

# Eternal Eyes FAQ/Walkthrough

by krystalklyr

Updated to v0.02 on May 23, 2001

Eternal Eyes  
FAQ / Walkthrough  
Version 0.02  
May 23, 2001

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*****
Game:           Eternal Eyes
Genre:          Role-Playing / Strategy Game

Author:         John Eric Sy (krystalklyr)
E-mail Address: krystalklyr@mydestiny.net
ICQ Number:     87324141
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## // II. Version History //

Version 0.01 [February 16, 2001]

- . I started making this document
  - Several sections added
  - Walkthrough up to Goonsdock
  - Lists are incomplete
  - A huge number of Game Play Tips
  - Made several subsections in Basic Information

Version 0.02 [May 23, 2001]

- . Ok, after a long period without any updates, here's another one. I'm still alive, so don't worry, here more progress.
  - Walkthrough up the beginning of the Hall of Dolls in chapter three.
  - More on the lists

This FAQ can be considered complete when it reaches a version of 1.00.

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// III. Author's Note //

Hey there. This is my fifth project associated to Game FAQ writing.

Anyone may use and distribute this document freely as long as:

- The author and the people who made this possible are credited.
- The FAQ stays as it is (no sections removed, not even a single letter).
- No one is to be profiting directly from it.

To any webmaster that wishes this document onto their site must:

- The above guidelines are followed (paragraph/outline before this)/
- Inform and seek my permission before adding this to their site.
- This document stays as text in format.

If you wish to help, just send me an e-mail telling me something that I missed out or anything that will be for the better of this guide likes tips, suggestions or even criticisms. Flames and death threats are also welcome.

Please note that everything contained in this FAQ is based on my current progress.

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// IV. Introduction //

Eternal Eyes is both, somehow, a role-playing game and a strategy game. Somehow Eternal Eyes is not that good compared to the games that are being released but if you found turn based strategy games and anime, you might like to give Eternal Eyes a try. It seemed like the game was rushed due to a number of typographical errors and the graphics are not that good (even though the anime characters were indeed nice). Sound in this game is quite fine but I do not know really as I am not great in reviewing music.

Eternal Eyes, basically, is a term used in the game that describes the people with purple eyes. People with purple eyes have the power to control magical puppets through the use of orbs. The eternal eyes sealed the Goddess of Destruction, Luna, who destroyed a huge part of the planet. After that encounter, the eternal eyes was not very much active in the world and so there are no more people known as them. But, a young boy, possessing purple eyes has a journey awaiting him ...

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// V. Basic Information //

/ Start of Playing /

Upon loading the game, after seeing the logos of the makers, a nice animation, you will be asked what language you prefer the game to be in. You can select English, French, Italian, German or Spanish. Do note that this FAQ / Walkthrough will be based in the English terms.

After that, on the Press Start Screen, if you do not press buttons, a prologue will be shown to you. Basically about the "War of the Goddess," it is worth checking out as it is necessary for the story.

## / Saving and Loading /

The game uses up one memory card block. I have seen, through my current progress, only two Load points in the game. One is after the Press Start Screen and another is at Luke's (the game's main character) House, in his bedroom, there are two beds, check out the one that is blinking blue.

There are a variety of ways to save in this game. The very first save point, if I am not mistaken is the one is at Luke's House, in his bedroom, the bed that is blinking red, the one farther the stairs. Also, sometimes, a menu comes up in certain places containing Save as an option. You can save your game there too.

## / Configuration Menu /

### . Cursor Mode

- I do not understand what this means so just figure it out for yourself.

### . Map Rotation

- The way the camera rotates.

### . Ok & Cancel

- The default option is (X) for Ok and (Triangle) for Cancel. You can switch the actions of the two buttons.

- NOTE - This FAQ / Walkthrough is based on the default button actions.

### . Sound Output

- Choose between Stereo and Monaural sound.

### . Language Select

- Choose what language the game should be in.
- NOTE - This FAQ / Walkthrough is based on the English language.
- NOTE - This option is only present in the main screen configuration menu (after the Press Start Screen), so do not be surprised if you cannot find it while you are playing through the game.

### . >> Default Set

- Set all options in their respective default options.

### . >> Set

- Save all options changed or made.

## / Definition of Terms /

Many terms in this game have been abbreviated, here are some of the definitions.

### . HP

- Health Points. Common in role-playing games. Decreases when taking damage.

### . MP

- Magic Points. Decreases when using magic. (Also see, CS)

### . DF

- Defense. Your protection against physical attacks.

- . MD
  - Magic Defense. Your protection against magical attacks.
- . HR
  - Hit Rate. The higher the hit rate, the higher your chance of hitting your target with physical attacks.
- . AV
  - Evasion. The higher the evasion, the more likely for you to evade enemies' physical attacks.
- . SP
  - Speed. I don't seem to understand what this does.
- . LK
  - Luck. I am not aware of the game factors that concerns luck.
- . MV
  - Move. The number of blocks you can move per turn.
- . CS
  - Consumption. Determines the MP used needed to cast the magic attack.
- . PW
  - Power?
- . RG
  - Range. The range of your attacks. The higher the range, the more distant will you be able to attack or cast magic.
- . EF
  - Effect?

#### / Weapons /

- . There are three types of weapons, they are swords, spears and bows.
  - Swords are weapons used for close combat. It can only attack blocks adjacent to your character.
  - Spears can reach one more block that is beyond the adjacent block to your character. It can attack enemies which are not directly adjacent.
  - Bows are indirect weapons. They attack at a further range than both the sword and the spear but they cannot attack enemies in close range.

#### / Buying and Selling /

- . You can buy or sell Weapons, Protective Gears, Accessories and Items in this game at General Stores located at towns.
- . If you enter the General Store, walk to the shopkeeper and talk to him or her using the Ok button (default is (X)).
- . You will be given an option whether to Buy, Sell, Equipment and Exit.
- . Choosing buy will give you another option whether you will buy Weapons, Protective Gears, Accessories or Items.
- . Choosing to sell will bring up your Weapons, Protective Gears, Accessories and Items.
- . During buying or selling, move left or right to change the value of the one you are buying or selling, press the Ok button to confirm.

- . The resale value for everything is 50%.
- . Choosing equipment will allow you to change your equipped weapons, protective gears or accessories.
- . Exit leaves the menu you are in and back to the shop.

/ Weapons, Protective Gears, Accessories and Items /

- . Weapons and Protective Gears are equipment that can be equipped by Luke.
  - Luke can only equip one weapon and one protective gear at a time.
- . Accessories can only be bought on Chapter 2 onwards.
  - Luke's magical puppets can equip two accessories at a time.
- . Items are things that can be used by Luke during battle.
  - Each item has different effects when used.
  - Items are expendable, meaning a single item can only be used once.

/ Battle /

---

// VI. Game Play Tips //

NOTE - Some tips may not make sense if you have not played through the game for at the very least, a few minutes.

/ Save often /

- . Basic tip for all role-playing and strategy games. You never know when you can be defeated. Better safe than sorry they say.

/ Battle often /

. Another basic tip. In most role-playing and some strategy games, your levels determine your edge against the enemy. The stronger your characters are, the easier you can get through the game. If you fight often, you can get more experience, in turn raising your levels. The higher your levels are, the stronger your characters.

. Also, this is needed to gain Mica (money in the game). The more Mica you have, then the more Mica you can spare in buying Weapons, Protective Gears, Accessories and Items.

/ Think, choose and press buttons carefully /

. Moves in battle cannot be undone. As soon as you press them (acts in battle), they will be executed. Try to be careful in choosing your moves. Do note that some options will trigger another question to be asked whether you want to continue or not.

/ Fight enemies one at a time /

. An enemy at full health deals the same damage as the same enemy having one HP. It is important that you concentrate on beating one enemy at a time so enemies and their attacks would not overwhelm you.

/ Keep everyone close /

. Do not let your character wander off too far as if enemies attack that character, that character might get beaten up badly.

/ Restore HP and MP /

. A character that levels up automatically restore HP and MP. Take advantage of that situation.

/ Elevation /

. Attacks coming from above (greater height) deals more damage than attacks on the same height level or lower. Likewise, if you are at a lower height and you attacked an enemy, your damage is lower. Use this strategy to have a little boost in both physical attack power and physical defense.

/ Sell unneeded equipment /

. This especially goes to the multiple Weapons and Protective Gears that Luke has in his inventory. Luke only needs one of each so if you are in need of cash, its either you go to a battle or sell these things. But if you like collecting every item in the game, then ignore this tip.

/ Bonus Experience /

. No matter how high your levels are, the Bonus Experience (the one you get after battle) does not drop. Take advantage of this by focusing on just beating your enemies in order to get the Bonus Experience [to come back to that area again and fight for more Bonus Experience. Take note that the Bonus Experience is divided among all characters.

/ Attack the items /

. In the battle, after killing an enemy, they leave behind a chest. Attack it and you can get the item in advance. Also, sometimes an enemy attacks these chests and because of that, you lose the chance of obtaining it during or after the battle.

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// VII. Lists //

These list represent my current progress through the game which means that it is incomplete. Also, since the game has several typographical errors, I will commit the same errors just for the sake of being the same.

A. Weapons

Weapon	Price (Mica)	Effects
-----		
/Swords/		
Wooden Sword	30	AT + 5
Bronze Sword	60	AT + 10
Iron Sword	120	AT + 20
Flame Sword	280	AT + 35 , HR + 10
Frost Blade	620	AT + 30 , SP + 10
/Spears/		
Bamboo Pole	8	AT + 5
Spear	90	AT + 10 , SP - 5
Javelin	160	AT + 20 , SP - 5
Flame Lance	530	AT + 30 , LK + 20 , SP - 20
Ice Javelin	1400	AT + 30 , MD + 10 , SP - 20
Wind Spear	2200	AT + 30 , HR + 20 , SP - 20
Dragon Lance	3100	AT + 40 , HR - 20
/Bows/		
Short Bow	90	AT + 8
Longbow	140	AT + 12
Mythril Bow	640	AT + 25
-----		

B. Protective Gears

Protective Gear	Price (Mica)	Effects
Tunic	80	DF + 5
Leather Armour	300	DF + 10 , AV + 5
Chain Mail	480	DF + 15 , SP - 10
Breast Plate	780	DF + 30 , SP - 10 , AV - 10
Earth Mail	1600	DF + 35 , MD + 20 , SP - 20
Torned Vest	-	DF + 1
Damaged Armour	-	DF + 1
Knight Mail	-	DF + 35 , AV - 10 , SP - 20

#### C. Accessories

Accessory	Price (Mica)	Effects
Cat Claws	220	AT + 10 , SP + 5
Wolf Claws	270	AT + 15 , SP + 5
Wooden Mallet	320	AT + 25 , SP - 10 , HR - 10
Bigblow	300	AT + 35 , SP - 20 , HR - 10
Warhammer	-	AT + 45 , SP - 30 , LK + 20
Hat	160	DF + 10
Twisted Towel	250	DF + 20
Glass Maskg	240	MD + 20
T-Shirt	60	DF + 10 , HP + 5
Wrestling Pants	240	DF + 10 , HR + 5
Wrestler Pants	310	DF + 15 , HR + 10
Collar of Power	390	MP + 30 , HP + 10
Necktie	400	AV + 8
Tortoise Shell	260	DF + 20 , MD + 10 , AV + 5
Bandana	-	DF + 20 , SP + 10
Bearings	-	HR + 22
Ruby Bracelet	-	HP + 20 , MP - 10
Wind Bracelet	-	HP + 20 , AV + 10
Charm	-	MD + 10 , AV + 5 , LK + 23

#### D. Items

Item	Price (Mica)	Effects
Riceball	20	Recover a bit of HP
Clover	140	Recover a bit of MP
Rice Sandwich	40	Recovers HP
Mint	80	Increases resistance
Whistle	170	Increases the hit rate
Dad's Smack	130	Increases the attack power
Mocha Bean	240	Increases the evasion rate
Black Rose Thorn	60	Decreases the evasion rate
Moth Wing	70	[Induces poison]*
Stern Look	140	Decreases the magical force
Maddening Wine	260	Decreases the hit rate

\* Descriptions enclosed by [ ] are paraphrased descriptions.

#### E. Shops

Note - You can only buy accessories in Chapter 2 onwards.

- The resale value for anything is 50% (half) the original price.
- Also see, Buying and Selling at Basic Information.
- [NEW!] means that it is new on both the shop and the game.
- [NEW] means that it is new on the shop.
- All typographical errors committed in the game are retained for the sake of being the same.

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Gross Kingdom [Chapter 1, 2]

---

/Weapons/

Wooden Sword  
Bronze Sword  
Iron Sword  
Bamboo Pole  
Spear  
Short Bow

/Protective Gears/

Tunic  
Leather Armour  
Chainmail

/Accessories/

Cat Claws  
Wooden Mallet  
Bigblow  
Hat  
Glass Masks  
T-Shirt

/Items/

Riceball  
Clover  
Mint  
Whistle  
Dad's Smack  
Mocha Bean

---

Goondocks [Chapter 1, 2]

---

/Weapons/

Bronze Sword  
Spear  
Javelin  
Short Bow  
Longbow

/Protective Gears/

Tunic  
Leather Armor

/Accessories/

Cat Claws  
Wooden Mallet



Bigblow  
Hat  
Glass Masks  
T-Shirt

/Items/

Riceball  
Rice Sandwich

---

Gross Kingdom [Chapter 3]

---

/Weapons/

Wooden Sword  
Bronze Sword  
Iron Sword  
Flame Sword [NEW!]  
Frost Blade [NEW!]  
Bamboo Pole  
Spear  
Javelin [NEW]  
Short Bow  
Longbow [NEW]

/Protective Gears/

Tunic  
Leather Armour  
Chainmail  
Breast Plate [NEW!]

/Accessories/

Cat Claws  
Wolf Claws [NEW!]  
Wooden Mallet  
Bigblow  
Hat  
Twisted Towel [NEW!]  
Glass Maskg  
T-Shirt  
Wrestling Pants [NEW!]  
Wrestler Pants [NEW!]

/Items/

Riceball  
Clover  
Mint  
Whistle  
Dad's Smack  
Mocha Bean  
Black Rose Thorn [NEW!]  
Moth Wing [NEW!]  
Stern Look [NEW!]  
Maddening Wine [NEW!]

---

Goondocks [Chapter 3]

---

/Weapons/

Bronze Sword  
Spear  
Javelin  
Flame Lance [NEW!]  
Short Bow  
Longbow

/Protective Gears/

Tunic  
Leather Armor  
Chainmail [NEW]

/Accessories/

Cat Claws  
Wolf Claws [NEW]  
Wooden Mallet  
Bigblow  
Hat  
Twisted Towel [NEW]  
Glass Masks  
T-Shirt  
Wrestling Pants  
Wrestler Pants

/Items/

Riceball  
Rice Sandwich  
Mint [NEW]  
Whistle [NEW]  
Dad's Smack [NEW]  
Mocha Bean [NEW]

-----  
Gross Kingdom [Chapter 4]  
-----

/The shop is closed/

-----  
Goondocks [Chapter 4]  
-----

/Weapons/

Bronze Sword  
Iron Sword [NEW]  
Flame Sword [NEW]  
Frost Blade [NEW]  
Spear  
Javelin  
Flame Lance  
Ice Javelin [NEW!]  
Wind Spear [NEW!]  
Dragon Lance [NEW!]  
Short Bow  
Longbow  
Mythril Bow [NEW!]

/Protective Gears/

Tunic  
Leather Armor

Chainmail  
Breast Plate [NEW]  
Earth Mail [NEW!]

/Accessories/

Cat Claws  
Wolf Claws  
Wooden Mallet  
Bigblow  
Hat  
Twisted Towel  
Glass Masks  
T-Shirt  
Wrestling Pants  
Wrestler Pants  
Collar of Power [NEW!]  
Necktie [NEW!]  
Tortoise Shell [NEW!]

/Items/

Riceball  
Rice Sandwich  
Mint  
Whistle  
Dad's Smack  
Mocha Bean

F. Enemies

/Enemy/	/Level/	/HP/	/MP/
Mooscue	1	???	???
Move	2	20	22
Drops:	3	24	22
	4	???	???
Dolos	1	24	20
	2	26	22
	3	28	24
	4	???	???
Heyup	1	???	???
	2	???	???
	3	26	22
	4	28	23
Calab	1	???	???
	2	24	20
	3	26	22
	4	28	24
Cyboze	1	???	???
	2	37	13
	3	???	???
	4	43	15



////////////////////////////////////  
Chapter 1 - Setting Out  
////////////////////////////////////

/ Gross Kingdom - Luke's House /

Luke's friend has been checking the orb they found, afterwards, an explosion happens. Luke and Nicol came to check it out and all of them found a hole which leads to a warehouse in Luke's House.

/ Gross Kingdom - Luke's House - Warehouse /

Luke and his friends found several things that they have not seen before in their home. They found puppets and a map that would lead them to a treasure hunt. Finally, after inspecting the map, they realize an adventure ahead of them which leads them to Goondocks.

>>> End of story line content >>>

/ Gross Kingdom /

Now that you are given control of your character, guess what, you are in the town. Based on the default option, the Ok button is (X), the Cancel button is (Triangle). Also, note that the (O) button brings up the menu.

Moving around town may be hard at first so just bring up the Menu and choose move. In this town, you can consider going to:

- . Luke's House
- . General Store
- . Pub
- . Mayor's House
- . Private House
- . Exit to Town

I suggest going to the Pub and talking to a man there to find information regarding weapons. After doing that, you might want to visit several places. You can go to Luke's House and go up to the bedroom. In the bedroom, there are two beds, one blinking red and one blinking blue. The red one is a save point and the blue one is a load point. If you choose to go to the General Store, I would not recommend buying anything at this point so just leave the town.

/ World Map /

Just move the cursor onto Goondocks (the other dot) and confirm using the Ok button.

/ Goondocks - Port B /

After some small talk, you are given a menu. Check them out if you wish to and after that, choose End. I suggest choosing "Go Outside" so that you can check what items Goondocks has to offer.

/ World Map /

Re-enter Goondocks.

/ Goondocks /

Bring up the menu (O) button, and choose to go to the General Store.

/ Goondocks - General Store /

I suggest buying the Javelin. (See Buying and Selling on Basic Information for more information regarding this.) Equip the weapon you just bought using the Equipment option provided by the shopkeeper.

Leave the store.

/ Goondocks /

Explore if you want and when you are done, bring up the menu, choose move and go to the Ground Floor.

/ Goondocks - Port B /

Equip your newly bought weapon if you have not done so. If you want save your game then choose End and select the option Basement One.

/ Goondocks - Basement 1 /

First set of battles (Three of them).  
Challenge: Easy

Just attack and heal \*if\* necessary, you only have Luke for this battle.

[NOTE] - I am not sure if the enemies present or the Bonus EXP or Bonus Maica will be the same for me but somehow, they will roughly be the same.

After the battle, if you don't think you can survive the next one, which I doubt, you can always exit to the World Map. If I remember clearly, there will be three battles in this area, more on that later as I have lost my data about this (all battles, Challenge: Easy).

>>> Story line content >>>

You will have a monster in this area, a Moosmoos. You will learn that you are supposed to find the Ring of Destruction and use Magical Puppets to fight darkness.

////////////////////////////////////  
Chapter 2 - The Call of the Wind  
////////////////////////////////////

As the chapter starts out, you will be told that you have to make your way to the Lost Forest. You're going to have to ask the Mayor's permission to go to the Lost Forest but he only allows you Luke so you will have to leave your sister behind.

>>> End of story line content >>>

/ Gross Kingdom /

Just go talk to the Mayor and exit to the world map.

/ World Map /

Visit Goondocks.

/ Goondocks /

Here in Goondocks, you may want to buy accessories for your Moosmoos. I suggest you buy two Bigblows as defense isn't really necessary right now. If you need to buy something but you don't have enough money, just go and fight some battles from the place where you first fought the set of battles.

Once you have done everything you wanted to do, leave Goondocks and exit to the World Map, where else?

/ World Map /

Enter the Lost Forest.

/ Lost Forest /

Once there, save then choose End and select Near Entrance.

/ Lost Forest - Near Entrance /

Fourth Battle

Challenge: Easy

Enemies: Fuwawa LV 4

Pikuchi LV 3-5

Items: Yellow B. Jewel

Yellow P. Jewel

Red A. Jewel

Just follow my battle strategies, no trouble on this battle. But if you're having trouble, just re-load your game and go fight and earn levels in Goondocks.

/ Lost Forest /

Save, choose End and move on, unless you want to leave.

/ Lost Forest - Part 1 /

Challenge: Easy

Enemies: Mantee LV 4-5

Piyo LV 4-5

Items: Red W. Jewel

Red H. Jewel

Red B. Jewel

Blue W. Jewel

Yellow B. Jewel

Green H. Jewel

Bonus EXP: 114

Bonus Maica: 389

/ Lost Forest /

Save. You may want to use the Jewels you have picked up to let your Magical Puppet learn new magic or let them evolve. Choose End and proceed.

/ Lost Forest - Part 2 /

Challenge: Easy  
Enemies: Jackal LV 5  
Moosmoos LV 5-6

/ Lost Forest /

The next battle will have a boss in it. Be sure to save! Choose End, then proceed.

/ Lost Forest - Part 3 /

>>> Story line content >>>

A messenger will test your powers if you are for real. Note that the messenger is also a Magical Puppet.

>>> End of story line content >>>

Challenge: Medium  
Enemies: Pumpkin Head LV 7  
Setapiyo LV 6  
Items: Glassmask  
Bonus EXP: 206  
Bonus Maica: 694

Just attack the two Pumpkin Heads and once they're done for, concentrate on beating up the Setapiyo. Heal if necessary, then whack the enemies to pieces.

>>> Story line content >>>

Setapiyo will tell you that Magical Puppets are created by Luke's ancestors, the Eternal Eyes.

When the land became prosperous, one day, the King of Vिलее summoned Luna, Goddess of Destruction so he can gain powers. Luna did not grant it and she first killed the King. She then destroyed the island of Vилее. The Eternal Eyes attacked Luna and sealed her on the Island.

Because the Eternal Eyes showed great power, the people got afraid of them so they prosecuted them.

After that story, Setapiyo will tell Luke that Luke and his sister are part of the Eternal Eyes but not all Eternal Eyes have the power to control Magical Puppets so that explains why the Magical Puppet does not react with Luke's Sister.

Setapiyo will ask Luke if he wants to help mankind and Luke agrees to this so he is asked to journey to Vulado and another Magical Puppet will await him there. After that, Setapiyo will lose his power and return to a puppet.

Luke will go back to Gross Kingdom.

>>> End of story line content >>>



/ Gross Kingdom - Luke's House /

Go to the secret room in Luke's house and evolve your Magical Puppet. Exit Luke's house.

/ --- /

I suggest you visit the shop of Goondocks and the shop of Gross Kingdom. Choose wisely what to buy as I'll leave that to you. If you don't have enough money, proceed to Goondocks or the Hall of Dolls to fight battles and gain Maica and EXP as well.

After buying stuff, proceed to the World Map.

/ World Map /

Enter the Hall of Dolls.

/ Hall of Dolls /

Save, choose End and proceed to the first floor.

/ Hall of Dolls - 1F /

Challenge: Medium

Enemies: Sashtock (x3) LV 10-11

Death Bat (x2) LV 9-11

Items: Flame Lance

Yellow W. Jewel

Pink W. Jewel

Red B. Jewel

White H. Jewel

Bonus EXP: 195

Bonus Maica: 505

Be careful of the Sashtocks as they can cast a sudden death move. Just let your new magical puppet gain sufficient EXP points on this one while protecting it.

/ Hall of Dolls /

You might want to let your new puppet gain new magic or evolve it. Choose end and proceed to the second floor.

/ Hall of Dolls - 2F /

Challenge: Medium

Enemies: Spirit (x4) LV 10-11

Dreamer (x2) LV 10

Items: Ruby Bracelet (x2)

Wind Bracelet (x2)

Hat (x2)

Bonus EXP: 245

Bonus Maica: 454

You're at a disadvantaged position here as you start low. Just let the enemies come near you and attack them. Heal as necessary.

/ Hall of Dolls /

Save. If you still have enough items to move on, choose End and go to the third floor, otherwise leave. You might want to let your Magical Puppets learn magic or evolve them.

/ Hall of Dolls - 3F /

Challenge: Easy

Enemies: Dreamer LV 11

Chuff LV 11-13

Items: Hat (x2)

Blue H. Jewel

Red P. Jewel

Pink H. Jewel

Bonus EXP: 195

Bonus Maica: 448

Attack the enemies, simple battle.

/ Hall of Dolls /

Save, choose End and proceed to the fourth floor. I suggest you equip Defense increasing accessories as the next enemies tend to hit hard.

[Continued on next update]

---

// IX. Frequently Asked Questions //

Q. Where can I find this game?

A. I don't know as I have no idea of where you live so I suggest shopping online and finding this game. I do not suggest this game very well though as it tends to get boring.

---

// X. Credits //

Me for typing this document up.

CJayC <gamefaqs@gamefaqs.com> of GameFAQs <<http://www.gamefaqs.com>> for hosting this document.

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// XI. Legal Information //

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