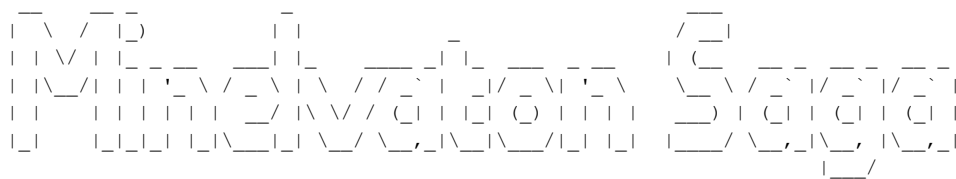


Minelvaton Saga: Ragon no Fukkatsu FAQ/Walkthrough

by KeyBlade999

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Donation/Contact E-Mail
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Introduction

Welcome to my first NES FAQ in about six months, and my first of the summer! This FAQ covers a game I've been wanting to mess around with for a while: Minelvaton Saga, a not-really-recently translated Japanese action-RPG. It's actually a relative rarity among the games I've been doing for the NES CP recently; rather than simply being a Dragon Quest/Dragon Warrior clone (God, there are so MANY of those), it actually mirrors the Ys series, most evident in the game's battle system. That alone made the game rather flawed (especially considering the sheer difficulty I had for whatever reason), but it was refreshing... No clunky-ass menus, no mind-boggling mahjong strategies, no gibberish Japanese characters, just a straight-up action-RPG. =D

It's been over twenty-five years since this game's launch in 1987 by Taito - a surprise to me, given that they've mostly done puzzle games. (I really loved Bubble Bobble and Bust-A-Move as a kid.) And since then, not a single FAQ has been written for it. Well, there's always a first time for everything, no? Ever since the start of the NES FAQ Completion Project on GameFAQs several years ago - a project designed to get a guide out for every single NES game out there - many people have now been helped because older, rarer, less popular games have gotten guides. So many games, in fact, that all of the North American games have been covered, as have the European games, leaving only those that are homebrews and mostly those released in Japan and the Koreas.

And so, that is how I came upon this game. Thanks for listening to my ramblin'; hope you enjoy!

Basics of the Game

Game Controls

Button	Results
D-Pad	Move around.
A Button	Open a menu.
B Button	Exit menus; fire orbs in battles.

Start Button	N/A
Select Button	N/A

Field Menu

Press the A Button to open a menu, as you would expect of most RPGs of its day. Below are the options, in the order in which they are presented.

-
- **Item:** Contains the items which you may carry and use. These are mostly the Key, Prayer Ring, and Wind Flute. As one might guess, you use these to get through certain parts of the game.
-
- **Potion:** Allows the use of three things, which are essentially recovery items: Medicine (500 HP for the party), Antidotes (heals ailments), and Kukos (which heal MP for the party).
-
- **Spell:** Use a variety of magic spells.
-
- **Relic:** Essentially a set of key items for the plot and stuff.
-
- **Equip:** Allows you to put on or take off the five types of equipment - your weapon, shield, armor, helmet, and a bow. The bow is only for Archers, however; it doesn't augment any stats that I'm aware of, but it allows ranged strikes.
-
- **Status:** Allows you to examine your status.
 - **First Page:** The initial page shows your current location, which is where you currently are; your current experience (also known in most RPGs as EXP.), which is earned from beating enemies and causes you to increase in level and power; your level; and amount of gold (currency), which is abbreviated "G".
 - **Second Page:** Press A a second time to see the characters's names; their HP, which denotes their health; MP, the currency for magic usage; and their current condition, if any.
 - **Third Page:** Another press of A brings you to a page of more in-depth statistics. These are your attacking strength, which can be augmented by weapons primarily; your defense, which determines how much damage you take; and your attacking speed, which affects how often your attacks actually strike, so it's kinda synonymous with Strength in a way.
 - **Fourth Page:** Press A once more to go to the Merc/Class page. This will simply show the name and class of the mercenaries in your party. Mercenaries are auto-battling units you usually have to buy.
-
- **Party:** Choose whether certain members of the party should leave. Should they leave, they can usually be found back where you originally got them to join.

Basics of Battle

When you begin a battle - which is similar to the interface in which you speak with people - the dominant portion of the screen is the battlefield. At the bottom, you'll see your name, HP, MP, and condition, with your level, orb, and current spell at the top-right. The bottom right will show the current name and HP value for each of the enemies on-screen, as well as a corresponding sprite for each.

Battling in this game is very simple - it's a system wherein you run into your enemies! In other words, you can sort of think of it like the Ys games, if you want a more popular reference, though it is more like Xanadu for the Japanese PC. Run into them and keep running into them to slowly deplete their HP. During battle, you can also open a menu, from which can use a potion to restore health or status, use an orb, use a spell, use a relic, talk, retreat from the battle, or go into the Merc menu to choose up to three mercenaries to do the battling for you. Most of their functions are the same as in the field, or at least pretty obvious.

Defeating enemies can yield items or gold. It's pretty simple, eh? Battles will end when either all enemies have been defeated (in which you case you return to the field) or if you run out of HP for the party (in which case you get a Game Over).

Walkthrough

To Prove Yourself

Sectional Flowchart

- **Game Opening + Prologue Translation**
- **Roland**
- **Overworld - To the Sinus Ruins**
- **Sinus Castle Ruins**

- **Return to Roland**

Game Opening + Prologue Translation

When you start up the game, you will be able to choose to start a New Game (top) or to Continue (bottom) from a saved file. If you opt for the former, you will then have to enter a name for your character. After doing so, you will begin the game. Below is a translation of the prologue dialogue. We'll assume your name is simply Bob.

<p>Spoiler. Highlight text to view</p> <p>Zela - "I'm not long for this world, Bob..."</p> <p>Bob - "Don't say that, dad!"</p> <p>Zela - "I am not your father... You are the noble prince of Palmeccia."</p> <p>Bob - "But all the lands beyond the walls of Arkasas have been ravaged by Zairas ... a servant of Ragon ... including Palmeccia..."</p> <p>Zela - "I am a mere priest of the king, but as the prince, you have to save Southern Ofelia and then Palmeccia will be in peace again!"</p> <p>Bob - "But how can I..."</p> <p>Zela - "Go see the King of Roland. I'm sure he can help you! You were a wonderful son... *cough* *cough**"</p> <p>Bob - "Father! FATHER! DAAAAAD!!!"</p>
--

Roland

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

The game will begin by dropping you in the kingdom of Roland. There are some facilities in this area that you will want to get used to as they tend to apply to most towns you go to. To the south is a fortuneteller who will, for 50 Gold, tell you your fortune. Since you have my walkthrough, this is generally useless. =P Due west of there, you'll find the Magic Guild, where you save revive KO'ed party members (pointless, since you have one party member (yourself) and they being KO'ed means Game Over) and "save your soul" (save the game). Finally, we have the southeast side of town, which is Roland's entrance. You're not meant to leave yet, but there you can find an inn where you can fully restore your HP/MP for 50 Gold. To the right is the items shop; since you begin with 500 Gold, you may want to stock up on some Medicine there.

In any case, head north of the Magic Guild to King Roland's place and speak with him. He fails to believe you are the Prince of Palmeccia and decides to test you; your crown ought to be in the Sinus Realm castle's ruins. So, simple as that, head southeast and head out of town.

Overworld - To the Sinus Ruins

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Eye Worm	400	1	32	None

Hirud	500	1	32	None
Mad Dog	500	2	62	Medicine x1

This trip in the overworld is pretty simple. When you look around, you can see a yellow-tiled road heading off to the east, right? Follow it for a while and you'll soon come to a bridge; cross it onto the island, then head south and into the castle.

Sinus Castle Ruins

TREASURES CHECKLIST

<input type="checkbox"/> Antidote x1	<input type="checkbox"/> 165 Gold	<input type="checkbox"/> Adan's Seed x3	<input type="checkbox"/> Crown	<input type="checkbox"/> Dagger	<input type="checkbox"/> Medicine x1
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LOCAL ENEMY BESTIARY

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Fire Man	450	2	62	None
Golem	1,100	2	62	None

Castle - 1F: Upon entering the castle, begin by going north to a four-way intersection. Begin by going to the west for a bit, then south and east around to the chest you saw earlier; it contains **Antidote x1**. After, go west into the hall again and due north and along that path to get **165 Gold**. Backtrack to the four-way near the entrance. There, go east, then south at the next intersection. As you go, a clearing will open up to the west; there will be a chest there containing **Adan's Seed x3**. Go north and along the path in the main hall and up the stairs at the end.

Castle - 2F: When you get on this floor, go south and you'll see a Golem walking about in the field, blocking the path ahead. Defeat it in battle and go get the chest beyond; this contains the **Crown** that you need! Go back into the hall and head north, then east along the first viable path. This will split quickly into a "T"-intersection; go south and north for a **Dagger** weapon (of which you already possess) and a **Medicine x1**, respectively.

Now backtrack out of the castle and return to Roland.

Return to Roland

TREASURES CHECKLIST

Adan's Seed x1

^sr2|

Visit the inn and the shops if you need to before you head on to the king's palace, which is still in the northwest part of town. When you speak with the king there, he'll recognize you as the true prince of Palmeccia and send a warrior, Yulat, to help you. You are then tasked to go south to Malt.

Before leaving town, it may be wise to plunder a semi-hidden area for a treasure. See that screenshot to the right? This is just south of the palace and west of the tavern: by using the path in the trees to the west, you can work your way to a staircase. Above, you'll find **Adan's Seed x1** in a chest just to the east. Hey, it's not much, but may as well...

Next, let's go into the enclosure just north of the items shop and northeast of the inn. There, you'll find a Wizard named Evvy, and he will be the warrior King Roland spoke of. Allow this character into your party and you'll have some aid in future battles. (Trust me, I'm not the only one who found the Sinus Ruins battles hard: I had to grind up to around Level 15 to survive.) After, head to the overworld.

Looking for a Boat

Sectional Flowchart

- Overworld - To Malt
- Malt
- Optional Dungeon Trek
- Overworld - To Dorf!
- Dorf

Overworld - To Malt

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Eye Worm	400	1	32	None
Hirud	500	1	32	None
Mad Dog	500	2	62	Medicine x1
Triffid	700	3	85	None

When you return to the overworld, head completely due east and ignore the gold path you traveled along earlier. You will soon find a southbound road; go along this one this time. Eventually, you'll come to a fork in the path; head west to its end and then southwest into the dense forest. To the southwest, you'll find the town of Malt.

Malt

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Dagger	100 Gold	+4	-	-	Hero
Razor Knife	230 Gold	+13	-	-	Hero
Wooden Bow	270 Gold	Allows ranged attacks			Archer
Clothes	100 Gold	-	+2	-	Hero, Wizard
Leather Armor	270 Gold	-	+4	-	Hero, Wizard
Leather Helm	200 Gold	-	+3	-	Hero, Wizard
Ceramic Shield	73 Gold	-	+2	-	Hero, Wizard
Wooden Shield	165 Gold	-	+4	-	Hero, Wizard

When you arrive, begin by going south and into the inn. Rest up there and also use the item shop in the southern portion if need be. Exit the building and go south and through the trees nearby to find the Magic Guild; be sure to revive any KO'ed party members and to save the game. If you head northwest of the inn, you'll find the arms shop where you can buy various weapons and armor. You probably have a hefty sum of money by now, so buying the optimal equipment - a Razor Knife, two Leather Armors, two Leather Helms, and two Wooden Shields - should be well within reason.

For now, that'll be all we can do. Return to the overworld.

Optional Dungeon Trek

TREASURES CHECKLIST			
<input type="checkbox"/> Smoke Ball x1	<input type="checkbox"/> Antidote x2	<input type="checkbox"/> 13,000 Gold	<input type="checkbox"/> Dark Tome

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Eye Worm	400	1	32	None
Hammerhead	1,850	58	1,600	Medicine x1

Hirud	500	1	32	None
Ido	2,400	200	0	Smoke Ball x5
Mad Dog	500	2	62	Medicine x1
Pupa	1,000	4	120	None
Triffid	700	3	85	None

To those looking at this, note that this quest here is extremely difficult, and for good reason: you are by no means intended to do it yet. However, it is doable and, by the end of this cave - and, yes, I managed to do it with ease, but a lot of time - you can easily get as high as Level 50 and a ton of Gold (20,000+). It's extremely difficult, but makes life easier in the long run. Do as you will. We won't have to do this until very late in the game otherwise.

Back in the overworld, head southeast through the forest for a bit and along the mountain valley path for a while. You'll soon come to a cavern in the middle of the forest at the end. Go inside.

When you reach the southern side of the tunnel, you'll find a monster - Ido - to beat. He is EXTREMELY durable, so beating him is very difficult as well: I was around Level 18 and still had trouble. I mean, I had to hack my Strength up to 255 to do noticeable damage. Ultimately, buying a ton of Orbs or relying almost wholly on Evvy for his Flare is about all you can do.

After the battle, you'll probably need to return to Malt to heal yourself. Anyways, go through the path Ido was blocking to another area, with another monster to the south. These Hammerheads are pretty difficult to beat as well, but at least they can be hurt. >_> Continue along the path and you'll have to deal with them again. At the fork just southwest of them, go south and into the alcove to the north further along the path to find a **Smoke Ball x1**. Continue west to another such alcove for **Antidote x2**.

Backtrack to the first alcove and go south and beat the Hammerheads there. The alcove here will yield **Boa's Seed x2**. Now go beat the Hammerheads to the west. The alcove here will yield a whopping **13,000 Gold!** Now head back to where you found the Smoke Balls in the chest and go west to where the Antidotes were and beat the Hammerheads there.

Finally... Done with those guys for a while, I hope... Go south from this intersection for a bit to find the **Dark Tome**. Then head west from the intersection to find the **Holy Cloak**. That'll do it for the dungeon, finally. Head back outside.

Overworld - To Dorf!

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Eye Worm	400	1	32	None
Goth	600	1	32	None
Hirud	500	1	32	None
Mad Dog	500	2	62	Medicine x1
Pupa	1,000	4	120	None
Rock	800	4	0	Adan's Seed x5
Scorpion	1,000	4	120	None
Triffid	700	3	85	None

I'll warn you now, Dorf's a helluva ways away. You would know that we have to go through a desert to get there, according to the fortuneteller. Again, helluva ways away, though that dungeon trek earlier would've likely toughened you up for it. In any case, head north through the overworld towards the Sinus Ruins again. Instead of crossing onto that island, though, go north through to the dark, then light colored dirt, marking the desert.

Head north for a LONG time. First begin by going northwest to where the water and mountains both can be visibly seen on the screen, then go north from there until you reach another long patch of dark-brown terrain. There, begin heading more northwest than north and you'll find Dorf along the shoreline.

Dorf

TREASURES CHECKLIST
<input type="checkbox"/> Ship Pearl

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)

Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
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Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Iron Sword	1,350 Gold	+28	-	-	Hero
Glass Wand	600 Gold	+28	-	-	Wizard
Iron Bow	1,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Iron Shield	970 Gold	-	+8	-	Hero

MERCENARY GUILD			
Merc Class	Cost	Max HP	Relative Strength
Soldier	100 Gold	700	5th best of 5
Fencer	200 Gold	800	4th best of 5
Warrior	400 Gold	850	3rd best of 5
Blader	800 Gold	900	2nd best of 5
Fighter	1,600 Gold	1,000	Best of all 5

When you arrive, head in the building to the south; on the west side of it will be the items shop, so use it to restock. north of there is the Arms Shop, so be sure to shop up there, too; there are a lot of improvements! Ideally, since you went through that money-filled cave near Malt earlier, you ought to be able to purchase an Iron Sword, a Glass Wand, and all of the Iron and Wizard's armors. Makes some nice boosts! Also rest up in the inn on the north side of the shop. The Magic Guild is just outside the shop: go west and north to the end of the alleyway.

To the west, you'll find the castle of the King of Dorf. Ignore it for a moment and go further west of it and north along to the end of the westernmost alleyway to find a person. Speak with them and it'll turn out that they facilitate the Mercenary Guild. This facility allows you to purchase auto-battling units, known as Mercenaries, for your use in battle. Not much to say about them beyond that.

After, go into the castle. There, you can speak with the priest, Manan, the guardian of the Holy Ship. Even so, it's pretty pointless, as he'll just tell you to leave...

So, what now? Well, there's no harm in leaving I suppose. More specifically, head south through the overworld along the shoreline for a LONG while to find Thor's Temple. There, you'll find the **Ship Pearl** - to do so, speak with the person to the north of the entrance and they'll lay it on the ground in front of you.

Return to Dorf and speak with Manan again. He'll recognize you as being worthy of using the **Holy Ship** - as with the Ship Pearl, simply pick it up from the ground in front of you. Sweet!

Exploring the World

Sectional Flowchart

In case it matters, much of this section here is skippable. At the same time, though, because good chunks are also required, and because optional stuff is generally helpful in an RPG, I am going to recommend you do it.

- **Overworld - Sailing the High Seas!**
- **The Water Capital, Ish**
- **Home, Sweet Home - Arkasas**
- **Overworld - A Lengthy Trek**
- **Shibai**
- **Overworld - Continuation of the Trek**
- **Back in Arkasas**

- Overworld - Still Trekkin'
- Olphan
- Tower of Fate
- Return to Olphan

Overworld - Sailing the High Seas!

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Death Mask	800	3	85	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None
Octopus	1,000	5	140	None
Rock	800	4	0	Adan's Seed x5
Swim Killer	600	2	62	None

^sr3|

After having obtained the Holy Ship, it's about time we started using it! To use the Holy Ship, you must simply go onto a log pier - such as that southwest of Dorf - and seemingly walk into the water. Similar to the Canoe of Final Fantasy I, the Holy Ship will automatically take use and you can sail. If you sail southward from the pier, you'll soon hit a peninsula running off to the northwest. Dock there and head along the tiled road. At the end, you'll find a stone monument, reading the following:

"Leon fought together with Novan, a messenger of Ramulun. As a high priest of Ramulun, he possessed enormous magical powers."

Not particularly important, but if you were interested...

In any case, let's dock back at Dorf - I know where you should go next, but it'll be easier to do it this way than sailing around the whole damn continent. From Dorf, head south and southeast, back towards the entrance of the desert. Near the entrance of the desert happens to be another of those log piers you can sail from. Begin sailing from there and go along the river for a bit. You'll soon come to a "Y"-shaped fork, with you coming from the northwest part. Go northeast to an upside-down "Y" fork. Go southeast there and dock at the first pier you see. There, go south through the overworld while hugging the eastern coastline. You will soon begin to see a few trees, and, if you go far enough, the town of Ish to the southwest. You can't access it via this path - instead, go west the moment you see the trees and follow the river that is around the town to reach it.

The Water Capital, Ish

TREASURES CHECKLIST

Adan's Seed x5

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Iron Sword	1,350 Gold	+28	-	-	Hero
Crystal Wand	2,200 Gold	+20	-	-	Wizard
Iron Bow	1,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Iron Shield	970 Gold	-	+8	-	Hero

When you arrive in the town of Ish, you'll quickly find the arms shop: it's just to the south of the entrance. There's not much new there, though. The Holy Cloak is an item you probably already got from that difficult dungeon trek near Malt, but, if not, you may want to buy it. The Crystal Wand is also a nice supplement for Evvy, but that's about it here if you didn't buy everything in Dorf. South of the shopkeep is the innkeep, who will charge you the usual 50 Gold. If you're looking for the Magic Guild and the fortuneteller, go a bit east of the arms shop and south and west to the southwest corner of town. Doesn't seem like there's an item shop around here... Anyhow, in the northeast corner of town, you can head downstairs, to an area called the Spring of Life. Honestly, this is just a linear path underground. As you reach the southeastern corner of the floor, you'll be at a three-way fork; first go west for a chest containing **Adan's Seed x5**, then go east to the spring, which should heal you. That's all that's actually down here.

So, what's next? Return to the overworld and go north back to where you docked from the Holy Ship. Head east from there and you'll find another tiled road; follow it east to...

Home, Sweet Home - Arkasas

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Moeba	800	2	62	Medicine x1
Mush	500	2	62	None

When you arrive, you can speak with the person running the Magic Guild to the south; be sure to save and revive! To be honest, there's not much to do here, so return to the overworld.

Overworld - A Lengthy Trek

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Death Mask	800	3	85	None
Eye Worm	400	1	32	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None
Octopus	1,000	5	140	None
Swim Killer	600	2	62	None

When you go south of Arkasas, you will find another pier to shove off from; do so and go due south to quickly find Dolos' Tower if you want, although there's no purpose to it other than it being a part of this universe's mythology.

Anyhow, remember that tiled road that led you to Arkasas? Follow it in reverse: now west and north. Just keep following it for a while and you'll soon come to a broken bridge. From there, head north and follow the tiled road to a pier. If you want, though, go south and you'll find a stone monument again, this one reading:

"The great God Khan had four children - Gula, the God of Power; Derit, the God of Fate; Ramulun, the Goddess of the Sky; and Guinn, the Goddess of Creation."

Just another thing to the curious. Return to the pier and begin sailing. If you were to sail west and dock at the first pier you can, then follow the linear path from there on, you'd find another stone monument, again for the curious:

"Find the monuments! Once they helped Sir Leon to find all three pieces of the legendary equipment and their light guided him to the power of Yurian maidens!"

Anyhow, continue west along the river from before and it'll eventually turn north and empty into the ocean. Near where it empties, you'll find a pier; dock there and follow the tiled road to Shibai.

Shibai

TREASURES CHECKLIST
<input type="checkbox"/> Charon's Staff

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage

Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Crystal Wand	2,200 Gold	+20	-	-	Wizard
Brand	3,400 Gold	+52	-	-	Hero
Steel Bow	3,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer

The moment you enter, quickly go to the items shop and stock up as much as you possibly can on Keys! If you've been noticing that there have been locked doors in a number of dungeons, that is what these are for - and there are a TON in some of the game's dungeons. It is best to max out your stock on them as soon as you can for your own ease.

Anyhow. The stocks in the item shop have otherwise also been upgraded somewhat, so that's nice; feel free to stock up. Also sleep in the inn to the south. Go into the house east of the item shop and speak with the pink-clothed beggar there. Offer her mercy (the first option) and you'll receive a relic, **Charon's Staff**. We needed this back in Ish. We'll deal with that later, though - this section is titled "Exploring the World" for a reason. ;)

Further to the east, you'll find the Arms Shop, which is still a lot similar to past towns, with a few key differences: the Brand sword and Salah's (very expensive) Shield. Northwest of there is the Magic Guild, and northeast of there is the fortuneteller (who will tell you basically to go to Ish).

Go west and north of the Magic Guild and to the end of the path there. You'll find a man, Gino, there. He'll ask you to take him along, and you can do so, and should, as he is an Archer. Anyhow, that's about it. Leave.

Overworld - Continuation of the Trek

TREASURES CHECKLIST					
<input type="checkbox"/> Adan's Seed x2	<input type="checkbox"/> Adan's Seed x2	<input type="checkbox"/> Dagger	<input type="checkbox"/> Adan's Seed x2	<input type="checkbox"/> Antidote x1	<input type="checkbox"/> Medicine x1

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Death Mask	800	3	85	None
Eye Worm	400	1	32	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None
Octopus	1,000	5	140	None
Swim Killer	600	2	62	None

After finishing up Shibai, go south of the town to the shoreline and follow it eastward for a while. As you go along it past the pier and turn north, you'll soon come across another tiled road and a bridge to an island. Cross to this island and head east to find Ramulun's Temple. Within, there's nothing much, just a bunch of treasure chests - **Adan's Seed x2**, **Adan's Seed x2**, **Dagger**, **Adan's Seed x2**, **Antidote x1**, and **Medicine x1**.

Now, long trek that it is, I want you to return to Roland. That means going waaay back to the pier north of the town of Ish and west of Arkasas. Since it's on the way, though, let's revisit Arkasas.

Back in Arkasas

TREASURES CHECKLIST		
<input type="checkbox"/> Dagger	<input type="checkbox"/> Prayer Ring x1	<input type="checkbox"/> Wind Flute x1

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Moeba	800	2	62	Medicine x1
Mush	500	2	62	None
Zairas	1,650	20	600	None

When you arrive, head far to the east past the main foyer of the castle. See those two locked door to the north and south of the supposed dead end? You can unlock the one to the south if you want to release the woman, though there's no point in wasting a key over it. Now, look carefully between the fortunetellers' houses and the castle's western entrance: there should be a path through the trees there. Follow it. As you approach the staircase at the end of the path, be sure to turn south and acquire a **Dagger** from a chest before going upstairs.

Here, go south and along the path and down some more stairs if you need to be healed by the spring of life at the end of the path. Otherwise, go north instead to reach the castle wall. Go east for a bit and keep an eye out for locked doors. Ignore the first one for the moment, but unlock the second (**Prayer Ring x1**) and fourth (**Wind Flute x1**). Go back to the first door and go through it, beating Zairas just beyond. (If you're playing the Japanese version, the dialogue translates to "I am the one who ate your parents alive! Do I look sorry? Not one bit! Ha-ha-ha-ha!") There's not much point to the fight other than that, though; it's really easy.

After the fight, the town will be restored to its normal state: even the shops near the town entrance. Then again they're pretty much the same as Shibai. In any case, when you're done, return to the overworld.

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Crystal Wand	2,200 Gold	+20	-	-	Wizard
Brand	3,400 Gold	+52	-	-	Hero
Steel Bow	3,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer

Overworld - Still Trekin'

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Death Mask	800	3	85	None
Eye Worm	400	1	32	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None
Octopus	1,000	5	140	None
Swim Killer	600	2	62	None

Now that we're done Arkasas, there's a place we now may as well go to. This place is the village of Olphan. Olphan is a place you may have already visited; it's a village in the desert just a bit to the east-northeast of Dorf, so you may well have visited it by mistake. Not that it mattered, since our goal there was unreachable as we had no Keys. Now that you can buy Keys from both Shibai and Arkasas, you should head to Olphan. From Arkasas, you can go west to the pier that is north of Ish,

then go south for a bit, docking south of Sinus Ruins by a fair margin. Then trek northward to the desert and continue northward to a village in the northern portion of it.

Olphan

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Iron Sword	1,350 Gold	+28	-	-	Hero
Glass Wand	600 Gold	+28	-	-	Wizard
Iron Bow	1,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Iron Shield	970 Gold	-	+8	-	Hero

When you arrive, the main facilities are very close to the entrance; the item shop to the southeast, the fortuneteller to the northeast, the inn to the southwest, and the Magic Guild to the northwest. North of the fortuneteller is the arms shop, whose stock is essentially the same as in Dorf.

So, why bother being here? If you speak with several people, it becomes clear that, at least now, it would be a good idea to get the Fire of Roland for the smithery here. The Fire of Roland is kept in the tower far to the south - still in the desert, but noticeably far to the south of here. To quickly find this tower, go south to the mountain range, west to another mountain range near the dark-brown dirt patches, then south some more; the tower will show up pretty quickly.

Tower of Fate

TREASURES CHECKLIST					
<input type="checkbox"/> Adan's Seed x1	<input type="checkbox"/> Roland Flame	<input type="checkbox"/> Medicine x2	<input type="checkbox"/> Prayer Ring x2	<input type="checkbox"/> Boa's Seed x10	<input type="checkbox"/> Steel Bow
<input type="checkbox"/> Key x3					

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Footbeast	700	2	62	None
Sheephead	1,900	100	3,000	None

Tower - 1F: When you arrive, begin by heading north and upstairs.

Tower - 2F: Here, go south and snatch up the chest and the **Adan's Seed x1** within. Continue east and north up to 3F.

Tower - 3F: Go south and unlock the door with a Key, then continue along the path presented to you until you reach the chest containing the **Roland Flame!** Return to 1F.

Tower - 1F: Go east and defeat the difficult Sheephead enemies. As with those Hammerheads from the optional dungeon earlier back, it is best to attack them from a distance or with Mercs. In any case, after the battle, go south and up the stairs.

Tower - 2F: Ignore the stairs to the west for now, since the path beyond is blocked, too. Instead, continue going west, then north and down the northwestern staircase to 1F. Grab the chest there (**Medicine x2**), then backtrack to where you entered 2F. Go up the stairs to the west.

Tower - 3F: Go to the far west and north and unlock the doors as you go; there are five in all. Past the fifth, go due north in this expansive room to find **Prayer Ring x2** in a chest. Use the stairs to the east, then continue down some more to 1F. Go south there to find **Boa's Seed x10** in a chest, then backtrack to the southeastern portion of 3F where you entered initially. You will see two northbound paths there. Go along the western of the two and you'll soon come to another such fork. Again use the western northbound path and unlock the door on it so you can head downstairs.

Tower - 2F: Unlock the door to the east and go down the stairs beyond. There, you'll find a chest containing the **Steel Bow**. Backtrack for a good while to the point where you entered 2F for the first time, in the southeast portion where there are some locked doors nearby. Go along that path and unlock the three doors on the way as you go to 1F at the end. The chest beyond ironically contains **Key x3**, so whether you bother is up to you. XD In any case, now head back to the central portion of 1F, where the stairs where to ascend up to the Roland Flame.

Tower - 1F: Remember where you fought the Sheephead not too long ago? Go west and beat some more up if you want. That's completely optional, but that's also 6,000 Gold and 200 EXP. In any case, we're done here.

Return to Olphan

After having plundered most of the stuff from the Tower of Fate (there are some things we couldn't get to yet), you can now return north to Olphan. Heal and restock there, then go to the dude north of the arms shop. There, you will be able to hand over the Roland Flame relic to receive a **Steel Sword** weapon. To be honest, it's inferior to the Brand you could've been buying for a while now, but it's only a 12-point Strength difference if you don't have it yet. Additionally, the Arms Shop in Olphan will change its Iron wares to Steel ones! (That's the main benefit!)

ARMS SHOP - AFTER GIVING THE SMITH THE ROLAND FLAME					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Glass Wand	600 Gold	+28	-	-	Wizard
Steel Sword	3,600 Gold	+40	-	-	Hero
Steel Bow	3,600 Gold	Allows ranged attacks			Archer
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard
Steel Armor	5,000 Gold	-	+12	-	Hero, Archer
Wizard's Hat	970 Gold	-	+12	-	Wizard
Steel Helm	3,000 Gold	-	+12	-	Hero, Archer
Steel Shield	2,600 Gold	-	+12	-	Hero, Archer

Ice, Ice Baby...

Sectional Flowchart

- **Overworld - Back to Business...** (mostly a finalizing cleanup from the previous section)
- **Ice Palace Cave**
- **Siren the Enchantress**
- **The Ice Palace**

Overworld - Back to Business...

TREASURES CHECKLIST		
<input type="checkbox"/> Protect Charm	<input type="checkbox"/> Golden Key	<input type="checkbox"/> Rusty Key

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Death Mask	800	3	85	None
Evil Shell	800	6	165	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None

Meta Frog	500	3	85	None
Octopus	1,000	5	140	None
Rock	800	4	0	Adan's Seed x5
Swim Killer	600	2	62	None

Overworld: It's about time we *finally* got on with things for once, now that we've cleaned out much of what we can of the Minelvaton world. Now that we have the Charon's Staff relic, it's time we returned to the town of Ish to give it him. Assuming you've followed this guide thus far, you'll be in Olphan. Head to the overworld and go south and along the shoreline - when you reach it - to the pier. Sail along the river to the "Y" fork. Go northeast there, and southeast at the next one. Dock at the pier you find and go south a while, as before, to the town of Ish.

Ish: Once again in Ish, go to the far east for a bit and along the path as it turns southward. You should be able to speak with a man there, Charon. (For some reason, I tend to have trouble getting him to appear - he DOES appear, though. If he doesn't, simply move a ways away and return.) Speak with Charon and opt to take Charon along.

Overworld/Temple of Ramulun: Now, back in the overworld, it is time to go back to the Temple of Ramulun. This can be found back in the far north, like before: go north of Arkasas and to the northeastern shore, sail across the river, and go east into the Temple. **Note that, while a scene should occur here, it got garbled up in the current translation for whatever reason. I left the Temple, got Gino as an ally again in Shibai, and returned.** You should get the **Protect Charm** when you speak with Charon again in the temple.

Arkasas: Next, head back again to Roland. There, you can go far to the north and speak with a man named Lou, whose mother is in Arkasas. Opt to take him there. Then go along that path north through the trees between the fortuneteller's and the castle and up the stairs at the end. Go north in the next area to go outside. There, go east. As you reach the castle wall before you, go north and through the tree. (You can walk on its bottommost two tiles, you know.) Continue along that path east and north for a while and you'll meet Lou's mother in the house at the end. With Lou in the party, she'll give you the **Golden Key**. Go back south and within the castle walls, then east as before. Keep an eye to the south and use a Key to unlock the first door you see, as if you were fighting Zairas again. Then use the Golden Key from the Relics menu to unlock the next door, the one with the yellow tinged door; the chest beyond contains a **Rusty Key**, an item we'll need later.

Overworld: You know, I'm going to rant for a second. You would not believe me how long it took me to find this out. Hours. Freakin' hours, with the use of that cheat in the codes section no less (as in, four times faster due to no random enemies), of me tracking over the world several damn times just to find out I had never followed one tributary of one of the rivers near Arkasas, and none of the fortunetellers was any freakin' bit of help. God. I hate games like that. Makes me feel like a moron.

X_X

Anyhow, our next goal is that same tributary I just ranted on and on about. From the pier west of Arkasas, sail northeast. At the upside-down "Y" fork, continue north, then go northeast at the next fork. When you eventually dock, to the northwest will be the...

Ice Palace Cave

TREASURES CHECKLIST				
<input type="checkbox"/> Boa's Seed x2	<input type="checkbox"/> Prayer Ring x1	<input type="checkbox"/> Leather Helm	<input type="checkbox"/> Medicine x2	<input type="checkbox"/> Pendant of Tears
<input type="checkbox"/> Wind Flute x1	<input type="checkbox"/> Bird Claw x5			

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Aida	1,950	80	0	Crystal Wand
Elemental	800	5	140	None
Freyja	1,000	8	230	None
Getter	800	4	120	None
Ice Knight	1,100	6	165	Iron Helm
Newt	700	3	85	None

When you arrive, head south to the body of water, then go east and north along its shoreline. When you return to the tunnels, head west and north for a bit and you'll soon come to a rusty-brown door. ... Hey, didn't we recently get a Rusty Key!? ... Actually, that's irrelevant here. >_> In any case, you do need to use a normal Key to unlock it. =P Go along the path beyond to a clearing and exit it to the north. As you head to the next large room, there will be a path opening off to the east; ignore it and continue on.

Inside the large room, as you go due north, you'll see a puddle of water nearby. Walk onto it, as it actually is a spring of life, so that'll be nice for some healing. From there, go due east and due south to happen upon a chest; open it for **Boa's Seed x2**. Go east of there and walk to the glowing flame to find out that it's actually one of those non-random Freyja encounters. Nothing special, though; the Ice Knights you've fought here are stronger. =P The room beyond contains a **Prayer Ring x1**, so grab it.

Return to the spring of life and head north. If you want, you can somewhat shorten your traveling path by opening the door you see with a Key, but you can save yourself some money (and earn a bit more EXP./Gold) by going west and around. Either way, you'll happen upon another Freyja. From there, if you want, you can head far to the north and leave the Ice Palace Cave to continue on. It's not a good idea, though, since we still need to find Reina, who is deeper in the cave.

Go east from where you encountered that last Freyja and hug the northern wall as you do so. You will soon come upon a locked door; use a Key to unlock it and retrieve the **Leather Helm** beyond. Head southeast and along the wall for a while and a clearing will open off to the north. Get the **Medicine x2** from the chest there, then beat the Ice Knights to the east. Continue along that path and use the Rusty Key - yes, I'm serious this time! - on the door at the end of the path. This will let you beyond to find the **Pendant (of Tears)** relic.

Backtrack south to the water and go east from there and extinguish the Freyja. The clearing beyond has two doors. If you unlock the one to the south with a Key, the linear path will take you to a **Wind Flute x1**. The northern door will take you just as linearly to a chest containing **Bird Claw x5**.

Next up, backtrack to the area where we found the Leather Helm earlier. If you need help, just simply follow that body of water near the area we've been in for a while. If you do that, go along the southern border of the river and along that path southeastward to a Freyja battle. Once beyond it, immediately go south for another, though it's strictly optional with no other benefit than EXP. and gold. Otherwise, go east of where the first Freyja was found and follow the lake shore to a boss battle with Aida. It's a pretty simple battle so long as you keep your distance.

Beyond there, go southeast and you'll meet up with Reina, the girl who Aida kidnapped. (You'd know this if you spoke with the people of the world before coming here.) She simply says she must hurry back to the Ice Palace. That will also be the end of the actual content of this dungeon; backtrack to the northwestern portion of the area from which we deviated into this side area and go north and back to the overworld.

Siren the Enchantress

TREASURES CHECKLIST	
<input type="checkbox"/> Witch's Mark	<input type="checkbox"/> Stop Scroll

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Death Mask	800	3	85	None
Evil Shell	800	6	165	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None
Meta Frog	500	3	85	None
Octopus	1,000	5	140	None
Rock	800	4	0	Adan's Seed x5
Swim Killer	600	2	62	None

Bringing Back the Pendant: Once back in the overworld, it's a quick trip northward into the Ice Palace proper. Even so, there's no point, since you won't be allowed in without "a special mark". =/ Well, we have the Pendant of Tears Izam lost; he's one of the dudes in Thor's Temple. (Again, another detail learned by speaking with people.) So, once in the overworld, use the Wind Flute you got in that dungeon and from there just head to Thor's Temple: it's a semi-lengthy sailing southward from Dorf. Once in the Temple, Izam will be the northeasternmost person there; speak with him and he'll ask you to take him to the Siren. ... Lotta Greek mythology in this game.

^sr4|

To the Siren!: In any case, you may as well agree to Izam's request; he'll join your party as an Wizard. To find the Siren, we must next head to the town of Ish as a start. If you sail around the peninsula on which Thor's Temple resides and head north and east (more east than north), you should be able to find Ish. The dock is on the east side of the peninsula near it. Heal and restock in Ish as needed, then head south of there. You should see a yellowish bridge, like that in the nearby screenshot. For whatever reason, you can walk across it into the darker waters. Don't ask. I don't get it either. Regardless, go west and south along the path to land again.

Go through the cave you find on the island at the end. (It's nothing complex; just a walk north.) On the other side, go into the tower, "Siren's Mansion". Speak with the woman there and Izam will go into a rant about his sorrow for letting the Pendant get stolen, Siren forgives him (although I kinda expected it to be tongue-in-cheek =/), Izam leaves your party, and Siren gives you the **Witch's Mark**. This is the mark spoken of by the guards in the Ice Palace! (You'll also get a **Stop Scroll**... Hm....)

The Ice Palace

TREASURES CHECKLIST
<input type="checkbox"/> Ice Doll

With the Witch's Mark now in hand, we can finally go to the Ice Palace! First begin by going there as you did before: sail along the river north of Arkasas basically due north for a while and go into the cave. Once in the cave, follow the same path northward as before, and through some more Freyjas as well, probably. Once through the cave, continue north into the Palace proper; you'll notice the guards are now gone, had you gone here before.

When inside, go far to the north and speak with the tall woman, Reina. In return for the Witch's Mark you recently earned, she will give you the **Ice Doll** relic, which is used to repair broken bridges in the overworld. We'll be forced into some of this momentarily. You will also receive a **Seal Tome**.

Raising Salah

Sectional Flowchart

- **Overworld - Wielding the Seal Tome and the Ice Doll**
- **Ash**
- **Gula's Temple**
- **Rabant Castle**
- **Raising the Town of Salah**

Overworld - Wielding the Seal Tome and the Ice Doll

TREASURES CHECKLIST

Step Scroll Fly Scroll Hero's Armor Hero's Helm Hero's Shield

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Centaur	1,700	20	600	None
Death Mask	800	3	85	None
Dodo	1,100	10	310	None
Goth	600	1	32	None
Hirud	500	1	32	None
Louver	800	4	120	None
Meta Frog	500	3	85	None
Octopus	1,000	5	140	None
Rock	800	4	0	Adan's Seed x5
Swim Killer	600	2	62	None

After grabbing the Ice Doll, quickly head along outside and use a Wind Flute to warp back wherever you last saved, and from there travel to Dorf and sail north and east to the town of Shibai. There, head along to the northwestern castle of the town as if you were heading to Gino. (In fact, recruit him if need be.) To the east of there should be an alley and a staircase; go along the path presented until you find a blocky door at the end of the path. Use your new Seal Tome relic to unlock it and speak with the person beyond. This person is Zen: he plays the role of an extremely apt Wizard. Bring him along, we need him!

There are other places, too, to use the Seal Tome in such a manner. In the east side of Arkasas, for example, you can unlock a door and find an ancient folio beyond reading this: "*In a time of darkness, the Holy land will rise once again.*" In case you were interested.

In the town of Ish, go to the path to the spring of life in the northeastern part of town and you can find such a blocky door along the path. Unlock it and you will find a **Step Scroll** beyond. It teaches the 20 MP spell Step, which is essentially a Prayer Ring.

In the castle town of Roland, go into the dungeon-like area to the southwest of the main castle. There, go south and along the path before you to wind around the area to the blocky door. The chest beyond will contain the **Fly Scroll**. It is another 20 MP spell, this one functioning as the Wind Flute does.

In the town of Malt, go to the south-central part of the town, past the trees, and you should see a staircase to the west. Go along the path presented by it until you wind up outside. There, go south and unlock that door with the Seal Tome and you will obtain the **Hero's Armor**! Aside from sounding (somewhat) cool, it is also the best armor currently available for your main character and the Archers (if you have Gino), as it boosts Defense by 16, versus the 12 of Steel Armor.

In the town of Olphan, go to the far northwestern part of the area and go through the tree-lined path there to the end. At the end, past the Seal Tome-unlocked door, is the **Hero's Helm**! As with the Hero's Armor, it is currently the best you can have, so slap it on your head! ... Carefully, of course; don't need ya getting any concussions, O grand hero.

Next, in the town of Dorf, you can find another staircase in the far northwest portion of the area. Ascend (or descend - kinda hard to tell) the staircase and go south in the next area to the door. Unlock it and you will find the **Hero's Shield** beyond it! Yet again, another "current best"! (Disregarding the Salah's Shield you can buy, but that's like 25,000 Gold.) It's also the last one of these things we can deal with ... Now, onto the Ice Doll's crap. And you will need Zen for this.

^sr5|

After having done this, make your way back to the southeastern part of the world, again most easily done by the use of a Wind Flute if you haven't saved since Ish or Arkasas ... or pretty much anyway if you ended up in Dorf. From wherever you wind up, it would be best to focus on first getting to Arkasas and stocking up and healing there. Go along the tiled road to the west of the town and follow it. Eventually, you will reach a broken bridge. If you're unsure of what a broken bridge looks like, look at the nearby screenshot. In any case, face it and use the Ice Doll to cross.

^sr6|

Once on the other side, head to the south for a bit along the edge of the mountain range. Follow the mountains and you'll soon find a stone structure - the other of the nearby screenshots helps to illustrate this. Approach it and a message will appear on-screen; press A and Zen will work on shattering that thingy to many smaller thingies and also leave your party. Go along the mountain path presented before you, hanging along the northern coast when you finally reach a plain.

You should soon find a tower along the coast. Ignore it, as there is nothing there worth note, and continue north to find a monument. This one reads: "*Here sleeps the great Hero known as Leon. His soul belongs to Khan. The day will come when he rises and stands proud once again!*" Continue north from there until you reach an upside-down "Y" fork in the woods as the forest ends. Begin by going far to the north to the town of Ash.

Ash

TREASURES CHECKLIST

Boa's Seed x1 Key x1 Iron Sword Medicine x1 Key x1 430 Gold

ITEMS SHOP

Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

ARMS SHOP

Equipment Name	Cost	STR	DEF	Speed	Wielders
Salah's Sword	34,000 Gold	+64	-	-	Hero, Archer
Ruby Wand	21,000 Gold	+64	-	-	Wizard
Salah's Armor	40,000 Gold	-	+24	-	Hero, Archer
Magic Cloak	55,000 Gold	-	+30	-	Wizard
Salah's Helm	30,000 Gold	-	+24	-	Hero, Archer
Magic Hood	34,000 Gold	-	+30	-	Wizard
Magic Shield	25,000 Gold	-	+30	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer

When you arrive, go north, west, and south around the trees to quickly find the inn and the arms shop. The arms shop's wares are terribly expensive, but also very effective, so take your pick.

If you head west from the arms shop, you can enter part of a semi-extensive underground dungeon. Run along the path before you and unlock the door as you pass it. As you approach the stairs to get out, go northeast and grab the **Boa's Seed x1**, then leave. Go whichever way you choose for "out" - since the path further along only yields the **Key x1** you'd need to get back, it doesn't matter. (In fact, you can actually grind for Keys here - just exit and re-enter this area and the chest, as always, regenerates!)

If you head east of the town entrance, you'll find the Magic Guild (revive and save there), with the fortunetellers to the south of there. If you go northwest from there, you can see another staircase into the underground dungeon. Enter and go along the path to the south to find an **Iron Sword**. Return to the entrance and go west, then go east, north, west, and north at the forks to find a **Medicine x1**. Go back south along that lengthy northbound hall you just went through and bypass the fork from before to go along another path that takes you out, then into the dungeon again. Go south for a bit until you see a chest, then plunder it for **Key x1**. Now head east and along the path to find **430 Gold**.

Leave the dungeon (I just used a Prayer Ring to save time) and head west of that last-used entrance. By the by, you can speak with the blue-clothed man on the way. This is Mog, a Red Mage you can have join your party. (And before you get into all that "They ripped off Final Fantasy!!" crap like I began to, keep in mind Mog was first featured in Final Fantasy VI ... on the **SNES/SFC**.) The house west of where you meet Mog is the items shop, so stock up there.

Let's see... I think that's it. Return to the overworld and head to that upside-down "Y" fork from before, this time heading southeast and using the Ice Doll to repair the bridges as you go along. After the third bridge, you'll need to go northwest and along the mountain valley path to...

Gula's Temple

TREASURES CHECKLIST

<input type="checkbox"/> Adan's Seed x20	<input type="checkbox"/> Boa's Seed x2	<input type="checkbox"/> 1,150 Gold	<input type="checkbox"/> Glass Wand	<input type="checkbox"/> Iron Shield	<input type="checkbox"/> Key x3
<input type="checkbox"/> Bird Claw x5	<input type="checkbox"/> Medicine x3	<input type="checkbox"/> Dagger	<input type="checkbox"/> Prayer Ring x1	<input type="checkbox"/> Wind Flute x1	<input type="checkbox"/> Bolt Scroll
<input type="checkbox"/> Hide	<input type="checkbox"/> 1,150 Gold	<input type="checkbox"/> Magic Shoes	<input type="checkbox"/> Spell Tome		

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Bat King	1,400	16	510	None
Bulla Hallett	1,550	24	700	None
Death Master	1,500	20	600	Wizard's Cloak
Goopa	1,000	12	370	Bird Claw x1
Hide Ghost	1,400	12	370	None
Hydra	1,600	25	700	None
Salamander	1,800	30	830	Hide (one time only)

Temple 1F: When you arrive, go north first to the "T" fork and west to find a chest with **Adan's Seed x20** inside, and then go north from there and unlock the door to find **Boa's Seed x2**. Return to the "+" fork near the entrance and go west and east to find some Death Master enemies to beat. South of the western Death Master is a door to unlock, which has a chest containing **1,150 Gold** beyond. As for the eastern Death Master, you'll find a **Glass Wand** through the door to the south and an **Iron Shield** through the door to the north. Further east are two more doors; go through the north one to find **Key x3**. Then go through the door to the south and use the stairs beyond.

Temple B1F: Beat up the Death Master nearby and plunder the chests to the west: **Bird Claw x5**, **Medicine x3**, **Dagger**, **Prayer Ring x1**, **Wind Flute x1**. Continue further along the path and get the **Bolt Scroll** from the golden chest, then speak with the person at the end of the path, if you want. However, they are from the Magic Guild. For time purposes, speaking with them is unwise, but if you prefer the safety of a save file, by all means go ahead. In any case, return to 1F.

Temple 1F: Go to the northwestern portion of the floor and defeat the Death Master behind the door there. Then go further along the path and downstairs.

Temple B1F: Go south and along the linear path before you to fight two Salamanders. Beat them in battle - keep in mind that one will always yield the **Hide** relic, which we need. After the battle, get the **1,150 Gold** to the south, then leave the dungeon. Something must be done with this Hide before can progress further in the Temple.

Overworld Trek: Okay, once back in the overworld, you need to backtrack all across the island, or use a Wind Flute to get back somewhere. It mostly depends on where you saved last; in any case, our current destination is the town of Olphan, east of Dorf in the desert. If you know your last save to have not been in either Olphan or Ash - the Wind Flute being able to make half the journey just go by - then be sure to save in Ash on the way so as to make things easier. Once you've returned to Olphan, go north along the west side of the town and into the enclosure north of the magic guild. (Don't save!) Speak with the man in the enclosure to trade the Salamander Hide you got for the **Magic Shoes**, which allow walking on lava. (And not water. =/)

When that's done, backtrack to Gula's Temple. If you paid attention earlier, that means you simply need to use a Wind Flute to return to Ash, then you simply cross the islands to the southeast and go along the mountain valley path again.

Temple 1F: Go north to the four-way and beat the Death Master to the east. Use the northern of the doors he was guarding and go downstairs.

Temple B1F: There are two paths here: one to the east and one to the west, each with locked doors along them. The only one of any purpose is the western one, so use that.

Temple B2F - B4F: Go along the linear path before you and on downstairs.

Temple B5F: With the Magic Shoes now in your inventory, you can cross the lava you see on this floor, and you will do so automatically, so there's no point in worrying overly. Cross the lava pit south of the entrance and you'll see a green Ssssalamander nearby. Defeat it and go west and north and across another lava pit to find a **Spell Tome**. With that in hand, go east of where you encountered the Salamander and go downstairs.

Temple B6F: Feel free to battle the Salamander as you go east. Or not. It doesn't matter much since you have the Magic Shoes. Moving on.

Temple B7F: Downstairs some more.

Temple B8F: Beat the Salamander here and move on down another floor. (Geez, how far down does this go!?)

Temple B9F: Go south for a bit and defeat the Salamander you eventually encounter. Continue south and outside into the overworld, which connects to Rabant Castle.

Rabant Castle

TREASURES CHECKLIST					
<input type="checkbox"/> Red Gem	<input type="checkbox"/> 2 Gold	<input type="checkbox"/> Prayer Ring x2	<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Wind Flute x2	<input type="checkbox"/> Medicine x5
<input type="checkbox"/> Leather Armor	<input type="checkbox"/> Wind Flute x1	<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Wizard's Hat	<input type="checkbox"/> Smoke Ball x2	<input type="checkbox"/> Medicine x5
<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Thunder Wand	<input type="checkbox"/> Steel Helm	<input type="checkbox"/> 8,000 Gold	<input type="checkbox"/> Key x5	<input type="checkbox"/> Key x5
<input type="checkbox"/> Key x5	<input type="checkbox"/> Boa's Seed x10	<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Crystal Wand	<input type="checkbox"/> Dagger	<input type="checkbox"/> 2,200 Gold

<input type="checkbox"/> Steel Bow					
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LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Beetle	1,850	50	1,600	None
Black Eye	2,150	52	1,600	Nnoe
Death Mail	2,100	58	1,600	None
Incipit	2,000	119	3,600	None
King Beetle	2,050	56	1,600	Boa's Seed x5

This. Place. Is. Big.

Castle 1F: Anyhow, when you arrive, go west of the entrance and along the path for a bit to an upside-down "T" fork. There, go west and along the path to a staircase. Ascend. Go along the path for a while and you'll return to 1F. Go north, then west at the fork and walk for a good while. Continue just walking along the main path and ignore everything else and you'll soon hit 2F.

Castle 2F: Here, go along the path and unlock the door. Beat the Incipit there, and preferably quickly with some Smoke Balls because they tend to hit the entire party. There, you can grab the **Red Gem** after the battle. Backtrack to 1F.

Castle 1F: Go back along the path you traveled on earlier and you'll soon come across an enemy in the field that looks like an eye, the aptly-named Black Eye. Beat it, then go far to the east and open the two locked doors you find. Follow the path beyond them and you'll eventually hit a treasure-filled part of 2F - **2 Gold, Prayer Ring x2, Kuko x1, Wind Flute x2, Medicine x5, Leather Armor, Wind Flute x1, Antidote x5, Wizard's Hat, Smoke Ball x2, Medicine x5, and Antidote x5.**

^sr7|

Now backtrack waaaay back to the entrance of the area and go south until you see two Black Eyes ... I guess facing each other or something? Maybe a staring contest? lol In any case, beat up the Eye to the left. Go along the path there while hugging the very south side and you'll soon find another Eye; beat it up and use the stairs beyond.

Castle 2F: Go along the path and you'll soon see a door. Unlock it and beat up the Black Eye nearby. Open the door it was guarding and continue north and downstairs.

Castle 1F: Go west, north, and then east and along an excruciatingly long and linear path for a good while. Once you get to the Black Eye and beat it, open up the door to the south and go along the path to another staircase.

Castle 2F: Go south and along the path until you find two doors. Open whichever you prefer, it doesn't matter which, and go along the path. Open the next door you see and use it to return downstairs.

Castle 1F: Damn, talk about going out of your way for a **Thunder Wand** ... which also happens to be the strongest weapon you can have at this point, an 88-point boost in Strength, making it 22% more powerful than the previous best. So, yeah, throw it to Mog. Assuming he lived through all that. In any case, return back to that place noted in the previous screenshot, where those two eyes were facing off. (Seriously, a Prayer Ring or Step will be MUCH faster.) As you return to the part of 1F with all of the "H" walls, go to the north and west of the stairs you used earlier.

You'll see some stairs and some doors. First open the doors to the south to get some chests: a **Steel Helm** and **8,000 Gold**. Then use the southernmost of the three staircase there.

Castle 2F: Lotsa treasure here, too - **Key x5, Key x5, Key x5, Boa's Seed x10, Kuko x1, Crystal Wand,** and a **Dagger**. (Don't forget, you can leave and re-enter the floor as always to regenerate the chests!) Leave via the middle staircase to the north.

^sr8|

Castle 1F: Go east and beat up the Black Eye, then go along the long linear path to the east and north to return to the main hall of the castle. To the right is our new visual focal point, south of the "stare-off" and north of the thrones. ... God, this is tiring. Anyhow, if you go along the northeastern of those four paths and past a few doors to 2F, you'll end up in a room in the northeastern of which you'll **2,200 Gold**. Go along the southeast path to 2F to find a **Steel Bow**.

If you go a bit of here, there will be two more lateral paths. Go east and along that path to some stairs, but they just lead to a spring of life on 2F (go east and south, not through the door). The western path will take you to a Black Eye; beat it and ignore the stairs nearby. Just keep going west and south and upstairs.

Castle 2F: Beat up the nearby Black Eye, then look to the northwest. There are three staircases. Of those, only the middle one has any function.

Okay. We're done. We're finally freakin' done for now. God. So freakin' tedious. I wouldn't be surprised if you had maxed your level out.

Raising the Town of Salah

Now that you've gotten the Spell Tome - trust me, there was more to our trek than just the Spell Tome, it's just the main focus at the moment - we need to head back to Ash for some R&R. Afterwards, backtrack southward through the overworld to Requiem Hill and that tower on the shoreline, the one south of the stone monument I told you to ignore earlier remember? Enter the tower and speak with the man within. The ground will begin to shake during the conversation, signifying that Salah has once again seen the light of day.

Return to the overworld and go due west upon entering the overworld. (You'd think they wouldn't force you to go through the tower every time you leave and enter Salah, but whatever.) In Salah, there is one thing: an ancient folio in the room to the south, reading the following:

"The Mark of Light was split into three before war broke out. The blue part is hidden underwater. The green part is in the Holy Land. The red part is inside the castle tainted with disgrace."

The Mark of Light is composed of three things: the Red, Blue, and Green Gems, and this folio gives a vague hint as to their locations: the Blue Gem is somewhere under the sea, the Green Gem is in the Holy Land (wherever that is), and the Red Gem is in Rebant Castle, which we already have obtained. If you go east and north along the castle moat from here, you can find a chest with **Antidote x10**. Go further east and unlock the door there. Head east and along the first southbound path for **5,000 Gold**, then to the far east and south for a **Steel Shield**. Return to the west side of this "maze" and go south and east and unlock the other door here and go upstairs. On the upper floor, go south and through the door to find **Smoke Ball x2**, then go east and south through a whopping six doors to find the **Thru Scroll**!

We'll be using that momentarily, but first let's end this section with gusto. Format wise. Or something. *sparklers*

The Hunt for the Blue and Green Gems

Sectional Flowchart

- Utilizing Our New Thru Spell
- Raising Yuria
- The Yurian Cave
- Speaking with the Gods: Going to the Pantheon
- The Gorgon's Maze

Utilizing Our New Thru Spell

TREASURES CHECKLIST			
<input type="checkbox"/> Leon's Armor	<input type="checkbox"/> Leon's Shield	<input type="checkbox"/> Leon's Sword	<input type="checkbox"/> Magic Cloak

Now that we have the Thru spell, it is first prudent to learn its functions. Its functions, in fact, will be eventually critical to the plot. That all is covered here: doing this properly will allow us to get through part of the game later, as well as give us some nice equipment - that equipment being what we need to find. In any case, let's simply check every area below. Note that, if you need MP healing, you can buy the Kuko item from some stores, which restores MP. Or you can sleep in inns if the use is non-sequential.

^sr9|

Sinus Ruins: Yeah, remember this place east of Roland? When you enter the area, go north and, just outside the throne room, go west. See that golden chest to the north that seems unreachable? Take a closer look and you'll see a lighter portion of that wall (eastern two-thirds of the south wall). Face there and use the Thru spell (which costs 250 MP, so Mog from Ash is practically required). Seems like nothing happened, but actually you can now manually break the fourth wall (bad joke), walk up to the chest, and grab **Leon's Armor**.

Tower of Fate: You probably remember this place: it's in the south side of the desert found to the northwest of Sinus. When you arrive, go north and east and beat up the Sheephead, then go southeast and upstairs, then west and up again. On 3F, go north along the western of the two northbound paths, then again at the next fork so you can go downstairs. Unlock the door to the north on 2F and continue on down. On 1F, use the Thru spell while facing the blue-tinted wall and go through to find **Leon's Shield**.

Arkasas: When you arrive, head east towards the castle, then, as you approach it, go north along the narrow path in the trees, as usual, to the stairs. There, go north and use the exit there, then head east, staying within the castle walls and skipping the locked doors. At the end, at the "T" junction, go south and through the doors to a wall akin to that in Sinus. Use Thru to ... well, get through. Use the stairs, then get to the southern end of the room beyond them. Use Thru on the lighter wall there and go through it and the next one (no need for multiple uses, just the one). At the end is **Leon's Sword**, the third and final piece of the legendary Leon's equipment!

Ash: Head to the northeast corner of town and use the stairs to go into the dungeon. At the start, go west, then head east, north, west, and south at the forks as they come. Use the stairs at the end, then the stairs outside to return inside. Go southeast and along the path. Near the end is an extremely narrow pathway. At the end, face east and use Thru to walk through the wall, and the next one as well. (You only need to use it once.) A **Magic Cloak** is at the end.

Raising Yuria

TREASURES CHECKLIST					
<input type="checkbox"/> Wind Flute x3	<input type="checkbox"/> Medicine x5	<input type="checkbox"/> Medicine x5	<input type="checkbox"/> Antidote x6	<input type="checkbox"/> Goddess' Idol	<input type="checkbox"/> Prayer Ring x3

^sr10|Leon's grave.

Overworld: After having gotten the three pieces of the hero Leon's equipment - as described in the previous section - we next need to find Leon's grave. In fact, you probably already found it: it was the stone monument reading "*Here sleeps the great Hero known as Leon. His soul belongs to Khan. The day will come when he rises and stands proud once again!*" To find that, we need to return to the Valley of Grief area. If you can warp to Ash, that'll work; just go south/southwest from there for a

while. Otherwise, take the golden road near Arkasas and you'll soon find a broken bridge; repair it with the Ice Doll and go southeast to start crossing the valley. The place with Leon's grave is pictured to the right.

Galilea: You'll end up entering a cave instead of retrieving the usual message; follow it to the end and you will reach the ancient capital of Galilea. When you arrive, go west and east of the immediate entrance and up each staircase to find **Wind Flute x3**, **Medicine x5**, and **Medicine x5**. Go north of the fourth of these staircases and use the one at the end to find **Antidote x5**, then go north from the southwestern portion of the area. This will lead to the northwest portion of the area where there are three staircases: one along an eastbound alleyway and two more in clearings to the west of there. Respectively, they yield a **Goddess' Idol** relic, **Prayer Ring x3**, and nothing (as of yet). That will be it for Galilea.

Overworld: Next, backtrack by whatever means you wish to the town of Arkasas: this probably means walking all the way through the valley again unless you saved in Arkasas, in which case a Wind Flute suffices. In any case, sail due south of the town to quickly find Dolos' Tower, where a man waits for the second coming of Leon. There, speak with him and the island of Yuria will rise from the sea bottom!

After this, leave Dolos' Tower to find a new expanse of land to the south. Go south to the lake, then southwest and southeast along its shoreline.

The Yurian Cave

TREASURES CHECKLIST						
<input type="checkbox"/> Key x5	<input type="checkbox"/> Medicine x5	<input type="checkbox"/> Rainbow Seed	<input type="checkbox"/> Green Gem	<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Key x5	<input type="checkbox"/> Brand

Maybe it's just my extreme luck, but I didn't get a single random encounter here. (And that's without using the cheat code to allow such.)

Begin by heading to the far west and you will grab a chest containing **Key x5**. From there, go north to the door and unlock it. There are three paths for you to go on right now, though the northern one is meaningless. Go east and unlock the door there and you'll soon hit a north/south fork; go north and east to find **Medicine x5** and the **Rainbow Seed** relic, and then the **Green Gem** if you continue to the northeast corner of the area. Backtrack to where you first deviated to the east.

This time, go far to the west and you'll get **Antidote x5**. Just outside the clearing where you got that is a path to the south. It will fork at the end: go east for **Key x5** and west for the **Brand** sword. Then go north where you turned south and you'll soon find the exit. So ... exit.

Speaking with the Gods: Going to the Pantheon

Overworld: When you return to the overworld, you'll notice that there is a gold tiled road, but with one slight problem: there is no bridge! There is a way to settle that: take the gap and use the Rainbow Seed relic you just got from the cave. A bridge will spawn and you can enter the temple.

Yurian Temple: Go north and speak with the main clothed in blue near the red-bricked rooms. This man, Terna, is a blue mage (to you, just a Wizard), and is much stronger than Mog. In fact, he'll take Mog's place in the party if you still have him. In any case, bring him along. Go north to the main shrine, then into the room to the northeast to meet with Rana. Rana will open the Time Gate, allowing you access to the Pantheon and to the Minelva Road (though the latter is not directly stated).

^sr11|Minelva Road gate (Galilea).

What is the Minelva Road? A few places in the game have special gates, like that one pictured to the right: these are Roland, Arkasas, and Galilea. The Minelva Road is essentially a warp gate that, until Rana opened the Time Gate, you couldn't use. Of course, there is a receptacle for it: another Minelva Road gate; thus, they are connected in pairs. Roland's goes to Arkasas's, for example. As for the one in Galilea? That's the one you need to go to now!

Return to that castle now - remember, it's past Leon's grave; see the **Raising Yuria** section for details on that if you forgot. In the castle, go to the northwesternmost part of it and use the westernmost of those three staircases available to you. Go along the lengthy path to find the gate at the end (the one pictured nearby). Walk through it and you will end up outside of the Pantheon in the overworld!

Pantheon: Inside, there are four rooms at the north side of the building, one for each of the four main gods of the Minelvaton world. Speak with each of them. Gula - the leftmost one - will award you the **Hero's Mark**. The rest don't give much info, but at least speak with them. Additionally, Guinn will note that Luna and Xena are destined to be your allies once you are the Warrior of Light (Final Fantasy is ripped off here): Luna is one of the girls back in the Yurian Temple! In any case, make your way back there now: return to Galilea, leave the capital, then go ahead and backtrack however you need to to Yuria, go through the cave, and into the Temple.

Yurian Temple: Once you've returned, head into the northwestern room of the temple and speak with the girl there, Luna, and opt to take her along. If you go speak with Rana in the northeast room, she'll congratulate you on getting the Hero's Mark, and then challenge you to get the Red, Green, and Blue Gems, two of which we already have, leaving just the Blue Gem.

The Gorgon's Maze

TREASURES CHECKLIST					
<input type="checkbox"/> Adan's Seed x40	<input type="checkbox"/> Medicine x3	<input type="checkbox"/> Key x3	<input type="checkbox"/> 310 Gold	<input type="checkbox"/> Smoke Ball x2	<input type="checkbox"/> Medicine x3
<input type="checkbox"/> Antidote x3	<input type="checkbox"/> Boa's Seed x10	<input type="checkbox"/> Medicine x5	<input type="checkbox"/> Boa's Seed x10	<input type="checkbox"/> Blue Gem	<input type="checkbox"/> Antidote x3
<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Steel Shield	<input type="checkbox"/> Crystal Wand	<input type="checkbox"/> Antidote x5
<input type="checkbox"/> Holy Cloak	<input type="checkbox"/> Gula's Shield	<input type="checkbox"/> Bird Claw x50	<input type="checkbox"/> Light Mark	<input type="checkbox"/> Wind Flute x1	<input type="checkbox"/> Prayer Ring x1
<input type="checkbox"/> Key x3	<input type="checkbox"/> Prayer Ring x1	<input type="checkbox"/> Wind Flute x1			

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Cave Fly	2,222	100	3,000	None
Cave Worm	1,111	55	1,600	None
Dark Master	1,650	66	1,900	None
Hammerhead	1,850	58	1,600	Medicine x1
Mad Horn	1,900	78	2,200	Wind Flute x1
Noferatu	1,450	37	1,150	Boa's Seed x1

Overworld: As it is probably apparently just from the section header and the ending of the previous one, the Blue Gem is in the Gorgon's Maze. (That was a pain to find out, too.... So much retracking....) The Gorgon's Maze can be found back in Rubant's Castle. If you forgot where that is, go southeast of the town of Ash and across the bridges to Gula's Temple. Use the northern door and go along the path to the west beyond it to go along the familiar path outside.

Rubant's Castle: As you go south, you will pass several Black Eyes. Beat up the second one to the west that you see, then go west some more, preferably along the southern half of these "H" walls so you only fight one more Black Eye. From there, go west and you'll see a number locked doors, some with stairs beyond. Go to the very northernmost of these stairs (which is not near a locked door!) and use it. On the upper floor, approach the wall to the east that is clearly lighter than the rest. Face it and use Thru, then pick up the **Adan's Seed x40** beyond and continue down.

Gorgon's Maze: Go west for a long while, grabbing **Medicine x3**, then **Key x3** as you go. When you get the latter, go south and along the path for a while. When a path opens off to the north, go along it and grab the easily-visible chest to the east (**310 Gold**) and the one along the path to the north (**Smoke Ball x2**), and the one just west of the latter (**Medicine x3**). Return to where you headed north and continue further along the path to the west.

The path will soon split in two: go south for **Antidote x3**, then head north. When path splits again, go north to the other split, then west to find **Boa's Seed x10**. Go south some more to the four-way, then go west until you reach a clearing. Use the spring of life here, then grab the **Medicine x5** in the corner, then leave to the west. If you go along the *extremely* lengthy path to the south, you'll get **Boa's Seed x10** at the end; I don't recommend it, but do as you will. If you head north, you'll soon reach a fork. Go east there and east at the next to find the **Blue Gem!**

Go south from the previous fork and along to another chest, this containing **Antidote x3**. Go north into the hall, then east for a bit and you'll soon reach a familiar fork. Go west and south here, past where you got ten Boa's Seeds earlier, to a four-way. Go south there, then west at the next fork. Open the three locked doors to the north and get the **Antidote x5** beyond. Continue west from where the doors were and cross either of the lava pits in the next clearing. (Remember, the Magic Shoes are activated automatically.) **Kuko x1** is beyond.

Backtrack to where the doors were and go east. When the path opens up to the north of a locked door, follow it to another **Kuko x1**. Unlock the door you went north of, then go south beyond it, west, and south to find a chest containing a **Steel Shield**. Return to where the locked doors were. There are quite a few more to the right: unlock the fifth of those not unlocked yet and you'll soon come upon a lake. Go around it to the north to find the **Crystal Wand** surrounded by a wall, then backtrack to where the locked door was.

Still some remain. Unlock the next door to the right (the northern of the two). There are two paths to the east that head south. The eastern one yields **Antidote x5**. The first brings you to four locked doors, but only the third is of any relevance. Go through it and you'll soon see multiple westbound paths. The first yields a **Holy Cloak**. Go along the last one to continue even more into the maze. Quickly hug the west wall and go along the third eastbound path that opens up to find **Gula's Shield**. The fourth path yields **Bird Claw x50**.

Yurian Temple: BERFORE WE GO ANY FURTHER, it is prudent that we obtain a certain relic. You need to already have the Blue Gem from the Gorgon's Maze, the Red Gem from Rabant Castle, and the Green Gem from the Yurian Cave. Return to the Yurian Temple and speak with Rana in the northeastern room to fuse these three gems into the **Light Mark**, which makes Ragon - a later boss, as you probably know =P - vulnerable to attacks! Only Luna can use this, however.

Overworld Cave: THERE IS ONE MORE RELIC YOU SHOULD GET! The Dark Tome is found in a cave to the southeast of the town of Malt, at the very end. I actually got it way back near the beginning of the game - quite pointlessly, apparently - and it was difficult to do so. Even so, check the **Optional Dungeon Trek** section.

Gorgon's Cave: Now, backtrack to the where all of the other doors were before, all lined up next to each other, about seven or eight in total.

Unlock the door to the south (opposite the one you used) and go south for a while, and west when first possible. When the path forks west and east again, go west to find **Wind Flute x1**, then go east and south when first possible to find a **Prayer Ring x1**. Go far to the north of there, then east and south along the linear path through the squarish rooms. When one such room opens to both the south and west (with you coming from the west), go south to find **Key x3**. Then go south some more along the southern of the two westbound paths. Go north at the north/west fork, then south and into the room at the next fork to find **Prayer Ring x1** in the enclosure. Return to the hall and go west and south for a while. When the second path opens to the east, go along it for **Wind Flute x1**.

Now backtrack to where you turned south and head west and along the long, linear path for a while to eventually return to the overworld, to the final unexplored land of Southern Ofelia.

The Final Confrontation

Sectional Flowchart

- **Overworld - The Final Continent**
- **Zola**
- **The First Tower - Edda's Tower**

- Recruiting Xena
- The Second Tower - Agora's Tower
- The Third Tower - Arames' Tower
- The Fourth and Final Tower - Deran's Tower
- Ragon's Temple
- "A New Saga is Born!"

Overworld - The Final Continent

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Big Bee	1,750	44	1,350	None
Cyclops	2,060	91	2,600	Key x1
Griffin	2,300	150	4,200	None
Mask	1,800	75	2,200	Boa's Seed x1
Rock Man	1,500	100	3,000	Wind Flute x1
Sand Man	2,000	90	2,600	None
TriffidG	2,100	120	3,600	None

Dunno why, but being able to see that cave we just came out of into the overworld has been pestering me for a while. Anyhow. When you arrive, head northeast into the mountain valley. When the brown terrain dominates most of the screen, you can head south and east to find a stone monument reading "*Ragol is the land of Evil. Be very careful with your power, if you decide to come here.*" Otherwise, for now, just head east of that large clearing to the town of Zola.

Zola

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

When you enter town, head south to find the inn (50 Gold as usual). Speak with the mage nearby, too, to learn that, to enter the Temple of Ragon, you must beat the four towers to the south in consecutive order, so keep that in mind. The Magic Guild is also nearby, so be sure to save! In the southeastern part of the town, you can find Fu again (the shopkeep from Ash), who is selling the same wares as before, so stock up!

Further to the east of there is a door you can unlock via the Seal Tome you have. The chest beyond contains an ancient folio reading this: "*The One bestowed with [the] glittering Light of the Gods will be able defeat the Prince of Darkness.*" Nothing important, since you are clearly the One (since you *should* have the Light Mark). Anyhow. There's nothing much to do here other than buy items, so leave.

Our next destination is the first of the four towers, found in the desert southwest of Zola.

The First Tower - Edda's Tower

TREASURES CHECKLIST				
<input type="checkbox"/> Holy Cloak	<input type="checkbox"/> Smoke Ball x2	<input type="checkbox"/> Magic Hood	<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Crystal Ball

LOCAL ENEMY BESTIARY

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Clone	1,830	95	3,000	Holy Cloak
Death Knight	2,100	110	3,000	Iron Sword
Edda (1st)	2,300	0	0	None
Edda (2nd)	2,200	255	0	Medicine x5
Mad Mouth	1,900	95	3,000	None

Tower 1F: When you arrive, there are two paths before you: one to the northeast and one to the west. Whichever one you travel along is irrelevant, since they are both linear and end up in the same place: at the north-central part of the room. There, go south and along the path some more to the west. Unlock the door at the end and continue on until you fight off three Death Knights in battle. (Lotsa Flare+'s and Smoke Bombs work well.) Use the stairs behind them.

Tower 2F: Go east and unlock both of the doors you reach. After doing so, continue along the path to find a chest (**Holy Cloak**) and a door. Unlock it and continue along the path some more through four more doors to find **Smoke Ball x2** in a chest. Backtrack now to where you entered the floor and go southwest and upstairs.

Tower 3F: Go northwest and unlock the door there, then go beyond it and along the path. As you reach the southeast corner, you'll find another staircase guarded by a Death Knight. You can use the stairs beyond him to find a **Magic Hood** helmet, but it's only worthwhile if you lack one *and* still have Terna in the party. Anyhow, after that, go north and along the path for a lengthy while and through a few doors. Eventually, you'll reach another staircase; go west and grab the **Kuko x1** before using said staircase.

Tower 2F - 1F: As you go down the stairs, you'll have a forced battle with some Death Knights, then another with with Edda, the Goddess of Death. Beating her first form is pretty easy since you just need to attack from a distance; when that's won, she splits into two, which is much harder, but you can still win from a distance rather easily.

Tower B1F: After the fight, continue downstairs and head south to grab the **Crystal Ball**. For now, leave the dungeon.

Recruiting Xena

Before we go any further with the game, it would be a very good idea to first go and recruit Xena, the other ally of our Warrior of Light. To find her, first go to Zola and save and such. Next, go south of there and you'll see two southbound paths most immediately; use the western of these two and enter the cave at the end. Head east and unlock the door, then speak with the girl, Xena, beyond. You can then allow her into the party!

Our next destination will be the second tower: go back through the first one as before, then continue south from where the Crystal Ball was found to the overworld, then further to the tower.

BE ABSOLUTELY SURE YOU ARE READY TO FIGHT! From here on out, there are no shops and no save points; you screw up, you go back to Zola, with pretty much all of your progress undone from the second tower on. Grind in the Overworld until you can absolutely fill your stocks on Kukos and Medicines to be sure you will live through the rest of the hell that the Land of Evil is.

The Second Tower - Agora's Tower

TREASURES CHECKLIST					
<input type="checkbox"/> Steel Bow	<input type="checkbox"/> Smoke Ball x3	<input type="checkbox"/> Medicine x3	<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Gula's Armor
<input type="checkbox"/> Crystal Wand					

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Agora	2,500	0	0	None
Agora-Fly	2,350	255	8,000	None
Ball	1,850	103	3,000	None
Chafer	2,050	107	3,000	None
Death Knight	2,100	110	3,000	Iron Sword
Incpit	2,000	119	3,600	Smoke Ball x1

Tower 1F: Go north and fight off the Incipits, then go further north, through the doors, and upstairs.

Tower 2F: As you go along the linear path and southward, you'll soon come to a fork. However, before you can do anything about deciding where to send who, Agora suddenly puts his Curse of Solitude on you, separating you from Luna and Xena and warping you to separate loci!

Tower 1F: When you regain control, you'll be ... somewhere, I don't know if it's 1F or not, just that going south really screws you by sending you back outside. Instead, head **east** and along the path; eventually, a path opens up to the west to Luna, so be sure to put her back in the party! (Just walk to her as if you wanted to speak with her and, in lieu of a scene, she'll join immediately.)

In the main hall, go north and along until you find three southbound paths. Go along the first you reach to find a **Steel Bow**, then continue along to find that the first looped to the second. Unlock the door for the third and continue through about four more. Ignore the last door since nothing's beyond; just go east and upstairs.

Tower 2F: Continue along the linear path and through a few more doors and you'll soon come to the intersection near which Agora put his curse on you. Go west from there, then north along the eastern path to find **Smoke Ball x3**. Continue along the path as it rounds to the south and unlock **two** of the four doors so you can go west to the Incipit. Then go north and upstairs.

Tower 3F: Go southeast to an "X" intersection. There, go southeast and into the room that opens up to the north to find **Medicine x3**. Go south of there and you will find an Incipit enemy. Before beating it up, go northeast for a **Kuko x1** and southeast for an **Antidote x5** chest. Then beat up the Incipit and open the chest to the south, which contains **Gula's Armor**, the best armor you'll find for now! Go southwest from here and around to the west side of another room, which happens to contain a **Crystal Wand**. Return downstairs and head waay to the south to head further down.

Tower 1F: Go north through the doors for a bit and you'll meet up with Agora, who is holding Xena captive personally. The battle is extremely difficult, so be ready to heal pretty often, but otherwise fighting from a distance will suffice. When Agora splits into three, begin using Boa Seeds and Smoke Balls to hurt all three. After the fight, pick up Xena and continue via the door nearby and out of the tower to the third.

The Third Tower - Arames' Tower

TREASURES CHECKLIST	
<input type="checkbox"/> Kuko x1	<input type="checkbox"/> Boa's Seed x20

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Arames	2,350	255	0	Medicine x5
Death Eye	2,150	155	4,200	None
Hand Eye	2,000	129	3,600	Smoke Ball x1
Incipit	2,000	119	3,600	Smoke Ball x1
Lady Death	2,100	129	3,600	Key x5

Tower 1F: Go north to the intersection and you'll see several Death Eye enemies nearby. Ignore them and head west and south and along the path to 2F.

Tower 2F: Begin by beating up the Death Eye to the east, then look to the north: you'll see two doors. Use the path provided by the eastern of the two. You'll soon come across some stairs; climb them for a **Kuko x1** chest, then go back down, and north along the path to some more stairs.

Tower 1F: Back on 1F, go north and along the path and through the door to a three-way intersection. Go west and you'll be back near that four-way near the start. This time, head west, beat up the Death Eye, and head along the path to the south of it.

Tower 2F: Continue along the linear path and beat up the Death Eye on the way.

Tower 3F: Here, you will find Arames, God of Lust and your boss for this tower. He's pretty easy to beat: just keep a distance and keep up an offense. He will attack the area a lot, so you need to heal pretty often, but, as always, it's pretty generic. After the fight, grab the chest on the east side containing **Boa's Seed x20**. Then use the stairs at the west side to descend back to 1F and to leave the tower.

The Fourth and Final Tower - Deran's Tower

TREASURES CHECKLIST					
<input type="checkbox"/> Medicine x10	<input type="checkbox"/> 25,000 Gold	<input type="checkbox"/> Adan's Seed x90	<input type="checkbox"/> Magic Shield	<input type="checkbox"/> Kuko x2	<input type="checkbox"/> Magic Hood
<input type="checkbox"/> Salah's Helm	<input type="checkbox"/> Salah's Shield	<input type="checkbox"/> Smoke Ball x5	<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Gula's Sword	<input type="checkbox"/> Light Sword
<input type="checkbox"/> Light Shield	<input type="checkbox"/> Light Armor				

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Bone Head	2,220	160	5,000	None
Death Eye	2,150	155	4,200	None
Deran (1st)	2,200	0	0	None
Deran (2nd)	2,350	0	0	None
Deran (3rd)	2,500	0	0	None
Deran (4th)	2,400	255	0	Medicine x5
Pixel	2,600	190	5,000	Steel Sword

Purple	1,900	110	3,000	None
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Tower 1F: When you arrive, simply go north, through the doors, and up the first staircase reach. Whether you fight the Pixel enemies in the field on the way is up to you, though.

Tower 2F: Go to the east and open the locked door, then head south. As you go, you'll see a Pixel soldier off to the east; if you want, you can battle them and go along the path they were guarding to find **Medicine x10** at the end. Otherwise, continue south in the hall and you will soon meet up with another Pixel. First go off to the east and through the second staircase to find **25,000 Gold** in a chest, then go back and beat the Pixel. Go up the stairs to the west.

Tower 3F/2F/1F: Go through the nearby door and use the stairs. To the west will be two more staircases. The southern one leads to a chest containing **Adan's Seed x90**. Use the other one and you'll find two more staircases; use the eastern one. When you arrive in the next area, go up the two staircases to the east to find a **Magic Shield** and **Kuko x2**, then use the locked door. Beyond it are three more staircases yielding a **Magic Hood**, **Salah's Helm**, and **Salah's Shield**. Use a key on a door to reach the final three staircases, which yield **Smoke Ball x5**, **Antidote x5**, and (after a Key-using door) **Gula's Sword!**

Backtrack to where you fought your last Pixel and go up the stairs to the east of there. Thengo north along the path and along the second eastbound path you reach. Go on down. Then go along the semi-linear path across several floors as you continue to go along the only viable path and along more and more staircases. You'll soon end up fighting Deran, who has four forms totalling about 9,000 HP - it'll take a while to bring him down, so it's best to keep your distance from him and heal often.

After the battle, take note that you'll now have three new pieces of equipment, as beating the fourth tower has changed Leon's equipment - Leon's Sword becomes the **Light Sword**, Leon's Shield becomes the **Light Shield**, and Leon's Armor becomes the **Light Armor**. Be sure to equip them - they are very, very good! The Light Sword boosts Strength by 108, the Light Shield boosts Defense by 36, and the Light Armor boosts Defense by 38!

Now ... go downstairs and leave the tower and go further ... to the final dungeon ... the Temple of Ragon!

Ragon's Temple

TREASURES CHECKLIST					
<input type="checkbox"/> Salah's Armor	<input type="checkbox"/> Magic Cloak	<input type="checkbox"/> Ruby Wand	<input type="checkbox"/> Gula's Helm	<input type="checkbox"/> Medicine x5	<input type="checkbox"/> Antidote x5
<input type="checkbox"/> Antidote x5	<input type="checkbox"/> Key x10	<input type="checkbox"/> Prayer Ring x1	<input type="checkbox"/> Adan's Seed x50	<input type="checkbox"/> Smoke Ball x5	<input type="checkbox"/> Antidote x5
<input type="checkbox"/> Medicine x5	<input type="checkbox"/> Medicine x30	<input type="checkbox"/> Wind Flute x1	<input type="checkbox"/> Bird Claw x5	<input type="checkbox"/> 65,000 Gold	<input type="checkbox"/> Prayer Ring x1
<input type="checkbox"/> Kuko x1					

LOCAL ENEMY BESTIARY				
Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Drake	2,200	180	5,000	None
Garuden	2,400	225	6,800	None
Knight Ghost	2,100	190	5,000	None
Pixel	2,600	190	5,000	Steel Sword
Ragon (1st)	3,200	0	0	None
Ragon (2nd)	4,000	0	0	None
Urubur	2,350	210	5,800	None
Zuda Root	2,350	210	6,000	Brand

When you arrive, go north to the two-way fork. Begin by going east and beating the Zuda Root, then go along the path to the south when it opens up. Several paths to the west will open up, the third of which will yield **Kuko x1**. The next path will take you to some stairs, which eventually lead to another area of 1F. Go to the northwest corner of the room to grab **Salah's Armor**, then to the southeast corner for a **Magic Cloak**. Go north from there and downstairs, then along the path.

Back in 1F again, go along the path for a while and you'll fight a Zuda Root at the end. Beat the next one to the northwest and go along the hall behind it, then east when possible. You will find a **Ruby Wand** south of there, and a guy who'll let you save to the north. Go south in the main hall and downstairs when given the choice to find **Gula's Helm** at the end of the path. Backtrack to where you fought the last Zuda Roots and head along the northern eastbound path. This *will* take you outside, but it's a nice bit shorter.

When you return, go north to the intersection and go west and beat up the Zuda Root. Grab the two chests along the path behind the Zuda Root (**Medicine x5** & **Antidote x5**), then continue along the main path south and through the cave to another part of the area. Here, there are eight doors total. For the sake of simplicity, I'll name them from left to right, north to south: Doors 1, 2, 3, 4, 5, 6, 7, and 8, with #7 being the one you exited from. Got it?

- **Door #2:** Go along this one and you will end up in an area filled with locked doors. The first door yields **Antidote x5** and the fifth yields **Key x10**. Use the third door to find more doors, though those are useless: go to the far west to find some more. Go through the door to the north and open the next one to the west to find **Prayer Ring x1**. That's all along this path.
- **Door #3:** This leads to a silvery-colored part of 1F. There are two enclosures to the south here, one yielding **Adan's Seed x50** and another yielding **Smoke Ball x5**. Go back.

- **Door #4:** When you get out of the cave, you will have to fight a Garuden enemy to proceed forward. That's all you get for now, though.

- **Door #5:** Go west and along the path to the north to find many north- and southbound paths to the east and west. Use the one just to the east to find **Antidote x5**, then beat the Garuden to the west. Go south and along the path to another, then north to the cave again. On the other side, go east and battle another Garuden, then head south and east and south at the forks. Go north, west, south, north, south, south, and north to find **Medicine x5**. Then go east at the previous fork and to the stairs - note that this just goes back to the previous area from before we left the dungeon, so don't bother if you don't want to save.

Doors #1, #6, and #8 all lead to the same place, and to our next destination. Assuming you take Door #8, you'll be in the southeast corner of a jagged-hall room; Door #6 places you closer to the southwest side; Door #1 in the north-central area. Leaving this room are several doors, which I'll number clockwise from the northwest corner.

- **Door #1 (Northwest):** Here, go west and along the path to a fork. Go west there and along to the Urubur enemy. Use the second eastbound path to the north and go south and along the path from there if you want, but it's just a dead-end. So, yes, it's basically pointless unless you want to fight an Urubur.

- **Door #2 (North-Central):** Ignore. This is Door #1 of the previous set.

- **Door #3 (Northeast):** After the cave path, in the silvery area, go south and beat up the Garuden. After, going south will yield **Medicine x30!** ^_^; That's it for this path.

- **Door #4 (Southeast):** Ignore. This is Door #8 of the previous set.

- **Door #5 (Southwest):** In a sec...

- **Door #6 (South-Southwest):** Ignore. This is Door #6 of the previous set.

So, then, let's follow the southwestern door, Door #5. When you exit, go due west to find a **Wind Flute x1**, then go to the northeast corner for **Bird Claw x50**. Head to the northwest corner next and go north along that cave to the next area.

^sr12|

Begin by going southeast, then southwest along the path to find a chest containing a whopping **65,000 Gold!** Return to the entrance next and look to the east. Just east of the entrance - as pictured in the nearby screenshot - is a narrow strip of lava, on you can walk on thanks to the Magic Shoes. So follow it to the southeast corner of the room, where a small river is flowing off to the northeast. Follow it to a blue wall - use the Thru spell to get through.

On the other side, go east and grab the **Prayer Ring x1**, then go north of the blue wall. Head along the path to the east, but ignore the stairs as you go: continue to the far south and west past them to find a chest containing **Kuko x1**. Then use the stairs! In the large, cavernous room, go southeast and beat one or both of the Uruburs in the room (doesn't matter which) and go to the southeast corner to find some stairs to go on up.

Here, go to the north and face the silver door. Take out the Dark Tome relic and use it on the door. To the far north of there, you will encounter Ragon. Defeating him is no easy task, but, like with most of the battles in this game, it's easy enough if you have a ton of Medicines on hand; it's just a long grind, really. >_>

"A New Saga is Born!"

^sr13|A bard in Ish.

After that battle, head through the door Ragon was guarding and you will return to the overworld with a catchy, new, fitting theme for the ending of the game. Our goal now is to backtrack to Arkasas, where our adventure started (if you keep in mind the opening scene). Worry not, for you will not find any random encounters on the way. (Forced encounters in old dungeons can still occur, but why bother?)

When you enter Arkasas - your new kingdom - enter the castle proper; the game will take control. Below is a translation of the ending.

Spoiler. Highlight text to view

You will be guided northward to the throne. Someone will shout "Our Prince is back! This is your loyal counselor Lanbard!"

Lanbard - "You've managed to beat your father's sworn enemy: Zairas! But moreover, you've slain Ragon, a Prince of Darkness, bringing peace back to Minelvaton. We kindly ask you to become our king and lead us from now on! Oh, who is this young lady? Oh, I see... It would be great if we could combine the coronation and the wedding ceremonies!"

Crowd - "Hail to His Majesty! Hail to the King! Long and happy marriage!"

Luna - "Do you really want to marry me? Oh, I'm so happy!"

Narrator - "Thus, Xena, Luna, and our Hero got a warm welcome and lived happily ever after. Southern Ofelia was brimming with people's laughter and joy. They say that the dark wings of Zuhl will never touch Minelvaton until the end of its days... But there are still many lands in this vast world.

So the legend of a Khan's child sent to become a Warrior of Light is not the only one..."

A great while after the final message appears, the credits will roll.
So, then, congratulations on completing Minelvaton Saga: Ragon no Fukkatsu! =D

Appendices

Monster Bestiary

Enemy Name	Max HP	EXP. Yield	Gold Yield	Item Yield
Agora	2,500	0	0	None
Agora-Fly	2,350	255	8,000	None
Aida	1,950	80	0	Crystal Wand
Ammon	1,900	50	1,600	None
Aqua Pit	1,500	25	700	None
Arames	2,350	255	0	Medicine x5
Ball	1,850	103	3,000	None
Bat King	1,400	16	510	None
Beetle	1,850	50	1,600	None
Big Bee	1,750	44	1,350	None
Big Mouth	1,800	25	700	Medicine x1
Black Eye	2,150	52	1,600	Nnoe
Bulla Hallett	1,550	24	700	None
Cave Fly	2,222	100	3,000	None
Cave Worm	1,111	55	1,600	None
Centaur	1,700	20	600	None
Cyclops	2,060	91	2,600	Key x1
Dark Master	1,650	66	1,900	None
Death Eye	2,150	155	4,200	None
Death Knight	2,100	110	3,000	Iron Sword
Death Mail	2,100	58	1,600	None
Death Mask	800	3	85	None
Death Master	1,500	20	600	Wizard's Cloak
Deran (1st)	2,200	0	0	None
Deran (2nd)	2,350	0	0	None
Deran (3rd)	2,500	0	0	None
Deran (4th)	2,400	255	0	Medicine x5
Dodo	1,100	10	310	None
Drake	2,200	180	5,000	None
Edda (1st)	2,300	0	0	None
Edda (2nd)	2,200	255	0	Medicine x5
Elemental	800	5	140	None
Evil Shell	800	6	165	None
Eye Worm	400	1	32	None
Fire Man	450	2	62	None
Footbeast	700	2	62	None
Freyja	1,000	8	230	None
Garuden	2,400	225	6,800	None
Getter	800	4	120	None
Golem	1,100	2	62	None
Goopa	1,000	12	370	Bird Claw x1

Goth	600	1	32	None
Griffin	2,300	150	4,200	None
Hammerhead	1,850	58	1,600	Medicine x1
Hand Eye	2,000	129	3,600	Smoke Ball x1
Hide Ghost	1,400	12	370	None
Hirud	500	1	32	None
Hydra	1,600	25	700	None
Ice Knight	1,100	6	165	Iron Helm
Ido	2,400	200	0	Smoke Ball x5
Incipit	2,000	119	3,600	Smoke Ball x1
King Beetle	2,050	56	1,600	Boa's Seed x5
Knight Ghost	2,100	190	5,000	None
Lady Death	2,100	129	3,600	Key x5
Louver	800	4	120	None
Mad Dog	500	2	62	Medicine x1
Mad Horn	1,900	78	2,200	Wind Flute x1
Mask	1,800	75	2,200	Boa's Seed x1
Meta Frog	500	3	85	None
Moeba	800	2	62	Medicine x1
Mortar	1,600	17	610	None
Mush	500	2	62	None
Newt	700	3	85	None
Noferatu	1,450	37	1,150	Boa's Seed x1
Octopus	1,000	5	140	None
Petal	2,000	20	600	None
Pixel	2,600	190	5,000	Steel Sword
Pupa	1,000	4	120	None
Purple	1,900	110	3,000	None
Ragon (1st)	3,200	0	0	None
Ragon (2nd)	4,000	0	0	None
Rock	800	4	0	Adan's Seed x5
Rock Man	1,500	100	3,000	Wind Flute x1
Salamander	1,800	30	830	Hide (one time only)
Sand Man	2,000	90	2,600	None
Scorpion	1,000	4	120	None
Sheephead	1,900	100	3,000	None
Swim Killer	600	2	62	None
Triffid	700	3	85	None
TriffidG	2,100	120	3,600	None
Urubur	2,350	210	5,800	None
Zairas	1,650	20	600	None
Zuda Root	2,350	210	6,000	Brand

Items Listings

Item Name	Cost	Effect
Key	140 Gold	Unlocks doors in dungeons
Prayer Ring	230 Gold	Instantly leave towns and dungeons
Wind Flute	230 Gold	Returns you to the last town at which you saved from the Overworld

Potions Listings

Item Name	Cost	Effect
Medicine	73 Gold	Heals 500 HP
Antidote	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Kuko	18,000 Gold	Fully restores the party's MP

Orb Listings

Item Name	Cost	Effect
Adan's Seed	3 Gold	Orb for battles - allows a distance attack with B (normal damage)
Bird Claw	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Boa's Seed	200 Gold	Orb for battles - hits all enemies on-screen with B (normal damage)
Smoke Ball	3,000 Gold	Orb for battles - hits all enemies on-screen with B (around double damage)

Relic Listings

Relic Name	Function
Blue Gem	Collect all three colored Gems to make the Mark of Light
Bolt Scroll	Causes immediate learning of the Bolt spell for Wizards
Crown	Bring to the King of Roland to prove your royalty
Dark Tome	Opens the door before the final boss in Ragon Temple
Fly Scroll	Causes immediate learning of the Fly spell for Wizards
Goddess' Idol	Take to Dolos' Tower to raise Yuria
Golden Key	Opens the yellow-tinged door in Arkasas
Green Gem	Collect all three colored Gems to make the Mark of Light
Hero's Mark	More plot-based than anything, but gets Luna in the Yurian Temple to ally you
Hide	Trade in Olphan for the Magic Shoes
Holy Ship	Allows you to sail the seas
Ice Doll	Use in the overworld to restore broken bridges
Light Mark	Makes Luna's attacks affect Ragon
Magic Shoes	Allows walking on lava
Pendant (of Tears)	Give to Izam in the Temple of Thor
Protect Charm	Use in battle for massive damage to all enemies (around 4x that of your attacks); only one allowed at a time, but replenished by Charon in Ramulun's Temple if wanted
Rainbow Seed	Creates a bridge from the Yurian Cave to the city proper
Red Gem	Collect all three colored Gems to make the Mark of Light
Roland Flame	Trade for a Steel Sword in Olphan, which also upgrades their Iron equipment to Steel
Rusty Key	Opens the rusty door in the Ice Palace Cave
Seal Tome	Unlocks "blocky" looking doors
Ship Pearl	Trade for the Holy Ship in Dorf
Spell Tome	Bring to the mage on Requiem Hill to raise Salah from the ocean
Step Scroll	Causes immediate learning of the Step spell for Wizards
Stop Scroll	Causes immediate learning of the Stop spell for Wizards
Thru Scroll	Causes immediate learning of the Thru spell for Wizards
Witch's Mark	Allows entrance into the Ice Palace

Weapon Listings

Equipment	Cost	STR	DEF	SPD	Wielders
Brand	3,400 Gold	+52	-	-	Hero, Archer
Crystal Wand	2,200 Gold	+40	-	-	Wizard
Dagger	100 Gold	+4	-	-	Hero, Archer
Glass Wand	600 Gold	+28	-	-	Wizard
Gula's Sword	-	+88	-	-	Hero
Iron Sword	1,350	+38	-	-	Hero, Archer
Leon's Sword	-	+76	-	-	Hero
Light Sword	-	+108	-	-	Hero
Razor Knife	230 Gold	+13	-	-	Hero, Archer
Ruby Wand	21,000 Gold	+64	-	-	Wizard
Salah's Sword	34,000 Gold	+64	-	-	Hero, Archer
Steel Sword	3,600 Gold	+40	-	-	Hero, Archer
Thunder Wand	-	+88	-	-	Wizard

Shield Listings

Equipment	Cost	STR	DEF	SPD	Wielders
Ceramic Shield	73 Gold	-	+2	-	Hero, Wizard, Archer
Gula's Shield	-	-	+32	-	Hero, Archer
Hero's Shield	-	-	+16	-	Hero
Iron Shield	970 Gold	-	+8	-	Hero, Archer
Leon's Shield	-	-	+28	-	Hero
Light Shield	-	-	+36	-	Hero
Magic Shield	25,000 Gold	-	+30	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer
Steel Shield	2,600 Gold	-	+12	-	Hero, Archer
Wooden Shield	165 Gold	-	+4	-	Hero, Wizard, Archer

Armor Listings

Equipment	Cost	STR	DEF	SPD	Wielders
Clothes	-	-	+2	-	Hero
Gula's Armor	-	-	+32	-	Hero,
Hero's Armor	-	-	+16	-	Hero, Archer
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Armor	1,900 Gold	-	+8	-	Hero, Archer
Leather Armor	270 Gold	-	+4	-	Hero, Wizard, Archer
Leon's Armor	-	-	+28	-	Hero
Light Armor	-	-	+38	-	Hero
Magic Cloak	55,000 Gold	-	+30	-	Wizard
Salah's Armor	40,000 Gold	-	+24	-	Hero, Archer
Silver Mail	-	-	+25	-	Hero, Archer
Steel Armor	5,000 Gold	-	+12	-	Hero, Archer
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard

Helmet Listings

Equipment	Cost	STR	DEF	SPD	Wielders
Gula's Helm	-	-	+34	-	Hero
Hero's Helm	-	-	+16	-	Hero
Iron Helm	1,150 Gold	-	+8	-	Hero, Archer
Leather Helm	200 Gold	-	+4	-	Hero, Wizard, Archer
Magic Hood	34,000 Gold	-	+30	-	Wizard
Salah's Helm	30,000 Gold	-	+24	-	Hero, Archer
Steel Helm	3,000 Gold	-	+12	-	Hero, Archer
Wizard's Hat	970 Gold	-	+12	-	Wizard

Bow Listings

Equipment	Cost	Effects	Wielders
Iron Bow	1,600 Gold	Allows ranged attacks	Archer
Gula's Bow	-	Allows ranged attacks	Archer
Steel Bow	3,600 Gold	Allows ranged attacks	Archer
Wooden Bow	270 Gold	Allows ranged attacks	Archer

Spell Listings

Spell Name	MP Cost	Known By	Effects
Bolt	80 MP	Obtain Bolt Scroll	Distance attack of about triple the power of Flare
Flare	0 MP	Evvy, Charon, Izam, Mog, Terna, Xena	Distance attack about the same power as a normal attack
Flare+	100 MP	Mog, Terna, Xena	Hits all enemies on-screen for about the power of a normal attack
Fly	20 MP	Obtain Fly Scroll	Field use only: in the Overworld, head to the town you last saved in
Step	20 MP	Obtain Step Scroll	Field use only: leave dungeons and towns to the Overworld
Stop	400 MP	Obtain Stop Scroll	Briefly stops all enemies
Thru	250 MP	Obtain Thru Scroll	Field use only: allows you to go through specific solid walls
Zan	5 MP	Charon, Mog, Terna, Xena	Distance attack of about double the power of Flare
Zan+	300 MP	Xena	Hits all enemies on-screen for about double a normal attack's power

Mercenary Listings

Mercenaries, or Mercs, are units you usually can buy. These units have one purpose: to do the battling for you! By selecting the last option from the A Button menu during battle, you can select up to three mercs who will battle while you simply sit back and watch! Of course, they vary slightly in strength and durability, but they'll generally be worth the buy, especially if you end up having no healing items on low HP.

INITIALLY PURCHASEABLE MERCS			
Merc Class	Cost	Max HP	Relative Strength
Soldier	100 Gold	700	5th best of 5
Fencer	200 Gold	800	4th best of 5
Warrior	400 Gold	850	3rd best of 5
Blader	800 Gold	900	2nd best of 5
Fighter	1,600 Gold	1,000	Best of all 5

There are also additional mercs one can find by continual usage of the mercs above. As it turns out, a merc is capable of leveling up as it is used more since it will earn EXP. like your party, although the amount is recorded internally so it's pretty hard to know when. In any case, here's the continued list of mercs:

MERCs FROM LEVEL-UPS		
Merc Class	Max HP	Relative Strength

Champion	?	5th best of all mercs
Knight	?	4th best of all mercs
Berserker	?	3rd best of all mercs
Paladin	1,500 HP	2nd-best of all mercs
God Hand	1,800 HP	Best of all mercs

Shop Details

Here is a quick list of the shops in the game: click on the name corresponding to the town whose details you wish to see.

- **Roland's Shops**
- **Malt's Shops**
- **Dorf's Shops**
- **Olphan's Shops**
- **Ish's Shops**
- **Shibai's Shops**
- **Arkasas's Shops**
- **Ash's Shops**
- **Zola's Shops**

Roland's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

Malt's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders

Dagger	100 Gold	+4	-	-	Hero
Razor Knife	230 Gold	+13	-	-	Hero
Wooden Bow	270 Gold	Allows ranged attacks	Archer		
Clothes	100 Gold	-	+2	-	Hero, Wizard
Leather Armor	270 Gold	-	+4	-	Hero, Wizard
Leather Helm	200 Gold	-	+3	-	Hero, Wizard
Ceramic Shield	73 Gold	-	+2	-	Hero, Wizard
Wooden Shield	165 Gold	-	+4	-	Hero, Wizard

Dorf's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Iron Sword	1,350 Gold	+28	-	-	Hero
Glass Wand	600 Gold	+28	-	-	Wizard
Iron Bow	1,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Iron Shield	970 Gold	-	+8	-	Hero

MERCENARY GUILD			
Merc Class	Cost	Max HP	Relative Strength
Soldier	100 Gold	700	5th best of 5
Fencer	200 Gold	800	4th best of 5
Warrior	400 Gold	850	3rd best of 5
Blader	800 Gold	900	2nd best of 5
Fighter	1,600 Gold	1,000	Best of all 5

Olphan's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x1	73 Gold	Restores 500 HP
Medicine x5	365 Gold	Restores 500 HP
Antidote x1	165 Gold	Heals status ailments (see rightmost part of bottom battle screen)

Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Adan's Seed x1	3 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Adan's Seed x10	30 Gold	Orb for battles - allows a distance attack with B (damage is normal)
Bird Claw x1	27 Gold	Orb for battles - allows a distance attack with B (around double damage)
Bird Claw x5	135 Gold	Orb for battles - allows a distance attack with B (around double damage)
Prayer Ring x1	230 Gold	Instantly leave towns and dungeons
Wind Flute x1	230 Gold	Returns you to the last town at which you saved from the Overworld

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Iron Sword	1,350 Gold	+28	-	-	Hero
Glass Wand	600 Gold	+28	-	-	Wizard
Iron Bow	1,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Iron Shield	970 Gold	-	+8	-	Hero

ARMS SHOP - AFTER GIVING THE SMITH THE ROLAND FLAME					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Glass Wand	600 Gold	+28	-	-	Wizard
Steel Sword	3,600 Gold	+40	-	-	Hero
Steel Bow	3,600 Gold	Allows ranged attacks			Archer
Wizard's Cloak	1,150 Gold	-	+12	-	Wizard
Steel Armor	5,000 Gold	-	+12	-	Hero, Archer
Wizard's Hat	970 Gold	-	+12	-	Wizard
Steel Helm	3,000 Gold	-	+12	-	Hero, Archer
Steel Shield	2,600 Gold	-	+12	-	Hero, Archer

Ish's Shops

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Iron Sword	1,350 Gold	+28	-	-	Hero
Crystal Wand	2,200 Gold	+20	-	-	Wizard
Iron Bow	1,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Iron Shield	970 Gold	-	+8	-	Hero

Shibai's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons

Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Crystal Wand	2,200 Gold	+20	-	-	Wizard
Brand	3,400 Gold	+52	-	-	Hero
Steel Bow	3,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer

Arkansas's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Crystal Wand	2,200 Gold	+20	-	-	Wizard
Brand	3,400 Gold	+52	-	-	Hero
Steel Bow	3,600 Gold	Allows ranged attacks			Archer
Iron Armor	1,900 Gold	-	+8	-	Hero
Holy Cloak	5,000 Gold	-	+20	-	Wizard
Iron Helm	1,150 Gold	-	+8	-	Hero
Wizard's Hat	970 Gold	-	+12	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer

Ash's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)

Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

ARMS SHOP					
Equipment Name	Cost	STR	DEF	Speed	Wielders
Salah's Sword	34,000 Gold	+64	-	-	Hero, Archer
Ruby Wand	21,000 Gold	+64	-	-	Wizard
Salah's Armor	40,000 Gold	-	+24	-	Hero, Archer
Magic Cloak	55,000 Gold	-	+30	-	Wizard
Salah's Helm	30,000 Gold	-	+24	-	Hero, Archer
Magic Hood	34,000 Gold	-	+30	-	Wizard
Magic Shield	25,000 Gold	-	+30	-	Wizard
Salah's Shield	25,000 Gold	-	+24	-	Hero, Archer

Zola's Shops

ITEMS SHOP		
Item	Cost	Effect
Medicine x5	365 Gold	Restores 500 HP
Medicine x50	3,650 Gold	Restores 500 HP
Antidote x5	825 Gold	Heals status ailments (see rightmost part of bottom battle screen)
Key x1	140 Gold	Unlocks doors in dungeons
Key x10	1,400 Gold	Unlocks doors in dungeons
Boa's Seed x1	200 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Boa's Seed x10	2,000 Gold	Orb for battles - use to hit all enemies on-screen for normal damage
Smoke Ball x1	3,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Smoke Ball x5	15,000 Gold	Orb for battles - use to hit all enemies on-screen for around double damage
Kuko x1	18,000 Gold	Fully restores the party's MP

Level-Up Chart - Hero

Note that EXP. values are approximated, and that I won't be covering much beyond Level 138 unless I can find an actual EXP. formula, since EXP. doesn't seem to be limited (at least it'd be 16,777,215 (a 3-byte max, which would be odd enough) and neither for Level (it isn't limited to Level 100 like most RPGs, rather, to Level 200, though I'm too lazy to bother with the other 62 levels). Grinding is just too much of a pain for going beyond what you'd end up with in a normal playthrough. ("Normal" being Level 120 at best.)

Also, to the interested, most of these tend to follow a pattern.

- **Max HP** = $800 + (16 * \text{Level})$; caps at 9,999 (but can hack as high as 65,535; it'll look glitchy)
- **Max MP** = 0 (you never get to use spells by yourself); caps same as HP
- **Strength** = $47 + (\text{Level} * 0.5)$ (rounded up); caps at 255, and that's with the equipment boost
- **Defense** = $47 + (\text{Level} * 0.5)$ (rounded down); caps is same as Strength
- **Speed** = $55 + \text{Level}$; caps at 255, which, given the pattern seen here, is Level 200

Level	EXP. Total	Max HP	Max MP	STR	DEF	Speed
Lv. 0	0	800	0	47	47	55
Lv. 1	8	816	0	48	47	56
Lv. 2	16	832	0	48	48	57

Lv. 3	24	848	0	49	48	58
Lv. 4	40	864	0	49	49	59
Lv. 5	47	880	0	50	49	60
Lv. 6	55	896	0	50	50	61
Lv. 7	61	912	0	51	50	62
Lv. 8	73	928	0	51	51	63
Lv. 9	85	944	0	52	51	64
Lv. 10	97	960	0	52	52	65
Lv. 11	109	976	0	53	52	66
Lv. 12	119	992	0	53	53	67
Lv. 13	131	1,008	0	54	53	68
Lv. 14	149	1,024	0	54	54	69
Lv. 15	161	1,040	0	55	54	70
Lv. 16	176	1,056	0	55	55	71
Lv. 17	194	1,072	0	56	55	72
Lv. 18	206	1,088	0	56	56	73
Lv. 19	229	1,104	0	57	56	74
Lv. 20	252	1,120	0	57	57	75
Lv. 21	275	1,136	0	58	57	76
Lv. 22	298	1,152	0	58	58	77
Lv. 23	321	1,168	0	59	58	78
Lv. 24	344	1,184	0	59	59	79
Lv. 25	367	1,200	0	60	59	80
Lv. 26	390	1,216	0	60	60	81
Lv. 27	413	1,232	0	61	60	82
Lv. 28	436	1,248	0	61	61	83
Lv. 29	459	1,264	0	62	61	84
Lv. 30	482	1,280	0	62	62	85
Lv. 31	505	1,296	0	63	62	86
Lv. 32	541	1,312	0	63	63	87
Lv. 33	561	1,328	0	64	63	88
Lv. 34	599	1,344	0	64	64	89
Lv. 35	637	1,360	0	65	64	90
Lv. 36	677	1,376	0	65	65	91
Lv. 37	722	1,392	0	66	65	92
Lv. 38	767	1,408	0	66	66	93
Lv. 39	812	1,424	0	67	66	94
Lv. 40	857	1,440	0	67	67	95
Lv. 41	902	1,456	0	68	67	96
Lv. 42	947	1,472	0	68	68	97
Lv. 43	992	1,488	0	69	68	98
Lv. 44	1,037	1,504	0	69	69	99
Lv. 45	1,085	1,520	0	70	69	100
Lv. 46	1,120	1,536	0	70	70	101
Lv. 47	1,170	1,552	0	71	70	102
Lv. 48	1,240	1,568	0	71	71	103
Lv. 49	1,310	1,584	0	72	71	104
Lv. 50	1,382	1,600	0	72	72	105
Lv. 51	1,452	1,616	0	73	72	106
Lv. 52	1,522	1,632	0	73	73	107
Lv. 53	1,594	1,648	0	74	73	108
Lv. 54	1,651	1,664	0	74	74	109

Lv. 55	1,756	1,680	0	75	74	110
Lv. 56	1,821	1,696	0	75	75	111
Lv. 57	1,937	1,712	0	76	75	112
Lv. 58	2,053	1,728	0	76	76	113
Lv. 59	2,153	1,744	0	77	76	114
Lv. 60	2,253	1,760	0	77	77	115
Lv. 61	2,353	1,776	0	78	77	116
Lv. 62	2,453	1,792	0	78	78	117
Lv. 63	2,653	1,808	0	79	78	118
Lv. 64	2,753	1,824	0	79	79	119
Lv. 65	2,853	1,840	0	80	79	120
Lv. 66	3,035	1,856	0	80	80	121
Lv. 67	3,151	1,872	0	81	80	122
Lv. 68	3,267	1,888	0	81	81	123
Lv. 69	3,464	1,904	0	82	81	124
Lv. 70	3,589	1,920	0	82	82	125
Lv. 71	3,785	1,936	0	83	82	126
Lv. 72	3,934	1,952	0	83	83	127
Lv. 73	4,040	1,968	0	84	83	128
Lv. 74	4,146	1,984	0	84	84	129
Lv. 75	4,252	2,000	0	85	84	130
Lv. 76	4,512	2,016	0	85	85	131
Lv. 77	4,621	2,032	0	86	85	132
Lv. 78	4,877	2,048	0	86	86	133
Lv. 79	5,250	2,064	0	87	86	134
Lv. 80	5,429	2,080	0	87	87	135
Lv. 81	5,619	2,096	0	88	87	136
Lv. 82	5,921	2,112	0	88	88	137
Lv. 83	6,259	2,128	0	89	88	138
Lv. 84	6,771	2,144	0	89	89	139
Lv. 85	6,823	2,160	0	90	89	140
Lv. 86	7,135	2,176	0	90	90	141
Lv. 87	7,439	2,192	0	91	90	142
Lv. 88	7,963	2,208	0	91	91	143
Lv. 89	8,163	2,224	0	92	91	144
Lv. 90	8,203	2,240	0	92	92	145
Lv. 91	8,403	2,256	0	93	92	146
Lv. 92	8,837	2,272	0	93	93	147
Lv. 93	9,361	2,288	0	94	93	148
Lv. 94	9,721	2,304	0	94	94	149
Lv. 95	10,199	2,320	0	95	94	150
Lv. 96	10,689	2,336	0	95	95	151
Lv. 97	11,323	2,352	0	96	95	152
Lv. 98	11,795	2,368	0	96	96	153
Lv. 99	12,511	2,384	0	97	96	154
Lv. 100	13,185	2,400	0	97	97	155
Lv. 101	13,677	2,416	0	98	97	156
Lv. 102	14,321	2,432	0	98	98	157
Lv. 103	15,215	2,448	0	99	98	158
Lv. 104	15,719	2,464	0	99	99	159
Lv. 105	16,132	2,480	0	100	99	160
Lv. 106	16,562	2,496	0	100	100	161

Lv. 107	16,890	2,512	0	101	100	162
Lv. 108	17,630	2,528	0	101	101	163
Lv. 109	18,462	2,544	0	102	101	164
Lv. 110	19,407	2,560	0	102	102	165
Lv. 111	20,472	2,576	0	103	102	166
Lv. 112	21,372	2,592	0	103	103	167
Lv. 113	22,692	2,608	0	104	103	168
Lv. 114	23,712	2,624	0	104	104	169
Lv. 115	24,942	2,640	0	105	104	170
Lv. 116	26,478	2,656	0	105	105	171
Lv. 117	27,738	2,672	0	106	105	172
Lv. 118	28,575	2,688	0	106	106	173
Lv. 119	30,114	2,704	0	107	106	174
Lv. 120	31,543	2,720	0	107	107	175
Lv. 121	32,321	2,736	0	108	107	176
Lv. 122	33,004	2,752	0	108	108	177
Lv. 123	34,137	2,768	0	109	108	178
Lv. 124	35,387	2,784	0	109	109	179
Lv. 125	37,107	2,800	0	110	109	180
Lv. 126	39,107	2,816	0	110	110	181
Lv. 127	40,832	2,832	0	111	110	182
Lv. 128	43,327	2,848	0	111	111	183
Lv. 129	45,162	2,864	0	112	111	184
Lv. 130	47,077	2,880	0	112	112	185
Lv. 131	49,407	2,896	0	113	112	186
Lv. 132	52,101	2,912	0	113	113	187
Lv. 133	54,000	2,928	0	114	113	188
Lv. 134	56,000	2,944	0	114	114	189
Lv. 135	58,000	2,960	0	115	114	190
Lv. 136	60,000	2,976	0	115	115	191
Lv. 137	62,500	2,992	0	116	115	192
Lv. 138	65,553	3,008	0	116	116	193

Level-Up Chart - Others

In reality, the other characters in the game seem to not level up whatsoever. Even if you were to defeat swathes of enemies in the game and you were to level up, those characters' stats remain relatively static. As a result, we have this section, which will list the characters' stats. They are listed in the order in which you'll recruit these guys, and will also assume **Walkthrough**-coincident progress in regards to the spells they wield.

Name	Class	Max HP	Max MP	STR	DEF	Speed	Known Magic Spells
Evvy	Wizard	800	40	60	80	60	Flare
Gino	Archer	800	0	60	80	60	None
Charon	Wizard	900	100	105	116	60	Flare, Zan
Lou	Archer	800	0	60	80	60	None
Izam	Wizard	1,000	50	110	85	65	Flare
Zen	Wizard	1,400	600	75	95	75	Flare, Zan, Stop, Step, Fly
Mog	Wizard	1,600	750	85	105	85	Flare, Zan, Stop, Step, Fly, Thru (later), Bolt (later)
Terna	Wizard	1,750	1,500	95	127	95	Flare, Zan, Stop, Step, Fly, Thru, Bolt, Flare+
Luna	Archer	2,400	0	85	150	150	None
Xena	Wizard	2,400	4,000	137	150	150	Flare, Zan, Stop, Step, Fly, Thru, Bolt, Flare+, Zan+

Codes 'n' Such

^sr1|Title screen before and after.

There is only one known code in this game at the time of writing. To execute it, go to the title screen. Use the Select Button to determine for which file you'd want the cheat applied: a new game, or a saved file. There, press Up, Up, Down, Left, A, Left, Right, Down, Down, B, and Start, in that order. If you did it right, you'll see the title screen flash to black briefly on the background, as indicated to the right; since you pressed Start, you'll also automatically start gameplay.

What does this do? As far as I can tell, it simply doubles your movement speed. To enable that, press Start during gameplay; to disable it, use Select. **It also will disable random encounters, so be careful!!** By disabling random encounters, you pretty much have no chance to level up, and then the bosses... *shudder*



Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
- aishsha:
 - The English translation.
- ASchultz & VinnyVideo:
 - The use of their notes from when they were working on their own FAQ for this; this primarily consisted of some useful tips and enemy and item statistics that in turn helped me to narrow down the proper RAM addresses for my own use.
- Cah4e3:
 - The code for doubling speed and disabling encounters. Like, seriously, that helped speed this thing up a (Minelva)ton.
- Microsoft Excel:
 - Some automation in the level-up chart.
- Y0u:
 - The comparison of this game to Xanadu.
 - The actual cost of the Boa's Seed (200G, not 2,000G as the items listing originally claimed).
 - The maximum level (200).
 - The fact that mercs can level-up.
- Me (KeyBlade999):
 - For making this FAQ. =P
- You, the reader:
 - For hopefully enjoying this FAQ.



Version History

- **Final:**
 - Took me about a week to finish this in full. First and probably only version.
 - Time: 1:22 AM 5/25/2014 ~ 9:41 PM 1/30/2015.



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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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	Game Express (www.gameexpress.com)
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This is the end of KeyBlade999's Minelvaton Saga: Ragon no Fukkatsu (NES/Famicom) FAQ/Walkthrough.

