

King's Field II FAQ/Walkthrough

by inoble

Updated on Sep 8, 2004

Subject: King's Field II Hints and Tips
From: Iain Noble <71154.3234@CompuServe.COM>
Date: 1997/01/01
Message-Id: <5ads5t\$sbcs1@mhadf.production.compuserve.com>
Organization: CompuServe, Inc. (1-800-689-0736)
Newsgroups: rec.games.video.sony,alt.games.video.sony-Playstation,alt.games.video.sony-Playstation.fags

KINGS FIELD II FAQ

This FAQ is based on the one produced by Mark Stephenson (popscene@thenet.co.uk) with Menu Translation from Japanese by Henry Lapierre (freeze@ix.netcom.com). Many thanks to them and to Gamemaster Scott (GameMaster@asciient.com) who very patiently rescued us when we got stuck, which happened more times than we like to remember.

Kings Field 2 is the best RPG we have ever played. ASCII have managed to take a good game and make it even better by adding refinements such as a marvellous mapping system. There are at least three dozen people to talk to, and their conversations are recorded for you. Besides all the weapons, armour and equipable items, there are over forty items which you can use plus a storage facility.

It would be impossible to write a detailed walkthru for each cave and dungeon. Exploring with your map in hand is one of the best aspects of the game so what follows is a general guide with hints attached. There are certain events which will only occur when you have completed certain tasks and new areas will open when appropriate. The basic rules are talk to everybody each time you see them or pass by; explore thoroughly, and note the location of chests that you can't open immediately; kill every monster - they drop things as well as money and the experience points are good for you and your sword; use magic as much as possible; use the noises from behind walls as a guide to hidden areas. SAVE REGULARLY. We have included a list of items, and spells but not weapons and armour. The weapons have different pros and cons which you can work out for yourself. On the whole the Promeus armour is the most physically protective, but the Orladin has good magic resistance and other advantages.

QUIST

You start in Leon's house with only a sword, some leather armour and the Light spell. You will acquire a Silviera key from a plant. You need to spend time in this area to gain experience and money, but don't try to take on the skeletons until you have the Fire spell. When you think you're ready use the Silviera key to open the gate into

ANCIENT BATTLEFIELD area

Follow the rules. You will get the Fire spell by using Marilyn's amulet when you find her son. Don't worry if you haven't enough Silviera's keys immediately, they will appear later on; and you can take them out to use in a different area.

GARRISON BARRACKS and TRAINING AREA

Lots of hidden areas here. (Hint: where there are slots in the wall and

you can see a target on the far wall, use the bow).

FOREST of VARDE

The minstrel in the corner by the two houses will give you a key for using in the maze of hedges. (Hint: Varde will take the key when you see him so use it everywhere first). He will give you the Pixy Map and remove the blocking trees. This allows you to go to

RALUGO

You need to find the Blood herb to cure the little boy so make your way past the Danger sign and along the path by the lava river. The little boy will give you a Wind crystal that he has found (use it to gain entrance to King Harvine's Palace); and a man in the village will put another bridge across the lava for you to get to the Cave of Shudom.

KING HARVINE'S PALACE

Very dark, the torches are unlit and the chests sealed. (Hint: try lighting all the torches with Fireball). You will get the Wind spell.

CAVE of SHUDOM

You need the Promeus from the Giant Grey Golem (kill him from the ledge with arrows) to use on the Giant Skeleton. You will get the Earth spell.

PATH of POISON

Joe is blocking the way in so go and have a good night's rest at the Inn and then talk to him again. He should have moved out of the way. The silver ring is in the first room on the left. You will find doors that need a square key but you can only find two keys - don't worry, someone sells them (at an extortionate price) but they also turn up in great numbers later in the game. This dungeon leads to Lake Noel.

LAKE NOEL

Zul Arifin is standing in the Save point cave. (Make sure to wear your Aquarian boots). She will open the room where the dial for altering the ice bridges hangs on the wall. Talk to her and pay her a Herb to go into the room. (Cheat: turn the dial to the grey/green colour - between light blue and light green - and walk across the ice bridges to find the Water spell. When you come back, she will have gone but the door will still open). Try the other settings, light blue takes you to the other side of the lake. Tim sells good items at the most reasonable prices. Later in the game when you have the Ichrius key and can travel to any fountain we suggest you reset the ice bridges to the fountain and buy items from him.

PASSAGE of THIEVES

Lots of secret rooms. Three exits to the Cave of the Dwarf; the Ruin of the High Elves; and Cason.

CAVE of the DWARF

Jens will make you Promeus armour if you're strong enough to wear it but it takes some time. A real craftsman.

CASON

A ghost village. Find Toni who will give you an item to use on the petrified man. When she gets back to her cottage she will give you another item which you can use on the the petrified monster blocking the entrance to the

VALLEY of GARAN

You can jump off the cliff near the Danger sign. Look before you leap. There is an entrance to the Caves of Garan; and the Passage of Death.

CAVES of GARAN

Explore.

PASSAGE of DEATH

A really appropriate name for a dungeon. You will die more often here than at any other stage of the game, however strong you are. There are a lot of hidden rooms but the walls also contain hidden spears. Save very frequently. (Hint: when you go in, turn right and walk up the passage avoiding the three spears. Past the last spear on the right hand wall there is a small room with a switch for the buzzsaw just inside the

entrance of the cave on the left. Then go back down the passage and past the buzzsaw. After that you're on your own).

By now you will have the three Ichrius items and Excelletor will be at level 3. Take them to Leon who will work on them. Wander around for a while and then return to his house. (Excelletor will have reverted to Level 1 so you need to upgrade it again).

RUIN of the HIGH ELVES

Explore thoroughly. Use Ichrius's Key in the slot in the throne. Go through all the blue curtains, one will lead to a warp point to

MAZE TEMPLE of ORLADIN

Explore thoroughly, then warp to the

PLACE of BEGINNING

Explore thoroughly. If you have difficulty with the re-appearing Spider women on the lava streams, destroy the heads on the wall first. (We destroyed the Dragon King Tree but we don't know if we should have done).

Use Ichrius's Key to get to the

HILL of PRAYER

Speak to Yvette and find the key she hid. (Hint: follow the path from the back of the fountain and search the first tombstones you come to).

Collect the Moonlight sword from under its force field.

VERDITE CASTLE:

Use Lyn's ring at the fountain and speak to the shade that appears.

ROYAL CEMETERY

Ignore your tombstone. Explore level 1 of the cemetery. After you defeat a boss figure, a warp point will appear which takes you to a room on level 5. There are 2 other warp points, one of which is inactive (we never got it to work). The other one takes you to another room on level 5 and you will probably die. There are several dragons but the main problem is the monster on a ledge behind you. (Hint: try light arrows). Across a rope bridge there are two unresponsive stone heads. You need two items, one of which you should already have, and the other is in the Royal Treasury in the castle. (Hint: they both have to do with fairies).Go into the

CASTLE

Explore thoroughly in the Ground Floor, the Prison and the Barracks then use the keys to go into the Corridor. Explore and go upstairs. Do not go towards the door at the end of the passage until you have been back to the stone heads. Defeat your father. Defeat Seath. The end.

Apparently there are different endings - we got the one where peace returned and Lyn was brought back to life as Lyle's bride, which we thought was fair return for all our hard work. But we would be interested to hear of any alternatives.

Iain and Ann Noble

71154.3234@compuserve.com

ITEMS LIST

Earth herb - restores HP.

Antidote - cures poisoning.

Herbal liquid - restores all HP.

Bloodstone - cures adverse conditions eg paralysis.

Moonstone - restores MP.

Dragon crystal - 1) restores all HP, MP and cures adverse conditions; 2) in the event of your death returns you to the Dragon King Tree near Leon's house.

Crystal flask - use at fountains to hold potion.

Gold potion - restores HP and 100 MP.

Blue potion - restores HP.
Blood herb - needed to heal Airon.
Map of Verdite - general map of the country, also used with Ichrius's Key to warp to any fountain.
Pixy map - shows all the areas already visited. The single most useful item in the whole game.
Truth glass - describes people and places.
Copper key - use on locked chests with copper hasps.
Silver key - use on locked chests with silver hasps.
Royal key - use on the large gold and blue chests.
Magicians key - use on locked green chests with silver hasps.
Jail key - needed for both prisons.
Orladins key - square key used to unlock doors and small pillars.
Orladins pic - 1) use on the petrified man and monster; 2) use on yourself to prevent petrification.
Dwarf's key - needed in the Cave of the Dwarf
Varde's key - needed to move the trees in the Forest of Varde.
Lyn's key - use to unlock the chest in Lyn's house in Ragulo.
Silviera's key - needed to unlock doors in the Ancient Battlefield and Barracks area.
Ichrius's key - 1) activates the blue warp curtains in the Ruins of the High Elves; 2) use to warp to any fountain in Verdite.
Demon key - needed in the Place of Beginning.
Key of the Corridor - use to open the corridor in Verdite Castle.
Fire crystal - use to increase Fire magic power.
Earth crystal - use to increase Earth magic power.
Wind crystal - use to increase Wind magic power.
Light crystal - use to increase Light magic power.
Water crystal - use to increase Water magic power.
Wise fruit - use to increase intelligence by one point.
Power fruit - use to increase strength.
Verdite - use to increase magic power.
Prometheus - ore used to make very strong, but heavy, armour.
Lyn's note - left by her when she goes into the Garan Caves in search of her father.
Leon's note - left by him when he realises that creating the Ichrius Key will kill him.
Marilyn's amulet - given to you by Marilyn Miller for her son Peter.
Allows you to access the Fire spell.
Ichrius's eye - use to warp to the gold fountain in Ragulo.
Ichrius's wings - use to warp to the gold fountain in Cason.
Ichrius's crown - use to warp to the gold fountain in the Hill of Prayer.
Fairy fossil - petrified fairy needed to gain access to Guyra.

SPELLS

Light spells:

Light; Blessings (cures adverse conditions); Lightning bolt; Flash; Orladin.

Fire spells:

Fire ball; Fire wall; Fire storm; Flame; Thedek.

Earth spells:

Earth heal (restores HP); Stone; Earth wave; Meteor; Shudom.

Wind spells:

Wind cutter; Missile shield; Tornado; Freeze; ????

Water spells:

Antidote; Fire resistance; Haze (sprays poison at enemy); Bortecth; ????

(We didn't use Wind and Water enough to get the Level 5 spells)

This document is copyright inoble and hosted by VGM with permission.