

Breath of Fire IV Ultimate Guide

by Ficky

Updated to v3.5 on Jan 5, 2002

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BBBBBBBBB  RRRRRRR  EEEEEEE  AA  TTTTTTTT  HHH  HHH
  B    B    R    R  E          A  A    TT    H    H
BBBBBBB    RRRRR  EEEEEEE  A  A    TT    HHHHHH
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o o  FFFFFFFF          FFFFFFFF  IIII  RRRRRRR  EEEEEEE
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BREATH OF FIRE IV ULTIMATE GUIDE VERSION 3.5 *UPDATE*

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NEW UPDATE

THIS GUIDE WILL BE RE-FORMAT AGAIN & WILL BE READY ON(EST)20/1/2002

SECTION.

- A.INTRODUCTION
- 01.CHARACTER INTRODUCING
- 02.COMBINING COMBOS/B.HOW TO COMBINE ELEMENTS
- 03.DRAGONS!
- 04.CONTROLLING KAISER
- 05.LOCATIONS OF DRAGONS
- 06.DRAGON SKILLS
- 07.THE USE OF MINI POINT
- 08.GAME POINT
- 09.LOCATION OF MASTER
- 10.INFORMATION
- 11.STEALING ZENNY FROM OTHERS...

- 12.SKILLS LIST/B.ELEMENT
- 13.FISHING
- 14.FISHES
- 15.INN REST
- 16.SPECIAL ABILITIES
- 17.FAERIELAND
- 18.HUNTING FOR FOOD
- 19.ITEMS
- 20.TRADING
- 21.GAME FUNCTION
- 22.SAVING GAMES
- 23.ENEMY LIST
- 24.BOSS
- 25.CREDITS

ESTIMATE DATE OF COMPLETION
 <CURRENTLY WORKING>

 14/ 1/2002
 12/ 1/2002
 8/ 1/2002
 7/ 1/2002
 24/ 3/2002
 25/ 1/2002
 ??/??/????

MORE SECTION COMING SOON.....

LAST UPDATE:5/1/2002
 UPDATE SECTION:17,19

GAME:BREATH OF FIRE IV
 VERSION:3.5(*UPDATE)
 AVG RATING OF GAME:8.7
 PUBLISHER:--CAPCOM--

<PROFILE>

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RACE :CHINESE

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NEOSEEKER/PSXCODEZ/GAMEFAQ USERNAME :FICKY

ADDRESS WHERE THIS GUIDE CAN BE FOUND:
 (HTTP://WWW.NEOSEEKER.COM)

CHARACTER:

RYU	LV.42
NINA	LV.42
CRAY	LV.42
SCIAS	LV.42
ERSHIN	LV.42
URSULA	LV.42
FOU-LU	LV.N/A

E-MAIL ME, IF YOU HAVE ANY QUESTION/PROBLEM IN BREATH OF FIRE IV.
 *YOU CAN ALSO CHAT WITH ME IN THE MAIL!!!

A. INTRODUCTION.

AFTER CENTURIES OF WAR, THE TWO LANDS BORDERING AN IMPENETRABLE SWAMPLAND HAVE FINALLY REACHED AN ARMISTICE. MYSTERIOUSLY, THE PRINCESS OF WYNDIA, ELINA DISAPPEARED SOMEWHERE NEAR THE WAR-REVALED FRONT LINES. DISTRAUGHT, HER SISTER, NINA GOES IN SEARCH OF THE PRINCESS AND ON HER JOURNEY, MEETS A YOUNG WARRIOR, RYU. THEIR DESTINY SOON ENTWINE. THE CHAPTER IN THE EPIC TALE OF MAGIC AND MYSTERY NOW UNFOLDS. THE FATE OF WHAT LIES AHEAD RESTS IN YOUR OWN CONTROL.

1. Character Introducing: (-----STATUS-----)

RYU	*YORAE DRAGON	(*HERO OF THE GAME)
NINA	PRINCESS	(WYNDIAN)
CRAY	CHIEF	(WOREN)
ERSHIN	DEIS	(???????)
SCIAS	MERCENARY	(LUDIAN)
URSULA	CAPTAIN	(IMPERIAL ARMY)
*FOU-LU	*YORAE DRAGON	(1ST EMPEROR OF FOU-EMPIRE/BOSS)

2. COMBINING COMBOS

LV1.

FIRE DAMAGE + WIND DAMAGE ->FIREWIND
WIND DAMAGE + WATER DAMAGE ->LIGHTNING
WATER DAMAGE + EARTH DAMAGE ->STORM
EARTH DAMAGE + FIRE DAMAGE ->ERUPTION

LV2.

FIRE DAMAGE + WIND DAMAGE ->SIMOON
WIND DAMAGE + WATER DAMAGE ->THUNDERSTORM
WATER DAMAGE + EARTH DAMAGE ->TEMPEST
EARTH DAMAGE + FIRE DAMAGE ->MAGMA BLAST

LV3.

FIRE DAMAGE + WIND DAMAGE ->GIGAFLARE
WIND DAMAGE + WATER DAMAGE ->THUNDERSTORM
WATER DAMAGE + EARTH DAMAGE ->DISASTER
EARTH DAMAGE + FIRE DAMAGE ->RAGNAROK

SPECIAL.

EARTH DAMAGE + FIRE DAMAGE + HWAJEH ->SUPERNOVA
FIRE DAMAGE + WIND DAMAGE + AHRYU P'UNG ->EARTHBREAKER
ICE DAMAGE + EARTH DAMAGE + PATO PAH ->CASTATROPHE
WIND DAMAGE + WATER DAMAGE + PA BING'AH ->MJOLLNIR

SPECIAL.

FIRE DAMAGE + WIND DAMAGE + MELEE (NINA) ->PHOENIX

WIND DAMAGE + WATER DAMAGE + MELEE (SCIAS) ->ICE SWORD
WATER DAMAGE + EARTH DAMAGE + MELEE (CRAY) ->MUD SLIDE
EARTH DAMAGE + FIRE DAMAGE + MELEE (URSULA) ->REFLECT

MIX.

LV1 + LV1 ->LV1 Skill
LV1 + LV2 ->LV2 Skill
LV1 + LV3 ->LV3 Skill
LV2 + LV1 ->LV1 Skill
LV2 + LV2 ->LV2 Skill
LV2 + LV3 ->LV3 Skill
LV3 + LV1 ->LV1 Skill
LV3 + LV2 ->LV2 Skill
LV3 + LV3 ->LV3 Skill

EXTRA EFFECTS HEALING COMBOS

LV/ST UP + HOLY (HEALING MAGIC) ->EFFECT + HOLY (HEALING MAGIC) +EFFECT

(B.HOW TO COMBINE ELEMENTS??)

(ACCORDING TO NO.)

(1) FIRE --T T-- (1) WIND ->EXPLOSION

| |

(2) WIND --+=====+-- (2) WATER->LIGHTNING

(3) WATER--+=====+-- (3) EARTH->DISASTER

| |

(4) EARTH--| |-- (4) FIRE ->VOLCANIC

FIRE + WIND -->EXPLOSION

WIND + WATER-->LIGHTNING

WATER + EARTH-->DISASTER

EARTH + FIRE--->VOLCANIC

IF ANYONE KNOWS ANYMORE COMBINING COMBOS, PLEASE E-MAIL ME WITH THE SUBJECT
"COMBOS", TELL ME WHICH COMBINATION, LEVEL OF SKILLS AND YOUR NAME
(NAMES WILL BE ADDED TO CREDITS) E-MAIL: Ficky_tanchunyou@hotmail.com

3. DRAGONS!

DRAGONS (MEDITATE) .

RYU'S VERSION OF DRAGONS

FOU-LU'S VERSION OF DRAGONS

AURA

ASTRAL

KAISER

TYRANT

WYVERN

SERPENT

BEHEMOTH

BEHEMOTH

PUNG

MYRMIDON

(ASSISTING DRAGONS.)

 CH'O RYONG (LEAF DRAGON) IT CAN ONLY BE SUMMON ONCE, YOU CAN'T
 SUMMON
 HAE RYONG (SEA DRAGON)
 SU RYONG (PLANT DRAGON) IT AGAIN TILL THE NEXT REST IN INN.
 NI RYONG (MUD DRAGON)
 SA RYONG (SAND DRAGON)
 P'UNG RYONG (WIND DRAGON)
 SHI RYONG (NAMELESS DRAGON)

 4.CONTROLLING KAISER.

YOU WILL NEED ALL THE DRAGONS (MEDITATE & ASSISTING) TO CONTROL THE KAISER
 DRAGON.

IF NOT, OTHER TIME WHEN RYU TRANSFORM INTO KAISER. HE WILL ALWAYS WENT
 BERSERK...

(NOTE. CHECK OUT SECTION 5. TO GET THE LOCATION OF DRAGONS)

=====

5.LOCATION OF DRAGONS

DRAGON (MEDITATE)	LOCATE:
AURA/ASTRAL	-----
KAISER/TYRANT	END OF CHAPTER 2
WYVERN	MOUNT.GIGA (RYU)
SERPERNT	SANCTUM (FOU-LU)
BEHEMOTH	SALDINE (RYU)
MUTANT	EN JHOU RUINS (RYU)
MYRMIDON	FOREST NEAR THE TOMB (RYU)

(RYU) EVOLVE:

AURA----->N/A
 KAISER----->N/A
 WYVERN----->WEYR
 MYRMIDON----->KNIGHT
 BEHEMOTH----->MAMMOTH
 MUTANT----->PUNK

(FOU-LU) EVOLVE:

ASTRAL----->*ASTRAL
 TYRANT----->*TYRANT
 SERPENT----->PEIST
 BEHEMOTH----->MAMMOTH

(NOTE. CHECK SECTION 6. FOR THEIR SKILLS)

ASSISTING DRAGONS:	LOCATE:
WIND DRAGON (P'UNG RYONG)	COMING SOON.....
SEA DRAGON (HAE RYONG)	COMING SOON.....
TREE DRAGON (SU RYONG)	COMING SOON.....

LEAF DRAGON (CH'O RYONG)	COMING SOON.....
SAND DRAGON (SA RYONG)	COMING SOON.....
MUD DRAGON (NI RYONG)	COMING SOON.....
NAMELESS (SI RYONG)	COMING SOON.....

6. DRAGON SKILLS

DRAGON:

SKILLS:

AURA

DRAGON BREATH
 FLAME STRIKE
 HWA
 REJUVENATE

KAISER

KAISER BREATH
 AURA SMASH
 HWAJEH
 AHRYU P'UNG
 PATO PAH
 SANCTUARY
 PALLIATE

WYVERN

GIGA FLARE
 FLAMESTRIKE
 HWA
 JEH
 MIGHT

WEYR

GIGA FLARE
 FLAMESTRIKE
 HWA
 JEH
 MIGHT
 HWAJEH
 PROTECT

MYRMIDON

META STRIKE
 WIND STRIKE
 P'UNG
 NAH P'UNG
 SPIRIT BLAST

KNIGHT

META STRIKE
 WIND STRIKE
 SHADOW WALK
 NAH P'UNG
 AHRYU P'UNG

BEHEMOTH

METEOR STRIKE
 SEARING SAND
 PATOH
 CHIPATOH
 COUNTER

MAMMOTH

METEOR STRIKE
 SEARING SAND
 PATOH

	CHIPATOH COUNTER BLITZ
MUTANT	STARDROP SNAP CHLORINE SLEEP SILENCE
PUNG	STARDROP SNAP CHLORINE SLEEP SILENCE HOWLING CURSE
ASTRAL	ERASER FROST STRIKE BING BING'AH SNAP
TYRANT	DARK WAVE AURA SMASH PA BING'AH PATO PAH DEATH SANCTUARY
SERPENT	WATERSPOUT FROST STRIKE BING SNAP
PEIST	WATERSPOUT FROST STRIKE BING SNAP BING'AH
*INFINI	DARK WAVE SOUL REND HWA JEH HWAJEH P'UNG NAH P'UNG AHRYU P'UNG BING BING'AH PA BING'AH PATO CHIPATOH PATO PAH
*TYRANT (FINAL)	DARK WAVE

AURA SMASH
PA BING'AH
PATO PAH
AHRYU P'UNG
SANCTUARY
MALEFICATION

*ASTRAL (FINAL)

POWER FLUX
MALEFICATION
CATASTROPHE
EARTH BREAKER
SANCTUARY
SOUL REND
LUCKY STRIKE

IF ANYONE KNOWS OTHER SKILLS OF THESE DRAGON(S), PLEASE EMAIL ME WITH THE SUBJECT

"DRAGONS SKILLS"GIVE THE NAME OF SKILLS/DRAGON & YOUR NAME
(NAMES WILL ADDED TO"CREDIT"SECTION)E-MAIL:Ficky_tanchunyou@Hotmail.com

7.THE USE OF MINI GAME

Mini Game is one of the most important things to do in the game,it can help you to pass a stage and to get more game points.

8. GAME POINT

THE USE OF GAME POINT

To strengthen the dragons(MEDITATE)RYU/FOU-LU transform into.
The higher your game point the stronger the dragons will be.....

HOW TO INCREASE GAME POINT?

PLAYING MINI GAMES

TYPES OF MINI GAMES:

raft sailing,catching pigs/hens,crane picker,barrel pushing

To be continue....

(NOTE.IF ANY ONE KNOWS OTHER TYPE OF MINI GAME,PLEASE E-MAIL ME WITH THE SUBJECT

"MINIGAME"AND GIVE ME YOUR NAME/USERNAME) (NAMES WILL BE ADDED TO CREDIT SECTION)

E-MAIL:Ficky_tanchunyou@Hotmail.com

9. (LOCATION OF MASTERS)

LOCATE: (ACCORDINGLY)		NO. OF MASTER
KUROK (RWOLF)		1
HIDEOUT (STOLL)		1
WORENT (UNA)		1
?SPOT NEAR AHM FEN (NJOMO)		1
CHEK	(ABBESS)	1
WYNDIA	(MOMO)	1
SYNESTA	(MARLORK) (Lyta)	2
SHIKK	(KRYRIK)	1
LYP	(Gyorim)	1
?SPOT NEAR LYP	(KAHN)	1
HUT	(BUNYAN)	1

10. INFORMATION.....

(NOTE) I WILL ONLY GIVE SOME INFORMATION ON BREATH OF FIRE IV!

CHAPTER 2.

GOLDEN PLAINS , WHERE IS THE CAMP OF CRAY'S MOTHER?. In golden plains, walk straight at the begining until you see a big rock, turn 45 degree to your left and head towards it. You'll see some smoke coming out of a tent, that's the camp.

CHAPTER 3.

When you are in CHIQUA, there's a man asking you to get him some fish (DIFFICULT) walk back to KOSKA, there's a seller who sell "JARS", buy one. Then, go EN JHOU RUINS, GO FIND A "FLAWED DRAGON CRYSTAL" there. GO BACK TO GET YOUR JARS AFTER THAT. Walk back and talk to the man. (NOTE) DO NOT GIVE HIM THE FLAWED DRAGON CRYSTAL (OR YOU WILL NOT BE ABLE TO CONTROL THE KAISER DRAGON.)

11. STEALING ZENNY FROM OTHERS

MANY PEOPLE THOUGHT THAT STEALING ZENNY FROM OTHERS IN THE GAME IS USEFUL AS IT WILL GET MORE ZENNY, BUT AS RESULT, THE DRAGONS (MEDITATE) RYU TRANSFORM INTO, WILL BE WEAKEN, AS IT WILL LOWERS YOUR GAME POINT. THUS, MAKE SURE YOU PLAY EACH MINI GAMES TO REVIVE THE DRAGONS FROM WEAKEN.....!

WHAT IS ZENNY?

ZENNY IS THE CURRENCY IN THE GAME (BREATH OF FIRE)

12. SKILLS LIST

SKILLS:

CATERGORY:

WILD SWING	MELEE
DISEMBOWEL	MELEE
SWORD BREAKER	COMING
SUPER COMBO	MELEE
MAGIC BALL	MELEE
BLITZ	MELEE
MEGAPHONE	ST DOWN/MELEE
SNAP	ST DOWN/MELEE
MOLASS	ST DOWN/
CHLORINE	ST DOWN/MELEE
KNOCKOUT	ST CHANGE/MELEE
FEINT	ST CHANGE/MELEE
BLIND	ST CHANGE/MELEE
MUFFLE	ST CHANGE/MELEE
AIR RAID	MELEE
FEIGN SWING	MELEE
FOCUS	LV UP
COCENTRATE	LV UP
COUNTER	COMING
LAST RESORT	LV UP
CELERITY	LV UP
SHOUT	ST DOWN/MELEE
SANCTUARY	ST CHANGE
TRANSFER	HOLY
SNOOZE	HOLY
SPRAY	MELEE
ORACLE	MELEE
TRIPLE BLOW	MELEE
DOUDLE BLOW	MELEE
MONOPOLIZE	TREASURE/LV UP
STEAL	TREASURE/MELEE
PILFER	TREASURE/MELEE
CLIP	COMING
CLEAVE	COMING
SPIRIT BLAST	MELEE
FLAME STRIKE	FIRE/MELEE
FROST STRIKE	WATER/MELEE
WIND STRIKE	WIND/MELEE
SEARING SAND	EARTH/MELEE
COWARD'S WAY	COMING
EGG HEAD	-----
DOUSE	LV DOWN
CURSE	DEATH
FAERIE BREATH	HOLY
WARSHOUT	COMING
FAERIE ATTACK	HOLY/MELEE
MIND FLAY	LV DOWN/MELEE
BURN	FIRE
EDDY	WIND
ICICLE	WATER
TIGER FIST	MELEE
FLEX	ST CHANGE
FLAME PILLAR	FIRE
PLATEAU	EARTH
TARGET	LV UP/MELEE
SHADOW WALK	MELEE

TO BE CONTINUE.....

(B.ELEMENT)

FIRE--WATER--EARTH--WIND--MELEE--LV UP--LV DOWN--ST UP--ST
DOWN--BREATH---?

IF ANYONE KNOWS ANY OTHER SKILLS ,PLEASE E-MAIL ME WITH THE SUBJECT"SKILL
LIST"

TELL ME THE SKILL NAME,CATERGORY,INFO AND YOUR NAME(NAMES WILL BE ADDED TO
CREDIT SECTION)E-MAIL:Ficky_tanchunyou@Hotmail.com

(13.FISHING)

WHY DO WE NEED FISH?----IN REAL LIFE,WE NEED FISH TO SURVIVE,BUT IN BREATH
OF FIRE IV
WE TRADE FISHES FOR ITEMS & STAMP CARDS,USING IT AS ITEMS,SELL IT FOR ZENNY

FISHING MEDTHOD.

TECH1.-| | \$ |
TECH2.-| ||\$ |
TECH3.-| ||~||
TECH4.-|||~||~|

(SPECIAL CONTROLLER.)FISHING CONTROLLER COMPATIBLE!
YOU CAN USE THE FISHING CONTROLLER TO PLAY THE FISHING MINI GAME.CONNECT IT
TO
THE SLOT YOU ARE USING,YOU CAN PLAY THE MAIN GAME USING THE NORMAL
CONTROLLER
AND SWITCH TO THE FISHING CONTROLLER FOR THE FISHING MINIGAME.THE FISHING
MINI
GAME CAN ALSO BE PLAYED WITHOUT THE FISHING CONTROLLER BUT USING IT WILL ADD
YOUR ENJOYMENT.

14.FISHES

FISHES:
RAINBOW TROUT
TROUT
FLYING FISH
ANGEL FISH
BASS
SWEET FISH
MARTIAN SQUID
JELLY FISH
FLAT FISH
SEA BREAM
OCTOPUS
BONITO
SPEAR FISH
ANGLER
SEA BASS

BLUE GILL
BLACK BASS
PIRANHA
MAN-O'-WAR

MORE COMING SOON.....

(NOTE.IF YOU KNOW OTHER KIND OF FISHES,PLEASE E-MAIL ME WITH THE
SUBJECT"FISHES"
TELL ME THE NAME OF FISH,LURE,WHERE, TO CATCH AND YOUR NAME.) (NAMES WILL
ADDED
TO CREDITS SECTION)E-MAIL:Ficky_tanchunyou@hotmail.com

15.INN REST

RESTING IN INN IS NECESSARY AS YOU CAN ONLY SUMMON THE ASSISTING DRAGONS
ONCE.
AND IT YOU CAN'T SUMMON THEM AGAIN UNTILL THE NEXT REST (IN INN). ALSO,
SOMETIMES YOUR CHARACTER HAD BEEN DEFEATED AND REVIVED AGAIN, THEIR MAXIMUM
HP WILL BE TEMPORARY DECREASED AND HIGHLIGHTED IN YELLOW. HOWEVER DON'T BE
DESPAIR AS IT WILL BE RESTORED ONCE YOU REST AT INN. RESTING CAN HELP YOU
RESTORE HP & AP TOTALLY!YOU CAN ALSO REST IN INN TO RESTORE TO FULL HP &
AP,BUT
I PREFER RESTING IN CAMP IF YOU WANT TO RESTORE IT.
[NOTE.THE RESTING HOUSE IN FARIELAND IS AN INN (AFTER YOU BUILD IT)]

16.SPECIAL ABILITIES.

CHARACTER.	ABILITY:
RYU	SLASH
NINA	FLOAT
CRAY	PUSH
SCIAS	N/A
ERSHIN	BANG
URSULA	SHOOT

17.FAERIELAND

A.INN
B.ARCADE
C.CONSERVATORY
D.MUSEUM
E.BARRACKS
F.PLANTING
G.EXPLORER
H.ARUM SHOP
I.WEAPONS SHOP

J.ITEMS SHOP
K.INSURENCE SHOP
L.IMPORTANTS OF FAERIES
M.MAXIMUM NO. OF FAERIES

A.INN

YOU WILL NOT GET THE INN TILL YOU BUILD IT(FAERIE(S)REQUIRED)

(NOTE.CHECK OUT SECTION 15.(INN REST)TO GET INFO)

B.ARCADE

THIS GAME(KECAK)WILL ONLY GIVE 3 ITEMS WHEN YOU GET THESE SCORES(OR ABOVE)
IT CAN ALSO STRENGTHEN YOUR DRAGON(MEDITATE),YOU CAN ONLY PLAY IT AFTER YOU
BUILD IT.

	PRIZE:	POINTS REQUIRED:
1ST PRIZE:	??????	1500
2ND PRIZE:	SOUL GEM	1200
3RD PRIZE:	N/A(I'VE FORGOTTEN)	900

SYMBOL.

@---BONUS

O---CORRECT

X---WRONG

HOW TO PLAY.

TRY TO PUSH THE CORRECT BUTTON THAT SHOWS ON THE LINE "|"

(NOTE.PLEASE E-MAIL ME IF YOU KNOW THE 1ST OR 3RD PRIZE WITH THE SUBJECT
"KECAK"

PLEASE GIVE THE NAME OF THE PRIZE AND YOUR NAME(NAMES WILL BE ADDED
TO"CREDIT"

SECTION)E-MAIL:Ficky_tanchunyou@Hotmail.com

C.CONSERVATORY

ACTUALLY,THIS CONSERVATORY IS USELESS,IT HAVE ONLY SOME OF THE SONGS IN
BREATH OF FIRE IV,BELOW ARE SOME OF THE MUSIC GIVEN.

LIST.

THE SUN AND THE MOON

POISON AIR

THE SOUND OF MONEY

STARLIGHT RUN

DRAGON BROOD

FOR THE PRINCESS

MORE COMING SOON.....

D.MUSEUM

THIS PLACE IS FOR YOU TO ENJOY THOSE PICTURES.....

(NOTE.I CAN'T SHOW YOU THE PICS..)
ADDRESS WHERE YOU CAN FIND THE PICTURES....
(TO BE CONTINUE...)

18.HUNTING FOR FOOD

IS IT IMPOTANT?-----IMPORTANT.GIVE SOME ITEMS SUCH AS FLANKS,RIPS & ROASTS
TO THE FAERIES TO PREVENT THEM DYING FROM HUNGER.
WHY IS THERE NO ENEMY(S)-----IT'S JUST FOR YOU TO PLAY,GETTING MORE ITEMS &
TO
PREVENT FAERIES FROM STARVING.....

=====

19.ITEMS.

A.WEAPONS

*MORE COMING UP.....

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CCCCCC
C      C  RRRRRRRR      EEEEEEE  DDDDDD  IIII  TTTTTTTT  SSSSS  **
C      R    R    E      D    D    II    TT    S      ****
C      RRRRRR  EEEEEEE  D    D    II    TT    SSSSS  ****
C      R    R    E      D    D    II    TT          S  ****
C      C  RRR   RRR  EEEEEEE  DDDDDD  IIII    TT    SSSSS  **
CCCCCC

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THANKS TO THE FOLLOWING INDIVIDUALS/GROUPS FOR THEIR CONTRIBUTIONS.

*SPECIAL THANKS TO CAPCOM FOR PUBLISHING THIS GREAT & EXCELLENT GAME
*SPECIAL THANKS TO YOU,WHO LOOK THROUGH THIS GUIDE
-FOU LU (NEOSEEKER GUEST) FOR HELPING IN SECTION 6.DRAGON SKILLS (PEIST'S
SKILLS)

IF THERE'S ANY TYPO IN THIS GUIDE,PLEASE KINDLY E-MAIL ME WITH THE SUBJECT
"MISTAKE"AND TELL ME THE TYPOS.E-MAIL:FICKY_TANCHUNYOU@HOTMAIL.COM

THANKS FOR YOUR CO-OPERATION

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