

King's Field Additional 1 (Import) FAQ/Walkthrough

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King's Field Additional 1 FAQ

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11/20/2006 started FAQ

11/21/2006 update to include level 2 and 3 and more items.

I'll try to update as often as possible!

Send specific questions to me by e-mail and I'll try to help out.

More to come later on items, monsters, magic, story and walkthrough.

Bear with me for now, the FAQ is disorganized for now as I'm writing it up quickly. It'll look more cleaned up as I continue to update.

Starting Information:

Hello, this is a FAQ for King's Field Additional 1 for the PSP. This game is not available in America, therefore its not available in English. Its a bit difficult to translate because I cant read Japanese at a native level. But, I can understand almost all of the game. In future updates I will try to include a conversation/message section and list all the text that NPCs say in the game. I'm not going to include alot information on how to play the game, because its quite simple. While in town you use a pointer to choose where you want to go. In the dungeon, you can only move 1 step at a time, in the 4 directions. During battle, X will raise your shield to block. Triangle will use your weapon. The square will use your equipted magic. L1 will use your equipted item. R1 will bring up the menu to select items or magic or to flee. I'll try to include conversations so those who dont know any Japanese can still play and understand the game story.

About the items:

You have 2 kinds of items. regular items list and the rare items list. When you access the menu, the first choice under "item" is the consumable list, the second choice is the rare item list. There is a limit to holding 12 regular items at one time, which is a real pain in this game. The 12 includes all consumable items such as herbs, potions, ect. plus spare pieces of equipment that you are not wearing. One trip to the dungeon can net you lots of items at once sometimes, so you will have to discard outdated items along the way, or sell it all to the shop keeper when you dont need them anymore. the one good thing is that the shop keeper will always have any item that you sel him in his possession. so you can buy them back if you make a mistake.

Combat advice:

USE YOUR SHIELD. During battle, before the enemy attacks they will flash. PRESS X and block their hit. This is vital to winning the game. It will save you ALOT of trouble to block. While blocking your swing guage goes down, but its worth it!

Around Town:

The town consists of several areas that you can go to. Starting with the very left most selection and going clockwise: The dungeon, The bar, The town road, The general store, the inn, and the weapon repair shop.

The Bar:

At various times throughout the game you can come here to gather information, meet npcs, find out about quests and gamble for money.

About the casino:

Its very easy to win money at the casino. Your options are roulette, poker, black jack or hi-low card. If you lose, you can simply reload the game and have your money back, if you dont mind screwing the system. I found that its easiest to save up your first 1000g, and go and bet it on hi-low. Just keep playing until you get lucky and guess all of them correctly, and he'll give you 6000g.

With the 6000g, save it and then go and play roulette. Bet 500g on 3 numbers strait up, and just keep doing this until you hit. You will make 23x your money, which at 500g is 11500 gold. A few wins this way and you will have more than enough money for most of the game.

Also, there will be a old man who will come sometimes that wants to play just poker. Poker is always done as 5 card stud with payouts for certain hands. The old man wont pay you anything for 3-of-a-kind or less, but a strait or higher gets you big money. And finally, once in a blue moon a guy will show up who will offer to play blackjack with you for 10,000g a hand. I always play this, its a great way to make money fast. The first time he shows up and you win, he also gives you a orladins ring which is very useful, or can be sold for ALOT. up to you.

The Town Road:

You will meet some npcs here and you can gather information from them as well, very similar to the bar without the ability to gamble.

The General Store:

You can buy armor and items and weapons here. You can also sell anything you find and dont need anymore here. Once you sell something to the shop, you will always be able to re-purchase it later. Being able to only carry 12 items with you throughout the game is a big handi-cap and you will often need to return town to sell outdated items. As the game progresses the shop keeper will offer better equipment and some rare items, for a very high price.

starting item list:

items:

Name / cost / function
Herb / 80 / recover 30hp
Recover medicine / 600 / recover 80hp
poison heal / 130 / heals poison status
blood stone / 550 / heals paralyze status
moon stone / 800 / heals 70mp
water vial / 2400 / holds potions

weapons:

name/cost/slash damage/ hit damage/ stab damage/bonuses/weight

Long sword/1200/50/10/13/none/1.8
a standard sword that knights use.

knicked sword/1100/53/13/28/none/0.9
a light and powerful sword, but breaks quickly.

heavy axe/6500/75/77/00/none/5.9
a very heavy axe that is impossible to use with one hand.

Shields:

name/cost/slash protection/hit protection/ stab protection/bonuses/weight

Iron Shield/2000/13/5/8/none/2.4
An iron shield with so-so weight.

armors:

Leather armor/220/7/5/9/none/2.8
sturdy breastplate made from animal skin.

Iron armor/1000/11/11/11/none/5.6
Iron armor with good protection, but its heavy.

Helms:

leather helm/160/5/7/2/none/1.3
basic leather helmet.

Iron Helm/580/8/12/4/none/1.9
Standard metal helm with decent weight.

gloves:

scale gloves/1100/9/5/5/+12 to wind/1.8
chain linked gloves with low weight.

boots:

leather boots/160/6/3/4/none/1.1
standard comfy boots made from animal skin.

Iron boots/900/12/8/8/none/2.0
iron boots with good protection and average weight.

rings:

flame ring +20 fire protection 0.1 weight 1500 gold
water ring +20 water protection 0.1 weight 1500 gold
earth ring +20 earth protection 0.1 weight 1500 gold
wind ring +20 wind protection 0.1 weight 1500 gold

The Inn:

The only purpose the inn serves is to rest and restore your hp and mp for 30gp.

The Weapon Repair Shop:

When you use your weapons in the dungeon, they get worn. At 0% the weapon will not break, but it will become virtually useless, doing almost no damage. You will need to repair the weapons for them to be strong again.

The Dungeon:

First of all, a bit of an explanation about the dungeon. It has layers that are all basically connected in some way or another. You will find the way down to the next layer by searching. Sometimes there is more than 1 entrance.

The dungeons are full of death traps and monsters. Be especially careful of any cracks in the floor, because stepping on them will almost always result in the floor opening and you dying with no chance of living. Be careful of bridges of any kind also, as they tend to always collapse. I'll mention if they don't in the FAQ.

The dungeon has even more hidden walls in it than death traps. It's important to search every wall for a secret passage, as they often lead to the best items in the game. I have found many, many secret passages but I'm sure that I've missed a bunch of them myself.

The dungeon layers usually also have at least 1 boss fight in them, which I'll explain when they are encountered. Some of them are very difficult, some aren't. I have also run into instances where it seems that I found a super monster. The monster looked exactly like the normal versions of it, and had the same

exact name, but it was much harder. They usually are around treasures.

Begin FAQ:

You start off in town with a short sword and not much else. You can buy leather armor from the shop and maybe a herb. theres no one in the road right now so move to the bar. You can speak with anyone.

Barmaid:

- (1) Your going to the dungeon also?
- (2) I see alot of people come and go since I own this bar. Guess I'll see your life now, also.
- (3) By all means, please come here and relax.
- (4) what? if you have no business please dont talk to me.

Fat guy:

- (1) Hey you, you a soldier? look more like a begger.
- (2) You wanna join our group, eh? If so, too bad. They already went to the dungeon.
- (3) But I couldnt go because I'm too fat.
- (4) Your bothering me.

Soldier:

(1) Havent seen your face around here. wait a minute..
oh yeah, your the survivor
that didnt die from the last expedition. As for my party, few who went in are still alive. We are probably the next to die. I dont wanna see any of my party members die, so you should stay here.

After this you can proceed to the dungeon. Talk to the guard first and he says:

- (1) Never seen you before. Its dangerous around this area.
- (2) I'm working so dont talk to me.

When you decide to enter the dungeon you'll meet a man in heavy looking armor. He says:

You were the soldier looking for your friends right? I heard about it in town. I came here from the north. This is the king's treasure palace, so I came here looking to get some of it too. There are many dangers inside, so be careful. I hope you find your friends without trouble. I'll go in ahead.

*****level 1***** The Mossy Grounds

Monsters: Skeleton, Green Slime, Wolf

Items Found: Herb, Antidote, Fire Crystal, Soldier's Map, Spare Key

Weapons and Armor Found:

Buckler - 6/10/3 weight 1.5

Power Mask - 11/10/4 weight 2.7, physical power + 5

Tsuruhashi (pick axe I think) - 00/30/18 weight 4.0. can open walls. 2 handed.

Keep going forward until you see fire blocking your path. You can now head left or right. Going left will introduce you to a NPC guardsman who will give you a map of the first couple of levels of the dungeon.

Guardsman: What are you doing here? this isnt a place to stand around.
... You have no intent on returning to town eh? Well I have no choice, I'll give you this. When you go running back home it'll be useful for you.

(recieve soldiers map)

To look at the map press r1, select the first option, then the second. then select the only item. thats the first map.

A difficult to read sign warns of the fire, behind the soldier. from the soldier, Turn to the right, facing the wall and open it for a hidden passage leading to a fire crystal. Using it will give you your first spell, fire ball. There is a floor death trap in this room, so watch out for the cracks in the floor.

There is a soldier here also who says:

I'll talk to you. theres some interesting items here.

This is the king's treasure dungeon so there is treasure here, right?

Because of that how many people have died trying to get it?

Theres treasure right in this area. Theres a strange object over there.

Go in deeper? what kind of thinking is that?!

He was talking about the fire crystal. Another hidden passage in this room can be found, it leads to a room where you will be able to shut off the fire.
you should have full health and be around level 3 before attempting this

For those of you who cant read Japanese, you will need to turn a valve that shuts off the fire. For some reason, it drains your hp while your turning the valve (I think the npc said its hot). To do this, just keep rotating the d-pad around clockwise with your thumb and you will see the gate start to shut. Even at full health it might take a couple of tries because your health drains fast. After you successfully do this, the guy says that your bad for doing this, for some reason. The fire blocking you from going forward is now out!

Before going where the fire was, head back to near the entrance and turn right instead of left. an enclave on the right has a chest with a better buckler. notice that the ground rumbled as you walked through. you cannot go back behind you to get out. search to the left for a hidden wall. The warp portal takes you to a nearby place. the wall in front of you needs to be destroyed with a hammer later. Behind the wall is nothing interesting now. its a shortcut to deeper in the dungeon that can only be accessed later.

Following the path leads you to another figure who kind of looks like a thief. He says:

Are you a knight? theres alot of good items here. this is the king's treasure area. I'm a trader. Do you have anything good?

Hey, have you ever heard of Verdite country's famous sword? That country lost their prized sword. No one knows the full story, but theres alot of rumors.

Alot of them are stupid though. This time I wanna find some good stuff.

About this guy : you can find him at various points throughout the game. sometimes he gives you stuff. I dont know the full story with him yet.

To the right is a door, inside is yet another soldier.

All he tells you is that if you want to proceed, you need to douse the fire (if you haven't done so already). We'll come to him later. Now you can explore beyond the fire. I'm just going to list the secrets from this point on in this area. You can gather up some good items before heading to the next area. I'd level up to 5 or so before going further. To do so, slaughter slimes and wolvs. Sometimes they drop herbs. go back out to town and rest when you have no other choice. the start of the game is very difficult until you get some items, a better weapon, and some levels.

When your ready, cross the flames that are next to the warning sign near the entrance. Follow until you see a room with many opened chests. there is nothing here. Turn left and go through the door. Continue. The next door on the left is locked so keep going. you'll see a box to the left in an enclave. check the wall on the left before you reach the box for a hidden door. the chest inside has a blood stone. the box has an herb. the dead end area near the box has a dead body and a spike trap, so just avoid it. the message nearby says CAUTION... a little late.

The wall near here has another secret. inside is a chest with nothing in it. search inside for yet another secret door. It has a chest with a nice mask in it. its called power mask and it raises your physical attack. Continue on. you'll find a open door on the left with a man inside. He is bad. He says that he will kill all of the remaining soldiers. He tells you if you dont want to see alot of dead bodies, you better go home. But of course, you wont go home, so you too will die. Then he incites you to fight him. If you do, you will die, so ignore him for now and just leave. the chest near him has an antidote.

keep going until you are at an intersection. all of the roads near here link up and head back toward the beginning. go right first. you'll find a door to the right with a herb inside a chest. dont inspect the body to the left, its a trap. outside and to the right links back up with the beginning of the dungeon, so you can goto a dead end and search the wall for a shortcut out if you need to. if not move on and go strait out of the door. soon you come to a path where you can go right. its not a dead end, another secret door. go through. inside here is a tough fight with what appears to be a normal skeleton, but its much more difficult. use magic if you can. the chest has a leather shield. its lighter but weaker than the buckler you found earlier. I'd sell it. The skeleton dropped a skull bangle (ring item) for me when I killed it. It doesnt always drop this. I think all skeleton type monsters have a chance of dropping skull or bone items when you kill them. I dont find them very useful, because they usually come with a negative handi-cap that takes away their bonuses.

keep moving and you'll back to near the earlier intersection. a wounded soldier here asks you to help him get out. he needs medicine from the soldier earlier who was in the room near the thief-looking-trader guy. go get the medicine and return here and give it to him for the spare key which unlocks the way to the next level of the dungeon which is just ahead of the soldier. The wounded man gives you a object to show the soldier, so dont forget to use the object (in your special items list) in front of the soldier.

At some point during the walkthrough I got a hammer weapon that looks like a pickaxe but forgot to mention it. its laying around somewhere. dont forget it. it can be used to open the blocked wall I mentioned earlier. its not a good weapon for fighting. equipt and walk up to the wall and hit triangle to break it down.

****level 2**** Barracks Headquarters

items found: fire rod, king dragon grass, herb, antidote, light crystal
weapons and armor found:

flame rod (00/32/7/+50 fire hit, weight 2.8)
morning star (00/52/42, weight 2.9)
blind dagger(30/11/37, weight 0.6)
mist cuirass (14/11/18/makes enemy miss, weight 5.6)

Monsters: Spider, Poison Spider, goblin, head eater, giant spider

The Walls in level 2 are a brown color. Continue forward and unlock the first door with the spare key. Directly ahead of you will be another door. Enter it. You'll meet up with yet another soldier who says:

Are you here to collect the money I borrowed? I'm sorry I dont have it.
Come back and collect it later.
You again? Alright I have no choice, take this and leave. (soldier's necklace).

Nothing else here, so exit and follow the path until it splits in 3.
The door ahead is locked so ignore it for now. To the right is a nasty boss.
Avoid that for now and head left instead. Ignore the next right and turn left at the end. In the new room is another soldier. He says:

How rare... scholars heard the story and came here also?
This wall painting and the bars song...
I never know what these scholars are thinking.
The bar... I want to leave this place quickly...

Not much of a hint, but you can go and examine the painting on the wall.
Slashing the boxes nearby gets you nothing. the memo says:
"notice, the wall here is tricky"
Anyways, examine the wall. You'll see a picture of a scene. you have to click a certain spot to solve this puzzle. A third of the way from the left, just a bit down from where the picture starts you'll see a man with a spear at his side. click around near the spear. when you hit the spot a click can be heard. a chest will appear in front of the painting with a flame rod. this weapon is important for this area. when you encounter spiders webs, just press triangle to burn them. they are very annoying if you walk through them, as they poison you and leech health at the same time. Move on through the door.

Keep going until you see a door on the left. the sign reads "soldiers barracks". inside is a dead body. There is also a note that reads:

I cant find the item im looking for.
I probably already have it.
I came because someone called me but the plan backfired.

The memo inside the breakable box nearby says : 4 2 7 9. remember this code. thats all in this room. the next door on the left is locked, move on.
you come to a fork with a web in front or a way to the left. head left first. search the area thouroughly, there are some hidden doors. you can find the following items in this big room: a light crystal on the left (hidden door), a antidote, a herb, and a dagger.
Move on past the web (after burning it), and go in the next door on the right. theres a note that says:

Emergency, I need to tell you...
come down to the next level, go east.

the box has a antidote I think. leave and head right at the next intersection.
the next room on the right has nothing in it. head to the dead end. theres a
hidden door on the left with a scale helm in it.

head all the way back to the intersection and keep progressing.
the next right heads back to the entrance of level 2. theres nothing worth
getting that I can recall, and because its loaded with traps I usually avoid
this area. head strait and go through the door on the right. the note says:

warning, there are poisonous spiders.
dont forget to bring many antidotes.

the box in the corner contains one such item. In this room you run into the
bar owner woman you met earlier. she says:

If I recall, you are...
ah yes, your the one from the rumor I'm sure.
I came here to see an old friend.
I'm sure there is a person you know near here.
He's late... where is he?
I think he went downstairs...

you can leave and head right. past a arrow trap is a chest with nothing in it.
face left and open the wall for a king dragon grass. enter the door to proceed.
right is a dead end so head strait through 2 arrow traps, face right after the
last one and find a hidden door. dont go left its a death trap. head right,
break the box for nothing and get the chest for a morning star. head back out.
continue on and you'll see a sign warning you of poison ahead. the guard tells
a story about the death of his comrades to the poison spiders, and just tells
you that he dosent about the atmosphere of this place that well.

If you go left you can find some items. be prepared to figh some extra hard
poison spiders (tougher than normal) and to burn down many webs with the
flame rod. I wont explain in detail as its optional to go left. The
following items can be found with a thorough exploration of the area:
herb, antidote. yep thats it. while fighting the tough spiders in the
area I did find a armor called "beast mail" thats got great hit protection.
I'm not sure if its a random drop or you always get it, so try if you want.
head back to the soldier and keep going right. exploring the areas left
and right you can find antidote, leather gloves, blood stone(secret door).
the blood stone is near a set of steps leading down. dont go down yet.

Continue forward to explore the rest of the barracks area. the map gets
hazy if you look at it, as this area is unknown. save often, a boss fight
is coming up. along the way search for hidden doors.

The head eater monster appears here. they can be difficult at this point.
You'll eventually come to a huge spider boss. one door is locked.

I found the following items on the way to the boss: moon stone, magic
ring, blind dagger (useful items). a hidden door between the door with
the blind dagger and magic ring and before the next web holds a mist armor.
this armor is great to use if you can afford the weight, as it makes the
enemy miss more often. another door on the left is locked. burn the web.

BOSS FIGHT: Huge Spider:

not a particulary difficult boss. make sure you block for every attack,
as it will reduce his damage alot. if he jumps at you, even blocking you are

gonna take a big hit. heal up, keep hitting it and make sure you had the magic ring equipped and fry him with some fire balls. 3-4 fireballs and a few swings with the fire rod and he's toast. if you get lucky and start the battle with full bars (pre-emptive battle) you can possibly fry him before he gets a move off if you had full mp and just nuke him with fire ball. I was level 7 when I beat him. a chest contains a healing potion.

It might be a good time to return to town now and hit the merchant. When you are ready, backtrack to those stairs we passed earlier and head down to the next part of the dungeon.

*****level 3***** Isolation Ward

monsters: termite, poison spider, gall fly

eq: Shield: Counter Edge. This shield inflicts damage on enemies when you block with it and they hit you. also has nice stats!

not a very long level, but the story heats up a bit here. look at the map. you have 3 rooms to hit until you get to a intersection. in the rooms are : herb, antidote, hand axe, a note that reads:

This is a report on a man who is in the dungeon.
In the event that you see this man, you better run.

Move on to the next room. all the doors are locked with the combo 4 2 7 9. the first one has a dead soldier, inspect him to find the knights key. a antidote is in a box.

go left and find a boy who has lost his father. his father is locked up ahead and you can use the key to get him out. if you returned to town and went to the bar you could have spoken to the boy to get the story. he is there weather or not you went back and it makes no difference that I know of. unlock the door and go through. unlock the closest door to find the boys father. he thanks you and says he will return to town and have something for you. the chest has a rapier in it. continuing this way will lead to an exit back up to the barracks. you can unlock the door. its now very simple to get to this point from the entrance of the barracks. a key lock with the same combo contains a counter edge shield (best shield until this point) and a blood stone. head back the other way and go through the door to see a cut scene. the following is said by the man in the scene:

You... your still alive I see.
whats your business here?
your party is not here anymore.
If you stay in this dungeon any more I'll have to kill you.
That is my only purpose now, so go back to town.
That is the order of me, the captain.
You can be a survivor if you get out of here.

At this point he will unleash a Golem Boss on you!

Boss Fight: Golem:

This fight can be difficult because this monster is very resistant to poison. Your best bet is the morning star. Fireball is virtually a waste to use on him. BLOCK every hit he throws at you, this is vital. If you dont block and he lands a critical, he can take you out with 1 hit even at level 10+. Keep hitting him and blocking. heal after every hit you take. He will go down. I killed him at level 8 and he leveled me to 9. Inspect the corpse to find a

very useful item. This item allows you to return to town from any point in the dungeon when you use it (unlimited uses from the rare item menu). Following The path leads to the next level.

Story Notes:

I headed back to town at this point to sell useless items. the shopkeeper now offers some new items like arrows if you find a bow. sell low class gear. head all the way back to the entrance of the red rock cave when you want to continue after restoring your good weapons. Also, a old man on the road in town will sell you a magic rock at this point for 400g. But I dont know what this rock is for. The young boy of the man you rescued is here also, and asks you to find his ring for him. I have yet to find his ring in the game after several plays through. If anyone knows the location of his ring, please tell me and I'll add it here, its probably somewhere easy to find and I just missed it. I assume its somewhere in the isolation ward (3rd level), I checked every wall and didnt find anything. The boys father is in the bar. he said hes quitting his adventure job. he gives you a "crystal vial". if you played other KF games you know this item. You cant use it for awhile though until you find water. you can buy one at the shop also for 2400 gold. talking to the barmaid now you will notice the former owner is not there because shes in the dungeon. the new girl asks you to find her and tell her to come if you see her. You will do this much later in the game. several other new people can be talked to in the bar. one dark looking man asks you to pay 10000gold to hear his story. he gives you a soldiers pendant if you do. its not terribly important now. another man tells you he saw an elf in the dungeon. Not much else is very important in the town at this point. stock up and head back.

*****level 4***** The Red rock Cave

monsters: head eater, orc, great orc, termite, stinger, stool, watcher, zombie

I should make a point of it now that with the soldiers key you picked up in level 3, you can unlock all of the locked doors in level 1 and 2. level 1s locked door has a moon stone in a chest, and a herb in a box. In level 2 the locked doors contain: moon stone, healing potion and a room that has a empty chest and nothing else. Also to note: upon coming back to visit the room you slew the giant spider in, you will run into the dungeon merchant again. he just says hes going back to town. But in actuality if you enter level 3 from the entrance that is past the giant spider room, you can find him again in the second door. He'll give you yet another moon stone and return to town after talking about his successes in finding stuff in the dungeon because you unlocked the way.

Finally head back to the red rock cave. the soldiers map covers this area as well thank goodness, because its quite large. By the time you've seen it all, you will have found entrances to 2 other different sections of the dungeon. The right side is all locked up for now, so we will start with the left area of the map. from the start of the dungeon, you cant go left as it ends in a locked door, so continue on until you see a gated door on the right and ignore it, heading left instead. follow the path until you come to a room with a chest on the right side. it has (surprise) a moon stone. going up to the door will prompt a cutscene that shows you an elf character.

He says:

Its rare to see someone who is not a soldier here.

I think you are chasing that man right?

Are you a survivor, perhaps?

If so, you may hurry. That man, the King's evil spirit has trapped.

the more time that passes, the more guilt occurs. if you want to help him,

you should just kill the King, that will help him the quickest way.

You have to kill him, but the King is very deep in the dungeon.

drowning in guilt, he always does bad things, so the people want to kill him.

The dungeon is very deep, and inside it you feel powerless.

I also like to talk to you. The teachings of evil is quite fascinating.

go through the door. ignore the first left. you can explore the very end,

heading left, just to find a room full of bones and "half eaten corpses".

head down the right passage instead. follow until the path goes left, through

another gated door. unlock it and go in to find a earth crystal in the box

and a note telling about a bad guy that if you see, you should run quickly.

Using the crystal gets you the earth heal spell, your best friend.

the next room has a soldier in it who says:

wasnt there? I fought with the sword holding orc.. I had the key at the time.

Now I cant return to the upper levels... but...

its basically a hint telling you that you need to kill a sword holding orc

who will drop a key. so head forward. using the morning star is a great idea.

go through the door and a loading screen to enter the next section of the level.

head strait in through the natural looking door. if you look at your map you

will see that you are north-west now, in a dead-end looking section. thats

exactly what this is, nothing here that I found except lots of orcs. its a great

place to level up if you want. keep walking around and a big orc will find you.

hes tough so make sure you block every hit and keep pounding him with the mace

and fireball until he goes down and coughs up the key. nothing else around here

so head back out the natural door and move east.

follow the path until you can go right, but dont try because the ground is a

death trap. check the walls nearby for a breakable passage and be careful in

the room as there are many death traps. you'll get a wind rapier.

entering the door outside the breakable wall takes you to the next part of

level 4. keep following past a door until you get to a fork and go left.

enter the door and move strait, search the wall for a hidden door and go in.

you'll notice an eye on the wall to the left. about these: hit them twice to

make sure the eye is fully visable. if you dont, the next room would be very

dark. hitting the eye lights up the room. the room appears empty but has yet

another hidden door in it. inside is a water crystal which will net you the

spell of antidote (to cure poison). at only 2mp its a great way to get rid of

the antidote items and free up inventory space from this point on.

the other door leads to a pair of iron boots. watch the death traps in the

floor. head all the way back to the intersection and go west this time. be

wary of the zombie enemies as they are a bit strong and can take forever to

kill. fire works well on them. you'll come to a locked door on the right, that

can be unlocked with the newly won key from the orc. inside is a switch on the

wall that you should press. also a hidden door with another switch inside of

it, that you can hit. I'm unsure exactly of the effects of these but I think

it helps open the way forward and turns off an arrow trap, so hit em.

move on and you'll have a door on the right or a way to go left. go through

the door. the arrow trap is disabled so grab the chest with a wind crystal

inside that gives you the magic wind cutter. going the other way just leads you around anyways and has no hidden walls that I know of.

You will end up at another fork. going right leads to level 5, a green walled dungeon that we will explore later. so go left. you will arrive at a door with a puzzle lock. I'll leave solving it up to you. its not that difficult. all of the arrows connecting the circles have to align with the shape on the ends of the lines being the same. keep turning them until they all match up and the door will unlock. a starting hint is to click the upper left "single" circle 3 times. that will set you on the right track. by single circle I mean the one that is by itself and can only be clicked, not turned. now just match all the lines to unlock it. it takes you back out to near the entrance of this level.

immediately go back to the entrance and go left to unlock that first locked door. inside is a short bow and arrows in boxes. about the arrow item. its listed as a consumable item in the menu. dont be scared by it saying quantity:1 because thats misleading. while having the bow equipped, using the "arrow" item will fashion you 50 arrows. its just a way to condense it down. so actually having 9 "arrow" items will be equal to 450 arrows. to be honest I had already won a great bow off of a fight with a zombie, but if you didnt get that lucky than you at least have a bow now.

an interesting side note now. looking at the map you will see that the way you entered was the left side of the map, where a white arrow is. on the same spot on the right side of the map is another white arrow. this door was locked before, but now that you have the key from the orc you can unlock it. if you go back up and out that way, following 2 small areas, you will exit out at level 1, way back near the entrance of the entire dungeon, where I first told you about the breakable walls. Hence, after unlocking this door you will now have a major shortcut to the red rock dungeon. and by the time we are done with the whole red rock dungeon, another shortcut will be opened to easily get you to the "main palace", the next major area. I wont explain about the shortcut area in detail, there might be a few boxes you can break with herbs or something in it. there are no monsters you havent encountered to this point, nor any secret passages that I found. its just a strait shot shortcut from level 1 to this point.

going right from the shortcut entrance will take you to a heavy looking and locked door. we need to get that door open, so head all the way back to the left side of the map, to the passage where there was 2 ways to go on the left and one way on the right (which led to the orcs). this time take that first passage on the left that I told you to skip before. and get ready for a very annoying part of the game. going through the door will have a warning sign telling you of danger, and a chest with a leather helm inside. go through the next doors.

Immediately you are hit and there is a cloud of yellow poison in the air. the only good part about this area is there are no random battle encounters. the bad part is every step you take in the yellow smoke will cause damage to you and have a chance to poison. the poison damage STACKS with the yellow to double screw you. the yellow smoke is coming from the small mushrooms scattered throughout this area. cut them down! move forward and hack down the first one. left is a dead end so go right and you'll get the yellow smoke again. go all the way to the end and hack the mushroom. keep your health up in this area by using up your consumable healing items or earth heal spell. you'll probably need to use up alot of stuff to get through the whole area, but you have no choice. the next mushroom is behind the wall so you'll have to go right and then left. crush it. a chest a bit more ahead has nothing in it so go forward. the next mushroom is found by just advancing forward. just a few more steps after this one and you'll see a breakable wall again, ignore for now, go left

and find the mushroom to stop it first. the road will fork, go straight. through another door you will find the mushroom at last. this one had long range!

go back to the breakable door and bust it down. inside is a chest with a king dragon grass in it. move back and go left this time, unlocking the door. back to the poison again. this one can be found soon to the right. continuing will take you to a big room with 2 mushrooms in it to kill, and a well. inspect the well to take damage, become poisoned and find an item. using this item at a well a little bit later will cause the well to become unpoisoned and turn to water that can be held in your flasks to restore hp. you could also use the item at the small plank right here as well. the choice is up to you.

head back and you will get more yellow smoke, just one to kill. its at the end of the path through the door and right near the entrance to the next level. after killing it backtrack a bit and go behind the big locked door that leads to the level entrance. hitting a switch to the right will unlock the door, so its now easy to travel around the level. you now have a shortcut from level 1 to the red rock cave, and now you can go through the locked door to easily get to the main palace level. there is also another way to go if you recall, as well, to the green walled level. we will go to that green walled level next. you have finished the red rock cave. you can return to town, load up, examine your new items, and when ready come back to the red rock cave and go back through the door with the puzzle you solved, heading down to the next dungeon area with green walls.

Level 5 (green walls) place of poison

monsters: zombie, log stalker, shade, highskelton
log stalkers and highskeltons drop items sometimes

this level ultimately ends in a dead end, but has story elements as well as some good items you can pick up, so we have to explore it. the path is pretty much straightforward but you dont have a map for it right now (map is in the palace). keep moving forward from the start, until you notice the patches of poison on the floor (these are not instant death traps so you can move onto them, they will damage you with a chance to poison), and stay on the path to the right. you'll make it to a open space with tombs everywhere. go to your immediate right and go through the poison spots to find a corpse with an anchido mask near it.

in the big room, the left path will branch into 2 different pathways. the left leads right to a well, insert the item you found in the red rock wall cave to unpoison it. heal up and fill any empty flasks with the water. the right path further splits into 2 more paths. the next right leads to a dead body with a note near it that reads:

this message left to those who know us.
we want you to see this message.
we escaped a trap and came here to wait for help, but many of us fell.
the second in command left, and only I am left.
so many died, so I became the one to protect the graves of my people.
awhile passed and I heard there are some people left in the town.
please tell the message to the survivors.
I hope you have luck in the future.
because of the poison pools, so many people became weak.
a powerful stone was placed in the pool to clear it.

the fountain nearby will become clear if this is done.

not much new from that message, its a hint for how to unpoison the well and we just did that.

the left path has a picture in the wall at the end (After going through some of the poison). clicking the proper part will reward you with an earth ring.

backtrack and take the last path out of the big room with many graves. the first right on the new path will lead to a single grave with the bar owner at it. the woman will say:

this is the resting spot of a man killed by the king.
The king continually kills innocent people.
People are afraid of this history repeating still.
I have a request. please give the people of the country relief from the King.
give me your hand. (she hands over rikistoria key)
Maybe this will be useful in your fight with the King.
Theres a sword over there righ? You should use that.
Its the sword belonging to the one who will fight the King.
The one who fell to the King wishes you to use this.

She will leave after that. Take the Emblem sword from the grave. its very useful so using it now is a good idea. head back the other way and go down the stairs.

This level is the "basement water path". its virtually unexplorable from this entrance because large spiked weapons are sticking up at many points, and you cannot go through them. This level can be explored fully from another entrance accessed through level 6 (the palace). for now though, before you head back to town or the palace entrance (entrance is the other arrow on the map in the red rock cave), you can explore this part for an elven gloves and thats all.

Head back to town, freshen up and then head to the Palace entrance.

Level 6 - Palace
Coming soon.