf               |
| --Inn--            |
| One Night: \$16    |
| --Item Shop--      |
| Medical Herb: \$30 |
| Antidote: \$40     |

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|Warp Boots: $60      |
|Alarm Flute: $50     |
|                     |
|           --Weapon Shop--           |
|                     |
|Tanned Hide: $100    |
|Carapace Shield: $80 |
|_____|
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(I love how they randomly switch fonts haahah)

If you go to the house on the middle of the right side, and talk to the guy you can get some free money.

Then go buy a shield or armor from the weapon store. (You can get the shield in the next town for \$10 cheaper if that helps your decision any.) Then go to the house next to the shed on the middle left. Talk to the guy that's not walking to get a sword. Equip it and the shield you bought. Now go outside to kill slimies and lionlots.

Try to attack from a distance by "powering up" your sword by holding B then letting it go to release a power blast thing.

Enemy: Slimie  
Exp: 1  
Gold: 1

Enemy: Lionlot  
Exp: 1  
Gold: 2

Now gather at least 50 gold and go to the item store.

Buy the alarm flute. You need it to wake up the guy who's sleeping in the cave up north.

If you have the money, buy the armor. It's a tanned armor I think. And if you are notorious for getting hurt, buy some medical herbs.

If you'd like you can talk to some of the townspeople. They say things such as "There's a guard that sleeps that makes Zebu mad." and "If you ever need to wake someone up, an alarm flute will do it!" and "BOW BEFORE ME!" hahaha.. I love this game..

-- B. Leaf: Wake the man --

Objectives:  
-Talk to Zebu  
-Go to the northern cave  
-Use alarm flute  
-Get windmill key  
-Open cave  
-Get refresh

K now.. To trigger the event of the man sleeping in the northern cave,

go to the eastern cave. It's kinda blueish colored inside. Talk to Zebu. He says he'll give you magic if you get the windmill to work.

Now head off for the cave to the north! (Note: There are two paths north.. a North west-ish and a north east-ish one.. take the north east-ish one.) You have to cross a bridge to get there. There's no monsters in the caves so don't worry too much.

Ok in the north cave (its red inside) Go until the path splits. Turn north and at the end will be a sleeping guy. Go to your items and "equip" the alarm flute. Play it and he'll wake up. He'll tell you not to tell Zebu and give you a key. Now go back to where the fork splits and go west to the windmill. Go inside, equip the key and use it. The windmill starts and a cave opens up.

At this point, if you don't have the armor, buy that. And buy some medical herbs too. The cave to the next town is harder than slimies and lionlots.

Or you could just be VERY VERY careful not to get hit. Spending all that time killing slimies + lionlots JUST for money may be boring.. Actually it is.

So now go to that north westernish cave that you just opened up. Zebu will telepath to you and give you REFRESH! Woo healing spell!

To use Refresh, equip it, then press the button!

-- C. Leaf: Enter the Cave --

Objectives:

- Go in the cave
- Explore cave
- Get ball of wind
- Kill the miniboss 'witch'
- Get rabbit boots

There IS a boss at the end of this cave.. Just a FYI..

So enter the cave. It's redish

Cave from Leaf to Brynmaer:

--Enemies--

Green alien slimies  
Pink Slimy  
Green Dragon  
RockMan  
Witch (Boss)

Green Alien Slimy  
Exp: 2  
Gold: 3

Just go strait.. You'll see a bridge. There may be green alien slimies

hiding under it so be careful not to run into em. Go under the bridge and through the cave warp. And another one. Ok the path forks. If you go north, you will encounter a PINK SLIMY! He is poisonous so DONT TOUCH HIM! There's a thing blocking your way so go back and go east.

Pink Slimy

Exp: 2

Gold: 3

Green Dragon:

Exp: 3

Gold: 4

There's a cave warp to the north. You don't have to go through it. All there is. Is a treasure box guarded by a ROCK MAN that throws his HEAD AT YOU@

In that treasure box is warp boots. That's like a teleporter thing. So you can go back to leaf from the next town if you'd like.

Rock Man:

Exp: 4

Gold: 4

So continue going to another cave warp. Now there's a HUGE fork. North, east, south, and west.

If you go north, it's just a rock man. So don't go there.

If you go south, a hoard of blue bats that are HARDER THAN POO TO KILL will be there. All that's down there is a treasure chest. In that is a medical herb. You will probably need to use that herb because of the bats attacking you. So don't go that way..

So go back and continue east.

Now another fork. North and south.

If you go north: A rockman and a wall. Don't go there yet.

If you go south: Some more blue bats and a treasure chest. In that treasure chest is the BALL OF WIND. This ball of wind SUPER CHARGES your sword. Equip it.

If you go north: Remember rockman is still there waiting for you. If Kill him and there's that wall.

Note: EVEN IF you killed him before going down, he'll be back again. Same goes with the one going north at the previous fork. So watch out. You may have to move back a screen and regroup. The blue bats are on the attack too. Try only powering up to "1" and do short stabs to kill them'

Charge up your sword to "2" and release it on the wall and it'll break down. Inside of that wall is a treasure chest. In that treasure chest is an antidote.

If you go west: you will not get that antidote but may avoid potential danger.

So my strategy for this WHOLE room is.. Go in.. Avoid the fork.. Go to the next fork.. go down, grab the ball of wind, and GET OUTTA THERE!  
lol..

now when you get back, the pink slimy and green dragon are waiting for you again.. so kill em.. and go back to that place where the first pink slimy was and blast the wall up.

now a fork. Left or right.

If you go left: 2 pink slimies and a treasure chest w/ medical herb.  
If you go right: to the area..

ok there's a cave warp going up. that leads to the boss. and if you go right.. NOTHING! they fooled you!! haha..

so if you have the ability to, save right now cuz this boss may be hard.

Alright sooo..... This boss.. a witch.. starts off easy.. she teleports around and you gotta blast her.. Easy enough. well after awhile she sends out those annoying blue bat things so equip refresh, refresh, and then finish her off.

after you kill her, she EXPLODES and there's a treasure box.. with the greatest item in the early game: Rabbit Boots.

It makes it so you can.. JUMP!

So go up and out and blast the wall and now you're in the second place!

Hug the mountains southwest to get to the next town.

-- D. Brynmaer: Onyx Statue --

Objectives:

- Go down ice slope to get to town
- Talk to the bald guy in town
- Get statue of onyx
- Go back to town and give the statue to the guy
- Get Gas Mask

~~Welcome To~~  
~~~\*Brynmaer\*~~~

| | |
|---------------|-------|
| Brynmaer | |
| --Inn-- | |
| One Night: | \$120 |
| --Item Shop-- | |
| Medical Herb: | \$35 |
| Antidote: | \$45 |

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|Warp Boots: $65      |
|                    |
|      ==Weapon Shop==|
|                    |
|Leather Armor: $140  |
|Carapace Shield: $70 |
|Bronze Shield: $220  |
|_____|
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--Pawn Shops--

I'm not gunna list anything about these.. you sell items that you don't want..

Personally.. out of all the times I've played this game, I never ever use them. Money is plentiful, space is limited, and items are expensive, so you don't REALLY need to sell.

anyway... Talk to everyone and whatnot. you'll discover there's a poisonous forest to the east with a town inside called Oak where they don't understand English. Also there are two roads to Mr. Sabre. North and (South)West. And there's a town where only women live. (but you cant get there for a long time :3) And there's a guy who lost a statue.

Go out!

Be careful there's axe throwing dog men!

Axe throwing Dog Man:

Exp: 5

Gold: 4

They throw.. AXES! WHO WOULD HAVE KNOWNNN!?!? These guys are about my least favorite enemy in the game (besides flying and poison forest ones)

If you go directly east.. and hug the river up.. you'll come to a black.. spot on the ground.. with a bunch of axe throwing dog men. this black stuff = poison.. so go around it or use your rabbit boots to HOP through it and wont get hurt. anyway you'll come to a bridge.. go down and to the left a bit in that grassy area.. walk around till you find a statue.. it's there.. (in the game boy version it's in a treasure box)

It's the statue of onyx! Go back to town.. equip the statue and talk to the bald guy by the entrance. He'll give you the gas mask and leave.

-- E. Brynmaer + Oak: Poison Forest --

Objectives:

-Go to Tornel

-Get Telepathy

-Equip Gas Mask (you'll need it to survive)

-Rescue pink fuzzy thing

-Get insect flute

-Get Sword of fire!

-Kill giant bug boss

Ok so now you can go to the poison forest.. which is.. EAST! go to where you go the statue and hop through the brown stuff and go east.. there are blue mushrooms here...

Blue Mushrooms:

Exp: 8

Gold: 4

you can NOT KILL THE BLUE MUSHROOMS!

They are INVINCIBLE to the wind sword. you must wait till you get the fire sword to kill them. So don't even try.

also you may come across...

GIANT BLUE SLIMIES!

Exp: 6

Gold: 4

You can't kill them either.

Go back across to where you got the onyx statue... and go north. Inside will be Tornel and another guy. He says you must beat him in a stabbing match.. so do it!

You don't get hurt here.. so don't worry..

However, this part can be kind of hard without a turbo controller. You have to press the B button as fast as you can to back the guy up to the wall.. it may be hard.. but you can do it! keep practicing!! Also- the higher your level, the easier it will be to defeat him.

or just put turbo on and hold it. lol.

after that Tornel will be like "ok! Here's telepathy"

now you have a new spell: Telepathy!

Magic: Telepathy

Cost: 8 MP

So go east to the poison forest..

BEFORE YOU ENTER, equip the gas mask. or YOU DIE.

In here you can't kill pink worms..

and some other stuff..

and some of the flowers spray poison pollen that KEELS you.. and there are flying pink things too.. A lot of the forest is the same.. and confusing.. the 2 landmarks are.. 1.) a big black screen to the northeast.. This is where you fight a boss later.. and a little black

screen where you enter the town of OAK. (Which is just kind of.. left of the black screen through the maze a bit)

Enemies:

Pink Caterpillar thing:

Exp: 8

Gold: 4

Flying Pink Caterpillar thing:

Exp: 8

Gold: 4

Pink Pollen Balls:

Exp: 6

Gold: 0

So say you made it to oak..

~~Welcome To~~

~~~\*Oak\*~~~

Talk to the little pink fuzzy animals. All they say is "go in peace"

But one of them... in the house to the left of the pond says her son is missing..

This triggers her son to be in the forest.. Go all the way down that you can from oak.. then right and down the next chance you get.. the little pink boy should be there.. now take him home.

His mother is thankful and gives you the insect flute.

Go to the house at the top of town and talk to the elder pink fuzzy thing.. He gives you the SWORD OF FIRE!@

So equip that.. and unequip the ball of wind.. you don't need that with the fire sword.. Now would be a good time to go back to town (not oak) and heal and level up as much as possible. This next fight is kinda hard.

The best place to fight right now would be the blue mushrooms with the fire sword. There tends to be a lot of them south of town (not oak).. by the entrance to Mt. Sabre. Don't go in Mr. Sabre yet. you can't hurt anything yet.

You can also gather 220\$ to buy that bronze shield! :D

Once you're ready.. go to the forest.. go to the black screen and use The Insect flute.. and OMFG! A HUUUGE BUG IS GUNNA EAT YOU!@! so then.. kill it!

Basically you gotta stay away from the flying thing while it's shooting green.. Then run.. shoot it in the middle.. then run.. and keep doing that.. Like 3-4 hits would kill me so equip refresh!

At level 5.. I died about 5 times without using refresh.. then I used 1/2 my MP on refresh and killed it..

-- F. Mt Sabre. : Goodbye, Leaf! ~--

Objectives:

- Go to Mr. Sabre.
- Check out Leaf
- Get Wind Bracelet
- Find Tornel
- Have him teach you Teleport

Now leave and when you're ready go to Mt. Sabre. (south of town)

Snow Zombies

Exp: 12

Gold: 8

now go east at the fork and you're in a green cave.

Green Brain Monster:

Exp: 8

Gold: 8

The green brain monsters can only be hurt by the sword of wind + ball of wind. NOT the fire sword.

Pink Dragon:

Exp: 10

Gold: 8

You go through a cave warp and end up in a safe green cave. It's that cave with Zebu in it. Equip your fire sword and orb and blast through. He says the wind is filled with sorrow. Return to leaf soon.

GO to leaf. You find everyone's gone. OH NO! IF you go in that little shed beside the place where you get the wind sword, you will see a rabbit. He says evil people attacked and took everyone away.

Alright so go back.. and go through the green cave and come out in the snowy area again. Go straight.. you will pass 1 sheet of ice to the north. Then another. But don't pass that one. use the rabbit boots and "hop" up it. You may have to get a little bit of a running start. Now go right across the bridge and through the cave. You have to break the ice! Equip sword of fire and ball of fire and BLOW IT TO SMITHERINES!

Go up. There's some pink dragons here be careful. There's also a green spider. He needs to be killed with the fire sword. Go right.

Green Spider Thing:

Exp: 8

Gold: 8

You will pass another ice wall. Blow it up and go north. There's a treasure chest with the tornado bracelet inside.

Now if you go to equip the tornado bracelet, you will notice you now have a "3" bar on your weapon. If you use the "3" you start to use MP.. So if you want to conserve MP, only charge it up to 2.

If you use the "3" attack, it uses up 8 MP

"3" Attack, Wind Sword:

Tornado Swirls

Cost: 8MP

Now go to the left (or right) and down. (Its a big circle) and out.

Now go back across the bridge and down the ice. Now go left around the circle thingy.

You'll see an ice slide to the north. That just goes to where you were.. so don't jump up it. Now go through the cave to a green cave.

You'll come to a fork and then go right. Blast an ice wall and go through the cave warp. To the left, you see a treasure chest. In it is a medical herb. Now go right. There's another ice wall. Blast it and go right. Go through the cave warp and go left. There's a north/south fork. Go up and through the cave warp to a tiny room with 2 cave warps. GO through the north one. You'll cross a purple bridge thingy and now blast another ice wall.

You come to the cave exit. In this cave is another snowy area with a guy named TORNEL. He will give you teleport magic! YAY! There is a treasure chest. Inside it is a magic ring.

Magic: Teleport

Cost: 20 MP

||~~MINI 2-SECOND SIDE QUEST FOR WARP BOOTS~~||

Now go back to the place where it WAS a north/sound fork... and go south.

You'll see an ice wall. blast it and go down. You exit the green cave to the white snowy area.

Go down the first chance you get and into another green cave. This is where you were before.. Now go up through the pre-blasted ice wall and go left. Go down that cave warp.

Now keep going till you're at the fork again..

...but keep going strait (west)

Blast through the ice wall. Go up and into a snowy area to get warp boots.

||END SIDE QUEST||

-- G. Mt Sabre. : WB, Leaf! --

Objectives:

-Go to north Mt. Sabre

- Find Leaf people
- Get key to the prison
- Kill General Kelbesque
- Get Flame Bracelet

Now use teleport or warp boots to go to Brynmaer. You should prolly save and stock up. Now you know where the entrance to the poison forest was? GO there only don't go in.. Hug the mountain up and you will see big blue angry slimies.. This is a nice place to level up, btw. Now keep going up to the north side of Mt. Sabre!

You will eventually find an inn in the middle of nowhere. Talk to everyone. They mention strange men around a cave and a guy who went to climb a mountain. There's also an inn and a shop.. but it's expensive.

GO out and left. You see a man on the ground. Look familiar? He's that "get rich quick" guy. He mentions being captured and put into a cave. He saw people from leaf being put to work!

This MUST mean a quest!! ..and he's dead btw.

Go left and you hear someone talking.

They are talking about workers and say long live Draygonia Empire.

After defeated / ran past you're in a green cave!  
And a cave warp.

now a new enemy!

Pink Brain Monster:  
Exp: 15  
Gold: 8

Kill them with the wind sword. You have to be at least level 7 to hurt them... I think. Btw: they ARE poisonous

||Mini quest for an antidote!||

Go left the first chance you get.. now blast through the ice wall. Keep going under the bridge and a chest contains an antidote.

||end mini quest||

Ok so keep going south. You exit into a snowy area with BLUE OCTOPUSES!

Use the fire sword.

Blue Octopus:  
Exp: 15

Gold: 8

Now go through the cave into a green cave. You come across blue rock men. They take a LOT of hits to kill, but give a lot of exp. You may want to just run past them.

Blue Rock Man:

Exp: 35

Gold: 8

Go left and blast a vertical ice wall. GO through a cave warp.. and now go up through the next cave warp. Blast another vertical ice wall.

New enemies everywhere!

You don't want to try to stab these guys.. Only use your blasts.. You might wanna try only powering up to the number 1.. Cuz you may get hit if you go up to 2 and not have perfect timing. You must use the sword of wind.

Gold Soldier:

Exp: 25

Gold: 8

Now there's another vertical ice wall. blast it.  
Now go north the next chance you can through a cave warp.  
Now you are in the snowy area again.

Go up the next cave warp you find.. Be careful.. the golden soldiers will try to knock you down the ice slides.

Now blast the ice wall to the north. There are people from Leaf here. talk to them and blast the ice wall to the north.

DO NOT GO UP THERE YET THOUGH! A person from Leaf mentions people in the next jail cell as well. Go back down and left.. Blast through that ice thing.. talk to those people.. then blast through another at the top.. then you get the Key to the Prison. You NEED this key to proceed in the game. DO NOT FORGET IT!

Now go back to the first cell and go up.

Go north through a cave warp.  
Then go south to a cave warp..

You will want to save right now XD trust me.

Up these stairs is one of the hardest bosses in the game.. in my opinion.. General Kelbesque. One of Draygonia's finest four.

Boss: General Kelbesque

Exp: 100

Gold: 0

He stomps and throws ice chunks at you. You'll want some healing items for this battle.. (and use healing spell) Just keep avoiding the ice chunks and shooting with your Wind sword.. You'll get it ^\_~

After the battle he'll talk and disappear. He leaves behind a treasure

chest. Flame Bracelet! yay!

Go up to the bars and use the key to the prison!

Up there is the Leaf's town chief I think. If you go up you'll get to Portoa, the capital of water!

-- H. Portoa : We give a new meaning to the phrase stoned people! --

Objectives:

- Get Paralysis
- Talk to the queen
- Talk to the fortune teller
- Talk to the queen again
- Get flute of lime
- Go into cave
- Unfreeze people
- Get another flute of lime
- Unfreeze Akahana
- Get Shield Ring
- Get Sword of Water

There's no enemies here. No worries! Before you exit the green cave, a mysterious voice will give you Paralysis!

Go down the ice slide and to the left to get to Portoa. Portoa is one of my favorite towns. it has a nice plot to it!

~~Welcome To~~  
~~~\*Portoa\*~~~

| Portoa | |
|------------------|--------|
| --Inn-- | |
| One Night: | \$100 |
| --Item Shop-- | |
| Medical Herb: | \$90 |
| Lysis Plant | \$200 |
| Warp Boots: | \$120 |
| Fruit of Lime | \$180 |
| --Weapon Shop-- | |
| Bronze Armor: | \$600 |
| Platinum Armor: | \$2000 |
| Platinum Shield: | \$1500 |

Go to the upper left corner of town across that bridge thing.. then strait up, to talk to the queen. She'll say how beautiful her town is. Go out of the room, then the castle.

If you go back in the castle, the guard will move in the way of the

door, and tell you the queen wishes to see no one today.

If you go back out and back in AGAIN, stand in front of the guard as close to the door at the bottom as you can.. and use paralysis.. You can get past him now.

The queen is gone and so is her guard.. Go through the door to a red cave. No monsters here. There's nothing here yet, but just take note ^^

Now you can visit the other 2 rooms in the castle if you wish.

Go out and go right and up a bit.. to an unmarked building next to the pawnshop. Talk to the fortuneteller.. She'll say "see the queen"

Go see the queen. She'll tell you about a cave behind the north waterfall, then give you the Flute of Lime.

If you go west past the pink girl there's a house with a boat. The girl inside tells you her dad went to go look for his lamp so he won't be back for a while.

Now.. in the next cave, there are monsters that can turn you to stone. Get some fruit of lime if you are not good at avoiding monsters or things they shoot.

now you can go out and level up or proceed to the cave behind the waterfall

The enemies here are:

Green Squid head Monster:

Exp: 25

Gold: 16

Sword: Wind

Be careful, they throw axes

Flying Pink Octopus thing

Exp: 40

Gold: 16

Sword: Fire

Go North and east a bit to find waterfall. Go behind it to a green cave.

Pink Crab Monster:

Exp: 30

Gold: 16

Sword: Wind

Poisonous: Yes

Keep going until you hit 4 paths.

--Side Quest--

Go left.. and Shoot through the ice wall.

The treasure chest is a FAKE. It's a MONSTER. But it gives you a BUTTLOAD of Exp.

Treasure Chest:

Exp: 125

Gold: ?

Sword: Fire

Poisonous: Yes

Shoot through another ice wall and you're out to the 4 path again.

--End Side Quest--

Proceed east. Shoot through an ice wall and go through the cave warp. There is 2 stone people who say "..."

Use the Flute of Lime to turn them to normal. They say "I'm Saved!" and that they heard a fog lamp was here but they couldn't find it.

Go up then left.

There are snake monsters here. If you get hit by their 'web' that they shoot, you get turned to STONE. If they shoot you again.. you turn back. or sometimes you can "wiggle" out of it.. Avoid them at all costs. At level 8, I couldn't touch them with either sword. They CAN touch you though. If I run into one of them, it hurts me for about 1/3 of my health. (at level 8)

Blast through an ice wall and go up. There are more of the snake monsters, don't get hit! If you go north the next chance you get, you see another stone man. Nothing you can do for him right now.. Go back down and east.

There is a river. Go north to find another Flute of Lime. Go back to the man and use it.

That man s Akahana. He gives you the shield ring. Which boosts your def, i believe

Now go back to the first room you saw the snake monsters.. and go east this time. Blast through another ice wall.

Continue and you'll be on the other side of the river.. Go up and then east. Blast through another ice wall and get the treasure chest.

You now own the Sword of Water! :)

Now you can at least hurt those stupid Snake monsters!

Snake Monsters:

Exp: 50

Gold: 50

Sword: Water

Poisonous?: No, but will turn you to STONE.

Now get out of this crazy place!

-- I. Portoa : True identities, and a dolphin! --

Objectives:

- Get ball of water
- Read Mesia's message
- Go into red cave
- Get Kirisa plant
- Go to the queen
- Reveal queen's true identity... and message
- Get Recover
- Heal dolphin
- Go to the red cave
- Get fog lamp
- Ride boat to the angry sea

Head back to town to the fortunetellers place. She says "someone will wait for you at a lake in the south"

So head south.

Your new water sword can kill the monsters out in the wilderness. It's much powerful :)

Head down through the poison ground across the bridge.

Head southwest.. go to the next screen.. The ground is orangish here..

Flying purple monkey thing:

Exp: 60

Gold: 30

Sword: Water

Poisonous?: No

Now make your way north. Rage, protector of the sacred Lime Tree will come out of the water and say you are the one he was waiting for, and give you the ball of water. Easiest ball to get yet! He says "enter the tree and protect Mesia!

Equip the ball of water, charge it up, and shoot at the tree. An ice bridge will form! Go north.

Hey.. this looks familiar! This is Mesia. You and her apparently have a mission. She is going to Draygonia and wants you to catch up. That's it. Apparently it's a hologram.. I think.

GO back to the green area and head east.. Find a patch of poison ground.. go to the other side of it. See where the river has white lines across it? Shoot that and an ice bridge will form. Now go across.

Pink Slimies:

Exp: 22

Gold: 16

Sword: Water

Poisonous: Yes

Keep going east and you'll get to a red cave going north.. Keep going.

Pink Spider:

Exp: 120

Gold: 30

Sword: Fire or Water

Poisonous: no

They will shoot a beam that will paralyze you. When paralyzed, you can't power up to shoot through walls.. if you move around enough, you'll get unparalyzed. (although i seem to remember when i was little that if i got paralysed i had to reset the game hmmm)

Purple Octopus thing:

Exp: 100

Gold: 30

Sword: Wind or Fire

Poisonous: Yes

You'll shoot through a rock wall and go north then through a cave warp.

Purple Dragon:

Exp: 10 (yes 10)

Gold: 8

Sword: Water

Poisonous: Yes

Go down.

Purple Slimy:

Exp: 80

Gold: 30

Sword: Fire

Poisonous: Yes

--Side Quest--

Go east as soon as you can, blast through a rock wall and get an antidote.

--End side quest--

Go down (opposed to east) and blast through a rock wall. Through a cave warp.

Continue on till you get to a rock wall. Blast it, then go down.

You've entered a green place. There IS a pink flying poisonous thing flying around.. But there's only 1 thing to do here. Go up and into the patch of flowers. Walk around till you get the Kirisa Plant. Now go back out to the wilderness.

Go back to Portoa

Before you into the queen's castle, make sure you have a medical herb. You need it for a quest thing.

Now to the queens castle. Remember that red cave? Go back there.

Freeze the first section of river you come to, and go down. What is this?? The fortunetellers place? Hmm.. go east and back up. Freeze that river and go through to the cave.

The queen is waiting there. Talk to her. It turns out she is not the queen or fortuneteller. She is Asina, one of the great wise men. (she's a MAN? XD)

She teaches you Recover (which aids you of poison, etc.) She says if you get past the whirlpools in the angry sea, she'll teach you barrier.

Go out and instead of heading down the ice bridge, head up to see a dolphin. Use a medical herb on it. It'll thank you and gives you the Shell Flute.

If you go back to the place where you saw the boat, west of town, the father has returned, and lost his fog lamp.

Now if you go out of town and left.. you see another patch of poison ground similar to the other one. Make an ice bridge and go east, through a similar red cave.

Blast through the rock wall, and when the path splits, go north all the way. Blast through another rock wall to get the Lysis plant.

GO back down and east the first chance you get. Go through a cave warp.. then another one shortly after.

Now go east till the path splits.. If you go north, there is a monster treasure chest (that can poison you) worth 126 exp and 500 gold.

There are also blue bats here worth 1Exp. they are annoying.

Go south then blast through another rock wall. Then the path splits. The treasure chest to the west is another monster. So go south through a rock wall, then east to a cave warp.

now go east to another cave warp then a rock wall. Go south the first chance you get, blast through 2 rock walls, go under a bridge then through a cave warp.

Go ACROSS the bridge, another rock wall then north, go through a cave warp, under another bridge (its not the same one) blast the rock wall. To get the fog lamp! hooray!

Now get outta here!

By the way.. if you get back to the room with the monster treasure chests, they reappear.. so if you need to make some quick cash (\$500 a piece!) then stock up here!

-- J. Angry Sea : Zombie Town --

Objectives:

- Get on dolphin
- Go to Joel
- Go to evil spirit cave
- Get iron necklace
- Get to ruined town
- Talk to Clark
- Beat Witch
- Stab Mesia (Who is secretly the boss)
- Beat Sabera (and turn everyone back to normal)

-Get Broken statue
-Get Eyeglasses

Now, go back to Portoa and give the fog lamp to the ship guy now you can use his ship! Go outside and take it down river.

Go in the river.. One of the wise men is in there along with a guard.

Go back out, and oMG.. the boats gone! We're screwed right? nope!

Remember the dolphin! Use the shell flute! Hop a ride!

Mermen

Exp: 144
Gold: 50
Sword: Fire
Poisonous?: No

Water Octopus:

Exp: 176
Gold: 100
Sword: Fire
Poisonous?: No

Sometimes the angry sea can be confusing.. so here's a SUPER crude map
XD

It's not exactly to scale... but.. It will help you.

^^^ = mountains.. ~~~ = waterfalls
S = Building (where the statue goes later)
o = Ocean cave to Evil Spirit Island
C = Cave where the dolphin was found
@ = Whirlpools
L = Lighthouse
J = The beach that leads to the town of Joel.
H = The house you first come to
P = To Portoa

Angry Sea (South)

```
~~~~~^ ^~~~~~  
~~~~~^ ^~~~~~  
-----^@^-----
```

* S *

```
*****  ^^^          ^^^^^^^^^^^^^^^^^^^  
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```


Now there will be many opportunities to go north, but don't. Go into the LAST opportunity to go north (which will be before you start going south again)

There is a rock wall, blast through it. then go through the cave warp.. then turn east as soon as you can. go all the way.. then north.. then south.

there will be a black hole.. Wait for the platform, then head south. Then head south again.

There will be a cave warp, go through and you're in a town.

(if you wander around in here some more, you can find the iron necklace. It's in a treasure chest across a river from a monster treasure chest.. What I did was fall down the hole that the platform was on and head north westish)

Before leaving here, make sure you are at LEAST level 11.

There's only 1 house you can go through.. and inside is Clark, from Joel. The zombies are people. They wont hurt you.

GO through and then head north and turn east as soon as you can.. There's a boss fight, be careful! You'll head into a green room and fight! This witch isn't too hard. You get a fruit of power go north..

Head west as soon as you can..

Purple Butterflies

Exp: 208

Gold: 0

Sword: Water

Poisonous: No?

Invisible Dudes:

Exp:

Gold:

Sword:

Poisonous: No.. but they shoot paralysis beams.

You can hit the invisible dudes.

Then head south...

Then go north through a cave warp..

SAAAVEEEE lol (if you can)

then to a chamber.. There's Mesia.. she says "Help there's a sorceress at the back of the chamber!"

DO NOT GO TO THE BACK OF THE CHAMBER!

(if you did go to the back of the chamber.. there's another room where a voice says "this is the real Mesia, this is a trap go away!") and a black hole.. nothing you can do but jump and get back here.)

Instead, Stab "Mesia" with your sword and she will say "Haha I am Sabera, one of Draygonia's finest four, and I will destroy you!"

Use the fire sword (you must be at least level 11) and stab her.. she doesn't have much HP but her attacks hurt you..

After you kill her, she's like "Mesia is still mine!" she says she'll see you in Goa, the main fortress.

She leaves a treasure chest. In it is a broken statue. Go north, jump down, and then head down.

The townspeople are human again. The townspeople say to make the whirlpools disappear put the statue of gold on the place where it goes.

Go down and talk to Clark again. He will give you eye glasses.

-- K. Angry Sea : Angry sea gets counseling and isn't as angry any longer --

Objectives:

- Get Love Pendant
- Use Eyeglasses
- Head to all girl town
- Paralyse the guard
- Go in back of Queens room
- Get Blizzard Bracelet
- Use alarm flute on sleeping man
- Get Glowing Lamp
- Use Glowing Lamp
- Create statue of Gold
- Calm the angry sea

Now go back to Joel. (You can use warp boots if you don't want to walk all the way)

Now go to the channel behind the palace.. (Get on the dolphin and head to the C on my map, south of Joel.) Swim around the north side of the dark water to find a love pendant.

GO into the little shack next to the chief's house. (the one that had a bunny in it in leaf.)

Use the eyeglasses. GO through the door. You'll end up at the lighthouse. Inside is a sleeping man... looks like you need an alarm flute.. But you also need the blizzard bracelet or he won't get up.. So lets get it!

Teleport to Brynmaer.. Go east of town and build an ice bridge.

Head south to the all-girl town.

--Armor shop--

Platinum Armor \$1800
Platinum Shield \$1300
Mirrored Shield \$2000
Sacred Shield \$9000

--Item Shop--

Warp Boots \$100
Lysis Plant \$150
Fruit of Power \$150

Inn - \$80

Paralyze the pink guard to the left and go in.. WITHOUT touching the queen or guards, sneak into the back to get the blizzard bracelet!

Now go back to Joel to the sleeping man.. and use the alarm flute. It's Kensu. He doesn't know who you are.. and says you should be eaten by zombies. He disappears and leaves a glowing lamp.

Hop on dolphin and go to the S Building on my map.. (North west of the map..

Use the glowing lamp.. It reconstructs the broken statue into the statue of gold.

Use the statue of gold and it 'calms the angry sea'

-- L. Northern Not-So-Angry Sea + Swan : Let's play Fed-Ex! --

Objectives:

- Get Barrier
- Talk to Stom
- Go to the pub
- Paralyse Kensu
- Paralyse Kensu again
- Give Kensu Love Pendant
- Go to all girls town
- Give the queen Kirisa plant
- Get Bow of Moon
- Change into a guard
- Leave Swan

Now go up to where the whirlpool was, and you learn Barrier! You also learn that the wise men are leaving for Shyron in Mr. Hydra.

Go north to a beach to the town of Swan.

~~Welcome To~~
~~~\*Swan\*~~~

| Swan                 |
|----------------------|
| --Inn--              |
| One Night: \$?       |
| --Item Shop--        |
| Medical Herb: \$180  |
| Antidote \$200       |
| Warp Boots: \$300    |
| Fruit of power \$350 |
| --Weapon Shop--      |

|                       |  |
|-----------------------|--|
| Soldier Suit \$3000   |  |
| Ceramic Suit \$6500   |  |
| Ceramic Shield \$2500 |  |
| Battle Shield \$6000  |  |
|                       |  |

A person tells you Draygonia Castle and Goa are to the north. He hears that Draygonia is becoming stronger due to some new type of metal. That metal is strong enough to withstand earth's magma. For Shyron is in danger if they attack! If you remember right, the people in Leaf said they were mining the metal to make armor!

Umm.. in the all girls town you remember that 9 thousand\$ shield.. well its defense is 86.. Ceramic shield is 88, and Battle shield is 96..

So don't ask me why it is soooo much more expensive.. I don't know if it has any additional properties to it or not.

If you go into the shed, Stom is in there and says you need to find Kensu and bring him to Shyron.

If you go west of town, there are guards you have to fight.

Ok so this is the part that completely stumps me.. How the HECK would you even know how to do this without knowing? XD

alright now go to the pub and use paralysis on the soldier in the lower left of the room.. He should say "shoot!" If not, try paralyzing them all.

Anyway, he'll disappear.. go in the building on the right and use paralysis on the girl in the lower left of the screen.. It's secretly Kensu! He'll say "shoot" and give you Change power... that is once you give him his pendent he lost.. Luckily, we got the love pendent earlier! Use the love pendent and he'll say he got it from Asina for proof in believing in him.

He disappears and tells you to go to Mt. Hydia.

Now you need to go back to the city of all girls. (Amazones)  
Change into the girl and go inside the palace.. Talk to the queen (Aryllis)

Then give her the Kirisia plant. (For some reason I had a hard time getting her to accept it o\_0) You get the Bow of Moon.

Go back to swan, change into a guard and head west.

Green Guard  
exp: 256  
Gold: 100  
Sword: Wind  
Poisonous: No

-- M. Mt. Hydia : There's evil in them mountains. I can smell it. --

Objectives:

- Scout out Goa
- Talk to Kensu
- Go to Mt. Hydia
- Get to Shyron.
- Get Key of Stxy (Styx)
- Use Key of Stxy (Styx)
- Kill Wizard
- Get Sword of Thunder
- Meet Azteco
- To Goa!
- Go North of Goa
- Go to Shyron
- Kill Mado
- Get Ball of thunder

Go north to Goa.

~~Welcome To~~  
~~~\*Goa\*~~~

| |
|---------------------|
| Goa |
| --Inn-- |
| One Night: \$300 |
| --Item Shop-- |
| Medical Herb: \$500 |
| Antidote \$600 |
| Lysis Plant \$700 |
| Warp Boots \$800 |

You can talk to people here and whatnot.. Kensu is at the top.. He tells you to go to Mt. Hydia.. which is southwest.. so go!! to Mt. Hydia.

(Note) it is not SOUTH.. it's a purple cave, not the desert.

When the path splits, go southish.. change into Stom (the bald guy) and they will let you in to the town of Shyron.

~~Welcome To~~
~~~\*Shyron\*~~~

|                     |
|---------------------|
| Shyron              |
| --Inn--             |
| One Night: \$150    |
| --Item Shop--       |
| Medical Herb: \$180 |
| Antidote \$200      |
| Fruit of Lime \$300 |
| Magic Ring \$800    |

|                      |
|----------------------|
| --Weapon Shop--      |
|                      |
| Ceramic Suit \$5500  |
| Sacred Shield \$6000 |
| Battle Shield \$5000 |
|                      |

This town is where the wise men are training people.. but with the new armor the enemy has it's useless.. Anyway.. talk to the Wiseman in the back of the temple. He gives you the Key to Styx.

Before proceeding.. make sure you buy everything youve ever wanted from this town because this town is going to disapear.

GO back to where the path split originally (just inside the cave) go north into a cave warp. Then east to a cave warp. Then you get a Fruit of lime.. now go back and head west now to a cave warp.

Green Whip Dudes

Exp: 320

Gold: 100

Sword: Water

Poisonous: yes

The pink things are back too. They are poisonous.

Now you are back into the purple land.

Purple blob guys:

Exp: 304

Gold: 100

Sword: Water

Poisonous: Yes

Flying Pink Monkey guys:

Exp: 10

Gold: 30

Sword: Water

Poisonous: ?? yes?

Now make an ice bridge across the lava..

Go left to the locked room.. use the Styx key and go inside. (I don't know if it was a typo somewhere.. but the item is called the Stxy key... not Styx!)

To get past the gargoyles shooting things, use Barrier.. but it uses a lot of magic so only use it as little as possible!

Now go left, and there will be a wizard there.. Shoot him with the sword of water. You must be at least level 12 to kill him.

(From here on out, I messed up my levels.. So I wont be able to tell you what level you must be at least before you can hit enemies :x)

Now go up and left around the river of green.. and dead o-O

Pink Lizard

Exp: 608 (I think that's right o.o; unless I messed up my exp too.)

Gold: 200

Sword: Wind

Poisonous: Yes

Keep going (don't go up, there's just a monster chest up there.) Where the river is red, make it an ice river and go down. Keep going.. another ice bridge.. Go down again.

Go east as soon as you can through a cave warp.

The purple eyeballs are back again >\_<

Now go east as soon as you can again..

Use the rabbit boots and hop through the spikes. Go east as soon as you can and get the chest. Sword of thunder yay!

You are instantly transferred to the temple.

The grand puba, Azteco and the wisemen congratulate you.

They tell you that Draygon is trying to harness Mesia's powers to do evil.. and yours and Mesia's lives were mentioned to the people as legends to give them hope. and you must destroy Draygon in order to save humanity, etc.

Teleport to Goa (or walk) the shops aren't guarded anymore! hooray!

If you talk to Kensu, He'll tell you he is gathering info on Draygonia.. and that the tower in the sky is considered to them, a weapon, and has big plans for it

GO north.. use barrier to get past the shooting things.. When you get to the top, you get a message saying Shyron is under attack and everyone is dying.

IF you go towards the big rock guy, he'll puke out huge fireballs XD so.. teleport to Shyron or walk whichever.

The guy there is dead, there's no one in the inn. Akahana mentions he left an item with someone in Goa he should have gotten.. then dies.

The purple girl next to the well tells Stom to run.. but dies (and it says He's already dead) XD mixed up sexes!

Talk to Stom. He says Draygonias army came and killed everyone.. watch out for Mado. and take care of Tornel. Then he dies.

If you go up, Mado says he killed everyone and there's a battle..

He rolls up into a ball and runs into everything. If I remember right this is a really hard battle.

Kill him with the sword of water.. he leaves a treasure chest. It's the ball of thunder!

-- N. Goa : There's bosses north of Goa. I can taste it. --  
-Kill General Kelbesque  
-Kill Sabera  
-Kill Mado  
-Get Ivory Statue  
-Kill Karmine  
-Heal Kensu  
-Learn Flight

Teleport back to Goa and go north to the fortress. Get up to the stone guy again and blast him with level 2 sword of thunder.

This dungeon.. without instructions is HARD. I spend forEVER here.. but here's the shortcut!

There are Green general guys and flying monkey things..  
The green general guys' swords are poisonous.. they shoot them at you..

I didn't get their Exp or gold.. :x

At the fork, go left. Avoid all of the stairs.. Keep going until you can't go northwest anymore. Take the stairs that head east. keep going east... then head east when you have the chance.. then go south..  
You'll be going around a big black thing.. and there are gargoyles to the right.. Head north and there's a room that looks like it'd have a boss in it.

And there is in fact a boss there.

It's General Kelbesque again! Oh no! (I have discovered you must be level 13 to hurt him)

You can kill him with the sword of wind. He is destroyed once and for all.. and you get the Opel Statue. Go north Zebu is rescued.. He says the other wise men are still being held captive..

He heals you and you go on. (he didn't heal my poison though XD)

Go north  
The blue whip guys are back again.

There's a fork.. and a red river (of lava)

Go south..

(note: for this section, do NOT build any ice bridges until I tell you to. Skip them)

When you cant go any further, Build an ice bridge and go across..

Go strait.. not down.

Build an ice bridge (when you cant go any further.) go across and head south. Don't build any ice bridges until...

When you cant go any further, Build an ice bridge (at the bottom of the screen) and go across..

Finally head north as soon as possible through a cave warp to an orange room.

It's Sabera again! Boss time!

She's actually pretty hard :x I used.. the sword of thunder and I don't think it hit her >\_< the sword of fire though.. is what you're supposed to use.

You get a fruit of repun.

Go north and you have saved Tornel.. He asks how Stom is. He is sad and asks you to get revenge for Stom.

Go north and there are the snake monsters again that can petrify you.

Keep going north till you hit the spikes.. Up there is an item.. But go back down one and east..

(if you do head north in some spots there are these:)

Blue Spiders:

Exp: 1280 (unless my exp is messed up still o.o. it seems like an awful lot)

Gold: 200

Sword: Lightning

Poisonous: yes, AND but they shoot web that drains your MP

go north as soon as possible through the spikes and a cave warp.

There are invisible guys again.. (To hurt them, you must use level 3 fire.. which is a waste of MP, imo)but keep going south and across platforms..

then you'll head through a big room (no boss) then a cave warp.. and another big room (boss XD)

It's Mado again! omg! He rolls into a ball and goes reeeally fast o.o; Kill him with the sword of water.

He leaves you... A sacred shield! That's the 9000\$ shield from Amazons! lol

Asina heals you and head north.

Red whip guys:

Exp: 1600

Gold: 400

Sword: Thunder

Poison: No?

Head north and go right. then a cave warp. There are the poison purple spiders..

and a new enemy!

Skeleton:

Exp: 1280

Gold: 200

Sword: Thunder

Poison: Yes

Go north across 2 bridges then through the cave warp.

GO north ASAP

(you might find a new enemy!)

Green Soldiers that shoot

Exp: 256

Gold: 200

Sword: Thunder

Poison?: No

and kill the statue.. go east through a cave warp. New enemy!

Brown Sludge guys

Exp: 1920

Gold: 400

Sword: thunder

Poison?: Yes

GO strait across the spikes till the 3rd set of them.. GO north (there will be a brown lizard and a cave warp)

Go through. more barriers then the boss!

It's Karmine! The finest of Draygonia's finest four! Kill him with your sword of thunder. You get the Ivory statue. GO north and you get the storm bracelet.

Go down and west through the spikes to a cave warp. GO through and go north and you find.. a BLUE SLIME! No it's Kensu.. He says he was transformed.. and needs the ivory statue. So give it to him. He says that the emperor and Mesia left for the pyramids.. Mesia has the power to call the pyramids.. and not to give it to Draygon. He'll teach you the final spell, Flight.

Go north and keep following cave warps till you get to a red cave with purple stuff.. use flight (or bunny boots) and get across.

Now go down and use flight to get across. Head down and you're at the desert!

-- O. Sahara : I think I've got sand in my eye.. --

Objectives:

-Go back to Goa and get warrior ring

-Get to field of bunnies

-Get Deo's Pendant

-Kill Emperor Draygon

-Get Bow of Truth

-To Mt. Hydia

-Get Bow of Sun



-Kill Emperor Draygon

ok so now you've seen the desert go back in.. and go up a little bit then east through a cave warp.

Now you are in a sandy-like place with a river.

there are poisonous flying purple thingies..

go up when you get there.. and take a left ASAP.. here you get leather boots.... which make it so you take less damage (or none at all?) from the desert outside..

ok if you wander around some more... (I just turned inf. MP on and flighted over the rivers) you can find battle armor.. which is better than platinum armor..

ok now go back to the desert... and.... go strait up.. it's Goa! keep going to the town ..

use change to transform to the last bald guy.. and go in the house on the upper right.. with an olive colored guy in it.. he'll give you the warrior ring.... which I think is the most useful item you could have for the final level :x it makes it so if you turn turbo on... (or lightly tap the a button) you shoot lightning without having to power up (opposed to just stabbing) :)

go back to the desert and go southeast a bit till you get to a temple thing with 2 whirlpools blocking the entrance.. use flight to get in..

In here are scorpions.. which give you 1440 Exp each.. and 200 gold.. I assume they are poisonous!

but that's it.. its short.

now you are in a field of bunnies!! ^^

change into Stom (the first guy) and talk to the bunny named Deo.. (he's usually in the south easternpart) he'll give you Deo's pendant.

(which if standing still will slowly regenerate your MP)

if you go down its the town of Sahara.

~~Welcome To~~

~~~\*Sahara\*~~~

| | |
|-----------------------|--|
| Sahara | |
| --Inn-- | |
| One Night: \$500 | |
| --Item Shop-- | |
| Antidote \$1000 | |
| Magic Ring \$4000 | |
| Fruit of Repun \$3000 | |
| Warp Boots \$1500 | |

| _____ |
I think its safe to say this item shop is expensive :x

If you go into the unmarked house, the guy says you have the power to save the world and you will be lead by Mesia.. and Mesia can do more than just call the tower. and she is waiting at the pyramids.

If you exit to the east.. there's a mini cave.. and you're out.

Just to mention.. the sand creatures give.. close to 2000 exp... and can stun you or whatever.

Jump over the whirlpools and into the pyramid!

There are invisible guys..

and blue scorpions.. (which are the same as regular only they can shoot paralysis)

Go left. through a cave warp.

The mummies here can turn you to stone.. and they do it often.. and you must use sword of water.

ok so this is like a maze thing...

GO east ASAP past 2 openings to the north.. then go up.. there'll be a treasure chest with a magic ring in it.. then keep going up.. to a cave warp..

now go right.. up.. then left.. and there SHOULD be a cave warp in the middle of the wall go up there..

I can smell a battle.. can you? It's Emperor Draygon! OMG!

use your lightning sword to kill him.

after he dies, you get a treasure chest with psycho armor in it.. I duno what's so psycho about it though.. you recover HP by WEARING it..

then the floor drops out.. there is Azteca.. (who is wounded)

he says "don't worry about be.. worry about Mesia.. she's up there"
"you must use the basement entrance to get there. here's the bow of truth.. Use it when you battle the emperor. go!"

you get the bow of truth.. now leave.

Head down and out..

Now.. to get rid of the statues (you'll understand later) we need the bow of sun!

Let's go to Mt. Hydra!

(you can teleport to Shyron and go down)

now go...

..to the path that splits right before the locked room (cave of Styx)
and go right through a cave warp. now go left through a cave warp.

Purple Eyeball thing:

Exp: 272

Gold: 50

Sword: Fire

Poisonous: No, but they turn you to STONE

Go Right (head left first if you need a medical herb) through a cave warp.

north to a rock wall and a cave warp.

There are some purple bats here in a wide walkway. They give you 1exp.
go north to another rock wall.

There are some pink slimies here.. Poisonous.. we haven't seen them in
awhile! The treasure chest is a monster. Go down through a cave warp..
then you're out in the purple again.. and you see a treasure chest. and
you have to use flight to get over to it. In it is.. The bow of sun!
hooray!

Back to the desert to the great pyramid (don't go inside)

-- P. The end: This is the end... my friend.. (But not really) --

Objectives:

-Buy everything you've ever wanted

-Use Bow of Moon

-Use Bow of Sun

-Encounter Draygon

-Use Bow of Truth

-Listen to Azteco.

You're gunna want to heal and save.. and buy stuff.. If you beat the
boss in this next place, you can never return to earth again.. (as you
are transported to the tower) so money will have NO VALUE.. and I do
believe you don't gain any exp from the monsters on the temple.. so
before you go in here.. you might wanna be max level and spend all of
your money! XP

Otherwise head north. east a litttle tiny bit.. and there's a cave
heading down with 2 whirlpools.. Go in!

Now you'll come to some statues.. statue of moon and statue of sun..

Use each bow on them... and they explode along with the door.. go in.

there are guys with 4 arms or whatever...

can only be hurt with sword of wind.

They transform you into a little purple blob O_O

they give you 1920 exp..

head right and to a cave warp.. keep going north.. there are some spikes.. use leather boots if you'd like. now go through a cave warp.. and to the left. keep going.. you may want to flight over the gaps so you don't fall.

Don't go up just yet..

I'd like to tell you.. This is the last boss on earth.. (not in the game) after you beat this boss, you can NEVER come back here.. so stock up on stuff you'll need.)

keep going up and BOSS!@

It's Draygon again!@ he's like "experience my wrath!"

use the bow of truth on him and he shows his TRUE FORM! which is a giant monster thingy.. (and magically the room is gone!) You must be level 16..

hit him with the thunder sword when the thing on his chest glows..

(you can use level 3 thunder!)

when he dies, the 4 wise men and Azteca appear.

Azteca explains that (well I think anyone) basically Draygon is HIS evil thoughts. he like.. manifested on evilness in him, etc.

Azteca implodes and Mesia says she's waiting for you.

-- Q. The End of The End: This is the end of the world as we know it..
(unless you beat DYNA!) ~~

Objectives:

- Kill all monsters on the bottom floor
- Kill all monsters on the 2nd floor
- Kill all monsters on the 3rd floor
- Form Crystalis
- Kill DYNA
- Watch Credits

so you go up.. and you're in the bottom floor of the tower. basically this is easy, but perhaps time consuming..

~~Welcome To~~
~~~\*Laputa: Castle in the Sky\*~~~

crap... ..i mean..

~~Welcome To~~  
~~~\*Flying Tower!\*~~~

| |
|---|
| Flying Tower |
| --Inn-- |
| None! If you need to recharge,
equip Deo's Pendant and wait :) |

Personally I equip warrior ring and thunder sword.. put turbo on and walk up and down each row.. basically it's like a sidescroller.. you can't advance until you've killed all the monsters.. so just keep doing that.

You'll know you can proceed when there's a zip noise and the screen flashes.. now look for some stairs..

as you go up the stairs messages flash

"Mesia and you were 2 scientists frozen to witness the future race.. to judge if there is hope for humanity. when the tower started up, you were unfrozen"

"Did you find Azteca? He was an android created by us, programmed to lead the people in a positive direction.. we hope he succeeded. we used all of our resourced to create him. If he fails its up to you to decide their fate."

go inside the little room..

You and Mesia finally meet. she demands you "Unsheathe your swords of the towers attack will begin!"

You lay out your hard earned swords..

she fuses them to form Crystalis.

She says "You must destroy DYNA, the central computer. If you succeed stick Crystalis into its main reactor."

now go out and there's some stairs.

the voice says

"you and 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 mistake before its too late.. AS old friends we wish your safety."

proceed. there's a computer like thing with a blobby brain thing.. so use Crystalis and kill it!@ you can only hurt it when the blue thing is showing.

it explodes.. and you thrust Crystalis in!

a voice says

"CONFIRMED MELTDOWN. SELF DESTRUCT HAS BEEN INITIATED."

Mesia comes up and asks if you are okay. and you tell her its nice to rest easy with no danger.

you 2 leave.

a lightning bolt comes out of the sky and hits the tower, and it falls..

words appear..

"now this legendary conflict along with the peoples despair has ultimately ended. you and Mesia 2 fearless youths we can never forget this will be a legend forever remembered to maintain peace + humanity and peace will remain."

the credits roll.

~~Welcome To~~
~~~\*The Credi.... nevermind XD\*~~~

it shows various pictures.. like you killing Draygon. and dolphin! ^^ and BUNNY! ^^

after credits it shows a picture of you and Mesia watching the tower fall behind some mountains.. then THE END!

woo! you beat.. (imo) the best game SNK ever made! lol.

--~\* III. Codes\*~--

Location select AKA Wild Warp:

Hold A + B on controller one and press A on controller two during game play to jump to several new locations.

NOTE: DO NOT USE THIS IN THE FLYING TOWER. YOU CAN NOT GET BACK THERE!

Pause game play:

Press B on controller two to pause the game.

Quick Money:

The killer treasure boxes give you ~\$400-500 and regenerate! :)

Fly forever!:

Go to a location with water. (Like a river!) Fly onto the water. If you still are holding A, release the button. You will still use magic, but when you run out you still will still be flying. You will fly around until you go onto ground.

Gameshark:

Invincibility!: SLOPAKSO + SXOVKNSE

Walk through monsters: PSZAUN

Kill monsters with one hit: YNZAUN

Not effective against bosses.

Attack from long distance: NYUKYU

Start with some gold: VVOGUOSE

First pupil gives more gold: NYVSPZGV

Magic does not use MP: SXNOVXSE

Immune to poison: AASVVNYA

Immune to paralysis: AEKTSNYA

Stronger poison: TEOTVYGA

Weaker poison: ZEOTVYGA

Free boarding at Inn: SZUOIVSE + SZKPLVSE

Free items in shops: SXVPUOSE + SXVOOSE

Code Editor Thinger:

If you use a certain code editor thingy.. \*cough\*FCEU\*COUGH\* you can use the cheats thing to just modify the values.. Now with NES games, the numbers go up to 255.. I dont know if theres letters that signify anything AFTER 255... So.. well you may know more about this than me :)

Name: Exp

Address: 0704

Value: Pick a number between 000-255

^ modifies how much exp you have atm.

ex. 255 = 1279 @ level 11

Name: Money

Address: 0702

Value: Pick a number between 000-255

^ modifies how much money you have.. (the number 0-255 doesnt neccisarily reflect how much money you will have at the moment)

name: Magic

Address: 0709

Value: Pick a number between 000-255

^ modifies how much magic you currently have.... This one works how it should.

<http://tpb68.tripod.com/walkthroughgbc.txt> (good ASCII maps)  
Pocket Games magazine Fall 2000 (maps)  
<http://vgmaps.com/Atlas/NES/index.htm#Crystalis> (full color maps and  
some item locations)  
<http://tpb68.tripod.com/navigation.html> Great Crystalis resources

July 2007 - Finished it. Version 1.0 After 2 years XD 39 pages! Woo!  
2005 - Started it.

--~\* V. My Sites / Contact\*~--

Hello~ You can get to any of my sites by going through the Cait  
Portal.. here!

<http://cait.netdojo.com>

Or you could email or im me

Email - Caiterz -at- gmail -dot- com  
AIM - torobiusu  
MSN - Caiterz -at- gmail -dot- com  
ICQ - 29388317  
YIM - k\_newberry

--~\* VI. Disclaimers\*~--

I wrote this guide by myself.. Uhm.. Don't steal it.. etc. etc.. Be  
respectfull of your elders.. wash behind your ears... etc. etc :)

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