

# Azure Dreams Hints and Tips

by inoble

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Subject: Azure Dreams Hints & Tips SPOILERS!  
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## AZURE DREAMS HINTS AND TIPS

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### General

Monster Tower

Girlfriends

Quests and Building projects

Monsters

Unanswered questions

### GENERAL

A game of two halves. Fight your way up the Tower, collecting items to sell or keep and training your Familiars; then interact with all the people in town, remembering to pop behind the counter to talk to salespersons.

As a rule, be helpful and kind to folks (just as you would be in real life) and carry out any tasks they set you.

Regularly explore the town to see if any new buildings or people have appeared.

Pay attention to what Kewne tells you when you first visit the Tower. It's all useful information and he won't repeat it.

Remember that you can only take 5 items, including Familiars, into the Tower; and you always start from level 1 when you go in..

### MONSTER TOWER

#### Choosing Familiars:

You will only have Kewne at the start . As he is Fire, try to get a familiar from the other two groups asap; ideally ones that combine a magic attack with your sword. The Pulunpa egg you get from Selfi is useless. I can recommend Clown and Kraken.

#### Camera angles:

Adjust the zoom, map and health bar so that you get the best view of your immediate area. This will allow you to see enemies coming and SELECT the appropriate familiar.

#### Training:

It's probably easiest to level up one familiar at a time, as you need fewer Pita fruit; and different familiars help you to find different types of items. Unfortunately, as the familiars become more powerful it gets more and more difficult for them to gain levels and you may have to rely on Mazarr seeds. ALWAYS use any items that permanently improve stats on the familiars.

So just march into the Tower with a familiar and a Pita and get attacking. A Life Wand is useful in training sessions and some sort of shield is essential. Keep Red and Blue Sand for your 'Big Push' equipment.

If a Familiar gets 'Lost', perhaps because of a warp trap, change the AI to Direct Attack so it has some chance to defending itself. When you use the lift the Familiar will return to you.

#### Fusing:

This can only be done after you find the Blue Collar, which is some way up the Tower. Seems like a good idea but has to be approached with extreme care. Always Save before you start. It may be better to fuse for add-ons rather than spells. For example, the hyperactive Picket gives Quick which allows your familiar to Direct Attack twice in one go;

Noise makes your familiar Spellproof against such spells as LoDown, LoBlind etc.

The Big Push:

You need to get as far as possible without using your familiars at all, both to save on the Pita Fruit, and to ensure that you get all the experience points. Therefore you will need a good sword and shield. My preference is for an de-cursed Dark Sword (atk 10) and a Diamond shield (which doesn't rust). However Dark swords are rare and seem to increase the miss rate, so perhaps a Vital sword to start with. Avoid genus swords and shields as they can make you vulnerable.

The Safe:

Stockpile -

Wind crystals (essential for later training sessions when you don't want to lose a good shield)

Water crystals (USE to give your familiar all HP/MP back)

Big Pita fruit (100 MP)

Mazarr seeds (extra level)

Hazak and Shomuro seeds (+1 atk; +1 def)

Red and Blue sand (to upgrade your sword and shield)

Keep -

Good sword; good shield.

Training sword or wand; training shield.

ALWAYS put things that you want to keep in the safe before going to the shops, otherwise you may find yourself selling a hard earned item.

GIRLFRIENDS, and how to get them

(As far as I can see, our hero has to beat them off with a stick but the general policy is to be nice to them). All these relationships take time; talk to all the girls between each session in the Tower.

Nico - our hero's childhood friend. Donate as much money as possible towards the fountain, it costs 3000 altogether. Don't despair when she prefers Ghosh. Protect the cellist near the fountain and say how much you like her playing.

Selfi - the poor little rich girl. Just interact with her (you rescue her, she rescues you) and accept the egg when she offers it. At some point, your response will be that she loves you.

Fur- the girl in the general store. Sell stuff to her and go behind the counter to talk to her. Eventually, she will admit that she's fallen for you.

Patti - the girl in the restaurant. Eat every item on the menu. On the day that the chef is away, ask her to prepare her special dish and praise it.

After you have built the library, the hospital, the theatre and the casino.

Mia - the girl in the library. Talk to her and agree with what she says. When she gets angry, pretend you weren't listening. When she starts stalking you, confront her outside the library.

Chaerrl - the girl with the illness. Rescue the doll and talk to her. Take her out for a walk. Find the Healing Herb around floor 27/28/29 of the Tower. Give the Herb to the Doctor but tell him not to say it was you. After she becomes a nurse, she finds out about the Herb.

Vivian - the dancer. Talk to the owner of the bar, Madam. Take the Blue Cape (20th floor) into the bar. When it re-opens, Vivian will be dancing there. Admire her. Get her out of the casino (don't give her money). When things go wrong, take her out for a walk and suggest she tries dancing in the Bar again.

QUESTS and BUILDING PROJECTS

Guru's pot (15th floor)

Blue Cape (20th floor)

Water medal (25th floor)

Healing Herb (around floors 27, 28 or 29)

(In no particular order)

Enlarging your house

Enlarging the monster hut

Temple  
Bowling alley  
Hospital  
Amusement arcade  
Casino  
Library  
Theatre  
Race-track  
Gym

WEEDY's BOOK OF MONSTERS (extracts)  
Fire - weak against Water, strong against Wind:  
Kewne  
Flame  
Griffon (casts Rise - a flame spell)  
Troll  
Balloon  
Volcano (lays large rocks)  
Weadog (very strong attack)  
Barong

Water - weak against Wind, strong against Fire  
Pulunpa  
U-Boat  
Blume (may brainwash Familiars)  
Manoeva  
Kraken (damages by electric shock)  
Arachne  
Nyvel (uses MP to heal itself)  
Viper (may weaken your attack - use Hazak herb)  
Snowman  
Mandara

Wind - weak against Fire, strong against Water  
Clown (casts LoDown)  
Noise (can seal Familiar's magic)  
Dreamin (may hypnotise you)  
Cyclone  
Picket (very fast, steals items)  
Garuda (may carry off a Familiar)  
Death (adult form of Clown)  
Unicorn (casts LoBlind)  
Block  
Zu (howls to paralyse you)  
Stealth (invisible attack)

#### UNANSWERED QUESTIONS

Who is the eighth girl?  
What is the significance of the empty house?  
What's with the monster in the swimming pool?  
Was it worth buying the music-box?