

Brave Fencer Musashi FAQ/Walkthrough

by Nemesis

Updated to vFinal on Jul 2, 2001

A FAQ / Walkthrough for...

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 Version: Final
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T A B L E O F C O N T E N T S
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1. INTRODUCTION

.....

I'd like to start off this FAQ by saying that this is one the BEST Square games ever, and is deserving of a sequel, and possibly it's own series of games. I wholeheartedly recommend this game to EVERYONE. It's incredibly fun to play, the story is wonderful, the music is beautiful, and the gameplay engine is deep. There's just so much to do in this game, the replay value is awesome. You'll be playing it for days, maybe even weeks, after you beat it. Even though the game isn't all that long (you can beat it in around 30 hours, if you don't use a strategy guide or anything) the things you can do after you beat it, or just being able to go back and find all of the things you missed the first time, makes it an incredibly rewarding experience.

I do, however, recommend that you only use this guide if you are stuck, or really need help finding where to go next, or where that last Minku is, or how to get the Legendary Gloves are, and what not. Playing through this game by your self is what it really is about, and there's nothing like beating a game without a guide. But if you need the help, or just want a walkthrough, that's why this guide is here.

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2. LEGAL STUFF

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This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>

- GameSages <www.gamesages.com>
- Vgstrategies.com <http://vgstrategies.about.com>
- GameShark.com <www.gameshark.com>
- FAQ Domain <http://faqdomain.cjb.net>
- Happy Puppy <http://www.happypuppy.com>

NOT WWW.MEGAGAMES.COM

If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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03. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)

- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. Also removed the previous "Reviews" in the Introduction, and removed the old "Revision History". It's done!

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4. Game Controls

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NOTE: These controls were taken directly from the game manual.

IN THE FIELD:

Directional Buttons/Analog----Walk/Push

Square-----Attack with Fusion, Asslimilate, open treasure chests, read sign posts

Triangle-----Attack with Lumina, Use the power of the Five Scrolls

X-----Jump

Circle-----Use techniques obtained by assimilation

R1-----Defend, Fill up charge gauge

IN THE VILLAGE

Directional Pad/Analog-----Walk

Square-----Talk to people, knock on doors, read sign posts

X-----Jump

R2/L2-----Change viewpoints

MENU

Directional pad/Analog----Move cursor

X-----Execute, proceed to next dialoge box

Triangle-----Cancel, procees to next dialoge box

Circle-----Skip voice overs

OTHER CONTROLS

L1+Direction-----Walk slowly

START, SELECT, L1, L2, R1, R2 at the same time-----Soft Reset

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5. The Story

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NOTE: The Story was taken directly from the game manual.

Over 150 years ago, a giant monster suddenly appeared in the Thirstquencher Empire, neighboring country to the Allucaneet Kingdom. This monster was known as the Wizard of Darkness and was a huge creature made of almost entirely of a powerful crystal known as Binchotite. After easily destroying the Thirstquencher Empire, the monster made way for Allucaneet, seeking the bountiful supply of Binchotite believed to be buried there. The monster destroyed everything along the way. It is believed that many creatures were born of this destruction as the Wizard of Darkness had a strange effect on everything that crossed its path.

Upon hearing of the Wizard of Darkness' approach, King Allucaneet ordered the Hero Summon spell to be cast. The Hero Summon spell is a special magical power that is handed down, generation to generation, amongst only the Princess of Allucaneet. A closely guarded state secret, this power is only used as a last resort when the kingdom is faced with great danger. It grants its user the ability to summon a hero through incantations made over a specially prepared crystal of Binchotite. The summoned hero called upon to defeat the Wizard of Darkness was a two-sworded fencer named Musashi. Musashi accepted the princess' task and set out on a journey to defeat the Wizard of Darkness.

Musashi and the Wizard of Darkness battled fiercely for a long time. Even for a hero like Musashi, the Wizard of Darkness proved a formidable foe. Finally, with the help of Lumina, the Sword of Luminescence, Musashi was able to seal the monster within a magical ward.

It is said that Musashi then divided the power of the monster into the five elements of Earth, Water, Fire, Wind, and Sky, and sealed them within five crests. These five crests became known as the Five Scrolls and in the years to follow passed into myth along with the legend of the brave fencer, Musashi.

Things began rather suddenly. For years, tension had been steadily rising between the Allucaneet Kingdom and the Thirstquencher Empire. Finally, after diplomatic relations between the two nations ceased, the Thirstquencher Empire abruptly attacked the Allucaneet Kingdom. Unfortunately for Allucaneet, the king and queen were absent at the time of the attack.

As if the Thirstquencher Empire had timed its invasion according to their absence, the invasion began with one specific goal in mind; to capture Lumina, the Sword of Luminescence. Unable to repel the surprise attack, Allucaneet's army lost ground quickly while the enemy pressed on

toward the castle. As the Thirstquencher army approached the castle, the senior members of Allucaneet realized that their only hope would be to summon a hero.

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6. Game Basics

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ASSIMILATION

Assimilation is one of the key aspects of this game. It's unique in every aspect, and if you are stuck in the game, assimilation is probably the answer.

HOW TO ASSIMILATE:

First, charge up Fusion by holding down the R1 button until the charge gauge is filled.

Next, you need to throw Fusion at an enemy. To do this, press Square, and Fusion will stick to the enemy that it first touches. Once you have done this, rapidly press Square to start Assimilation. Once the the charge bar is filled up again, you've completed assimilation.

Once you've assimilated an ability from an enemy, you can use it at any time by pressing the Circle button. The only time you can't use the ability is if you assimilated another ability.

IF YOU ARE LOST

There will be times during the game when you will become lost or confused as what to do next. This may become irritating and may cause you to lose interest in the game, or become frustrated. Well, if you do become lost, here are some things you might want to try.

First of all, talk to the surrounding people and villagers. Since Brave Fencer Musashi is half RPG, you can talk to people. Do this to get some hints or clues as what to do next in the game.

Or, you might want to see what Mujsashi himself is saying. If you go to your inventory screen, and see what he has to say. Or, if you're just plain lost, use your compass to see where to head off to next. You can also go to the Castle and talk to the servants and other people there as well. They can give you some pretty helpful tips and will help you throughout your quest.

And, if all else fails, you can always use this guide to help you. :)

HOW TO SAVE AND GET RESTED FOR FREE

In order to save your game, you'll need to go to the Village Inn. You can also save your game after a boss fight. Save your game OFTEN.

There are other means of saving, but they are only a type of checkpoint. They are called Memory Boxes. These allow you to temporarily save your game, or Musashi's Memory. But the downside to these are that if you die and have to start over with one of these boxes, your health will only be at 50%.

There are two ways to get full HP. Either go to the Inn and pay to get a room in order to rest, or you can just head to the Castle and stay at your private room and rest for free. Only use the Inn if it's life or death.

Try not to sleep outside of houses and other areas. When you do this, even though your HP rises, your BP goes down. This technique will have to be used plenty of times throughout the game, as it is a useful ability. I only use it as a second resort, and I can't go to the Castle.

HELPFUL PLACES

There are several helpful places, all within Allucaneet Palace. Here are the facilities that will help you out in your adventure.

*NOTE- The info for all of these places were taken directly from the game manual.

GREAT HALL:

During less troubled times, this served as the palace's dining room. Musashi will be able to talk to people he has rescued during his adventure here. They may provide helpful information or techniques.

LIBRARY:

Allucaneet Palace takes pride in its vast collection of books in the Library. If there is something you would like more information on, you can look it up in the Library.

MUSASI'S ROOM:

A room that Butler Livers furnishes for Musashi. He can sleep on the bed or play with his action figures here. A great place to restore your HP and BP quickly.

VILLAGE

Here are some of the various establishments in Grillin Village.

INN:

Recover HP, BP, and reduce tiredness. You can also save data here or speak to the residents.

BAKERY:

BP can be recovered by eating bread or drinking milk. Prepare for your journeys by buying food here, but remember that fresh bread and dairy

products will spoil if kept for more than a week.

GROCERY:

Sells various useful items for your journey such as medicines to recover HP and 'Antidote'.

RESTAURANT:

A place for the villagers to get together and socialize. Useful information may be obtained here by chatting with the customers.

PAWN SHOP:

Mysterious items that Musashi gathers during his journey can be brought here for appraisal. Certain items may prove to be useful, while others can be sold.

TOY STORE:

A variety of of action figures may be purchased here-check back for new arrivals.

24-HOUR GAME CLOCK

In Brave Fencer Musashi, there is a real-time game clock that runs 24 hours a day, seven days a week, just like in real life. Everything within the village, including store hours, access to different areas of the game, and when people are awake and asleep, are all dependent on the in-game clock. The week goes like this: Monday, Tuesday, Wednesday, Thursday, Skyday, Saturday, and Sunday. The longer you are awake in the game, the more your Tiredness and HP will go up, and the more your BP will go down. Try to stay rested at all times.

When Musashi gets tired, his attacks weaken, he stops running, and all of his actions slow down. You don't want Musashi to go below 50% tired, or else his health will decrease, and the likability of him dying increases. Some ways of decreasing tiredness, is to go to the palace and rest, go to the Inn and rest, or you can even sleep in the field or village. You can also buy items from the grocery shop, like Mint or H-Mint to help fight tiredness.

HOW TO INCREASE YOUR HP AND BP

Throughout the game, you will need to find some way to increase your HP and BP in order to defeat harder enemies and bosses. The only way to increase your HP is to use Longevity Berries. To get these berries, you need to find the hidden Minkus throughout the game, and to defeat it. Defeating these creatures gives you one berry, which increases Musashi's HP by 25. Look in the MINKU LOCATION Section for more info on how and where to find these mysterious creatures.

To increase your BP, find the Bincho Fields. Everytime you find one of these and free whoever is inside, your BP will increase by 5. This will help you immensely throughout the game.

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7. Characters

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Here are the character profiles of Brave Fencer Musashi:

*NOTE- The character profiles below were taken directly from the game manual.

MUSASHI:

A brave fencer summoned by Princess Fillet of the troubled Allucaneet Kingdom. He has a fondness for duels and rice balls. After learning that he won't be able to return to his home world until he fulfills the wish of the princess, he reluctantly becomes the hero desperately needed by the kingdom.

PRINCESS FILLET:

The daughter of the king and queen of Allucaneet. She summons Musashi by casting the Hero Summon spell. Because she is a tomboy at heart, those around her have difficulty keeping her under control and out of trouble.

BUTLER LIVERS, SCRIBE SHANKY, & STEWARD RIBSON:

These three statesmen aid the Allucaneet Kingdom. Taking care of the mischievous princess is a constant headache for them.

KOJIRO:

A swordsman summoned into this world by Princess Fillet after Musashi's arrival. In their home world, he wanted to challenge Musashi to a duel, but...

LEADER'S FORCE- TOPO, ED, BEN:

A strange threesome in which each member thinks they are the leader.

ROOTRICK:

A Thirstquencher Lieutenant who leads the Empire's military force. Though not especially clever, he is persistent enough to get in Musashi's way.

COLONEL CAPRICCIOLA:

Fuher Flatski's right-hand man. A cold and calculating strategist.

GINGERELLE & BUBBLES:

Members of the Thirstquencher Army's spy group. It is rumored that they are beautiful sisters who compete for the number one spot in the Thirstquencher beauty contest.

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8. Walkthrough

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Here's the main meat of this FAQ, and will guide you through all six chapters of the game, as well as give you boss strategies for each chapter.

***** i. Chapter 1: The Journey Begins *****

After the intro, you'll start your game in soem kind of forest. Start running forward, and kill all enemies in your way. This way, you can collect plenty of Dran, and start the game off right. Once you reach the three rocks, push the one in the middle out of your way, and keep on running forward. Once you reach the river, and look for the enemy on a cliff to your left. Face him, hold R1 until your charge gauge is full, then hit Square to throw Fusion at him. Now tap Square rapidly to assimilate the ability Gunshot from the soldier. This is assimilation, and it will be a key ability throughout the game. Once you've got Gunshot, hit Circle to shoot the logs on the other side of the river. They should fall over, and should create a type of bridge. Now cross the bridge, and make your way to the large tower.

This tower is called Spiral Tower. Once you get there, head up the ramp and go left. Destroy every statue on the way up to the top. Once you've destroyed one, step on the circle beneath it. At the last one, run up the sprial runway to the very top. Kill more enemies on the way to the top to get even more Dran, or money. Head through the door and into the mounatain side. now run up another spiral runway. Once again, kill more enemies to acquire more Dran. At the top of the runway, assimilate Gunshot from the enemy by the door. Now go through the door at the top.

Now, find a soldier, and assimilate the Stun ability from one of them. Kill as many soldiers as you can to get more money. Now get the attention of a soldier, and get him to stand on the platform by the force field. Once he's on top of the platform, use Stun on him so he stays on it, and the force field will be temporarily shut down. Now grab Lumina from where the force field used to be.

Now that you have the sword, you'll have to run away from the giant head. It's not too difficult, so I'll just let you do it yourself. The only thing that I can say is to keep on running. :)

After another cut-scene, you should recieve another attack: Lumina's Rotation. Now here comes the first boss!

STEAM KNIGHT

The first boss of the game is also one of the easiest ones to defeat. There are three different parts of this bosses' attacks. During the first part do not hit the Steam Knight until he throws his ball-and-chain at you.

Avoid the attack, and when it gets stuck in the ground, attack the Knight's foot. Do this over and over until until the Steam Knight falls over. When he has fallen, hit the cloth on his body, and keep hitting him here until he gets back up. The Steam Knight will repeat the first round of attacks again, but this time, attack the other foot with Lumina, and when he falls over again, hit the green crystal where the cloth was, then push Square to pick him up and then throw him through the wall.

The Steam Knight's second part will begin once you're outside of the palace. Do the same thing as before, wait for him to attack, then attack him when it's stuck in the ground, attack one of his legs, then hit the green crystal. Do this over until all of his four legs are destroyed, then throw him through the second wall.

Now begins the Steam Knight's third phase of attacks, and it's a little bit more difficult than the other two. He'll jump into the air, and when you see his shadow on the ground, move out of the way, and then once he's landed on the ground, attack the green crystal. Keep on hitting the crystal, while still avoiding his other attacks. Once he's defeated, press Square again, and you'll toss him over the mountain to destroy him once and for all.

***** ii. Chapter 2: A New Journey *****

While Chapter One was more of a training level than an actual Chapter, Chapter 2 is where the game really begins. Chapter 2 is a lot longer than Chapter 1, and there are far more objectives in this one.

After you've talked to those two guys, you need to go to the Library and learn about Musashi and about the Five Scrolls. Although this is not required, it gives a good background setting and tells you what the whole story is about. Now go over to the Gondola, and ride it down to the village. Once you are in the village, you should walk around it to get familiar with the shops and other locations. Now find the church, and go south to find a man trapped in some stocks, and you should also see two different paths. Go into the path with the dead end sign.

If you follow this path to the end, you'll find the first Bincho Field of the game. A Bincho Field is a large, green crystal, with a person trapped inside. You need to free whoever is inside of these Bincho Fields. To free someone, hit the Bincho Field with Fusion, or Triangle. After you've freed someone, your BP will rise by 5 points. Now, free the

slave inside of the Bincho Field, and return back to the beginning of the path, then head over to the second path where the man in the stocks is. Continue to follow the path, and you should be heading to the Northwest. Look to the northwest of the pond of water to find another Bincho Field, behind a tree. Go to the other side of the tree and assimilate the Hop ability from the Flower Pot guy. Now, use the Hop ability to hop over the nearby thorns, and go north. Go across the bridge and run past the three red enemies. Keep on running straight ahead, and when you get to another Flower Pot enemy, go behind it and look for a cliff. Use the Hop ability to climb up the cliff. There is another Bincho Field at the top. Free the person inside, and go across the nearby pipe. Get whatever is inside of the chest, then go back across the pipe, and hop back down to the ground. Go back across the bridge, and once you find the flower pot enemy, head west, and you'll find a secret area inside of the trees. If you are here at the right time, usually after midnight, you'll find a Minku. If not, then you should find a Minku dropping. If there is not a Minku there, sleep until after midnight, and one will appear. To catch a minku, pick it up with Square, and throw it. After you've done that, it should have released a Longetivity Berry. Longetivity Berries increase your overall HP by 25 points.

After you've gotten the Berry, go east and past the Flower Pot enemy, go across the bridge, and head through the giant pipe. Keep on going forward, and then jump onto the third pipe to the left. If you walk across it, you'll find another Bincho Field. After freeing the person inside of it, head back to the pipe and go to the path you just were on. Head to the north once you are back onto the path. Now if you jump onto the gray steam pipe to your right, and go up the stairs, you'll find another Bincho Field. After you've freed the person inside, go along the two pipes to your left, and you should find a 500 Dran coin and a heart.

Now, you need to hop down to the main path, and go back to the region where you entered the huge pipe earlier. Once you are in front of the pipe, head east of the pipe, and take that path. It should return you to Grillin' Village. Once you are back in the village, you should probably go to the Inn, rest up, and save your game.

After you've done that, head over to the Mayor's house, and speak to him. Agree to help rescue the dog, then go north and go up the ramp that leads to Twinpeak Mountain. After going past the guard, head west on the west path, and head over to Twinpeak Mountain. If you continue on, there should be a Bincho Field on some rocks. After doing this, continue forward, and assimilate the Shrink ability from the nearby Magician. Now use this ability to shrink the giant white thing that is blocking your path, and jump across the water. Look to your right, and you should see the dog on a tiny island. Pick up the dog, and then throw him across the water. Throw him across the two water hazards, then carry him back to the area where you first entered Twinpeak Mountain.

Now go back to the Mayor's house, and then go and talk to the guy stuck in the stocks. After speaking to him, go to the Grocery and buy any bread item, and get some water from the well. You might have to wait for the two women to leave before you can get the water from the well. After getting these two items, take them to the guy in the stocks. After agreeing to help him out of the stocks, leave the village through the path next to the windmill. Go back into the giant pipe, go back across

the bridge, and go north past the three red enemies. Keep on following the path underneath the big pipe, then assimilate the Hop ability from the Flower Pot enemy. Now hop over the spiked vines on the ground, and look to the left to find the dog.

Now follow the dog until he leads you to the key. The dog will show you which direction to go by barking. You need to protect the dog, because if he dies, you'll need to restart. After getting the key, head all the way back to the man in the stocks. In order to free him, do it after midnight, that way nobody will know about it. You might want to go to the store in the morning to buy plenty of Mints and W-Gels with all of the money or Dran, that you've collected. After doing this, go back to Twinpeak Mountain where the dog was trapped. Keep on going left, until you reach another Bincho Field. Free the guy, then hop across the three poles to the other side. After getting to the other side, go left, and use the Memory Box to temporarily save your game. Keep on running left, get whatever is inside of the treasure chest, then go back right. Head up the path, get the treasure underneath the waterfall, then go up the hill to the left. Now you need to hop across the moving platforms, and into the cave. Jump across these platforms inside of the cave, then kill the guards on the other side, on a bridge. Jump off the bridge, and onto the vine below. Climb down it, get the treasure on the left, then go across the rocks to your right to get another Bincho Field. Climb back to the top, and enter the cave on the other side of the bridge.

After leaving the cave, jump across the platforms, then run to your right until you see a large tree. Perform your Lumina spinning attack next to the tree. This will cut down the tree. Pick up the log, and run up the path to your left. Continue to follow the path, then run right until you see a pole. Go down the pole, and you'll find another Bincho Field. Go back up the pole and keep running right. Cross the moving platforms, find another pole, go down it, get another Bincho Field, and chop down another tree. Once you've got the tree, go back up the pole, and go right by swinging from pole to pole (the ones that are sticking out of the Mountain side). Go up the pole at the end of the path, and you'll find another tree. After cutting it down, and grabbing it, run left. You might want to either sleep or use a Mint, because you're probably really tired. Once you've reached the last tree, grab it, go left, up the stairs, and you'll find Jon the thief.

If you give Jon the logs, he'll make you a raft out of the logs. Now you'll take a ride on the river. While on the raft, use X to move out of the way of things in your way. If you decide to take the right side of the river, there are more coins, but it is much more dangerous. If you take the left side and paths, it's much safer, but won't have as much money as the right path. If you lose four logs, you'll have to start over at the top. Now, right before you go under the giant skull, go left, and enter a secret cave. Go up the hill to your left, and you'll find a Bincho Field. Hop across the river and go back all the way to the top of the mountain and enter the rapids ride again.

After surviving the rapids ride, hop off the raft, go left, and you'll find a treasure chest containing the Legendary Bracelet. Go to the Pawn Shop, and have the guy appraise it. After he does this, you should learn a new ability--Rock Climbing. Once you leave the shop, you'll get your next mission from the Mayor. Now, go to the Inn, rest up, save your

game, and prepare for your next mission.

When you're ready, go back to the path that leads to Twinpeak Mountain. But instead of talking to the guard and entering, go left, and use the Rock Climbing ability you just got on the cliff. Talk to the engineer, then go back to the village. From the village, go to the path next to the Windmill. Once you get to the fork in the road, take the right path, and at the dead end, climb up the cliff. At the top, run through the pipe archway, until you get to the Steam Factory. Once you get to the Steam Factory, go inside. Remember, you have a time-limit, so don't waste time. Once you are inside, take the elevator to the first floor.

Now go right and shut off valve #1, now go right again and shut off valve #2. Once again, go right, and shut off valve #3. Go right again, get on the elevator, and go up to level 2. Get off of the elevator, and get onto one of the red pipes. Go left, and shut off valve #4. Run left again, and shut off valve #5, then run left again to shut off valve #6. Go up the elevator to the last level. Go left, get past the steam, shut off valve # 7, go right and shut off valve # 8. You've done it, you've saved the village!

Now, follow the engineer into the pipe, then go back to the village. Rest up, and save your game. Go and talk to the mayor. Now go south across the bridge, and follow the path. Keep on following the path to the south, go under the pipe, and get the Bincho Field and whatever is in the chest. Go all the way back to Twinpeak Mountain, and follow the path to the left. Again, use the three poles to cross the river, and go left. Here's where you'll race Rootrick to the top of the Mountain. Just climb as fast as you can, and you'll beat him with ease. Once you've beat him, go towards the center of the mountain, and hit Triangle to break the black stone. You should now have the Earth Scroll, and a new ability. You can now change your sword from Normal to Earth. To perform your new ability, Earthquake, just hold R1 to charge it, then tap Triangle to use it. Walk to the huge boulder and use Earthquake on it.

Now, hop on down to where the boulder fell, then go left and head all the way back up the mountain, to the area where you first met Jon the thief. Now ride the rapids again, but once you're off the raft at the end, go up the stairs, and go south. Use Earthquake to knock the boulders over, and into the pit. Get whatever is in the chest, and return to the village to rest and save your game. Be sure to buy plenty of Gel and W-Gel. Go to the Palace, and talk to the geezer. After doing this, head back to Twinpeak Mountain, but this time, take the right path, not the left one. You should be heading into Hell's Valley. Go across the boulders again, and free the prisoner inside of the Bincho Field. Now use Earthquake to knock over every boulder in your way, then head straight ahead to fight the second boss...

SKULLPION

This boss has to be the easiest boss in the entire game, although you do have to be patient to defeat him. The reason Skullpion is so easy to defeat is that you have people helping you out.

Now, when he begins his first attack, when he sprays stuff at you, avoid it by standing behind him. While doing this, charge your charge gauge until it's flashing. Wait until there is something above Skullpion like rocks or bombs, then tap Triangle to use your earthquake attack that causes those items to fall on top of him. Once something falls on him and he's stunned, attack the crystal inside of his mouth. Do this three times, and he's defeated. To protect your helpers from Skullpion, use your earthquake attack to cause him to fall back to the ground.

***** iii. Chapter 3: Mission Vambee *****

After beating Skullpion, go to either the inn, or your room in the Palace, and get some rest and save your game. Once it's light out outside, go to the grocery store and talk with the Mayor and the other guy. After you've finished speaking to them, go into the store, and you should buy anything you need, like W-Gels. Now head over to the windmill, knock on the door, and the man should give you the Mine Key. You'll have to do this at night, because the guy at the windmill only sleeps during the day. Now head north, and find the mine entrance. Use the Mine Key to open the locked gate, and once you are inside of the mine, take the right hand path, and at the end of it, go up the pole to the second level. Once at the top, keep on going right, and trying to not to get hurt by rocks and such. You should now be heading into the caves themselves. You'll know that you're in the caves when you see a giant fan below you. It should be blowing air up towards you, and once the blades of the fan stop spinning, jump INTO the fan.

At the bottom, you should see a Memory Box. Use it, and take the left-hand path. Hop onto the first conveyer belt, after doing this, go across the platforms, then hop onto another conveyor belt that is in the foreground. If you get onto the platform to the right, you'll find a Bincho Field. After freeing the prisoner, go back onto the conveyor belt, and jump onto the platform above it. You now need to hop onto the belt on your left, and then onto another conveyor belt that is in the background. You'll see some more platforms, so jump across those to find another Bincho Field. Now hop onto the conveyor belt you were just on, and go onto the platform to your left. Now keep on going to your left, and into the cave.

After you've gone inside, jump on the moving platform, and ride it all around the cave. If you jump off of it at any of the three ledges around the cave, you can find a Bincho Field, a treasure chest, and a moogle. After you've done this, you need to get back onto the moving platform, and ride it and jump from platform to platform, until you've reached the center of the cave. You should see a Bincho Field around this area, so free the person inside, get back onto the platform, and ride it again until you see some stairs. Jump onto the rock island with the stairs, and go up to the very top of the island, and you'll see a flower. It might not be bloomed yet, so if it isn't, just sleep until it does bloom. Once it has bloomed, grab it, then go all the way back to the area with the giant fan. Climb up the side of the wall to get back to the top of the fan, but wait until the fan stops spinning to go through

it. Once you are above the fan, wait until it starts spinning again, and use the air it produces to float over to the path to the right.

Now keep on running right, and try to avoid rocks and other stuff that will hurt you, until you reach another cave entrance. Once inside, hop across the platforms until you get to the platform that rises up and down. Get on it, ride it up, and jump off to your left. You should now see two more platforms that rise. Get onto the second one, ride it to the top, get onto the platform to your left, and leave the cave.

Run straight until you reach a fork in the path. Take the path in the foreground. This will take you back to Grillin' Village. Try to rest up and save your game. After doing this, go back to the grocery store and talk to the Mayor again. You need to tell him that you'll find his friend. After speaking to him, go back to Twinpeak Mountain.

This task requires you to find some healing water for the Mayor's friend. Once you've gone past the guard, take the left path, find the three poles that take you across the river, and go up the mountain. Go into the first cave, get across the bridge, and into the second cave. The Mayor's friend is inside of this cave. Talk to him, and choose the first response. You now have only 12 minutes to get to the top of the mountain and get some healing water. You'd better hurry!

Go up the mountain until you find a place with a floating rock. Use the Earthquake ability, and knock it down. Jump onto the rock, and use the sticks to swing to a cliff. Once you are on the cliff, climb up the pole. At the top, you'll find the healing water. Once you've got it, go back to the Mayor's friend as fast as you can, and then go back to the village. If you did it in time, Tim will greet you; if you didn't, the Mayor will greet you. After speaking to whoever greeted you, go to the bar, but only after 18:00. Talk to the guy banging on the bar door, then go to the Inn and talk to the two people staying there. After you do this, rest up and save your game.

Now go back to the bar, and when the door opens, go inside. Go behind the counter, check it out, then go into the basement. At the foot of the steps should be the bartender. After speaking to him, use the Memory Box you passed on the way down. If you ever need a health replenish, go to the bartender, he'll revive your health. Go through the door on your left, and run to the end of the path. Avoid the bowling balls by running to the side of them. At the end, assimilate the Bowling ability from the big enemy. Now use Bowl to break the wall behind him. Grab everything in here, go back to where you assimilated Bowl, then climb up the wall next to the hole in the wall. Go all the way to the end of this path, then go into the door to your left. Avoid ALL fire enemies, because it's tough to kill them. Use the block button (R1) to block the arrows that are coming at you. Go inside the door at the end of this path, and kill the big ass enemy inside.

There is a cracked wall to your right side. Use Bowl to break through it, and then enter the new opening. Head down the path, and then step on a black panel on the ground to lower a bunch of enemies waiting to be bowled over. Use Bowl to knock over the enemies, then run through the

door. Free whoever is inside of the Bincho Field, then use Bowl to bust open the wall on your right, and get whatever is in here. Now head back to where you bowled over the enemies. Now step on the platform to ride up to another level. When you spot the fire-spitting statues, use your Lumina Spin Attack to defeat it. Now go through the door on the right, and try to stay to the right side of the path to avoid the moving wall. Now hop into the opening toward the end of the path, then take each flying platform to get to the top of the wall.

Now head through the door, kill the enemy, break through the wall on your left, step on the black panel to lower more bowling pin-enemies. Bowl them over, bust through the wall, free the person inside of the Bincho Field, then take the platform to get up to another level. Go through the door, hit the blue eye with Lumina, and then step onto the portal to return to the basement of the restaurant. Once there, go to the Memory Box and save your memories. Now go and talk to the bartender, and enter the door to the right.

Once inside, go through the next door, and walk across the moving platforms. When you get to the end, go right from the place with four torches, pick up an enemy, and toss him over the spike pit so he lands on the panel on the other side. Now cross the bridge and go through the door on your right. Once inside, walk across the wall again, then go through the door on the right. After you've gone through the door, jump onto the pole above the spikes, climb up it, then jump ahead to get on another pole. Do this again, and after the third pole, jump off, and go through the door in front of you. Free whoever is inside of this Bincho Field, then go all the way back to the place with the four torches.

Once here, jump to the left instead, and pick up another enemy, and throw him across the spike pit to the other side so he lands on the other panel on the other side. After doing this, go through the door to your left, and once inside, use the floating balls as your light. At the end of the path, go inside of the door, then step onto the portal on the RIGHT. Go through the door, up the steps, and through the door to the left. Now go on the portal on the left this time.

Go through the doorway, and go up the stairs to your left, then go through the door to the right. Now step on the LEFT portal, and walk through the door in front of you. Now you should be in a area with lots of lava. Hold down the block button (R1) to protect yourself from the arrows, and go right. Fall into the pit on your right, then walk to your left. Now fall into the pit on your left, then walk to your right this time. Fall down into another pit, and go into the door past the enemies. If you stay towards the left of the path, you'll find a treasure chest. Keep on going, then go into the door. Use Lumina on the Blue eye, then step on the portal to return to the basement.

Use the Memory Box again, then speak to the bartender to get your health replenished. Go past the box, and down the steps. Go into a room with one cracked wall, and with doors on both sides. Bowl through the wall, get the whatever is in the chests, leave the tiny room, then go through the door on your right. Make your way across the flipping blocks, then go through the door. There is a Bincho Field on the floor, so jump down there and free it, then go back upstairs. Now go across some more

flipping blocks, and go thorough the door. Keep on doing this (go over flipping blocks, go through the door), until you get to the room with the blades that are swinging. Avoid the blades, then go into the door at the end of the path.

Head down the stairs and run by the spiked walls. Go down the left side of the wood walkway to get a Bincho Field, and then hop onto the rotating block on your right, and it should take you to another set of wood walkways. If you take the southern most walkway, you'll find the exit. Take the path, and run past the swinging blades and go through the door on the other side. Hit the blue eye with Lumina, then step on the portal to return back to the basement. If you need to, talk t the bartender to get back to full health, then save your memories at the Memory Box.

Now go through the door to the right of the hole in the wall. Go along the path by hopping from platform to platform. Go through a few doors until you come to a room with a red-eyed block in it. All you have to do is push the block onto the red panel to open the door. Now go into that room, and push the box that is furthest from you to the top-right panel. Now, push the box on the very right of the room left once, up twice, and left again onto the red panel. Now push the last box onto the red panel at the upper-left part of the room. Now the door should be open.

Now go across the floating platforms into the following room with the falling platforms, until you get to the room with the ghost. Assimilate the Sublime ability. Use this ability to memorize the path to the next door, then go through it. You should be in another room witha ghost in it. Asimilate Sublime again, and do the same thing as before. But before you leave, get the Bincho Field to your right. Go along the path, and through the door to your left. Once again, use Sublime to spot the path going down. Here's what to do: fall down to the left twice, down to the right twice, down left twice, then down right once. Now go left and through the door.

Use Sublime to memorize this BIG room. Here's how to get through it: right once, up once, left once, up once, left once, up once and right twice to find a chest. Now, from there, head left once, up once, then go upwards to fall down a level. Keep on going forward to get to a room with a Bincho Field. After getting this Bincho Field, step onto the portal, go into the door on your left, use Lumina to hit the blue eye, then go into the teleporter to return to the basment.

Now go to the region where you talked to the bartender, then open the door with the four blue eyes. Take whatever is in the chest, speak to the bartender, then return to the village, rest up, and save your game at the Inn. After this, go to the Pawn Shop to get your Legendary Belt appraised. After you leave the Pawn Shop, the bartender will talk to you. After talking to him, head to the church.

Perform a double-jump over the church fence to get in, then talk to the priest in the yard. Return to the church at 2:00 am. Once there, the priest will let you in. You will now have to fight the gargoyals until 7:00 am. When it is 7:00 am, the sun shines in and the gargoyals will

die. After they are dead, talk to the priest again and agree to retrieve the bell. Stand next to the well, and press Square to get into the well, and into an underground cave. Go along the path until you get to a black pillar. Use your Lumina Attack to break it, and you'll get the Water Ring.

Now walk across the water and grab the bell and take it back to the Priest. You must toss it over the water, then toss it up the stairs by where you got the Water Ring. Carry the bell to the left of the giant pillar, then toss it across the water onto a platform on the left. Now go across the water, pick up the bell, and take it to a cave opening on the other side. Carry it into the opening, and across the path. At the first fork, walk down towards the screen, then at the second fork, go down towards the screen again. Once you've exited the mine, the priest will speak to you. Now go to the inn, rest up, and save your game.

Now return to the basement of the restaurant, then go down the two flights of stairs, then you should go to a door with a hole in front of it. Jump over the hole, go through the door, across the water, and through the door on the other side. Head across the room with lava, to the door at the other side. In the room after this, go up past the spikes and go across the moving platforms. Head up the stairs on your left, then go go right and down. Jump across the platforms, then go southwest of the room to get a Bincho Field. Now hop onto regular ground to your right, and go along the path, until you get to the area with spikes. Pick up an enemy and throw him across the pit and onto a panel. Now cross the bridge, go along the path, then hop into the doorway. Use your water ability to extinguish the four flames in this room. Now go through the next door to fight the next boss.

RELIC KEEPER

The Relic Keeper isn't a really hard boss, but he is the toughest one you've encountered so far in the game. He'll attack using fireballs, so you need to shoot bubbles at the fireballs to protect yourself. After you've extinguished all of the flames, the Relic Keeper's crystal will be exposed. Use your Lumina attack to hit it.

The second and third phases of this bosses' attack pattern are basically the same. He'll shoot fireballs that bounce off of walls and the sword. Now extinguish the fireballs again, and when they are all gone, hit the crystal with your Lunima attack. Repeat this one more time, and this boss is toast.

***** iv. Chapter 4: The Duel at Dragon Island *****

After beating The Relic Keeper (tough SOB isn't he?), save your game, and get healed at the inn. Now head to Twinpeak Mountain. Go up the mountain, and if you look towards the top, look past the three fossils,

you'll see a big brown pole. Go up the pole, and there will a Bincho Field on a platform to the right. After getting the Bincho Field, go back to the village, then go and find the farmer's house. After you've found it, find the path south of his house, and take it. If you follow the path on the left, you should come to a Water Crest. You need to drain the moat around the crest, so charge with R1, then hit triangle. After the water is gone, take the glasses from the chest, then go to the upper right path at the top of the screen. Assimilate Hop from a enemy, then use it to hop across the spiked vines that are on the ground. Now take the south path, and when you come to a small bridge, use the Water Ability to cross the water, and get to a platform to the right. Perform a double-jump onto the platform, and catch the Minku if it's there. If not, sleep until it gets there. After catching the Minku, head back to the village and save your game.

Go to the Mayor's house and talk to the Mayor's wife. Agree to become the new mayor, then go back tot he well near the church. Find the Water Emblem inside of the Underground cave, then charge R1 then hit Triangle to raise the water. After doing this, you'll have to talk to the thieves. After doing this, go south, and look for a treasure chest. To get to it, use your Water Ability to cross the water. If you go back to where you found the Bell earlier, you'll find a Minku.

There is another treasure chest to the very south end of the cave. If you want to get it, you'll have to use your Water Ability to get to it, and run really fast. After getting it, head through the mine, and speak to the mayor's wife again. You'll need to fix the Gondola, so go to the Palace and talk to the geezer. If he tells you that you need to find the three carpenters, ignore him, because you've already captured them. Go and talk to them, then go to the Mine.

Take the path on the right, go past the falling rocks, hop through the fan, then take the right path. When you see the snake, assimilate the Antidote ability from it. Now keep on going right, cross the mini-ferris wheels, then continue right. Keep going right until you reach the Scrap Pile, or the room with junk. Now grab the gold gear with the four holes, then go back to the village, then go to the Palace. Now speak to geezer, sleep to regain your health, then go to the village. Now the village is on fire! Use your Water Ablilty to put out the flames at all of the places that are on fire. There are about eight locations to put out. After saving the village, go to the Inn, rest up, and save your game.

After doing this, go back to the mayor's house and speak to him. Once you've done this, go to the path that is to the right of the Windmill. Take the path to the left, go through the pipe, past the three enemies. Go left in between the two huge rocks, and you should see a HUGE snail-looking rock. Touch it, then use the rock salt to melt it down. NOW take the path on the left, and get the Bincho Field. Now go south to see some water. When the tide is low, use your Water Ability to cross it, get the treasure chest, then go south until you find a Water emblem. If you activate it, you'll uncover a black column right under you. Break it to get the Fire Ring.

After you get the Fire Ring, Kojiro will challenge you. To beat him, attack him from the back and the sides. After killing him, head all the

way back to the Palace. Now you need to talk to the three mercenaries, the artisan, the weaver, then talk to Scribe Shanky about the Shoji. Now rest up and save your game. Before you set on your next big journey, stock up on supplies like W-Gels.

Go to the path that leads to Somnolent Forest, then use the signs to get to Meandering Forest. When you get there, you should see a wooden sign. Use these directions to get to where you need to go: Left, UP, Up, Right, Up, Up, Right, UP, UP, Left, Up, Up, Up, Up. Once you've found the thieves hideout, enter it, and use the Memory Box. Assimilate the ability of Map from the nearby enemy. Go through the door on the left, then go down the room, then out the top-right door. In the next room, hop onto the ice-cube, then wait for the penguin to push it. Now double-jump over the pit to the other side, then go through the door.

Now you have to kill all of the penguins in here in order for a chest to appear over the red eye. Grab the Red Stone, then leave the room, then go through the door on the right. Free whoever is in the Bincho Field, perform a double-jump over the blocks, then head on through the next few rooms to return to the lobby. Now use the Red Eye to open the door in the west part of the lobby. Go through the door, walk along the path, then go into the next room. Head towards the north-western part of the room, then let the giant ape pick you up and toss you to the walkway above. Go through the door at the top. This room is a giant maze. There is a Bincho Field toward the southwest part of the room. After getting the Bincho Field open, go to the northwestern part of the room, and go out the door. In this room, there is a Blue eye on the ground. Avoid the enemies at all cost. Kill them without getting touched. After doing this, you'll get a treasure chest that will be on top of the blue eye. The Blue Stone is inside. Get it, then exit the room.

Keep to the right of the maze, until a giant robot falls from the ceiling. Assimilate the Steel ability from him, then leave the room through the door on the east side of the room. In this room, use Triangle to crash through the spikes, then go through the door at the end of the path. Go through the next few doors to find a Bincho Field, then hop off the balcony to get to the below floor. Head through the door at the top of the room, which is on the left side of the room. In the next room, use the blue stone to open the blue eye door. There is another Bincho Field to the left, and after freeing the person inside of it, then perform a double-jump at the top of the room to get to another door.

In this room, go across the room, and go through the door to the right, then go into the door to find a cool treasure. Now perform a double-jump over the balcony to land on the other floor. Now go into the bottom door to the right of the room. You should see a pole. Now climb up it, then jump onto the ramp then hop down to find a chest. Now go up the ramp and head through the door. Head to the southeastern corner of the room, then Assimilate the Clone ability from the enemy. Go through the door at the bottom corner of the room. In this room, use Clone to kill the enemy inside. Now get the green stone, then go back to where you came from (back to the maze). Now go to the southwest part of the room, and jump onto the ice-block that has a heart on it. If you jump towards the east, you'll find a Bincho Field and a treasure chest. Go to the southwestern part of the room, and you'll find the exit out of here under a lowered

block.

Run south to get to the main entrance. Go up the stairs to find a colored door with three different colored dragons on it. Use your Fire Ability to melt the ice in front of the door. Enter the door, get the treasure in the chest in the back, then use the Memory Box at the top of the spiral ramp. Light the two torches using your Fire Ability, then go through the door. Hit the Yellow Crystal with Lumina to fall into the trap door. Head up the path into the next room and use Fire to melt those icicles. Time to fight the Boss!

FROST DRAGON

The Frost Dragon is a pretty tough boss, although not as tough as the Relic Keeper. He'll dive at you with his head. When he does, avoid him, then use your Fire Ability Attack on him. After you've hit him a few times, the floor will drop. To survive, you need to melt the icicles on the right.

Once you've landed, he'll come at you again. You'll have to avoid him again, then hit him with your Fire Attack. When the dragon starts to spray you with ice, stand next to his head. When he slows down, hit him with your Fire Attack again. Once he lays his head all the way sideways, the crystal will be exposed. Hit it with Lumina. Do this three times, and the Frost Dragon is defeated.

***** v. Chapter 5: The One That Nests Underground *****

After beating the Frost Dragon, go back to the village. Now speak to the mayor, then all of the shop owners. After doing this, go back to the Palace and talk to the geezer. Once you've listened to him, use the Gondola and go back to the Steam Factory. Once ou get there, you need to talk to the engineer, then go to the Princess, and grab the bag of money.

Now you must shut off all of the valves in the Steam Factory just like last time, but this time, you gotta find all three missing valve handles. Here's what to do. Go to the back of the giant pipe that the elevator is on, grab the first handle, then go back and ride up the elevator. Now go up the level THREE, not one, then go right to get to valve # 8, then hop off the ledge to get to valve # 1 faster. Use the handele you found on this valve, then go right to shut down valve # 2. Go right again, use the red pipe to aviod the steam, then shut off vale # 3. Keep on heading right to get onto the elevator, and go up to the second floor. Hop onto another red pipe, then go left to get another valve handle on a red pipe. Now shut off valve # 4 near it, then keep on going left to get to valve # 5. Since it's blocked by steam, you need to perform a double-jump onto the valve to shut it down. Now keep on heading left to find valve # 6, then hop back onto the elevator and ride it up another level.

Go left and use the red pipe again to avoid the steam, and shut off valve # 7. Now go right, past valve # 8, then do another double-jump to where the last valve handle is located. Now go back to valve # 8, and shut it off. Now after doing this, go back to the village, rest up, and save your game.

Now go to the coal mine, make TWO left turns, until you get to the area where you first found the Water Ring. Once there, go into the cave. Once in there, just follow the path to the right until you spot the Fire Emblem. Use the Fire Attack on the emblem to cause fire to flame up and reveal a hole in the ceiling. Now rock-climb your way up the wall, and out the hole.

If the time is after midnight, you should find a Minku. Once you get it, go up the steps, then climb up the rock to find a weird looking column. Use Lumina on it to get the Wind Ring. You need to now activate the new "wind powers" in the Items menu. After doing so, stand on the circle on the ground, and hold down R1 to charge your charge gauge, then tap Triangle to dig a hole in the ground. Once you are in the hole, free whoever is in the Bincho Field, then go back to the village and buy plenty of supplies. I reccommend W-Gels, Ex-Drink, and antidotes.

Use the path that leads up towards the Gondola, right at the very north side of the village, speak to the man there, then go to the palace, and use the Gondola to hit the giant red ant. Once the ant walks away, follow it, then head left once inside to find a Minku. Now go back right, and when you see some poisonous gas, use your wind attack to fly through it. Go across the platforms to the right to find a treasure chest, then perform a double-jump onto the path that's in the background. Go left to find a Bincho Field.

Go back to the right again, and use Earthquake attack to make rocks fall into the hole in the ground. Once you find some ropes, double-jump onto them to find another path. Now use your Earthquake attack again to drop more rocks. Go across the platforms on the right to leave the area. Now hop to the bottom of the cave to find another treasure chest, then go up the platforms to the top of the room, then go right to leave this area. Use the wind attack to fly through this tunnel, then Assimialte the Hop ability from the flower guy. Use it to hop up the slope and over the spikes. Once you get to the next flower enemy, double-jump over the large gap, the Assimilate Hop from the enemy again from the other side. Now go up the slope to find the exit. Catch the Minku, then go up the side of the vent. Now you need to activate the console, so do so here, then leave the room throught the left. Now follow this path, and free whoever is in the Bincho Field, then exit through the door on the left.

In this room, there is a Bincho Field to your left. Now use the wind attack to dig another hole in the ground. You need to do this in the middle of the room. Hop across the moving platforms to get to the bottom of this room. Now go right to find the exit. Keep on going to the right, then hop into the basket for a ride!

This Wind Ride is kinda like the Rafting ride. You need to avoid all enemies by using Left and Right, and you can't get hit more than four times, or else you'll need to start over. After it's over, grab all of the goodies, then save your memories in the Memory Box. Now did another hole using your wind attack, the hop into this hole to get to the Chapter 5 boss: Queen Ant!

QUEEN ANT

This boss, the Queen Ant is a tough one, so be careful and patient. Once it reaches out to attack you, then hit on the head with Lumina. You need to dodge all of the little things she spits at you. Repeat this process four to five times, then the crystal will reveal on it's tail. Now use the wind attack to blow all of the poisonous gas, then hit the crystal with Lumina.

Now the Queen Ant will shoot some more gas at you. Now run towards it's head, and use the wind attack to prevent you from falling off it, then jump over to some other place on it's body when you see the spikes pop up. You need to AVOID THE QUEEN'S CLAW, because if it grabs you, you're dead. Now just keep on hitting the head of the Queen to make the crystal become exposed. You need to hit the crystal three times WITH Lumina to kill her.

***** vi. Chapter 6: The Sword of Luminescence *****

When you are ready (that is, when you have stocked up on as much health items and healing items as you can afford), head into the area with the farmers, and speak with them. Now take the path that is near the Windmill. Make your way to Steamwood Forest. Now follow the large silver pipe to your left, and follow it to the end, hop off it, and then jump onto the next pipe. Go to the end of this pipe, and you will find the Earth Crest.

Use the Earth attack on it to activate it. Now climb up the cliff and to the top. Approach the Wind Crest and use your Wind ability to fly to the Sky Fortress in the air. This is the final area of the game. Find the 3 different pillars and use your Earth attack on them to lower them into the water. When all 3 of them are gone, use the Water Attack to cross the water and go through the door.

Light up the torches in here with your Fire Ability, then smash the black block on the ground to get the Sky Ring. Use the nearby memory box, then make your way down the hallway and through the door at the end.

You are now in a rotating cylinder with spikes. Run down in while avoiding the spikes, and grab whatever valubles you get along the way. Fly over the holes at the end with the hover ability (the Sky ability), then head through the door at the end to fight Ben.

Ben isn't that tough to beat. Wait until he runs out of bombs to throw at you, then attack him when he hits the ground. After you have beat him, leave through the door, save your game here, then continue along. Wait inside this next room until you see a flash of light, then go back through the door you just came in through. You will take a fall. Once you have landed, go right and enter the door that has the Earth Crest symbol on it. Once inside, use your Earth ability on the box to activate a walkway. Now keep going right and make your way up the platforms until you reach a large box. Use your Earth Ability about 3-4 times to lower it, then run over it and go through the door with the circle on it.

Fly over the spikes in the next room, then fly over the next set of spikes. Now drop down through the hole in the ground, and go through the door with the giant "D" on it. Once through it, get up onto the pipes and head towards the top of the room and to the platforms. Now go through the door with the Fire Crest on it.

Once through it, light the torches in here, then hop onto the rising block and make your way to the platform at the upper left part of this room. Now go through the door with the Wind Crest on it. In here, use your water ability to put out the torches, then hop through the hole in the ground, and keep going right until you reach a door with the Wind Crest on it. Go through it.

Once through the door, go through the door to the left, and use your Wind Attack to make your way across this room and over the spikes. Now head over the water, and to the door to the left side. Exit through the door at the end. You will now have to fight Ed.

Another easy boss to beat. He shoots fire, but just run in circles to avoid it, then when he stops, attack him with everything you got. He will repeat his attacks, so just repeat your attacks as well. After you have beat him go up onto the platform and save your game, then leave the room.

Okay, now run forward all the way until you get to the gate. Smash the gate open and head through it. Continue right and make your way to the next gate, then go through it to get to a easy maze. Navigate your way to the end, and smash through the next gate to reveal a climbable cliff. Once at the top, blow up the lasers, then hit the nearby fountain. It will turn into an elevator if you hit it with Lumina. 2 enemies will come up. Take care of them with Lumina. Now go into the elevator and ride it down.

Run forward when you get to the bottom, and fly across the 3 bridges, and keep going forward, all while destroying doors along your way, until you get to some ramps. Head up them until you get to the 2nd door. Bust through it and go through it. Continue up the ramps and blow up the machines throwing stuff at you, then go left and use the moving platform to the 3rd level. Break the 3rd door at the top, and head through it. Inside, blow up the machines in here to fight Topo.

To beat her, you must repeat her dance moves (a'la Space Channel 5). Here are the move commands for each song:

1st Song: Square, Triangle, Circle, X, Square, Triangle, X, Circle, Square, Triangle, Circle, X, Square, Triangle, Circle, X, Square.

2nd Song: X, Circle, Triangle, Square, X, Circle, Triangle, Circle, X, Circle, Triangle, Square, X, X, Circle, Circle, Square.

3rd Song: X, Triangle, Circle, Square, X, Triangle, Circle, X, X, Triangle, Circle, Square, X, X, Triangle, Triangle, Square.

After you have defeated her, hop onto the circle and you will go to the next level. Take whatever you can here, then go through the door and save your game.

Time to fight another boss: Tower of Death. You have to use your Flying ability to fly around the tower and locate his blue eyes. When you get near one, hit it with Lumina. Do this to every blue eye, all while avoiding his laser attacks. Destroy all of the eyes to defeat the Tower. Now take the bluish ball from the ground, then get onto the Sky Crest...

Time to fight Dark Lumina, the final boss. Start by running to one side and avoiding his laser attacks. Follow the path, then use the platforms to get to the top of the tower.

At the top, wait for him to start his firey attacks, then avoid it and hit the crystal on it's head with Lumina. Repeat this as many times as it is necessary...

After you have defeated the first form, Dark Lumina will return as a smaller, yet more powerful being. This time you must assimilate him, so toss your sword at him and rapidly tap Square to make Dark Lumina turn into a ball. When this happens, attack Dark Lumina with Lumina to damage him. Rinse and repeat until he has been defeated.

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9. Legendary Armor
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The Legendary Armor pieces in Brave Fencer Musashi are the only armor upgrades you'll get in the entire game, and every piece you get will help you move on further into the game, as well as make you stronger. Most of these pieces of armor you won't be able to get until later in the game. In this section, I will give a brief description of each piece of armor, and where to get it.

LEGENDARY BRACELET

The Legendary Bracelet is the first piece of armor you'll aquire in the game. This bracelet allows you, Musashi, to climb walls and hills.

LOCATION: The Legendary Bracelet is located at the bottom of the river, after the river ride. It's in a treasure chest at the top of a hill.

LEGENDARY BELT

The Legendary Belt allows Musashi to do a double jump at any time. This ability is EXTREMELY useful throughout the game.

LOCATION: The belt is located in the basement of the Restaurant. Get it by opening all four of the eyes above the doors, and then speak to the manager of the restaurant.

LEGENDARY VEST

The Legendary Vest speeds up the amount of time that it takes to charge up your charge gauge.

LOCATION: The vest is located inside of the well in the village. To get it, activate the crest, then you need to raise the water level.

LEGENDARY GOGGLES

The Legendary Goggles prove to be pretty useful at many times during the game. It allows Musashi to appraise items himself once he picks them up.

LOCATION: You can get the goggles in Chapter 3, in Solmnoient Forest. It's near the water crest, towards the southwestern part of the forest.

LEGENDARY SHOES

The Legendary Shoes are pretty cool to use, and are helpful. They reduce the amount of tiredness that Musashi gets, as well as allow him to walk on icy surfaces.

LOCATION: Inside of the Ice Palace.

LEGENDARY GLOVES

One of the best items in the game. The Legendary Gloves increase the number of critical hits that can be delivered to an enemy.

LOCATION: Find the Legendary Cloth, then give it to the weaver. The weaver will then make you the Legendary Gloves.

LEGENDARY QUILT

This is the other item that the weaver can make out of the Legendary Cloth. It's your choice on which thing you can have the weaver make. Out of this, and the Gloves, this is the best choice. It fully recovers your HP and BP, and it also reduces tiredness to 0%.

LOCATION: Find the Legendary Cloth, then give it to the weaver. Then if

you choose for the weaver to make the Quilt, you'll get the Quilt.

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10. Village Shops

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All of the shops within the Village provide useful items that are essential to your success in the game. Here are the shops in Grillin Village, and what they carry.

BREADSHOP

7am-7pm, closed Thursday

ITEM	COST/SALE	DESCRIPTION
Rye Bread	80/50	Restores 25 BP
Bagel	120/90	Restores 50 BP
Scone	150/120	Restores 80 BP
Gr-Bread	240/210	Restores 150 BP
Milk	70/40	Restores 10 BP and 10 HP
Biscuit	300/270	Restores 100 BP; won't spoil
Jam Bread	450/420	Restores 300 BP

GROCERY STORE

10am-8pm

ITEM	COST/SALE	DESCRIPTION
Gel	150/120	Restores 80 HP
W-Gel	250/200	Restores 150 HP
C-Drink	500/400	Restores 250 HP, 5 BP
S-Revive	3000/2400	Revives Musashi; restores HP/BP
Mint	120/90	Reduces tiredness by 50%, 5 BP
Antidote	250/200	Removes poison, 5 BP
Cheese	390/310	Restores HP/BP
H-Mint	200/160	Reduces tiredness by 90%
EX-Drink	500/440	Fully restores HP, 5 BP
Orange	300/240	Restores 30 HP, 10 BP
Riceball	320/250	Restores 150 HP, 150 BP
Neatball	520/410	Restores 300 HP, 300 BP

VILLAGE INN

Open 24 hours a day, seven days a week

ROOM	COST	DESCRIPTION
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Room 201	210	Rest 8 hours, restores BP, 100 HP
Room 202	390	Rest 8 hours, restores BP, 250 HP
Room 203	550	Rest 8 hours, fully restores HP/BP
Room 204	80	Nap; Rest 3 hours, 10 HP, 24 BP
Room 205	Occupied	Wanda
Room 206	Occupied	Macho

MANNICK'S RESTUARANT

6pm-2am, closed Sundays

MEAL	COST	DESCRIPTION
Juice	300	Restores 5 HP
Pea Soup	450	Restores 100 HP, 50 BP
Cake	600	Restores 150 HP, 100 BP
Gravy	800	Restores 150 HP, 200 BP
Salad	800	Restores 200 HP, 150 BP
Lasagna	1000	Restores 250 HP, 300 BP
Pork Chop	1200	Completely restores HP and BP

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11. Bincho Field Locations

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Throughout the course of the game, you'll encounter Bincho Fields with people trapped inside. In order to advance in the game, you'll have to find them all, and free the captives inside. There are 35 different Bincho Fields. In this section, I'll tell you where each one is, where it is, and who's in each one. The locations will also be inside of the walkthrough, but I decided to put them here as well, as a quick and easy reference guide.

Every time you release someone from a Bincho Field, your BP rises by 5. In order to release the person trapped inside of the Bincho Field, use Fusion to break it open.

NOTE-The first five listed Bincho Fields are not actual Bincho Fields, but they are important figures in the game, so I listed them anyways.

BINCHO FIELD 1

NAME: Steward Ribson

AKA: Steward

LOCATION: Steward Ribson is one of the five palace members that are remaining. He's a main character.

WHAT THEY DO: Updates you on how many remaining palace members you'll need to rescue.

BINCHO FIELD 2

NAME: Scribe Shanky

AKA: Scribe

LOCATION: Scribe Shanky is also one of the five remaining palace members.

WHAT THEY DO: Reads you books in the Library

BINCHO FIELD 3

NAME: Butler Livers

AKA: Butler

LOCATION: Butler Livers is one of the five remaining palace members.

WHAT THEY DO: Nothing.

BINCHO FIELD 4

NAME: Clown Weinee

AKA: Clown

LOCATION: Clown Weinee is one of the five remaining palace members.

WHAT THEY DO: Clown Weinee will teach you the Shish Kebab technique. In order for him to do this, you'll need to save Acrobat Sausages and bring him an Orange from the Grocery Store.

BINCHO FIELD 5

NAME: Musician Beef-Clef

AKA: Musician A

LOCATION: Musician A is one of the five remaining palace members.

WHAT THEY DO: Plays background music.

BINCHO FIELD 6

NAME: Hawker Steakwood

AKA: Hawker

LOCATION: The Dead End in Somnolent Forest.

WHAT THEY DO: Provides information on capturing Minkus and getting Longevity Berries.

BINCHO FIELD 7

NAME: Seer Beverly

AKA: Seer

LOCATION: On top of a rock formation in Somnolent Forest. Near the entrance to Meandering Forest.

WHAT THEY DO: Give you hints about the Five Scrolls.

BINCHO FIELD 8

NAME: Guard Lumpwood

AKA: Guard

LOCATION: In Somnolent Forest, near the entrance, past the pond in the south.

WHAT THEY DO: Replaces Macho at the entrance of Twinpeak Mountain, allowing you to enter easily.

BINCHO FIELD 9

NAME: Knight Lardwick

AKA: Knight B

LOCATION: On Twinpeak Mountain. On small ledge near the second log by the poles.

WHAT THEY DO: Help you open Hell's Valley and fight Skullpion. He'll teach you Crosswire Cut.

BINCHO FIELD 10

NAME: Taster Salmoneli

AKA: Taster

LOCATION: Inside of the Restaurant Basement, in the path that leads to the Reilic Keeper.

WHAT THEY DO: Nothing.

BINCHO FIELD 11

NAME: Musician Pianissimeat

AKA: Musician B

LOCATION: In Steamwood Forest, near the Earth Crest.

WHAT THEY DO: Also plays background music.

BINCHO FIELD 12

NAME: Carpenter Carvey

AKA: Carpent A

LOCATION: On Twinpeak Mountain, an another small ledge, past the first log.

WHAT THEY DO: He'll also help you open Hell's Valley and fight Skullpion. Give you hints as to where the Gondola Gizmo is located.

BINCHO FIELD 13

NAME: Bailiff Jerkey

AKA: Bailiff

LOCATION: Inside of the Restaurant Basement, inside of the Teleporter Maze.

WHAT THEY DO: Help make Riceballs for the Grocery Store.

BINCHO FIELD 14

NAME: Mercenary Meitlofe

AKA: Mercen C

LOCATION: On Twinpeak Mountain, at the very end of the path that leads

to the left, that leads to the Mountain itself.

WHAT THEY DO: He'll help you open Hell's Valley, and fight Skullpion.

BINCHO FIELD 15

NAME: Maid Loinette

AKA: Maid

LOCATION: In Somnolent Forest, on the other side of the steam pipe.

WHAT THEY DO: She'll teach you Dashing Pierce.

BINCHO FIELD 16

NAME: Shepard Beefalo

AKA: Shepard

LOCATION: On Twinpeak Mountain, near the bridge on the mountain.

WHAT THEY DO: He helps you keep track of how many Minkus you captured.

BINCHO FIELD 17

NAME: Knight Brisket

AKA: Knight A

LOCATION: Inside of the mine, near the entrance to the Underground Lake.

WHAT THEY DO: He'll teach you Tenderize.

BINCHO FIELD 18

NAME: Musician Al Forte

AKA: Musician C

LOCATION: Inside of the Frozen Palace, in the maze, right before the Green Eye.

WHAT THEY DO: Also plays background music.

BINCHO FIELD 19

NAME: Janitor Sloppy-Joe

AKA: Janitor

LOCATION: Inside of the Frozen Palace, in the room right after the Blue Eye door.

WHEN THEY DO: Nothing.

BINCHO FIELD 20

NAME: Soldier Hankey Flanky

AKA: Soldier B

LOCATION: Inside of the Restaurant Basement, in the Fire Maze.

WHAT THEY DO: Nothing.

BINCHO FIELD 21

NAME: Carpenter Dicey

AKA: Carpent C

LOCATION: Inside of the mine, also near the entrance to the Underground Lake.

WHAT THEY DO: Also gives you information as to where the Gondola Gizmo is.

BINCHO FIELD 22

NAME: Mercenary Stue

AKA: Mercen B

LOCATION: Inside of the Restaurant Basement, within the Bowling Plant Maze.

WHAT THEY DO: Gives you information on how to get into the Theive's Hideout.

BINCHO FIELD 23

NAME: Acrobat Sausages

AKA: Acrobat

LOCATION: In Steamwood Forest, on the rock formation, to the right of the dirt path.

WHAT THEY DO: Helps Clown Wienee teach you Shish Kebab.

BINCHO FIELD 24

NAME: Weaver Dineretta

AKA: Weaver

LOCATION: On Twinpeak Mountain, right near the Waterfall. You need the Legendary Belt, which allows you to double-jump, to get to her.

WHAT THEY DO: She can create either the Legendary Gloves or the Legendary Quilt, if you give her the Legendary Cloth.

BINCHO FIELD 25

NAME: Carpenter Cubey

AKA: Carpnt B

LOCATION: Inside of the Restaurant Basement, in the Ghost Maze.

WHAT THEY DO: Gives you hints as to where the Gondola Gizmo is located.

BINCHO FIELD 26

NAME: Artisan Teebone

AKA: Artisan

LOCATION: On the beach, at the Island of Dragons.

WHAT HE DOES: Increases Fusion's overall power for you.

BINCHO FIELD 27

NAME: Cook Mary-Nade

AKA: Cook A

LOCATION: Inside of the Underground Lake, on the island that has the Misteria Flower.

WHAT THEY DO: She helps Bailiff create Riceballs for you to purchase.

BINCHO FIELD 28

NAME: Chief Gravie

AKA: Chief

LOCATION: Inside of the Underground Lake.

WHAT THEY DO: Nothing.

BINCHO FIELD 29

NAME: Knight Chucks

AKA: Knight C

LOCATION: Inside of the Restaurant Basement, in the Ghost Maze.

WHAT THEY DO: He'll teach you Desperado.

BINCHO FIELD 30

NAME: Librarian Brisketta

AKA: Librarian

LOCATION: Inside of the Restaurant Basement, is the Fire Maze.

WHAT THEY DO: Helps you read things in the Library.

BINCHO FIELD 31

NAME: Mercenary Potrowst

AKA: Mercen A

LOCATION: Inside of the Restaurant Basement, in the Bowler Plant Maze.

WHAT THEY DO: Gives you information on how to get into the Theives Hideout.

BINCHO FIELD 32

NAME: Butcher Chops

AKA: Butcher

LOCATION: Inside of the Frozen Palace, on the second floor.

WHAT THEY DO: Helps make the Neatballs, which you can then purchase at the Grocery.

BINCHO FIELD 33

NAME: Alchemist Leanman

AKA: Alchemist

LOCATION: Inside of the Frozen Palace, on top of an ice block.

WHAT THEY DO: He'll give you an Alchemic Tart.

BINCHO FIELD 34

NAME: Conductor Scores

AKA: Conductor

LOCATION: In the Upper Mine, right next to the Fan.

WHAT THEY DO: Plays background music.

BINCHO FIELD 35

NAME: Cook Chiffonade

AKA: Cook B

LOCATION: In the Upper Mine, right next to the entrance.

WHAT THEY DO: Help make Neatballs, which you can then purchase at the Grocery.

BINCHO FIELD 36

NAME: Doctor Tung

AKA: Doctor

LOCATION: On Twinpeak Mountain, on a high ledge near the waterfall. You need to use the Water Scroll to reach it, or take the alternate route on the River Ride.

WHAT THEY DO: Give you a shot that restores HP and BP.

BINCHO FIELD 37

NAME: Knight Rumparoni

AKA: Knight D

LOCATATION: In the Upper Mine, in room past a walkway with Ants.

WHAT THEY DO: He'll tach you Rumparoni-SP.

BINCHO FIELD 38

NAME: Knitter Lunchetta

AKA: Knitter

LOCATION: In Hell's Valley, past the boulders.

WHAT THEY DO: She informs you about the Legendary Cloth.

BINCHO FIELD 39

NAME: Chef Julienne

AKA: Chef

LOCATION: On top of some crates inside of the Frozen Palace.

WHAT THEY DO: Nothing.

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12. Minku Locations

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Minkus are strange creatures that you'll encounter all throughout your adventure. These things are quick, so you'll have to have fast reflexes to catch them. There are special rewards for catching these Minkus. For one, each time you kill one of these things, you'll receive a Longevity Berry, which increases your HP limit by 25. Another reward for catching them, is that when you catch all 13 of them, you'll get the chance to fight the Mother Minku. If you defeat her, she'll explode, and release all types of Coins, and heart tablets. Also, after you defeat her, you can then go to the Toy Store and purchase a new action figure of the Mother Minku. Cool.

There are 13 Minkus in the game, and each one is in a different place. The Minkus only come out from 10pm-5am, so you only have a small amount of time. If you see a small green dropping next to their location, then you'll know that that's where a Minku is located.

In this Section, I'll list out the location of each Minku, and if there is a requirement you'll need to get to it, because most for of them you'll need some kind of Scroll, or a piece of Legendary Armor.

MINKU 1

LOCATION: In Grillin' Village, left of the Twinpeak Mountain entrance, next to the tree.

REQUIREMENTS: None.

MINKU 2

LOCATION: Inside of the caves, by the Church Bell, an a wall.

REQUIREMENTS: You need the Water Scroll to get to it.

MINKU 3

LOCATION: On top of the hill, near the huge Vent, by the Gondola Lift.

REQUIREMENTS: You need the Legendary Brace in order to climb the wall.

MINKU 4

LOCATION: In Somnolent Forest, next to the stream, in between the two bridges.

REQUIREMENTS: You need the Water Scroll in order to get across the water.

MINKU 5

LOCATION: Right in front of the Wind Scroll statue.

REQUIREMENTS: You need the Fire Scroll.

MINKU 6

LOCATION: In Somnolent Forest, inside of the hidden path within the trees, next to the sign that shows where Steamwood Forest.

REQUIREMENTS: None.

MINKU 7

LOCATION: In Streamwood Forest, next to the Wind Crest, on top of the cliff by the Earth Crest.

REQUIREMENTS: You need the Earth Scroll to get to this one.

MINKU 8

LOCATION: On Twinpeak Mountain, on a high cliff, near where the climbing competition was.

REQUIREMENTS: You need to free Jon to get here.

MINKU 9

LOCATION: On Twimpeak Mountain, by those three poles, and below where the climbing competition was.

REQUIREMENTS: You need the Water Scroll in order to reach this Minku.

MINKU 10

LOCATION: In Hell's Valley, in the arena where you fought Skullpion.

REQUIREMENTS: You can only get this one after you've defeated Skullpion.

MINKU 11

LOCATION: Inside of the Binchoitite Mine, just below the large fan.

REQUIREMENTS: You just need to get into the Mine.

MINKU 12

LOCATION: Also inside of the Binchoitite Mine, but in the left tunnel from where the dead Ant is.

REQUIREMENTS: You just need to get into the Mine.

MINKU 13

LOCATION: In the Underground Lake, on a small ledge where the Misteria Flower is, but on the outside part, surrounding it.

REQUIREMENTS: You need the Mine Key in order to get into the Mine.

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13. Boss Strategies

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There will be multiple bosses in the game, and for the most part, they're pretty easy to defeat. But some of the later one's can be tricky. Here are some strategies for the bosses of the game.

BOSSSES:

STEAM KNIGHT

The first boss of the game is also one of the easiest ones to defeat. There are three phases of this bosses' attacks. During the first phase, do not hit the Steam Knight until he throws his ball-and-chain at you. Avoid the attack, and when it gets stuck in the ground, attack the Knight's foot with Lumina. Do this over and over until until the Steam Knight falls over. When he has fallen, hit the cloth on his body, and keep hitting him here until he gets back up. The Steam Knight will repeat the first round of attacks again, but this time, attack the other foot with Lumina, and when he falls over again, hit the green crystal where the cloth was, then push Square to pick him up and then throw him through the wall.

The Steam Knight's second attack phase will begin once you're outside of the palace. Do the same thing as before, wait for him to attack, then attack him when it's stuck in the ground, attack one of his legs, then hit the green crystal. Do this over until all of his four legs are destroyed, then throw him through the second wall.

Now begins the Steam Knight's third phase of attacks, and it's a little bit more difficult than the other two. He'll jump into the air, and when

you see his shadow on the ground, move out of the way, and then once he's landed on the ground, attack the green crystal. Keep on hitting the crystal, while still avoiding his other attacks. Once he's defeated, press Square again, and you'll toss him over the cliff to destroy him once and for all.

SKULLPION

This boss has to be the easiest boss in the entire game, although you do have to be patient to defeat him. The reason Skullpion is so easy to defeat is that you have people helping you out.

Now, when he begins his first attack, when he sprays stuff at you, avoid it by standing behind him. While doing this, charge your charge gauge until it's flashing. Wait until there is something above Skullpion like rocks or bombs, then tap Triangle to use your earthquake attack that causes those items to fall on top of him. Once something falls on him and he's stunned, attack the crystal inside of his mouth. Do this three times, and he's defeated. To protect your helpers from Skullpion, use your earthquake attack to cause him to fall back to the ground.

RELIC KEEPER

The Relic Keeper isn't a really hard boss, but he is the toughest one you've encountered so far in the game. He'll attack using fireballs, so you need to shoot bubbles at the fireballs to protect yourself. After you've extinguished all of the flames, the Relic Keeper's crystal will be exposed. Use your Lumina attack to hit it.

The second and third phases of this bosses' attack pattern are basically the same. He'll shoot fireballs that bounce off of walls and the sword. Now extinguish the fireballs again, and when they are all gone, hit the crystal with your Lunima attack. Repeat this one more time, and this boss is toast.

FROST DRAGON

The Frost Dragon is a pretty tough boss, although not as tough as the Relic Keeper. He'll dive at you with his head. When he does, avoid him, then use your Fire Ability Attack on him. After you've hit him a few times, the floor will drop. To survive, you need to melt the icicles on the right.

Once you've landed, he'll come at you again. You'll have to avoid him again, then hit him with your Fire Attack. When the dragon starts to spray you with ice, stand next to his head. When he slows down, hit him with your Fire Attack again. Once he lays his head all the way sideways, the crystal will be exposed. Hit it with Lumina. Do this three times, and the Frost Dragon is defeated.

QUEEN ANT

This boss, the Queen Ant is a tough one, so be careful and patient. Once

it reaches out to attack you, then hit on the head with Lumina. You need to dodge all of the little things she spits at you. Repeat this process four to five times, then the crystal will reveal on it's tail. Now use the wind attack to blow all of the poisonous gas, then hit the crystal with Lumina.

Now the Queen Ant will shoot some more gas at you. Now run towards it's head, and use the wind attack to prevent you from falling off it, then jump over to some other place on it's body when you see the spikes pop up. You need to AVOID THE QUEEN'S CLAW, because if it grabs you, you're dead. Now just keep on hitting the head of the Queen to make the crystal become exposed. You need to hit the crystal three times WITH Lumina to kill her.

ED

Another easy boss to beat. He shoots fire, but just run in circles to avoid it, then when he stops, attack him with everything you got. He will repeat his attacks, so just repeat your attacks as well. After you have beat him go up onto the platform and save your game, then leave the room.

TOPO

To beat her, you must repeat her dance moves (a'la Space Channel 5). Here are the move commands for each song:

1st Song: Square, Triangle, Circle, X, Square, Triangle, X, Circle, Square, Triangle, Circle, X, Square, Triangle, Circle, X, Square.

2nd Song: X, Circle, Triangle, Square, X, Circle, Triangle, Circle, X, Circle, Triangle, Square, X, X, Circle, Circle, Square.

3rd Song: X, Triangle, Circle, Square, X, Triangle, Circle, X, X, Triangle, Circle, Square, X, X, Triangle, Triangle, Square.

After you have defeated her, hop onto the circle and you will go to the next level. Take whatever you can here, then go through the door and save your game.

TOWER OF DEATH

Time to fight another boss: Tower of Death. You have to use your Flying ability to fly around the tower and locate his blue eyes. When you get near one, hit it with Lumina. Do this to every blue eye, all while avoiding his laser attacks. Destroy all of the eyes to defeat the Tower. Now take the bluish ball from the ground, then get onto the Sky Crest...

DARK LUMINA

Time to fight Dark Lumina, the final boss. Start by running to one side and avoiding his laser attacks. Follow the path, then use the platforms

to get to the top of the tower.

At the top, wait for him to start his firey attacks, then avoid it and hit the crystal on it's head with Lumina. Repeat this as many times as it is necessary...

After you have defeated the first form, Dark Lumina will return as a smaller, yet more powerful being. This time you must assimilate him, so toss your sword at him and rapidly tap Square to make Dark Lumina turn into a ball. When this happens, attack Dark Lumina with Lumina to damage him. Rinse and repeat until he has been defeated.

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14. Toys

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Collecting Toys in Brave Fencer Musashi is one of the more enjoyable aspects of the game. Collecting Toys can become an obsession, and you'll find the urge to buy them all. Here's the list of every Series and what toys are in each one, as well as the secret toys, and how to get them.

TOY STORE

12pm-8pm, closed Wednesdays

*NOTE- The prices of the toys increase the longer they are there.

SERIES 1	SERIES 2	SERIES 3
Musashi	Soldier 3	R-Vambie
Bee Plant	Herb Plant	V-Soldier
Soldier 1	KManeater	Bowler
Soldier 2	Magician	Cure Worms
Rootrick	Sleepie	Bubbles
St-Knight	Skullpion	R-Keeper

SERIES 4	SERIES 5	SERIES 6
Penguin	GiAnt	Soldier 1H
Haya Wolf	Toad Stool	Soldier 2H
Slow Guy	Ed and Ben	Soldier 3H
S-Golem	Topo	Big Walker
Ginger-E	Col-Capri	Flatski
F-Dragon	Queen Ant	T.O.D

 Princess Fillet
 Jon and Leno
 Momma Minku
 Kojiro
 Dlumina 1
 Dlumina 2
 Dlumina 3

TOY	HOW TO UNLOCK
Princess Fillet	Rescue all 35 Palace members (Bincho Fields)
Jon and Leno	Available randomly
Momma Minku	Catch all 13 Minkus, then kill Mom Minku
Kojiro	In Chapter 6, visit Farmer Lacter
Dlumina 1	Beat the game once, then reload your game
Dlumina 2	Beat the game, then reload your game; random
Dlumina 3	Beat the game, then reload your game; random

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15. Item List

.....

This is an extensive item list that has all of the items you'll find within the game.

 ITEMS IN TREASURE CHESTS

Unappraised	Appraised	Value
Old Crown	Cakepan	150
Old Book	Comic	400
Dagger	Penknife	800
Bracelet	Legendary Bracelet	N/A
Aged Coin	Gold Coin	10
Rock	Crystal	2500
Old Glove	A-Glove	700
Shield	Frisbee	120
Cloth	Legendary Cloth	N/A
Old Sword	Shovel	780
Old Pipe	Flute	10
Helmet	Bedpan	70
Powder	Soap	50
Odd Hat	Pie Plate	350
Ugly Belt	Legendary Belt	N/A
Used Boot	A-Boots	1200
Old Shirt	Legendary Vest	N/A
Armor	Large Pot	470
Glasses	Legendary Goggles	N/A
Long Tube	Big Straw	4500

Red Shoes	Legendary Shoes	N/A
Red Cloth	E-Undies	10
Wh-Cloth	B-Undies	10
Bl-Cloth	T-Hankey	2000
Lrg Tool	Pixaxe	750
Odd Bone	Baton	200

FOOD ITEMS

ITEM	DESCRIPTION	COST
Gel	Restores 80 HP	150
W-Gel	Restores 150 HP	250
C-Drink	Restores 250 HP, 5 BP	500
Ex-Drink	Fully restores HP, 5 BP	800
S-Revive	Revives Musashi, HP, BP	3000
Mint	Reduces tiredness by 50%	100
H-Mint	Reduces tiredness by 90%	200
Antidote	Removes Poison, 5 BP	250
Cheese	Restores HP, BP	390
Rye Bread	Restores 25 BP	80
Bagel	Restores 50 BP	120
Scone	Restores 80 BP	150
Gr-Bread	Restores 150 BP	240
Jam Bread	Restores 300 BP	450
Biscuit	Restores 100 BP	300
Ol' Bread	Restores 10 BP, removes 5 HP	N/A
Rot Bread	Restores 10 BP, removes 10 HP	N/A
Milk	Restores 70 BP	70
Sour Milk	Restores 5 BP, removes 5 HP	N/A
Yogurt	Restores 50 BP, 50 HP	N/A
Longevity Berry	Increases max HP by 25 points	N/A
Orange	Restores 30 HP, 10 BP	300
Sporange	Restores 2 BP, removes 5 HP	N/A
Riceball	Restores 150 HP, 150 BP	320
Neatball	Restores 300 HP, 300 BP	520
Sourball	Restores 25 BP, removes 5 HP	N/A
Moldball	Restores 25 BP, removes 25 HP	N/A
SP-Recover	Removes all ailments	N/A
Cake	Fully restores BP and HP	N/A
Aqualin	Removes Poison and restores 10 HP	N/A
Alchemic Tart	Restores 10 BP	N/A

OTHER ITEMS

ITEM	DESCRIPTION
Rescue List	A list of 35 people trapped in Bincho Fields
Sensor Watch	Detects nearby Bincho Fields
Jon's Key	Used to unlock Jon

Log	Collect four of these so jon can build a raft
Manual	Used to help you save Steamwood
Earth Scroll	Gives you Earth Ability
Water Scroll	Gives you Water Ability
Fire Scroll	Gives you Fire Ability
Wind Scroll	Gives you Wind Ability
Sky Scroll	Gives you Sky Ability
Key	Used to unlock the Mine
Misteria Flower	Used to cure Tim
Aqualin	Also used to cure Tim
Rope	Helps you enter the well
Statue	Used to unlock Restaurant Basement
Gondola Gizmo	Used to fix the Gondola
Calander	Helps you through Soda Fountain
Rock Salt	Used to remove "Slug Rock"
Red Eye	Unlocks Red Eye Door in Frozen Palace
Blue Eye	Unlocks Blue Eye Door in Frozen Palace
Green Eye	Unlocks Green Eye Door in Frozen Palace
Handle 0	Unlocks Steamwood
Handle 1	Shuts off Valve 1
Handle 4	Shuts off Valve 4
Handle 8	Shuts off Valve 8
Profits	Stolen money from Village Shops
Jon's Note	Gives you clues on finding the Sky Scroll

.....

16. Fighting Techniques

.....

Throughout the course of the game, you'll learn various fighting attacks and techniques. These will help you defeat enemies and bosses. Here are the techniques and how to do them.

SHISH KEBAB

HOW TO DO IT: Triangle, Triangle while throwing enemy
 WHO TO LEARN IT FROM: Clown Weinee and Acrobat Sausages

DASHING PIERCE

HOW TO DO IT: Square while running
 WHO TO LEARN IT FROM: Maid Loinette

CROSSWISE CUT

HOW TO DO IT: Square, Triangle
 WHO TO LEARN IT FROM: Knight Lardwick

TENDERIZE

HOW TO DO IT: Square, Square, Triangle
 WHO TO LEARN IT FROM: Knight Brisket

DESPERADO ATTACK

HOW TO DO IT: Square, Triangle, Square, Triangle
WHO TO LEARN IT FROM: Knight Chucks

RUMPARONI-SP

HOW TO DO IT: Triangle, while double-jumping
WHO TO LEARN IT FROM: Knight Rumparoni

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17. Assimilated Abilities

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All through Brave Fencer Musashi, you'll encounter enemies, and have to assimilate abilities from them.

ACID

ENEMY: GiAnt
BP: 8
DESCRIPTION: Burns enemies, kills Ants automatically.

ANTIDOTE

ENEMY: Cure Worm
BP: 6
DESCRIPTION: Cures poison

BOWL

ENEMY: Bowler
BP: 10
DESCRIPTION: Press 0 to get started, press it again to bowl

CLONE

ENEMY: Copycat
BP: 16
DESCRIPTION: Used to create clones.

Drop Kick

ENEMY: Haya Wolf
BP: 10
DESCRIPTION: Delevers a drop kick to enemies

GREANADE

ENEMY: Green Bincholoid Soldier 4H

BP: 50

DESCRIPTION: Allows you to throw grenades.

GUNSHOT

ENEMY: Blue Sodier 1

BP: 4

DESCRIPTION: Shoots bullets

HOP

ENEMY: Hopper

BP: 8

DESCRIPTION: Allows you to hop over thorny bushes.

MINT

ENEMY: Herb Plant

BP: 4

DESCRIPTION: Reduces tiredness to 0%

Shrink

ENEMY: Magician

BP: 10

DESCRIPTION: Shrinks enemies

STEEL

ENEMY: Stomp Golem

BP: 24

DESCRIPTION: Makes you turn into Metal Musashi

STUN

ENEMY: Red Soldier 1

BP: 4

DESCRIPTION: Paralyzes enemies temporarily

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18. The Five Scrolls

.....

You'll aquire the Five Scrolls along your journey. Here are what they are and what they do.

EARTH SCROLL

This is the very first scroll you'll get in the game. It lets you rip off an earthquake that rocks everything in it's range. Use it to make rocks and ledges fall and tip over.

WATER SCROLL

This scroll is the second scroll you'll get. It allows you to walk across water, by putting you in a bubble, which protects you. It's also used as a force field by protecting you from attacks.

FIRE SCROLL

The third scroll you'll receive. It gives you the power of fire, and will let you shoot fire. It lets you get surrounded by three fireballs, and is mainly used to attack enemies, and light torches.

WIND SCROLL

The fourth scroll you will get. It will give you the ability to use the Cyclone Spin. It lets you dig holes in the ground, and lets you fight off strong winds.

SKY SCROLL

The last scroll you'll get. It is pretty useful, because it allows you to float into the air at will. You can also stop at any time in the air and turn to any direction. It becomes very useful towards the end of the game.

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19. Gameshark Codes

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INFINITE HP: 80078eb2 0172
 80078eb4 0172

INFINITE BP: 80078eb6 0172
 80077eb8 0172

MAX DRAN: 80078e8e 0001

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20. FAQ (Frequently Asked Questions)

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Q: Is Brave Fencer Musashi like any of the older Zelda game?

A: Somewhat. The graphical style is, and so is some of the gameplay.

Q: How long did it take you to do this guide?

A: It took me since Christmas Day to get this far, so that's about nine days.

Q: Have you gotten all of the Toys?

A: Yes, I've gotten all of them, but it took a couple of times through to get them all.

Q: How long does it take to beat this game?

A: It took me about 30 hours the first time through.

Q: When do you usually update your FAQ(s)?

A: I usually update daily, or every few days, depending on what I'm doing. I usually stop updating or slow down the updates once I'm finished with it, or I stop getting e-mail on that specific game.

Q: Is it worth it to get every toy?

A: Yes, of course it is. It's fun to do, and when you know where everything is, it becomes easier and easier to do and beat the game. It really is pretty fun to do.

Q: Are you going to finish your Ape Escape FAQ?

A: Yeah, I'll be updating it soon, just as soon as I'm almost finished with this Brave Fencer Musashi FAQ/Walkthrough. I really love both of these games, but I have a thing with Brave Fencer Musashi, so I'll try to complete this one first.

Q: What other FAQs have you done? The only one that I know of is your Tony Hawk FAQ/Walkthrough.

A: Well, these are the ones that I've done so far: Tony Hawk's Pro Skater FAQ/Walkthrough, Sega Rally 2 FAQ (my very first one), a Crash Team Racing Multiplayer FAQ, a Medal of Honor Secrets FAQ, a Ape Escape FAQ/Walkthrough, a NBA Live FAQ, and this one. These are the only ones that I've done so far, but I plan on doing many more. :)

Q: Why do the voices in Brave Fencer Musashi suck so bad? Are they supposed to be like that?

A: I think the voices are annoying, but I think this was done on purpose, just to give the game character.

.....

21. Credits

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Brave Fencer Musashi Official Guide- For the Village shops info.

GameShark.com <www.gameshark.com>- For the gameshark codes.

CJayC <www.gamefaqs.com>- For creating the best web site on the entire internet. And for accepting this FAQ (hopefully!)

James Mielke and Videogames.com- For James Mielke's AMAZING review of Brave Fencer Musashi.

Myself <brettl17@ignmail.com>- For writing this FAQ. :)

My laptop- Because it's what I used to write this on.

Everyone who reads this- Thanks for reading this!

.....

22. Contact Info

.....

Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Fear Effect
- Gran Turismo 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage

NINTENDO 64:

- NBA Live 2000
- Mario Party 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica (Coming soon!!!)

GAME BOY COLOR

- Metal Gear Solid

.....

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E-MAIL RULES:

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details. NO MEANS NO!

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~End of Document~