

# Beyond the Beyond Walkthrough

by RPG\_Master44

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Beyond the Beyond Walkthrough  
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Steven Osamu Daney.

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TABLE OF CONTENTS  
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1. Version History
2. Legal Stuff
3. Introduction
4. Walkthrough
5. Tricks
6. Thanks

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1. VERSION HISTORY  
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v1.0 : : Original Release

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2. LEGAL STUFF  
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3. INTRODUCTION  
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This is a complete and in-depth walkthrough on Beyond the Beyond. Though this game is rather unknown I really liked it. Enjoy...

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4. WALKTHROUGH  
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(1) THE VILLAGE OF AYLA

- After watching through the introduction & dialog sequence, Galahad will give you a flask. Your very first task will be to obtain the mystic water from the cave near the village.
- Be sure to look around in suspicious places where items might be hidden. You'll need as much items as you can find, for you will need it---the "Getting More Money" trick (look in the tricks & tips section) will not apply until you find a ring (any ring).

(2) IN THE CAVE NEAR AYLA...

- In the cave you will encounter a path that splits into two. The right cave will lead you to the mystic water. The left cave will lead you to the lava pit. Go to the Lava Pit first.
- At the lava pit, Annie will be captured by the lava monster. Don't worry. Simply go to the cave w/the mystic water & fill the flask with the water. After doing so, Go back to the lava pit & pour the water into the pit. The monster will release Annie & then give some of the water to Annie as well.
- Your task here is done. Head back to the village.

(3) BACK IN THE VILLAGE OF AYLA

- After watching the little sequence, Annie & Belushe will join you.
- Your task now is to go find Samson, the legendary warrior, so head towards the town of Marion.
- Be sure to make enough money so that you can restock on weapons/armor & items.

(4) MARION

- When you enter Marion, you will get to watch a little sequence where castle guards are after Samson.
- Go into the house to which Samson came out of. Search the desk & a stairway will reveal itself. In the basement, flick the switch & it will trigger a hidden passage into the castle.
- Before you go in, be sure to be well stocked on items & repellents.
- In the depths of the dungeons, follow the path until you meet Samson. After the little sequence, he will join you. Follow the path towards the dungeon cells. You will find Edward down in the cell. The key to unlock his cell is located in the next room. Edward will then join you.
- Afterwards, another sequence will follow, as the sorceress Ramu will end up casting a curse on Samson.
- Though your task here is done, you might want to search around for some nifty items hidden.

(5) CHURCH/TEMPLE

- The Church\Temple structure is located to the far east of Marion.
- In the structure, show the Rosaria (the item that you obtained after Edward joined you) to the priest & he will open a path to an underground path.
- BUT, in order to get to the underground path, you will have to solve the first puzzle of the game. There really is no strategy I can offer regarding the picture puzzle---trial & error is the best method of solving it.

(6) UNDERGROUND

- Once you have entered the underground path, Belushe will soon leave your party & the gate will close behind you.
- follow the path & once outside, you will encounter two paths---one leads to the tree puzzle, the other leads to a cave where a golden dragon dwells. Also, before you enter either path, you will also have the option of saving your game at the little house.
- Within the cave of the dragon, you will notice that the sleeping dragon is blocking your way. It is intentional & it will not wake up until the very near end of the game. So, don't bother trying to wake it up or finding a way through.
- The only option left is to undergo the long tree puzzle. The basic method of solving this puzzle is simply carefully pushing the acorns into the holes & eventually jumping into holes that may

lead outside. Because it would simply be too complex to include a map within this posting, you will have to simply rely on, again, trial & error.

-Once you have solved the tedious puzzle, head towards the castle of Saragoon.

#### (7) SARAGOON

-First, find a way to get into the castle so that you can talk to the King & Queen. But, guards are blocking your way. You must now enter the sewers/well. It will lead to the backyard of the castle.

#### (8) THE SEWERS

-In the sewers, search around. Get accustomed to the paths & get a basic idea of how to get through. You will find a path that is blocked by a locked gate.

-The key to unlock the gate is located in the liquor store of the town. Go get it & unlock the gate.

-Follow the path & eventually you will come across a ladder leading to the backyard of the castle. There, you will meet the queen & her guardian.

-During the sequence, it will eventually come to a point where Samson will be tested if he is truly the real Samson or an impostor. But, because he is cursed, his incredible strength will be gone, hence, he will fail to raise the column & be accused of being an imposture

-You must now go through the sewers again to get back into the castle again. Once you have reached the backyard, the queen will give you a mystic seed that will be crucial in finishing the game.

#### (9) THE VILLAGE OF OPHA

-This little town is located in a desert far southeast of Saragoon. There is not much to do here, but it is the first town to offer magic-replenishing potions for your spell casters.

#### (10) THE ANCIENT TEMPLE

-You probably noticed this temple lying in the edge of the desert. The temple not only holds the key to finishing the game, but also is where you will eventually find the god's assistant. You will first need to find the Moon-Shell, located deep within the puzzle of the ancient temple.

But, you can simply pass it by & head down towards the sea port town of Monmalt, & come back to it later when you are ready.

#### (11) MONMALT

-This particular town is one of the most unique towns you will ever come by in the game. During the daylight, it does not seem as much, but by nighttime, it is a party saloon for the villagers

-If you look around, you will notice that there are many treasure chests simply lying around, but you cannot get to them....for now. The only way to get to them is when it is nighttime. And, in order for the town to become nighttime, you need the Moon-Shell that is in the ancient temple.

-But, you do not necessarily have to get the Moon-Shell for now. Rather, you can head up towards the magical village Shimon, located far North of Monmalt.

#### (12) SHIMON

- In order to get to Shimon, you need to pass through the cave.
- Search through the cave EXTENSIVELY & be sure to get the green jewel before you leave the cave. You'll need it if you want a new character.
- Once you have passed through the cave with or without the jewel, head towards Shimon. Talk to the villagers. You will also find a path that is blocked by a rock. Ignore it for now.
- Go to the mystic tree & talk to the high priest for more info on how to cure Samson's curse.
- If you do have the green jewel, go to the far West side of the village. You will find a house. Go in & give the jewel to the sorcerer. A sequence will follow.
- When you have the yellow blob following you, head outside. Another sequence will follow, and now, you have a new character to join your party!  
His name is Tonto & he is a summoner. As the game progresses, he will become EXTREMELY useful, as he learns very powerful spells such as Golemn Level 3 or Thor Level 3.

[Note:] Now that you have the new character, there is nothing left for you to do, but to go get the Moon Shell in the ancient temple, if you haven't already. If you already have, then go back to Monmalt & use it. (You have to be outside of the town in order to use it.)

#### (13) MONMALT--NIGHTTIME

- After you used the Moon Shell, you now have access to those treasure chests that you couldn't get to before.
- Buy new weapons. Talk to the villagers.
- Once you leave the town, it will turn into daylight again.
- Go back into the town & look for a guy who is sitting down talking to another villager. Talk to him. He will offer to trade you your Moon-Shell for an ancient stone piece. Go ahead & trade it. You will need it in the town of Easto.
- Stock up on items. Head to Easto.

#### (14) EASTO

- In reaching the little town of Easto, you will need to journey through the mist valley & the rainbow valley.
- Your task is to obtain the Magical Pot, which is located in the remote island of Easto, right across from the village of Easto.
- In in the village of Easto, find the statue, located nearby the eastern part of the village. Search around & eventually you will come across it.
- Use the stone piece and place it in the statue. A sequence will follow & a bridge between the village & the island will reveal.
- Once on the island, go in the temple & solve the puzzle. Find your way through & at the end of the puzzle, you will face a sub-boss. Constantly use fire spells.

#### (15) BACK AT THE ANCIENT TEMPLE

- Now that you have both the Magical Seed & Pot, goto the ancient temple. Place the pot at the bottom altar & at the upper level, drop the seed down. A giant stalk will grow & allow you to explore the upper region of the temple.

#### (16) UPPER REGION OF THE ANCIENT TEMPLE

- The puzzle here is based on the concept of day & night. When you enter the "daylight rooms", the night blocks will be

raised, thereby rendering you from passing by. Same goes for "nighttime rooms".

-Find the hammer. Look for it lying on the ground.

-Use it on a particular crack in the ground.

It will open up a new path.

-Search your way through until you find a room with an old man.

He is the god's assistant. He will then explain to you your true destiny & task. He will give you golden orbs for each of your characters & a stone tablet.

-He will then teleport you to the temple near Shimon.

There, the legendary sorcerer will lift Samson's curse.

-After the sequence, head out the cave that leads to Saragoon.

#### (17) NEW TASK....A NEW JOURNEY THROUGH MARION

-Your task now is to go to Marion & update the King & Galahad on what has happened so far.

-In getting to Marion, you will need to go through the cave where the golden dragon dwells. He is still sleeping, so simply find a way through.

You will also find a treasure chest that you cannot access. Come back to it later in the game. (I will mention it towards the end of this guide.)

-After exiting the cave, you will need to cross the bridge.

-Head to Marion & report.

-After the sequence, Galahad will eventually ask you if you are still insisting on going to Bandooru.

-Obviously, "Yes" is the answer.

-Head towards the Western bridge, which will connect to the Western islands, leading to Bandooru. Go.

#### (18) BANDOORU CASTLE

-Guards will not let you in the castle. Look for another passage.

-The hidden passage is located on the left side of the Bandooru village wall. Follow the path.

-The path will lead you to a cave. As with all caves in this game, there are many treasures to be found. The cave will lead you inside of the Bandooru castle. Be prepared. Guards will attack you.

#### (19) INSIDE THE BANDOORU CASTLE

-Explore & find your way through. (a little too vague I suppose..)

-When you first enter the depths of the castle, you will find a room with a locked door. Remember to come back when you have the key. (what key? I'll explain later...)

-look in pots and shelves. You will find some nifty things.

-In one of the dungeons, you will encounter a particular guard that will stop & attack you. Once you defeat him, he will drop a key. (This isn't the key for the locked door mentioned before.)

-Find the dungeon cells. Find Kevins. Use the key. Talk. Watch.)

(Note: You probably noticed that treasure chest. I have yet to find out how to get to it, but rest assured, it isn't crucial to finishing the game.)

#### (20) VOLCANO MAZE

-Your mission now is to find Kevins & save him. Go.

-After exploring around, you will eventually find out that it was all part of an "elaborate plan", to use Kevins to lure you into a trap. (Gee. Some trap eh?)

-A mysterious person (you will know who it is later in the game)

- will save you. Get the key. Use it.
- Go through the annoying caves & collect the nifty treasures.
- There will be a scene with Kevins & Yeon (the green guy).
- After they both fall, go into the cave (not the one with the rock in front of it) & get the key.
- Your task here is done. Search for a way out. There will be a locked gate. Unlock it with the golden key. Go.

(Note: As of yet, I have not figured out how to pass through the cave with the rock in front of it. If anyone has figured it out, please tell me.)

(21) THE SEA DOCK/PIER

- Here is a nice scene. Watch. See-King-Get-Creamed.
- Afterwards, a new character will join you & give you his boat.
- It's DOMINO!
- Sail the boat. Sail. Keep on Sailing. Fight bad guys. Sail.
- Now that your task here in Bandooru is done, you must now go to a remote island called Despurin. It's the island with the rocks surrounding part of it & an ancient temple in the middle.

(22) DESPURIN

- This island has some nice goods to offer. Also look for hidden items in bushes, rocks, etc.
- Also remember to talk to a girl standing in front of the house. She will offer to give you a good time after you manage to "upgrade" yourself. (This is a RPG. No dirty thoughts allowed.)
- The "upgrade" is basically the same thing as raising your status level, just like in the Shining Force Series.
- To upgrade, go in the shrine, located on the far northern side of the town. Remember to buy new weapons before going in.
- The upgrade process is basically a test---a test for your main character to see if he is worthy. You must not only go in there ALONE, but also solve the puzzle as well. Better be prepared--fighting 5-6 magic casters by yourself can be extremely annoying at times. Also remember to find the treasure chest with the sword.
- If you managed to succeed, you get to change the status of all your characters. (Also remember to go back to that girl...)
- If you don't succeed, simply move on. You can come back to it whenever you feel ready. But, you must succeed it if you want to get the FLYING DRAGON and use better weapons. (Not to mention finishing the game....)

(Note: The puzzle is basically a remember-the-figure puzzle. You will be given a flash shot of the tiles & you need walk on it exactly as it was shown. Since there really isn't a strategy that I can offer, just try it over & over & over.)

(23) THE VILLAGE OF LEEVE

- This tiny village is located to the left of Despurin. It has many, many good items to offer, so remember to stock up before going. Stock up especially with the magic-repellents potions.

(24) THE CASTLE OF BABAROS

- This castle is only reachable by boat. It is located in the core of the mountains & is surrounded by acres of forests.
- Once you manage to reach it, explore. Meet people. Talk.

- There will also be a little scene where a red-headed girl beats up two guards. She is the princess of Babaros and is rumored to be one of the secret characters. Nice.
- Talk to the people of Barabos. Go in the castle. Talk more.
- Talk to king. Talk to weapons shop. Get more weapons.
- Go to room. Read book. Walk. See Jane fly. (Just kidding.)
- There really isn't much to do in Babaros, but if you noticed in the castle, there is a tablet. Remember to come back later.

(25) BACK TO DESPURIN

- By now, your characters should be strong enough to pass the puzzle in the shrine. If not, you suck. (just kidding)
- Once you do pass it, you will find that your little dragon friend, Stiner, isn't really little anymore. He is now a fully developed golden dragon, capable of taking you anywhere (almost anywhere) by flying. It really beats riding the boat and having to fight enemies over & over.

(Note: When you upgrade your characters, your main character now has a new spell call Stiner, hence, because you now can summon him to caste some deadly dragon breathe on enemies. At a cost of 9 magic points, it is a good deal.)

(26) MISTORIAL

- Now that you now have access to flying anywhere without the bothersome enemies getting in the way (thank goodness), you can now easily goto the far northern island of Mistoral. It is a town composed of an elven race, with really powerful weapons.
- Talk to the metalsmith. He will offer to make you some really powerful weapons & armor if you will get some mithril metal for him. This task is optional. But, if you want to proceed with it, you need the aid of the flying machine (I'll get to that later) & travel to the nearby ice cave.

(27) BANDOORU, PILOFF, & BARUBAROS (Getting the tablets)

- Now that your ready to get all the tablets, get ready to do some heavy travelling & fighting.
- Your task now is basically to get all four tablets & place them in the four temples.
- What four temples? Well, before you go anywhere, you must begin to be very familiar with the map. Know where the small temple islands are. Know where the crevas in the ocean is.
- You can get the tablets in any order. You already have the tablet that you got from the god's assistant (the old man). You can start off at Bandooru, where all you need to do is to unlock the door (I mentioned this before) with the GOLDEN key & get the tablet. Then you can goto the island of Piloof, where a mushroom puzzle awaits you. It was a pain to go through it but once you got the tablet, simply use the "escape" spell to warp out. The final tablet is at Barubaros. When you go there, you will notice that your whole castle/village is nearly destroyed. Goto the main castle hall where the king awaits to say his last words. Ignore what the king's advisor says. He is basically mumbling how afraid he was when he saw the beast... Get the last tablet & leave.
- Now that you have all the tablets, place them in the

- small four islands with the temple shrine. No order. Go.
- There will be a flashing light scene. The flying temple will arise from the depths of the sea.
- Before you go in, be sure to be stocked up on items.

(Note: When you saw Barubaros destroyed, I think there were secrets to be found. I have yet to find Rorelai yet (the red-headed girl) but she is bound to be somewhere.....)

[Trick: In the destroyed town of Barubaros, try to get up on the upper gate wall that you can see when you first when you enter the town. You can find a way leading to the upper gate walls in the castle. On the Left Side of the gate walls, go as far as you can go until you find a a dead end. Though you will not be able to see yourself, at the dead end, go ahead & talk. A secret merchant will talk to you & sell you some special items. Using the "Getting-More-Money" trick, buy as much special items you want.

#### (28) THE FLYING MACHINE/TEMPLE

- Go in the temple. It is yet another annoying maze filled with fun & surprises.
- Fight the enemies & try to get to the core of the temple.
- There will be one part where you have to use an item in a treasure chest to ignite the fire & open the door.
- Once you do get to the core, there will be a scene.
- Stiner gets hurt, but don't worry---he.....(you'll see later)
- YOU NOW HAVE ACCESS TO THE ULTIMATE FLYING MACHINE!!!
- YOU ALSO HAVE ACCESS TO GO TO HIGHER HEIGHTS!!!

(Note: Now that you have access to higher heights, you can now goto the ice cave to get the mithril metal. It's optional though)

#### (29) THE OTHER TEMPLE (now that's a little too vague....)

- This "other temple" is located in between Marion & Saragoon. Look around that area to find it. Go in & you find.....  
Stiner!!!!
- Now that you have Stiner back, you can now goto to the valley near Bandooru.

#### (30) THE FINAL TABLET

- You will need the final tablet to open a door in an upcoming part of the game.
- The final tablet is located on a very remote island located near the southwestern lower part of the Barubaros islands. Keep looking for it. You will eventually come across it. Or simply look at the map provided with the game.

(Note: In the ancient temple, there are two things you can find hidden.

- (1) look for a hidden staff weapon in one of the lights.
- (2) look for a hidden passage in the western part of the walls in the last room. It will lead you to the treasure chest.

#### (31) "DESERT VALLEY"

- Even though there is a little town within the desert valley, there really isn't much to be seen.
- After you feel pumped & ready to take on another challenge, go into the cave located near the southern part of the desert valley. Be prepared.....I mean really prepared for a



looooooong journey. (not to mention annoying.)

(32) THE ANNOYING CAVE

- Okay. Of all the caves in the game, this cave is quite possibly the most annoying cave of all. Good thing you only need to pass it once.
- Not only are the enemies attacking you every 3-5 steps of the way, but you also have to take into consideration WHERE you are stepping into. There are sandholes everywhere. You will know when you experience it.
- You will also face an "enemy" towards the end. He has a familiar look.....hmmmm.....look closer.....Belushe? Is that you?

(Note: Here's a strategy: Go veeeeerrry slowly. Very slowly.)

(33) THE ENEMY'S KINGDOM

- Congrats. You made it through the most annoying cave & you dying to make it to the nearest village to replenish yourself.
- Save your game. You're at the near-end of the game.
- Once you explore & familiarize yourself with the area, find the temple & go in.
- You must be prepared to fight TONS of enemies (pretty powerful ones at that) and be prepared to unleash tons of magic. In other words, be stocked up with magic replenish potions.
- You will first fight Dagoot, the archer/magician you encountered in the sea, He is packed with lots of magic spells.
- Then, use your final tablet to open the door.

(34) INSIDE THE DEPTHS OF THE UNDERWORLD

- The moment you step past the door, be prepared for the longest & last puzzle in the game.
- The puzzle is basically set so you will need to bring both the GOOD ORB & the EVIL ORB separately to the core room to open the door leading to Shutat, Ramu, & .....
- My advise: Take heed to the temple music. The faster the music, the closer you are to the core room. The slower, the farther. Also take heed to the surrounding statues.
- Once you have taken both orbs to rightful places in the core room, the doors will open & you will finally face Shutat & Ramu.

(Note: The process in taking the orbs to the statues is an extremely long one, so be prepared to encounter tons of enemies.)

(35) SHUTAT & RAMU: ONE ANNOYING DUET

- You finally made it through the puzzle & you're pumped & ready to take on Shutat & Ramu. Make sure you are stocked up on magic-replenishing potions & healers. It wouldn't hurt to teleport back to the village to rest at the inn & save the game either.
- Once Shutat greets & congratulates you for reaching him, he will babble on and on about his vision of a new world, sculpted in his own very image. He will later even give you a choice if you want to: (A) join him in his "crusade" of darkness or...  
(B) challenge his will.  
Hopefully, you chose (B) or in regard to the game, answered "[No]" to his answer. He & Ramu will then fight you.
- Both Ramu & Shutat are magic users, so my advise is to take out one of them as fast as possible, preferably Ramu. Once you have broken the duet, taking out the last one will be simple.
- BUT.....it's not over. It seems that both Shutat & Ramu were

acting under the influence of an evil being.  
So...I hope by now, you still have some life left in you,  
because the REAL boss is nextup.

(Note: You might want to check out the tricks & tips sections of this  
guide before facing the main boss. It will tell you how  
to obtain the ultimate dragon sword & some other nifty items.)

THE FINAL SHOWDOWN: What can I say.....the main boss has got to be the  
most annoying enemy in the entire game. He will  
constantly attack you with his "Soul-Blast" spell  
which will knock off about 22-27 hit points off all  
your characters, depending on the level of armor and  
defense. It may not sound as much, but that would  
only be true if he did not cast the spell 2 to 3  
times per round! And to top it off, he will on  
occasion, throw in a level 4 summoning spell & a  
level 3 dispel to annoy the heck out of you.  
Before you know it, you will be seeing "Groggie"  
more times than you ever imagined.

STRATEGY: One of the best tricks I found in defeating the main boss  
is to: designate one of your characters, preferably the  
strongest one, as the constant attacker, designate another  
character as the constant healer (obviously Annie)  
(Level 2-3 Heal-Rain recommended)  
& designate another character as the constant provider of  
the Magic-Replenishing Potions for Annie. The other two  
may be assigned to do whatever you please, but usually  
having one of the two (preferably Tonto) casting the  
"Attack Level 2 or 3" on your party will help quicken  
the pace considerably. Eventually, the main boss will  
die out & the victory is attained.

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## 5. TRICKS

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### Making More Money:

If you are equipped with any of the magical rings,  
go ahead & sell it. But make sure that it is  
equipped first. Once you sell it, you will notice  
that you are still wearing it & you are 7,500gps  
richer. Keep on repeating the process until  
you reach 99,999 gps. Go out & buy stuff.

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## 6. THANKS

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Big thanks to Camelot for making a surprisingly solid RPG. Also my cousin for  
actually finding this game and letting me play it.