

Guardian's Crusade Living Toys FAQ

by Blue Dragon

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| Game   : Guardian's Crusade [Tamsoft/Activision] |
| Genre  : Adventure RPG |
| Type   : Complete List of 70 Living Toys FAQ |
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----- LIVING TOYS -----

Living Toys are special kinds of device made by Professor Zeppetto to help humans on their work (like robots, right ?). There are 70 Living Toys spread everywhere on the world. I have provided a table about them below.

On normal game screen, some of them can be used for purposes like Map, Digging, Birds-Eye View, etc.

On combat screen, all of them will be usable, either on Healing or Attacking.

There are 3 kinds of Living Toys :

1. Continuous

They will stay with you all time on the battle and will return once they're knocked down.

2. Multiple

They can be used multiple times but you must recall them. Usually the healing types.

3. Single

They can only be used once per combat.

And the real advantage, they cannot die or destroyed. When they're knocked down in a battle, they will return to you and will be usable on the next battle.

The Living Toys menu will be active after you activate Mr. O' Neil on Chief Kell's house. Your level also determines the power of your Living Toys (it means Higher Level = Higher Attacking Power).

----- LIVING TOYS TABLE LIST -----

The whereabouts here is just plain information of the places, I'll give you the exact details in the walkthrough itself.

01 - Name : Angel

Type : Multiple

Use : Heals Hero and Baby greatly (half Maximum HP) [20 PP]

Where : Kuldo Shrine at lava dungeon below

02 - Name : Assassin (Mr. O Neal with a machine gun !!)

Type : Continuous

Use : Fires machine gun which can blow enemy away in 1 hit (if hit) after 3 turns (he needs time to reload, you know) [2 PP]

- Where : Castle Ryan - Beside the Owl underground floor.
- 03 - Name : Avalanche
Type : Continuous
Use : Attack 1 enemy - Earth Damage [2 PP]
Where : Old Man Rogo's Cave near Zed Harbor. CHAPTER 5.
- 04 - Name : Baron
Type : Continuous
Use : Change 10% of your damage (damage the enemy inflicts to you) to Rubies. If the enemy don't hit you, no use. [2 PP]
Where : Zed Harbor's Governor House - Second Floor.
Note : You must try to open chest four times. The 4th try will open it.
- 05 - Name : Championo
Type : Single
Use : Punch all enemy away (in my case he inflicts 9999 damage - 254 hit combo) using HALP OF YOUR MAX PP !! [1/2 of Maximum PP]
Where : Garam. CHAPTER 5.
- 06 - Name : Cheergirl
Type : Multiple
Use : Boosts your attack power [2 PP]
Where : Zed Harbor. After fighting Gargoyle.
- 07 - Name : Classique
Type : Single
Use : Gives SLEEP effect to everyone (including You & Baby) [2 PP]
Where : Castle Ryan - Southeast Second Floor.
- 08 - Name : Clericy
Type : Continuous
Use : Heals your HP a little every turn [3 PP]
Where : Kuldo Shrine - West Wing
- 09 - Name : Confuso
Type : Single
Use : Gives CONFUSED effect to everyone (including You & Baby) [2 PP]
Where : Castle Ryan - Northeast Second Floor
- 10 - Name : Contributor
Type : Continuous
Use : Attacks enemy with 20 Ruby (Great Amount of Damage !) [5 PP]
Where : Isten - Richten's House after you lose to Darkbeat
- 11 - Name : Cupid
Type : Multiple
Use : Heals Hero and Baby a little (1/3 Maximum HP) [10 PP]
Where : Cave of Fear
- 12 - Name : D'Artagnan
Type : Continuous
Use : Attacks enemy with a silver spear (in my opinion, the correct word is a Lance, not a Spear...) [20 PP]
Where : Kisa Canyon
- 13 - Name : Da Bomb
Type : Continuous
Use : Explodes after 3 turns. Attacks everyone including You & Baby. But you won't be damaged if you defend it. [2 PP]

- Where : Cave of Fear
- 14 - Name : Dark Cross
Type : Single
Use : Reduces everyone's Defense to Light/Holy Elemental (even if you're wearing Light Elemental Armor) [2 PP]
Where : God's Tower - After fighting Anzo
- 15 - Name : Dark Postle
Type : Continuous
Use : Attack everyone including You & Baby - Dark Elemental [2 PP]
Where : Cave of Fear
- 16 - Name : Ditchmobile
Type : Multiple
Use : Increases agility for some time [2 PP]
Where : Jungo - From the couple beside Inn
- 17 - Name : Douwner
Type : Multiple
Use : Reduces attack and defense power [2 PP]
Where : North Tower - West Wing
- 18 - Name : Dr. Gas
Type : Single
Use : Gives POISON effect to everyone including You & Baby [2 PP]
Where : Castle Ryan - Northwest Second Floor
- 19 - Name : Dr. Snooze
Type : Multiple
Use : Gives SLEEP effect to enemy's group [4 PP]
Where : Trisken - Talk to man on entrance and join test
- 20 - Name : Draken
Type : Single
Use : Lowers everyone's HP to half their Max HP [4 PP]
Where : Nord Temple
- 21 - Name : Foreman
Type : Continuous
Use :
o Go back to dungeon entrance (normal mode) [2 PP]
o Attacks with a hand driller (combat mode) [2 PP]
Where : Kuldo Shrine - West Wing
- 22 - Name : Freakz
Type : Single
Use : Gives TERROR effect to everyone including You & Baby [2 PP]
Where : Castle Ryan - Southwest Second Floor
- 23 - Name : Freud
Type : Multiple
Use : Give SLEEP effect to 1 enemy [2 PP]
Where : Kuldo Shrine - West Wing
- 24 - Name : Frooze
Type : Multiple
Use : Covers 1 enemy with a block of ice [15 PP]
Where : Penguii (North Pole Town)
- 25 - Name : Frostall

- Type : Single
Use : Covers everyone with a block of ice [2 PP]
Where : Nord Temple
- 26 - Name : Gabriel
Type : Multiple
Use : Fully heals You & Baby (Max HP man !!) [50 PP]
Where : Holy Shrine - Given by Aruvin
- 27 - Name : Generosity
Type : Continuous
Use : Gives you a gift when you win a battle (Ruby or Item) [2 PP]
Where : Trisken. CHAPTER 5.
- 28 - Name : Heal Bat
Type : Continuous
Use : Transfers HP from enemy to You (adds your HP with the amount the enemy is damaged) [10 PP]
Where : Zed Harbor - Church of Artema
- 29 - Name : Hobo Joe
Type : Continuous
Use : Steals items from the enemy [2 PP]
Where : Temple of Yugonga (Kerple)
- 30 - Name : Holy Cross
Type : Single
Use : Reduces everyone's Defense to Dark Elemental (even if you're wearing Dark Elemental Armor) [2 PP]
Where : God's Tower - After fighting Lanzo
- 31 - Name : Hornet
Type : Multiple
Use : Gives POISON effect to 1 enemy [2 PP]
Where : Denvrado - Buy Record (1000 Ruby)
- 32 - Name : Insectorfly
Type : Multiple
Use : Reduces 1 enemy's Defensive power [2 PP]
Where : Den Heldar - Someone throws it at you when you try to enter his house
- 33 - Name : Jupiter
Type : Continuous
Use : Attacks everyone including You & Baby - Holy Elemental [2 PP]
Where : Cave of Fear
- 34 - Name : Kimoni
Type : Multiple
Use : Heals some of your HP (1/2 Maximum HP) [10 PP]
Where : Isten - Behind a house
- 35 - Name : Legend
Type : Continuous
Use : Attacks enemy with "Legend Dash". Zeppetto's Last Creation of Living Toys [50 PP]
Where : Zeppetto's House - Talk to him after getting 68 Living Toys
- 36 - Name : Mapster
Type : Continuous

- Use : o Displays Guardian Crusade World Map (normal screen) [0 PP]
o Attacks the enemy with a spin attack (combat screen) [2 PP]
Where : Coastal Inn - Given by the old man
- 37 - Name : Marilyn
Type : Multiple
Use : Fully heals your HP [20 PP]
Where : Isten. Chapter 5. Given by Carmen & Marco
- 38 - Name : Mermaid
Type : Continuous
Use : Attacks 1 enemy - Water Elemental [2 PP]
Where : Penguii (North Pole Town)
- 39 - Name : Mi Armour
Type : Multiple
Use : Raises Defensive power [2 PP]
Where : Jungo - Top of lighthouse
- 40 - Name : Miner
Type : Continuous
Use : - Dig the ground for Rubies (normal screen) [2 PP]
- Attacks the enemy with ax (combat screen) [2 PP]
Where : Mines in Carmarthen
- 41 - Name : Minicar
Type : Continuous
Use : Kills one target instantly if successfully rammed [2 PP]
Where : Zed Harbor - Behind boxes in harbor
- 42 - Name : Mossman
Type : Multiple
Use : Reduces 1 enemy's Attacking power [2 PP]
Where : North Tower - Secret passage
- 43 - Name : Mr. O'Neil
Type : Continuous
Use : Attacks enemy using batons as lethal weapon [2 PP]
Where : Kell - Given by Leader of Kellians
- 44 - Name : Mudsy
Type : Multiple
Use : Decreases enemy's agility [2 PP]
Where : Kerple Village - Chief House
- 45 - Name : Ninja
Type : Continuous
Use : Attacks enemy using Ninja Styles (cool !) [2 PP]
Where : Kisa Canyon
- 46 - Name : Nurse
Type : Multiple
Use : Heals your HP a little (1/3 Maximum HP) [2 PP]
Where : Cave of Fear
- 47 - Name : Peacemaker
Type : Single
Use : Attacks You, Baby and all enemies (in my case it does 9999 damage
256-hit combo) leaving Your HP and Baby's HP to 1 [All PP]
Where : Your house - Sleep after getting Legend

- 48 - Name : Phoenix
Type : Multiple
Use : Removes all status effects [2 PP]
Where : Cave of Fear - Go north before fighting the Bird
- 49 - Name : Pippanic
Type : Multiple
Use : Gives CONFUSED effect to one enemy [2 PP]
Where : Temple of Yugonga
- 50 - Name : Psychodoc
Type : Multiple
Use : Converts 20 HP into 10 PP [2 PP]
Where : Kuldo Shrine - West Wing
- 51 - Name : Pyro
Type : Continuous
Use : Attacks one enemy - Fire Elemental [2 PP]
Where : Cave of Fear
- 52 - Name : Resetter
Type : Multiple
Use : Restart to the beginning of the combat [20 PP]
Where : Denime Cave (Tree Stump Dungeon)
- 53 - Name : Ringsider
Type : Continuous
Use : Acts as a reporter who reports turns by turns of combat [2 PP]
Where : Jungo - Given by the little penguin
- 54 - Name : Sacribat
Type : Continuous
Use : Returns one Living Toy to you to Attack All Enemies [20 PP]
Where : Top of bell tower in Trisken
- 55 - Name : Samurai
Type : Continuous
Use : Returns all Living Toys to you and Attacks one enemy using a skill called "Edo Blade" [10 PP]
Where : Temple of Yugonga - cave behind Yugonga
- 56 - Name : Sermone
Type : Continuous
Use : Revives You or Baby when knocked down by enemy [50 PP]. You must use this toy before killed.
Where : Den Heldar. CHAPTER 5. Talk to the detective
- 57 - Name : Stare
Type : Continuous
Use : - Gives top down view of your location from above (normal) [0 PP]
- Attacks one enemy with eye laser rays (combat) [2 PP]
Where : A house located Southeast from Trisken
- 58 - Name : Sumode
Type : Single
Use : Wipes out all enemies if successfully hit [2 PP]
Where : Cave where you fight Ruval - West Wall
- 59 - Name : Tarantula

- Type : Multiple
Use : Gives POISON effect to all enemies [2 PP]
Where : Trisken - Given by a man you helped in North Tower
- 60 - Name : Terroroid
Type : Multiple
Use : Gives TERROR effect to one enemy [2 PP]
Where : At the deck side (front end) of Zephyr Vessel.
- 61 - Name : Timeout
Type : Continuous
Use : Everyone becomes invincible for 3 turns. Useful when you want to heal up or prepare a bomb/machine gun [5 PP]
Where : Cave of Fear - From the Bird's Nest after combat
- 62 - Name : Toughwall
Type : Continuous
Use : Protects somebody, preventing any damage occur to him [4 PP]
Where : North Tower
- 63 - Name : Vampire
Type : Continuous
Use : Damages you and all enemies by 10% of your Max HP [5 PP]
Where : Zed Harbor - Artema Church upstairs, talk to follower
Note : It will keep draining 10% of your max HP, if your HP is lower than 10%, kill him or use Samurai/Sacribat, else you will die
- 64 - Name : Vegas
Type : Continuous
Use : Changes your LUCK according to the 3 effects [2 PP]
Where : North Tower
- 65 - Name : Verseus
Type : Continuous
Use : Weakens everyone so they would receive double damage [2 PP]
Where : Picard - On the room you are awaken
- 66 - Name : Viper
Type : Multiple
Use : Gives PARALYZE status to one enemy [5 PP]
Where : Cave of Fear
- 67 - Name : Voodoooll
Type : Single
Use : Kills one enemy every 4 turns [4 PP]
Where : Carmarthen Mines. CHAPTER 5.
- 68 - Name : Walkbomb
Type : Single
Use : Explodes, damage is based on how far you have walked [2 PP]
Where : Cave of Fear
- 69 - Name : Whyme
Type : Continuous
Use : Attracts everyone to attack him (as a bait/decoy) [4 PP]
Where : Coastal Inn. CHAPTER 5.
- 70 - Name : Windmeister
Type : Continuous
Use : Attacks one enemy - Wind Elemental [2 PP]

Where : Den Heldar - Talk to mayor after rescuing him in North Tower

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