

Spoiler Free Legend of Mana FAQ

by Nemesis

Updated to v1.0 on Nov 2, 2000

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Legend of Mana: Spoiler-Free Walkthrough
{Fat-Free™ Version}
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Version 1.00

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01. Spoiler-Free Walkthrough

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This Spoiler-Free walkthrough lays out each event in Legend of Mana. This is the order that I played the game, but is not necessarily the way that everyone should play it, because there are several ways to play though the game.

HOME

- Leave Home
- Get Colorblocks from Sproutling
- Build Domina
- Check out Encyclopedias
- Go to the Church
- Get Encyclopedia from the Reverend
- Head over to the Domina Marketplace
- Speak with Niccolo
- Agree to take him with you
- Begin "Niccolo's Business Unusual"

NICCOLO'S BUSINESS UNUSUAL

- Go to Teapo's House
- Get AF: "Wheel" from Niccolo
- Build Luon Highway
- Head over to Luon Highway

- Take Lower route first
- Talk to Gaeus
- Go back
- Take Upper path now
- Work your way to the end of the path
- Fight boss

FLAME OF HOPE

- Build Gato Grottoes and Jungle
- Go to Gato Grottoes to start "Flame of Hope"
- Find hurt Sproutling
- After finding him, he'll leave again
- Go to the Dungeon
- Follow the green leaves to find him at the top of the Mountain
- Get AF: "Ancient Tablet" and AF: "Torch of Coral"

MANA ORCHARDS

- Head back Home
- Go south
- Talk to the Tree
- Take whatever Produce you've grown
- Feed him more seeds
- Leave this area

HUNTIN' DU'CATE

- Enter Jungle
- Let strange man cast a spell on you
- Find one of the two hunters
- Join them
- Follow them when they run away
- Make your way into "Du'Cate's Territory"
- And eventually into "Spring of the Beasts"
- Fight Boss fight: Du'Cate
- Get 500 Lucre
- Get AF: "Sand Rose"

MONSTER CORRAL

- Create Duma Desert
- Head back to Domina
- Go to the Pub
- Talk to Elazul
- Go to the Domina Outskirts
- Take northern path
- Talk to Duelle about monster raising

LOST PRINCESS

-
- Use Jade Egg to create Mekiv Caverns
 - Go to Mekiv Caverns
 - Job is to find Pearl
 - Take upper path at the fork
 - Eventually you will reach dead-end
 - Fight Boss: Du'Inke
 - Get AF: "Stone Eye" and AF: "Firefly Lamp"
-

DROWNED DREAMS

- Go to Polpota Bay
 - Talk to Hotel owner
 - Agree to help him
 - Head back to the Hotel
 - Tell him about the Knight
 - Get AF: "Spirit Bottle"
-

TEATIME OF DANGER

- Go to Mindas Ruins
- Start Event "Teatime of Danger"
- Talk to Duelle
- Mission: Save Teapo
- Chest: Virgin's Sigh
- Go north
- Talk to girl: Learn about Flowerlings
- Go left: Save
- Remember this tower
- Go left: talk to jester
- 2 chests: Sharp Claw and Morph Meat
- Go back, head north to find the Keys to the Gates
- Go south from there
- Go back to tower
- Go south
- Go east, then take lower right path
- Follow path until you reach a green man
- Keep going through the open gate
- Chest: Knockout Dust
- Go into small structure to the left
- Speak with green man to make 2 more fall
- Speak to upper-left one '<'
- Go back to the previous screen, and go through the now open gate at the upper left
- Run past Megalithic Structor to "Western Gates"
- Take upper right path, past Boa, and to the three girls again
- Speak to lower-left girl until they look like this '\'
- Go back to Western Gates
- Take lower left path
- Go straight to next screen
- Chest: Creepy Eye
- Talk to green man
- Exit area, then take southern path
- After Chess Knight, go forward to Flowerkey's Corner
- Speak to upper and lower right men to make a '>' shape
- Return to Western Gates

- Take upper right path
- Return to the girl flowerkeys corner again
- Speak to them to make a '/' shape
- Leave and go east to Tower of Winds
- Run past Tower of Winds to Eastern Gates
- Get Vampire Fang from lower-right path
- Follow path
- Speak to the green men to make a '/' shape
- Return to Eastern Gates and take upper left path
- Speak to pink girl to reveal hidden passage
- Take the hidden stairs
- You should be inside the structure
- Fight Chess Knight
- Fight Succubus
- Fight Ape Mummy
- Chest: Clear Feather
- Meet Teapo, then talk to him
- You'll have to fight a Level 8 Count Dovula:
 - Use Power Hits the most
 - Avoid his fire attacks and ceiling attacks
 - Remember that he has 3 Life Bars
 - When you beat him, he'll drop a ton of HP Crystals
- You will also get the AF "Bottled Spirit"
- And the AF "Rusty Armor"
- You'll hear about Teapo's adventure afterwards

MINE YOUR OWN BUSINESS

- Head over to Ulkan Mines
- Enter mines
- Run into the first room with the chest
- Chest: Rust
- Head into first room to the north
- You will be in Watt's Shop
- Talk to Pokiehl, and he'll tell you about Watts
- Begin Event: "Mine Your Own Business"
- Exit shop
- Head east and fight Molebear
- Head down stairs
- Speak with Duelle
- Continue down stairs
- Go west at the foot of the stairs
- Fight molebears
- Go across the bridge and into next area
- Go down stairs until you reach a Save Statue
- Save your game
- Go right and up the upper right path to find a level 17 Narcissos. This is a great way to level up easy because he's easy to beat, and he gives out lots of HP Crystals
- Exit and head down the lower right path and down stairs
- Keep going down the stairs until you reach a Springball
- Kill Springball to open the doors
- Go through northern door
- Fight the 2 Specters
- Take northern path
- You are now in the Digger's hideout
- I don't know what they say yet, but I will translate it soon
- Remember this place, then go back to the area with the Springball

- Go through door on the right
- Speak to the farie
- Chest: Bug Meat
- Continue north
- 3 Chests:
 - Little Eye
 - Sulpher
 - Moss
- Return to Save Statue
- Run past statue, and go north to Abandoned room
- Search room, then exit
- Take upper left path
- Fight 3 Slimes
- Fight Specter and 2 Hoppin Ticks
- Speak to the bear
- Take upper left path
- Go up stairs
- Go across bridge
- Fight Slime, and 2 Hoppin Ticks
- Fight 2 Molebears
- Go through west door
- Head down stairs and into the next room
- At the end you will see Watts
- Speak to him a lot to make him talk about how dangerous the room is
- You will have to fight a Level 17 Labanne Boss:
 - Concentrate on knocking the blue hand thing down, and don't try to attack the redish one yet.
 - Stay towards the bottom of the screen to avoid the attacks of the boss
 - Use your Power hits
 - Use uppercuts to slash the blue hand AWAY from you
 - Use the crouch ability to replentish your health
- When the boss has been defeated, he'll yeild a bunch of Huge HP Crystals
- You will also speak with Watts
- You will recieve the AF "Moon's Mirror"

NICCOLO'S BUSINESS UNUSUAL: PART 2

- Go back to Gato Grottoes
- Head to north to village of Gato
- Go into Items Shop
- Meet Niccolo again, and agree to go with him
- Save your game
- Go south and then east to the caves
- Choose the Option: To the Waterfall, unless you want to level up in the dungeon, this is the only logical choice
- At the Waterfall, exit the area to the east, then come back so Niccolo will stop gathering Greenballs
- After a while, a Faerie will come and ask you what you are doing
- Say that you are waiting for Niccolo
- Tell Niccolo you are talking to a Faerie
- He'll give you a Greenball Bun, AF "Broken Doll", and 500 Lucre

NICCOLO'S BUSINESS UNUSUAL: PART 3

- Go to Lumina
- Head into the Item Shop

- Save your game then speak with Niccolo
- He'll ask you to go with him to the Mindas Ruins
- Agree to start Niccolo's Business Unusual: Part 3
- Go to the Mindas Ruins
- Go to the female Flowerkeys, and speak to them to make them into a '\'
shape
- Go to the Western Gates, and take the open route at the lower left side
- Speak to the Psychokenetic guy and Niccolo will chase him and call him
a fake, then ask you to get him out of there
- Take him to the entrance
- This will end this quest

THE LITTLE SORCERERS

- Go back Home
- Enter then exit your house
- As you leave, Pelican will tell you about pumpkins taking over West Domina
- Head over to Domina, then to the Outskirts, then to the north western
part
- You will find Bud and Lisa, and a bunch of pumpkins everywhere
- You will overhear their conversation
- Now you'll have to fight Bud and Lisa. They're not too tough, but since
they're small, it can be frustrating
- After the fight, they'll ask you if they can be your apprentice. Say yes
to end this Event

THE INFERNAL DOLL

- Go to the Junkyard
- You will overhear a conversation between some toys
- This will begin the event "The Infernal Doll"
- Speak to the Jack-In-The-Box
- He'll tell you these directions: Jack-in-the-box, teddy bear, the
doll, the jack-in-the-box, and rocking horse
- Go up the north path
- Chest: Little Eye
- Now take lower-right path
- Chest: Magical Meat
- Exit from where you came, then take the upper right path into
the Pathway of Garbage
- Pass through here into the next area
- Go through the next area to the Acropolis of Trash
- Take the right path past the Rocking Horse
- Speak to Louie
- Chest: Wad of Wool
- Chest: Electricity
- Save Statue, so save your game
- Exit this area and return to the Acropolis of Trash
- Now talk to the nearby Jack-In-the-Box, and choose to Back Away.
He'll teleport you back to the entrance.
- Now follow the paths of the Jack-in-the-box, teddy bear, the
doll, the jack-in-the-box, and rocking horse.
- After passing the rocking horse, follow the path, kill the
Moldy Goo, then follow it into the next area, the Heap of Junk
- You'll have to fight 2 Cursed Dolls, a Chess Knight, and a Polter
Box to get the AF: Tome of Magic (Geo).

- You'll end up in Louie's Room
- This concludes The Infernal Doll

NICCOLO'S BUSINESS UNUSUAL: PART 4

- Build Geo with the Tome of Magic
- Find Niccolo there, and agree to take him to the Ulkin Mines
- Go to the Ulkin Mines
- Head over to Watt's Shop
- Let Niccolo do his thing
- Each time you exit the shop, just re-enter to continue where you left off
- After a while, Watts will figure out how big of a fool he is and you Niccolo will take some stuff from him
- This concludes Niccolo's Business Unusual: Part 4

SUMMER LOVIN'

- Head over to Mandora Beach
- You will overhear a conversation between David and Val on the beach. It's just like a mini-soap opera. :p
- When they leave, you will start the event "Summer Lovin'"
- Take the right path (east), and into the next area
- Fight the two crabs
- Continue onward
- Enter the cave
- Go through the lower path to the right
- Fight the Sahagin and the 2 Bloodsuckers
- Kill the Big Baby, and enter the next area with some crabs
- Take upper left path
- You are now in Prince Beach
- Kill the enemies here, then enter the next cave
- Go into the next area
- Take the lower right path to fight the boss: Fullmetal Haggar
- Some tips:
 - Just stay very close to him, and use combos fast
 - Use Special Techniques whenever possible
 - Just attack him so he can't attack you
- This guy is so easy that I beat him with 100% health left over!
- After beating him, take the HP Crystals
- You'll get Granz Steel

DIDDLE'S LETTER

- Go to Domina
- Head to the Park of Mana Angel
- Speak to Diddle, and he'll run away
- Talk to Cappella twice
- Follow Diddle
- After going to the Outskirts, return to the Park and speak with Cappella again
- Go to the Center of Domina and speak with the sproutling
- Now head into the Hotel and watch Miss Yuki yell at Cappella

- Follow Cappella to the Outskirts
- He'll get taken away
- Leave then return to the Outskirts to find Pelican
- Speak to Pelican and he'll tell you he took him to a highway...
- Leave for the Luon Highway
- Use the Boink at the beginning to warp to Cappella
- He'll find Diddle's Letter, and read it no matter what you say
- Follow Cappella to the cave entrance
- Talk with Diddle at the cave entrance
- Tell on Cappella, and Diddle will run into the Cave
- Inside the cave, and pass through the first area
- In the next area, take the upper left path first
- Chest: Blackened Bat
- Chest: Needle
- Return to the previous room, and take the lower left path, down the stairs
- Chest: Angry Eye
- Chest: Poison Fang
- Keep going west until you find Cappella
- He'll say there is a monster in the next room
- Enter the room and fight the Giga Rex (Lv21)
- Fight the Giga Rex and defeat him to get tons of HP Crystals
- You will overhear another conversation between Diddle and Cappella
- You will receive Gator Skin
- This concludes "Diddle's Letter"

GORGON EYE

- Head over to Lake Kilma
- You will overhear a small conversation between a captain and some penguins
- They'll ask you what the password is, and it doesn't matter what you say
- They'll run away
- Follow the penguins
- Follow the path until you reach some stoned penguins and a chest
- Chest: Fish Meat
- Follow the upper right path to the Southern Shore
- Pass through this area until you reach a place with a chest and another stoned Penguin
- Chest: Healing Claw
- Help the turtle here
- Take the lower right path, past the stoned (petrified) Penguin
- Pass through the next area into the place where you find the captain and his penguins
- You will overhear their conversation
- You will find a Save Statue, so save your game here
- Take the lower right hand path
- You will see 3 Faeries and a chest
- Chest: Hairball
- Continue going right
- Eventually you will reach another area with Faeries and statues
- Take the upper left path
- Chest: White Feather
- Keep going left until you reach the Save Statue again
- Now take the lower right path again, until you reach the second area with Faeries
- Take the path on the right from here, and you will be in an area with a bunch of statues and two chests
- Chest: Poison Powder
- Chest: Ear of Wheat

- Take the upper left path
- You will watch a weird cinema involving some penguins
- Now jump off the side of the cliff
- You will overhear another conversation between some penguins and the turtle
- You will now fight the boss: Gorgon's Eye
- Some tips:
 - Stay on him and stay as close to him as you can
 - Combo moves and attacks so he cannot attack you
 - Always use Special Techniques whenever possible
 - When everything gets dark, move out of the range of his eye
 - When he becomes dazed, use a Special Technique to do the most damage
- After you beat him and take the HP Crystals, you will get Wendel Silver
- This concludes the event, "The Gorgon Eye"

WATTS DROPS THE HAMMER

- Head over to the Ulkin Mines
- Go to Watt's Shop and speak with Watts
- He'll tell you he's lost his hammer, and asks you if you would find it
- Say yes, and this will begin the event, "Watts Drops The Hammer"
- Go back to the first screen to the west to find a sign with an arrow
- Read the sign to see it's the Dudbear Express
- A Dudbear will come by and take you to their home
- Grab the hammer from the ground towards the top of the house, then return it to Watts
- He'll thank you and you will conclude this event, "Watts Drops the Hammer"

THE PATH OF THE BLACKSMITH

- Go back Home
- Head over to the Workshops to find Watts
- Once inside of the Workshop, Watts will teach you how to make your own weapons and armor
- After you've asked him all the questions, it will stop, and he'll give you some MenosBronze
- Before he leaves, he'll ask you again if he gave you anything, and if you say no, then he'll give you some more MenosBronze!
- This concludes the event, "The Path of the Blacksmith"

THE MURMURING FOREST

- Enter Jungle on World Map
- Talk to the male Flowerkey here
- He'll warp you to three places: Forested Ruins, the Greenwood Gardens, or the Courtyard of Rain
- Choose Forested Ruins first
- Head north past the save statue, and talk to Roane about her missing sister in the Courtyard of Rain
- Leave, then go south-west into an area with Faeries, and they will warp you back to the entrance
- Talk to the Flowerkey again, and warp to the Courtyard of Rain
- Talk to the penguin that runs in and let her cast a spell on you
- Go back to the entrance and warp back to the Forested Ruins, and

go north again to where the king of the forest is

- Talk to Selkie, and she'll ask you if you want her to remove the evil spell on you. Say yes, and she'll ask you for a favor. Agree to the Favor to start the event, "The Murmuring Forest."
- Go south, then take the south-west path again to the Faerie area
- Watch the scene involving some Faeries and a nun
- When it's over, head south, then go east
- On the next screen after you fight some enemies will be a chest
- Chest: Moth Wing
- Head back the way you came, and back to the place where the Faeries beat up the Nun
- Go left the way the guy who killed the Faeries went
- Keep going left past the next few screens, fending off enemies along the way, until you get to a screen where the music changes
- Talk to the flying guy here, and he'll tell you about a King
- Talk to him twice to fight him
- Even though his life bar is huge, he's not at all tough, so just beat him fast
- After you've beat him, take the HP Crystals and you will be back at the King's throne area
- After the conversation is over, the event, "The Murmuring Forest" will be completed

THE LOOKING-GLASS TOWER

- Head over to the Tower of Leires
- Talk to Pearl at the Gates to start the event, "The Looking-Glass Tower."
- Agree to go with her, then run north
- Go left immediately on the First Floor
- Fight off the enemies, and at the end of the path you will find a chest
- Chest: Aroma Oil
- Go back to the entrance and go to the right this time
- Pass the Bloodsuckers here, and go onto the next screen
- Kill the Dainslaifs, and head up the stairs to the Second Floor
- Head right, then go up (north) at the end of the hallway
- Follow this path, while killing any enemies along the way, until you reach some stairs
- Take them up and into the room with the Teleportation Device in it
- The Teleportation Device allows you access to the sixth floor right away
- Use the Teleportation Device to skip to the sixth floor
- When you leave the room, you will be on the Sixth Floor
- Go right, and head up the flights of stairs to the Seventh Floor
- Fight the enemies here, then hop out of the right-most hole in the wall to fall to to the Fifth Floor
- Head right, then down
- Now go left, and fight the enemies here
- Take the stairs at the end of the hall to the left
- At the Sixth Floor, you will find a chest
- Chest: Demon Meat
- Go left and up the stairs to the Seventh Floor
- Go right and up the stairs to the Eighth Floor
- At the end of the hallway, go down instead of left
- Follow the path to the right to find another Transportation Device
- Use it to get to the Tenth Floor
- Go right to find a chest

- Chest: Mercury
- Now go back to the right and go up the stairs to the 11th Floor
- Head right then down into the next area, and Pearl will start talking
- Enter the large doors to the right for a boss battle: Iron Centaur
- Some tips to help you defeat him:
 - None really. Just avoid his axe strikes
 - Also, when he starts to glow, move because he's gonna jump and come down with force
- When he's done for, Elazul will enter and demand that you take Pearl back to the entrance
- So, take her back to the entrance
- Leave the room, and go up
- Jump out of the hole in the wall to get to the fifth floor and a Save Statue
- Save your game, then return to the First Floor
- Once there, try to leave, and will enter
- She'll summon the Jewel Hunter
- The Jewel Hunter is easy, so just use any Special Techniques that you can to kill him fast
- When it's done, Pearl will give you 2 AFs: Frozen Heart (Fieg Snowfields) and AF: Pirate's Hook (SS Buccaneer)
- This will end the Event, "The Looking-Glass Tower"

TWO TORCHES

- Head over to the Village of Gato, and go north to the Temple of Healing
- Once inside, go either right or left, and to the north to find a room being blocked
- Talk to the person here (Daena), and she'll let you inside
- Go inside the room
- After the conversation, exit the room, and you will see a nun who has been hurt
- Follow the other nun back into the room to see a fake nun kidnap Matilda
- Talk to Daena and she will go with you to save her
- Exit the Temple of Healing and you will see another cut-scene
- Go south and into the Dungeon area in Gato
- Daena will offer to take you to the Sealed Room
- Take her offer, and head up the stairs to the right to find the kidnapper and a Boss Fight: Spriggan (Lv.24)
- He's not that tough, but he can summon another enemy to fight along side him
- He also casts spells that put you to sleep and Daena to sleep
- Just stay very close to him, so he won't dodge your attacks
- He can also dodge your Special Techniques, so get him in a corner if you want it to work on him
- When he's dead, you will be back at the enlightened room, and you will overhear a conversation
- You will receive Granz Steel from Daena
- This concludes the event, "Two Torches."

PROFESSOR BOMB'S LAB

- Go to the Junkyard, and use the Flowerkey to warp to Professor Bomb

- Talk to him and he'll ask you to find his Golem, Pavlov
- Agree to do it, then head off to Lake Kilma
- At the entrance, you will see the Golem towards the top left
- He'll laugh and run away
- Follow him onto the next screen
- Talk to the Golem and he'll say something about taking over the world
- Time to fight the Golem
- He's easy to beat
- Just avoid his laser and swipe attacks and you will be fine
- When the fight is over and you've taken the HP Crystals, you will be back at the Professor's Lab
- This will end the event, "Professor Bomb's Lab"

GOLEM GO MAKE 'EM

- Head back Home
- Go around your house and over to the Workshops
- Professor Bomb will meet you there if you try to enter the Workshops
- He'll say he made a Golem Laboratory for you
- This begins the event, "Golem Go Make 'Em"
- Follow him inside the Workshop
- He'll give you the Basic Golemology Encyclopedia
- Read it, then go back and answer his questions
- When you passed the test four times, you will get a Lifeball each time, and a Logic Block Jar
- You will get MenosBronze, Forsena Iron, and Granz Steel
- This concludes the event, "Golem Go Make 'em"

FAERIES' LIGHT

- Head over to Lumina, and into Bright Moon Alley
- Go north then take the upper right path past the bridge
- Run past the stairs and go up the second set of stairs
- Enter the door at the top
- You are now in the Lamps "Limelight" shop
- Speak to the girl working here
- Gilbert will enter and offer to sell some lamps so that Monique won't have to close down the shop
- This begins the event, "The Faeries Light"
- Leave the shop
- Gilbert will ask you if you would help him
- Choose to sell them, and Gilbert will join you
- Return to the City Map and head west to the Mischievous Spirt Tavern
- Speak to the bartender here
- He'll teach you Dudbear language
- Now go find 2 of the Dudbears here that talk to you a lot
- Translate what they say until they ask to be your friend, then agree
- Now sell them each a lamp
- 2 lamps have been sold
- Head around the back of the Tavern and down the steps to find a Raven Feather in a chest
- Head back to the first area, Bright Moon Alley, and sell the last lamp to the Dudbear out here
- Now go and talk to Gilbert
- Follow him into the Lamp Shop

- After the conversation, follow Gilbert and Monique outside
- Listen to their conversation
- When Monique goes back inside the shop, follow her and talk to her
- Three Dudbears will enter and tell Monique how much they like the lamps
- She'll give you AF: "Trembling Spoon"
- This completes the event, "Faeries' Light"

THE TREASURE MAP

- After creating the SS Buccaneer, go there
- Head right and down the stairs
- Keep going left and into the Deckhouse at the end
- Once inside the Deckhouse, go left a little bit, then go down into the Wheelhouse
- Speak to RamTiger and he'll ask you which direction you want to go
- Choose these in this order: North, North, East
- The Captain will ask you to join him to look for a Treasure Map
- Agree, and you will end up in the Mekiv Caverns
- This will start this event, "The Treasure Map"
- Follow the upper right and fight the enemies here
- Now take the lower right path to see Roger with some Dudbears
- After they have finished talking about the Treasure Map, they'll run away
- Follow them
- Run all the way to the right, and take the lower right path
- You'll see the Treasure Map, but 8 Dudbears tear it apart and run off with it. It's up to you to get them all back
- Immediately get one piece from the Dudbear here
- Go back a screen and take the lower right path to find 2 more Dudbears
- Get the 2 pieces, then head back to the entrance where the two Pink Boinks are
- Take the lower right path here
- Continue all the way to the right, past a few screens, until you reach 2 more Dudbears
- Talk to them to get the last 2 pieces of the map
- You will be returned to the Ship, and the Captain will give you a crab
- This concludes the event, "The Treasure Map"

REACH FOR THE STARS

- Head into the Duma Desert
- Speak to the Students then talk to Kathinja
- She'll tell you about a thief
- Agree to help her to start the event, "Reach for the Stars"
- Head right
- Now take the lower right path
- Chest: Lizard Meat
- Okay, now take the upper right path near the Student
- Follow the path to the right, after killing the enemies here
- Keep going until you reach an area with another path to the upper right
- Take that path to find a chest and some more students
- Chest: Rust
- Talk to the two students, and you'll have a choice on where to go
- Choose to Go through
- Run through the path when they move
- Fight the enemies, then take the upper left path to the Oasis

- Save your game at the Save Statue
- Chest: Scissors
- Go back a screen and take the lower left path
- Fight the enemies here, then take the northern path to an area with some more students
- Talk to them over and over again until you can choose whether or not you can go past them
- Choose Go Through
- Walk past them
- Now take the upper left path onto the next screen
- Run left until Kathinja approaches you and talks to you
- Talk to her again, and she'll ask you if you are ready
- Say yes to move onto the next screen
- Here you will find Mephianse, and he's planning on making stars
- He'll push you off the screen and you will have to fight two mini bosses
- Just fight them like any normal enemy, and you should be able to defeat them easily
- When it's over, you will watch a semi-cool fireworks show from the World Map
- You will receive Vizel Gold
- And this concludes "Reach for the Stars"

CAN'T LOOK BACK

- Enter the Fieg Snowfields when you are prepared
- As soon as you enter, a man will start talking about a deceased wife
- This begins the event, "Can't Look Back"
- Run onto the next screen
- Fight the enemies here, then move onto the next screen
- Keep going left until you reach an area with a chest
- Chest: Sharp Claw
- Keep going left onto the next screen
- Fight the enemies here, then continue forward until you reach an area with a Save Statue
- Save your game
- Take the upper right path
- Continue to the right, while killing any enemies along the way
- At the end will be a camp site with some chests
- You will overhear a conversation about finding treasure
- Chest: Knockout Dust
- Chest: Wad of Wool
- Talk to Mephianse and he'll run away
- Follow him to the Field of Innocence
- Once there, follow the lower left path
- Chest: Giant's Horn
- Now take the lower right path
- Fight the enemies here, then run onto the next screen
- You will find Mephianse here along with the Ice Witch
- Run past the Ice Witch and into the next area
- When you reach an area with two paths, take the upper left one to fight the boss: Du'Mere!
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whirlwind attack, because it takes off serious

damage

- When he's defeated, take the HP Crystals and you will end up in a conversation with Mephianse.
- You will get some Wendel Silver
- This concludes the event, "Can't Look Back"

IN SEARCH OF FAERIES

- Go over to Gato Grottoes and head north to the Temple of Healing
- Go the to top room and talk to Matilda
- She'll ask you if you would find Daena
- Agree to help her, then head over to The Jungle
- Once at the Jungle, and warp to the Forested Ruins
- Go north again and speak to Rosiotti
- He'll tell you about Daena if you ask him about her
- Okay, now go to Lake Kilma
- Once you are at the Lake, follow the paths all the way to the cliff where you met Tote the turtle
- You will meet Tote here. Speak to her
- Return a couple of screens back to find Daena
- She'll leave, so follow her to the Area with the Faeries
- Take the southern path where the Faeries are
- Pass through this screen and onto the next one to watch a cut-scene
- After the cut-scene, go through the lower left path
- After the short cut-scene, run to where Daena was to fight the boss: Boreal Hound
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his lightning attacks, because it takes off serious damage
- When you have beat him, you will be speaking to Matilda
- You will also watch another cut-scene with Matilda
- This will end the event, "In Search of Faeries"

THE WISDOM OF GAEUS

- Okay, when you are ready, head over to the Domina Inn
- Look in the lower right hand Guest room to the right of the inn-keeper
- You should find Daena in here
- Speak to her and she'll say she wants to meet Gaeus
- Take her with you
- Head over to the Luon Highway
- Head right, and then take the lower right path when you reach the fork
- Continue onward until you reach the end
- You will find Gaeus here
- Speak to him a couple of times, and Daena will give you the Forbidden Ring
- Once you have done this, the event will end
- This concludes the event, "The Wisdom of Gaeus"

DADDY'S BROOM

- Go back home, and head upstairs
- You should find out that L'il Cactus isn't in his pot anymore
- Leave you house and then re-enter
- Speak to Lisa, and she'll tell you that she's lost her broom
- Go back upstairs and speak to L'il Cactus
- He'll tell you he threw away the broom in the Junkyard
- Go back downstairs, and Lisa will be gone
- Bud says she went to the Junkyard
- Head over to the Junkyard.
- Take the same path as you took when you played "The Infernal Doll", and eventually you will find Lisa
- She has found her broom!
- Bud will enter the scene, and they'll talk about their dad
- After this, you will have to fight a boss: Gremlin
- Even though he's small, he can be tough
- Some tips to help you defeat the Gremlin
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious damage
- When you have beaten the Gremlin, you will head back home
- Bud fixes the broom, and this will end the event, "Daddy's Broom"
- This concludes the event, "Daddy's Broom"

ENCHANTED INSTRUMENTS 101

- Head back Home
- Go around your house and over to the Workshops
- You will meet a student here
- She'll say that she needs your help to play instruments for an assignment and she wants to catch and Elemental
- You will end up in the Western Section in the Domina Outskirts
- There will be some blue elementals here
- She'll give you the GustMarimba to play
- Select Play a Soft Tune, and the Main Part
- Wait for the Elementals to get very close to the instrument, then stop playing
- Now run up to one of them and speak to it before it dissapears
- You should get a coin and 3 Wisp Silvers
- When you are done, you will have returned to the Workshops
- The student will tell you how to make instruments
- She'll also give you Aura Silver, Sala Silver, and a MenosBronze
- She'll say goodbye and leave
- This concludes the event, "Enchanted Instruments 101"

LI'L CACTUS

- This is the one event that a lot of people don't like :)
- Head back Home, and enter your house
- Talk to Bud, then talk to Lisa
- She'll say Bud is sick, and that you should speak to the Fortune Teller in Domina
- Head over to Domina
- The Fortune Teller will say that Cactus Juice will cure Bud

- Head back Home and to your house
- Right when you run inside, Lisa tells you that the Cactus ran away!
- This starts the event, "L'il Cactus"
- Let her join you, then go upstairs, and examine the Pot L'il Cactus was inside
- Read the note, and it says he went to see Gaeus
- Now head on over to the Luon Highway
- Take the path to Gaeus, and speak to him when you get to the end
- He'll say that the cactus came by but he told him to ask Selkie about Potions
- Go on over to the Jungle
- Speak to the Flowerkey, and warp to the Forested Ruins
- Now head north
- Speak to Selkie and she'll say to talk to Brownie
- Okay, now go over to Geo
- Once there, head into the city and up to the school entrance
- Brownie is the one next to the entrance
- Speak to her, and she'll tell you about the Pirate named David
- It's off to the SS Buccanner!
- Head down to the Lower Deck and speak with David the penguin
- He'll say that he gave Cactus the potion, and he let Amalette take him home
- Now go to the Domina Outskirts
- Talk to Amalette the Pelican, and he'll say that Cactus hurt him
- He also says he delivered him in the box.....hmmm....
- Go back Home and check your mailbox to find Li'l Cactus
- He'll say that he's got Potion!
- This concludes the event, "Li'l Cactus"

THE BLESSED ELIXIR

- Head over to Gato Grottoes
- Head west into the Dungeon Area
- Search the caves until you get to a place with some nuns and some barrels
- Talk to them and they'll say someone drank all of their Elixer.
- Exit the cave and you will find Niccolo
- You'll have to fight a drunk Niccolo here
- He's easy to beat, so just beat him fast
- Afterwards, go back into the cave and the nuns will ask you to get some water from the Oasis
- Go to Geo, and find the bar there, and talk to the person in the back of the bar
- Head off to Lumina and go to the bar there
- Speak to the Bartender twice, and answer 'yes' twice
- Okay, time to get some water
- Head into the Duma Desert
- Remember the Oasis towards the west side of the Duma Desert? Go there
- The barrel will fill itself up with water, and when it's done, you will automatically be back at Gato Grottoes
- This concludes the event, "The Blessed Elixir"

NICCOLO CALLS IT QUIT?

- Go over to Geo
- Go north to The Palace of Arts
- Run past the two people and right into the next room (screen)

- You will overhear a conversation about some medicine and them having to raise ten Billion Lucre for Niccolo
- It appears that they owe him ten billion Lucre for curing Kristie
- This officially starts the event, "Niccolo Calls it Quits?"
- Speak to the queen
- Now head over to Polpota Harbor
- Go to the area near the shore to find Niccolo, and he can't remember a thing
- Have him join you, then go back to Geo
- Go back to the Palace of Arts
- Talk to Kristie, and Niccolo will give her the medicine!
- Head over to Domina when you are done, and Niccolo will run off
- Go back to the Polpota Harbor again to find him
- With Niccolo along your side, go back to Gato Grottoes and head north to Cancun Bird's Nest
- Niccolo will get the cure here
- Go back to Geo and give Kristie some more of the cure
- Okay, now head back to Gato Grottoes again, and back to the Cancun Bird's nest
- After Niccolo gets the rest of the cure, he'll fall off the edge!
- Now head back to Polpota Harbor again, and Niccolo will be in the same place as before
- After you speak to Niccolo, you will be back at the Palace of Arts in Geo
- Since they can't pay the ten billion Lucre, Niccolo takes over the Palace!
- This concludes the event, "Niccolo Calls it Quits?"

WHERE'S PUTTY?

- Go over to the Ulkin Mines and examine the sign to take a ride on the Dudbear Express!
- Inside the hut, you will overhear a conversation between two penquins
- They kidnap Putty when you get there
- Exit the Ulkin Mines
- Head off to the SS Buccanner
- Go to the area where you found David in "Li'l Cactus"
- Search this area, and you should find a room with a barrel
- Search the barrel, and you will find Putty
- Leave the ship
- Head over to Polpota Harbor, and go to the cliff where you found the Knight Thoma earlier in "Drowned Dreams"
- Putty will be there
- The Dudbears will come into the scene if you speak to him, and they will thank you for saving Putty
- This concludes the event, "Where's Putty?"

GILBERT: SCHOOL AMOUR

- Head over to Geo
- Go to the West part of the City, to the left of the city entrance
- You'll see Gilbert hitting on Kathinja! She'll blow him off and leave
- She'll ask Gilbert to make the students go to school
- He'll agree, and this will start the event, "Gilbert: School Amour"
- Head north to the Academy of Magic
- Head into the basement, and into the Library
- Speak to the student in the lowest part of the library
- Answer it this way: "Yes you saw it", "Marching Ants", and "Clearly"

- This will make the student study
- Now speak to the other student in the room, and make her study
- Do this to every student in Geo. EVERYONE of them
- When you have done it to all of the students, the screen will say that you've gotten all students back to school!
- You will watch a short-cut scene involving Gilbert and Kathinja. LoL.
- This concludes the event "Gilbert: School Amour"

POKHIEL: DREAM TELLER

- Head over to the Ulkin Mines and find Pokhiel
- Listen to his story about Escad
- He'll leave
- Follow him
- Speak to Pokhiel again, and he'll tell you about Matilda and Irwin
- Keep following him, and talk to him whenever he stops
- After you've taken the path after a while, you will wake up
- Escad will be with you when you awaken
- He'll ask you which side you are on, and say you are on his side
- This concludes the event "Pokhiel: Dream Teller"
- NOTE: This is one of the easier Events in the game, and it can take a while, or it can go by fast, it just depends on how you answer his questions as you follow the path
- To make it go faster, say "yes" when you talk to him for the second time. It works.

STAR-CROSSED LOVERS

- When you are ready, head into Gato Grottoes
- Go north to the Temple of Healing
- Go right, and up to the back room of the Temple of Healing
- You will overhear a conversation between Matilda and Daena
- After this is over, you will be sucked underground by Faeries
- Once you are at the bottom, go right (east) to exit this area
- Once you are at the right place, you will need to go left (west) to find some Flowerkeys
- Arrange the Flowerkeys so that the southwestern path is open
- Head into that path and eventually you will meet up with Niccolo
- He'll take you to the Temple of Wind
- Along the way you will find a Save Statue, so save your game
- Now head upstairs
- At the top, you will find Daena and Escad fighting
- Depending on who's side you choose, you will fight a battle with either Daena or Escad
- Tips to beat them (although this battle is easy):
 - Just like almost every other boss in the game, just stay on top of him or her and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious damage
- Once the fight is over, you will be back with Matilda again
- She'll tell you a story...
- This concludes the event, "Star-Crossed Lovers"

HEAVEN'S GATE

- Right after you have completed "Star-Crossed Lovers" go into the back room of the Temple of Healing and you will overhear a story about the end of the world
- After the long-winded conversation, Matilda will give you the Brooch of Love AF
- Now use the Brooch of Love to create Lucemia
- Go there now
- Pass the dead snake, and follow the path to the north
- Now go inside of the snake
- Head straight until you reach a fork in the path, then go right
- This is inside The Avenue of Deterioration
- If you follow it you will find the exit out of this area
- Once you get outside, you will meet Selva
- You will overhear the conversation
- When it's over, continue climbing the caves until you reach the Embrace of Ancients
- Once inside this cave, follow the path until you get to a fork in the road
- Now take the upper right path
- Pass by the first exit you reach, because it's a dead end, then head out of the second exit
- Continue along the path until you get to Destiny's Decay
- Make your way through here
- At the end of this path, you will find either Daena or Escad
- You will see them disappear
- Now take the path up and to the left to find Irwin, who will then challenge you to a fight
- Boss: Irwin
- Some tips to beat him:

- After the boss fight, Lucemia will collapse and destroy
- The story will advance, but I will not spoil it for you
- This concludes the event, "Heaven's Gate"

THE LUCKY CLOVER

- Head over to Domina
- Make sure you don't have anyone else in your party (you'll see why in a second)
- Go into the Domina Pub, and speak to Elazul
- Let him join your party (see?)
- Now exit the Pub
- Wait! As you leave, you will meet up with Pearl
- After the conversation, wait until "Gnome Day" on the map, then head into Geo
- On your way in, you will find Esmeralda
- Talk to her, then go into the Geo Inn and stay there until it's "Jinn Day"
- Now leave the Inn and head over to the Academy of Arts
- Head into it, and you will find Esmeralda
- Speak to her, then go back to the Inn and wait until Gnome Day
- Once it's Gnome Day, head back into the Academy, and into the basement Library
- Speak to Esmeralda again, and you will be in a conversation
- Okay, leave and wait until Gnome Day again, then return to the Library and speak to her again
- When you finally get a choice, choose Knighthood, and Esmeralda will join

you

- Once you have done this, you will overhear a conversation with Mephinase
- Return to the Inn and wait until Dryad Day comes along, then head back to the Academy and into the Principal's Office
- After Esmeralda takes the Jewel, leave the office
- Head back to the Inn, and the innkeeper will say that they don't have a jewel core
- Head off to the Palace of Arts up north in Geo
- In here you should find a jewel core
- Take it, then return to the Inn to find the 3rd Jewel
- After you cannot find it, head back into the city, and Esmeralda will ask you to return to the Inn, so do it
- You'll find the 3rd Jewel core here!
- After the conversation with Teapot, leave and go outside
- You should find a note on the ground
- After Esmeralda leaves, head back to the Academy and speak to Inspector Boyd
- Once you have spoken to him, go back to where you left Elazul and speak with him
- Head back to the palace after talking to him, and go into the basement area
- Examine the statue, and you will be warped to the battle arena to fight a boss: Jewel Beast
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious damage
- When it is done, The Jewel Thief will disappear and you will get some Vizel's Gold from the Statue
- You will be back at Home, and after the conversation, this event will end
- This concludes the event, "The Lucky Clover"

THE NORDIC SNOWFIELD

- Go to the SS Buccanner, and speak with RamTiger again
- Give him proper directions, and you will end up in the Fieg Snowfalls
- The Captain will ask you to help him look for treasure
- Agree, and this will start the event, "The Nordic Snowfield"
- Follow the only path that leads to the Field of Innocence, and you should spot some Faeries
- Talk to them, and they'll say they can give you level 7 and level 6 eyesight
- Try not to talk to some of the Faeries, since some will lower your eyesight, which is a bad thing :P
- Head up the upper left path, and head northwest so you can find Lakeshumi
- When you find her, you will also find the Treasure!
- You will receive another crab from the Captain as thanks for helping him
- This concludes the event, "The Nordic Snowfield"

THE QUIET SEA

- Head onto the SS Buccanner
- Go to the room with RamTiger
- Speak to him, and say the correct directions to go
- If you did them correctly (I have no clue how to do it, it just happened for

- me :), then he'll tell you that the wind has stopped blowing
- This starts the event, "The Quiet Sea"
 - Head back to where you first boarded the ship
 - You will see a penguin fishing, so speak to him
 - Return downstairs, then go back and talk to him again
 - He'll open a bottle for you and a ghost emerges!
 - When this is done, head downstairs to the Lower Deck where David is
 - There is someone in a barrel, so speak to him
 - Head back upstairs and into the captain's room
 - Speak to him, and he'll ask you to get the bottle back
 - Go back to the area with the person in the barrel
 - Speak to him again
 - Talk to him and make him come out of the bottle
 - He'll give you the bottle, and he'll run away
 - Follow him, and once you are on the main deck, you will have to fight a boss: Gova
 - Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his flame attacks, because it takes off serious damage
 - When you are done beating him, you will get some Wendel Silver and another crab from the Captain
 - This concludes the event, "The Quiet Sea"

COSMO

- Exit your home and go outside right after "The Lucky Clover" and you will meet Elazul out there
- He'll tell you that Pearl has been kidnapped
- This begins the event, "Cosmo"
- After you have agreed to help him out, you will find out that letter has flown to an area (I think it varies, but I'm not sure: I got the Jungle)
- Go there, and you will find a smoking Duck
- Speak to him, then follow the path he tells you about
- Talk to everyone along the way, and they'll give you hints on what to do
- After a while, you will meet up with Sandra (Jewel thief) and Pearl
- You will overhear a long conversation
- When it's done, Sandra will attack Elazul and hurt him!
- Pearl becomes incredibly powerful, and you will then have to face another boss: Jewel Beast (again!)
- This fight isn't too hard, since you've got Pearl on your side
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious damage
- After the fight, Pearl and Sandra will leave the scene, and Elazul will go back to your Home to recover
- This concludes the event, "Cosmo"

THE FALLEN EMPEROR

- After building the Underworld, go there by yourself
- This begins the event, "The Fallen Emperor"
- Once you enter the Underworld, you will meet a Spirit
- Head straight into the tomb and you will hear (or read) a voice
- It says that your strength will be tested...ohhh!
- Once you wake up from your dream, you will be with Larc
- He'll ask you if you want to take the test, and say 'yes'
- Follow the path, and keep going for a while
- Do this until Larc tells you that you need to meet Olbohn
- After this is over, a ghost comes out of nowhere, so talk to him
- He'll baptise you with fire...ouch
- After this is over, head south until you reach a purple doorway
- Go through it
- Keep going and head into another violet cave entrance
- Head downstairs a few levels
- Once you are at the bottom, Larc will ask you if you are ready to meet his master
- Say yes
- You will now have to face the boss: Hitodama
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, you will end up at the Pulpit of Eternal Flame
- Larc will come here and ask you to defeat 3 dragons for him
- Agree
- He'll give you the AF: "Skull Lantern"
- This concludes the event, "The Fallen Emperor"

THE SEVEN WISDOMS

- Go back Home, and to your house
- Speak to Bud, and he'll say he wants to see the Seven Wisdoms
- Agree to take him to start the event, "The Seven Wisdoms"
- Here are the Seven Wisdoms and their locations:
 - Gaeus: Eastern Luon Highway
 - Tote: Lake Kilma, on the cliff to the very north
 - Pokiel: Ulkin Mines, inside of Watt's Shop
 - Rosiotti: Inside the Jungle, to the north of the Forested Ruins
 - Olbohn: The Underworld, in the same route of "The Fallen Emperor"
 - Selva: Inside of Gato Grottoes, and near the Avenue of Deterioration in Lucemia
 - That's it. There is no Seventh Wisdom :P
- After you have seen all of these Wisdoms, go back Home WITH Bud, and this will end the event
- This concludes the event, "The Seven Wisdoms"

THE GUARDIAN OF WINDS

- When you are ready, find Larc in the Temple of Healing at Gato Grottoes (or

at least that's where I found him)

- Use the Skull Lantern and make the Norn Peaks
- Now go into the Norn Peaks
- Once there, Larc will notice something odd.....a dragoon
- She'll tell you that one of your "friends" is fooling you
- When she leaves, follow her
- At the end of the path that she took, is The Village of the Wind
- Speak to the huddled group of Dragoons towards the upper right of this area
- Larc will frighten them away...no!
- Keep going along the path until you reach a boss: The Windcallers
- Beat this easy boss, then continue along
- Once you get to the path that has a statue near it, don't take it, or else you will have to start over
- At the end you will find another boss: The Windcallers...again
- This boss is the exact same as the previous boss
- After the fight, head to the left, and fight another Windcaller
- After beating him, head to the upper right path
- Head back to that statue, and examine it
- It'll dissappear
- Now go up that path
- Keep going forward, past the next bunch of Windcallers, and to the left, then upward until you get to the boss: Akravator
- Some tips to beat the Akravator:

- After you beat him, Larc will give you the Dragonbone AF!
- This concludes the event, "The Guardian of Winds"

THE FIELD TRIP

- Use the Dragonbone to create the Bone Fortress
- Enter it
- Once you are inside, you will overhear a conversation about a field trip
- This will start the event, "The Field Trip"
- This quest involves you getting 3 ingrediants for a student
- You need to get: Star Sprinkels, Silver Mushroom, and Fairy Scales.
- After finding these items within the Fortress (they're not hard to find), you will get a seed for your troubles. Ugh.
- This concludes the event, "The Field Trip"

THE GHOST OF NEMESIS

- One of my favorite events! (See, because "Nemesis" is in the name and all, and my name is Neme.....sigh....nevermind.)
- Anyways, head over to Polpota Harbor, and head to the left of the city and to the cliff where you first found Thoma the Knight
- Speak to him, and another Knight will enter and then leave
- He'll say something about the Bone Dragon
- Now go over to the Bone Fortress
- NOTE: Make sure Larc is with you for this event
- Enter the Bone Fortress, and start to head east (left)
- Speak to the students from the Academy, and you will learn of a "roaring" coming from the center of the Fortress
- After you have spoken to them, Thoma will yell at you and tell you to leave
- Refuse to leave, and you will have to fight a small boss fight: Skeletal

Soldier

- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Afterwards, you will find out that you need a third party member
- Head back Home and either get a pet or a Golem from the Workshops
- Now return to the Bone Fortress
- Enter the Fortress and head east again
- Enter the giant skull
- Once you are in the middle of the Fortress, activate the button there and you will reveal a trap
- Continue forward a few screens, until you find some skulls
- Speak to them
- They'll open up a hidden room
- Enter it and talk to the Statue inside
- He'll open another hidden door and you should be able to get your third party member back again
- Okay, go back to the middle part of the Fortress and activate the other two buttons to open the door to the north
- Go through it
- Go onto the elevator and head up to the 3rd floor
- At the top you will fight another small boss: Sierra
- Some tips to beat her:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, you will receive a key
- Go back to the elevator and head down to the second floor
- Run to the right (west) until you meet up with Larc again
- Wake him up and have him join your party
- Go back to the elevator and go up to the 3rd floor again
- Head to the right again, all the way until you reach some stairs
- Go up them
- Attempt to cross the bridge at the top...
- Another small boss: The Deathbringer
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, continue to the left until you encounter yet another small boss: Jajara
- Some tips to defeat her/him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After THAT fight, you will finally have to fight the final boss: Jajara
- Some tips to beat this boss:

- Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his bone attacks, because it takes off serious damage
- When the fight is over, you will overhear a conversation with Larc
 - You will get the AF: "Green Cane"
 - This concludes the event, "The Ghost of Nemesis"

DIDDLE HAD IT!

- Head over to Lumina
- Head into the Pub to find Diddle and Cappella
- After Diddle leaves, speak to Cappella
- Exit to the World Map to watch something unusual happen....
- Return to the Lumina Pub
- This time Cappella will run away
- Time to head to the Underworld, so go there
- You will meet up with Sierra there
- Let her join you, then search the nearby gravestone to get into the Underworld
- Enter and let the Shadole suck you into the bottom of the Underworld
- Now make your way all the way to the top again
- Make sure to avoid any and all Shadoles along the way, because they will suck you back down if they touch you
- Once back at the top, you will meet up with Cappella and Diddle again
- You will hear a conversation between Diddle and Cappella
- Afterwards, you will find out that you will have to fight in order to escape the Underworld....uh oh...
- You will now have to fight the boss: Ape Mummy
- Some tips to beat it:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Afterwards, you will return to the surface and out of the Underworld
- You will overhear another conversation between Diddle and Cappella
- This concludes the event, "Diddle Had It!"

THE DRAGON PRINCESS

- Use the Green Cane AF to make the White Forest
- NOTE: Take Larc with you again for this event
- Just walk forward, and listen to Larc's comments, since his comments will lead you to the White Dragon
- After a while, you will meet Sierra at the Ancient Tree
- Vadise will also appear and hand a Mana Stone to Larc
- Larc will give you some Ishe Platinum
- After the conversation, you will be forced to fight two bosses: Sierra and Vadise
- Some Tips to beat them:
 - Just like almost every other boss in the game, just stay on top of them and attack as fast as you can

- Get as close to him so that you won't take as much damage
- Use plenty of Special Techniques
- Watch out for their elemental attacks, because it takes off serious damage
- Once the fight is over, Vadise will ask you to find Larc
- Agree, and this event will be over
- This concludes the event, "The Dragon Princess"

THE CRIMSON DRAGON

- Head all the way back to the Underworld
- You will find Sierra there
- Speak to her and allow her to join you
- Once you have done this, you will end up back in the Underworld
- After Sierra kills all of the incoming enemies, continue to head to the bottom of the Underworld
- At the bottom, you will find Larc and someone else
- After a long conversation, Larc changes into something....super
- You will have to fight a boss: Larc the Centaur
- Some tips to beat Larc:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Afterwards, make your way to the firey place and you will have to fight another small boss: Zenoa
- Some more tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Once the battle is over, pass through the newly opened hallways and you will meet another mini-boss: Sky Dragon
- And yet some more tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, more paths will open
- Head south and into the lower basement area to find another mini-boss: Land Dragon
- More tips for you:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Once the fight is over, every single path will be open
- Take the north paths all the way up to fourth level
- Enter the doors that are being patrolled by some elementals
- Make your way through here until you find Drakonis

- Time for another boss fight: Drakonis
- Tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, a bunch of stuff will happen and the Underworld will go back to normal again
- This concludes the event, "The Crimson Dragon"

CATCHIN' LILIPEAS

- Okay, when you are ready, head back to the White Forest
- You will meet Sotherbee, Skippie, and Hamson here
- Listen to their story, choose to do the event, and catch Lilipeas
- You have to find and rescue 5 Lilipeas from the Hunters
- Explore the Forest to find them (they aren't hard, but the locations vary, so I can't list them out.....I think...)
- Once you have found all 5 Lilipeas, the event will end
- This concludes the event, "Catchin' Lilipeas"

THE LEGEND OF SKIPPIE

- This event starts during the "Catchin' Lilipeas" event
- It starts when you meet and speak with Skippie at the entrance to the Lilipea Village
- Speak with him, and you will find out that he cannot enter the village
- Enter the village
- Now talk to Reverend Nouvelle
- He will now speak with the Village Elder
- He will tell you to fight a monster in the village
- You will now have to fight a boss: Hogs Ant
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- When you beat the Ant, the Elder will hand over some Ishe Platinum for your hard work
- This concludes the event, "The Legend of Skippie"

THE CAGE OF DREAMS

- Head Home
- You will find tons of Sproutlings around your house
- Follow the leaves to your Workshops
- Here you will meet Nunzuac
- After the conversation about the Mana Tree, leave the Workshops
- Outside, you will meet Pokhiel
- You will overhear a conversation

- Afterwards, speak to Nunzuac again
- She'll transport you to another dimension....weird
- Once you have arrived there, make your way southwest, then east (right) until you find the lost Sproutling
- You will receive the Sword of Mana AF!!!!!!!!!!!!!! YAY!!!
- This concludes the event, "The Cage of Dreams"

TWO PEARLS

- Head over to the Tower of Leires
- Once there, you will meet with Elazul
- Speak to him and you will find out that he is looking for Pearl again
- Agree to help him out to start the event
- Head all the way to the Seventh Floor
- Once there, head south to the Warp Room (the transportation device)
- Warp to the tenth floor
- Now go up to the Eleventh Floor and through The Doors of Fate again
- Inside you will find that there are 2 Pearls: A good one and a bad one
- You'll have to fight the bad one in a boss fight: Lady Blackpearl
- Some tips to beat her:
 - Just like almost every other boss in the game, just stay on top of her and attack as fast as you can
 - Get as close to her so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for her special attacks, because it takes off serious damage
- After the fight, you will hear a conversation
- After the conversation, the event will conclude

ALEXANDRITE

- Head over to Domina when you are ready
- You should meet up with Elazul and Pearl, but Elazul will go off to Geo
- Pearl will join your party
- Head off to Geo and after Elazul
- Go north to the Palace of Arts
- Head into the basement area and examine the statue here
- Head back upstairs and speak to Sotherbee and Kristy
- You will now find out that you need 3 keys to unlock Diana's heart
- The 1st key is inside the Geo Instrument shop, on the first floor
- The 2nd key is inside the Principal's Office, and speak to the guy there to get it
- The 3rd key is near the entrance to Geo, near the Save Statue
- After getting all of the keys, return to the Palace of the Arts
- Go back downstairs to Diana's statue, and examine it
- She'll turn back to life if you have the 3 keys!
- After you have done this, you will overhear a LONG conversation
- This concludes the event, "Alexandrite"

FLOURITE

- Head over to Geo
- Go into the Instrument Shop there to be warped to another dimension!
- You will then meet Florina and Belle

- They'll ask you your name, so tell it to them
- Afterwards, they'll ask you to help Florina of her nightmares
- Accept the mission, and the event will start
- When it starts, speak to Niccolo who is nearby
- Let him lead you to the next area
- You will eventually meet with some fishes, so talk to them, then have Niccolo lead you some more
- He will now take you over to Lady Blackpearl and Elazul
- Talk to him to get to a Dudbear
- Now talk to him once more to get back to Elazul and Lady Blackpearl
- You will hear a conversation
- Once it has ended, go left until you get to Lady Blackpearl and Sandra
- They'll talk some more (blah!)
- When it ends, Sandra will run away again, and you will now have to fight the Jewel Beast...again
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- Afterwards, the story will advance, and you will be warped back to normal
- This concludes the event, "Flourite"

TEARDROP CRYSTAL

- When you are ready, go back to Domina
- Head to the path that leads to the Church
- Along the way you will meet Inspector Boyd
- Tell him about Elazul and Pearl
- Agree to help him in his quest
- Go to Geo
- Head into the abandoned jewel shop
- Search it, then leave
- You will meet up with Pearl and Elazul on the way out
- Agree to let them help you, then search the chest inside the shop
- You will be warped to the room of Flourina
- You will overhear a lot of conversations
- When they are all over, you will receive the AF: "Jumi Staff"
- Now go to the World Map and make the Bejeweled City
- Go in it
- Once in the city, enter the large building
- Take the topaz, sapphire, the emerald, and the ruby
- At the end of the last pedestal, you will meet a small boss: Jewel Beast
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- Once the fight is over, head over to the pedestals, and use the sapphire and topaz on them to open a door
- Head through the next area, all the way to some more double doors
- If you try to enter, another small boss will attack you: Jewel Beast
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top

- of him and attack as fast as you can
- Get as close to him so that you won't take as much damage
- Use plenty of Special Techniques
- Watch out for his special attacks, because it takes off serious damage
- Head back down to the first floor and go through all of the doors and collect all of the crystals so you have 6 of them
- Head back up to where you left off
- Use the jems in this order: Red, green, and blue
- The door should open nearby
- Go back downstairs and get all of the jems again, then go back up and through the newly opened door
- Head upstairs to the 3rd floor and fight the golem to get the white jem
- Now head through the nearby door to fight another small boss: Jewel Beast
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- Now use these jewels (left to right): Green, dark blue, white, light blue
- Head to the 3rd floor and you will meet with Alex and Florina
- After the long winded conversation, the story develops further, and you have to fight a boss: Lord of Jewels 999
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- After the fight, a coversation will arise, and you will have to fight the actual boss for this event: Lord of Jewels 1000
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- There will be a long conversation and a lot will happen after the fight
- This concludes the event, "Teardrop Crystal"

GILBERT: RESUME FOR LOVE

- Go to Geo
- Head north to the Palace of Arts
- Go into the basement to find Gilbert
- You'll find that he's a statue
- Head back upstairs and speak with Sotherbee
- He needs to find a buyer for his statue
- Now go to the Ulkin Mines and take the Dudbear Express
- Once inside the Hut, read the book of poems inside
- Roger will run in and yell at you
- You will notice that the hut will start to cave in, and Roger kicks you out
- Enter the mines again and search them until you reach a room with the Gilbert statue

- Speak to him to learn of his love for Monique
- Go to Lumina
- Head into Monique's Lamp Shop
- Speak to Monique
- She'll run off to Mandora Beach
- Go there!
- Once there, use the Pink Boink to get to the lighthouse immediately
- Inside you will meet Monique again
- A Flameshe will enter and tell you the spell to remove the stone spell off of Gilbert. Listen up!
- Afterwards, go back to the Ulkin Mines and to the room with Gilbert's statue
- Monique is there too, and she'll ask you for your help
- Here is what you should answer:

- 1) Earth with Life...
- 2) The ancient memories
- 3) Of mother earth fill
- 4) The truth that
- 5) Of energy for all

- After you do this, a cut-scene will happen
- This concludes the event, "Gilbert: Resume for Love"

A SIREN'S SONG

- Head over to Polpota Harbor when you are ready
- Go north and through the hotel
- Take the southeast exit out of the hotel (near the seashell)
- Out here, you will find Monique
- You will view a cut-scene with some police officers taking a Siren instead of Monique....weird
- Exit this area and leave the hotel, then go to the west part of the harbor to find some police
- Speak to them, then leave again
- Now head over to Mandora Beach
- Head to the left (west) until you reach the caves, then head north to eventually get to the Lighthouse
- Now speak to Flameshe the mermaid, and she'll get pissed at you
- For some reason she won't let you enter the lighthouse
- Go as far right of the screen and wait until Flameshe disappears
- When she is gone, enter the lighthouse
- As you enter the lighthouse, you must face a boss: Tropicallo
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- After the fight, Elle will be freed once again. Yay!
- This concludes the event, "A Siren's Song"

BURIED TREASURE

- Head over to Mandora Beach when you are ready, and crush as many

crabs as you can

- Now go to the end of the caves where "Summer Lovin'" ended
- The crab will tell you how many crabs you crushed, then leave
- Once back at the World Map, go to the SS Buccanner
- Speak to Ramtieger again
- Go these directions: West, North, West
- This will lead you to the Captain's room
- After you talk with him, agree to help him
- He says he'll give you 15 Halo Coins to get rid of the pesky Dudbears
- After this, you will be back at Mandora Beach, and you will find the Dudbears here again
- Run to the right side of the screen and give a Halo Coin to the center Dudbear, and they'll leave
- Now run right some more, and enter the cave at the end
- Walk over to the Dudbear closest to you and give him 3 Halo Coins
- He will then hand over 3 L'il Bottles
- Find the Dudbear to the Lower-Right part of this area, and give him a L'il Bottle to leave
- Now keep going right until you reach some more Dudbears
- Walk over to the Dudbear that is nearest to the light, and give him 2 L'il Bottles
- He will hand you 2 Pucashells
- Head north to the next screen with another Dudbear and give him a Pucashell. He should leave now
- Okay, once you are outside, go left and go inside the next cave
- Now follow the cave path until you get to another Dudbear
- Give him a Pucashell
- He'll leave, and you will find the Treasure!
- Roger will then enter, and try to turn the Dudbears against you
- Give them Halo Coins and they'll remove Roger
- You will be back at the ship, and the Captain will give you another crab and some Wendel Silver
- This concludes the event, "Buried Treasure"

RACHEL

- Whenever you are ready, go to Domina, and into the house to the left of the Domina entrance
- Head upstairs to find Rachel and Mark
- Speak to them to begin the event
- Now leave and wait until Gnome Day, then head into the Weapons Shop
- Head upstairs to the Weapons Shop to find Mark
- Speak to him and you will learn about Rachel running off
- Leave and head to Geo
- Head into the cafe and wait until Salamander's Day, then go to the Academy of Magic and into the Library
- After the explosion, speak to the students, then go back to Domina
- You will now find that Rachel has returned
- Go back and speak with Rachel's mom in the Weapons' Shop
- Exit, the wait until Gnome Day again, and go to the Weapon's Shop and speak with her again
- Once there on Ghome's Day, go upstairs to find Rachel and Mark once more
- Speak to them to hear a story
- Afterwards, leave Domina and come back when the day changes
- Speak with Rachel's Mom again to hear her complain
- Once she is finished, leave and go into the Weapon's Shop to find Duelle there!
- Go upstairs once again to find Rachel

- Listen to the story to end the event
- This concludes the event, "Rachel"

DIDDLE KIDNAPPED?!

- Since you are still in Domina, head north to the Church
- You will see that the Dudbears and Roger have taken the Church over
- Go to the Mana Park in Domina and you will find Diddle there
- Speak to him and the Dudbears will take him...kidnap him!
- After this has happened, go over to the White Forest
- NOTE: When you are in the White Forest, there are around 6 Dudbears you will need to knock out. Find them and speak to them to do this
- Now go left and then take the northern paths
- After you have knocked out every Dudbear, you should find Roger and Diddle at the end of the path
- You will hear a conversation, and you will be forced to fight a boss:
Chimera Lord
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- When the fight is over, Diddle will be happy, and so will Cappella
- This concludes the event, "Diddle Kidnapped?!"

THE WIMPY THUGLING

- Make sure you are alone on this event
- Go to the Duma Desert
- Follow the path until you reach a fork in the road
- You should find a fish person
- Agree to help him, then follow the Thugling to get to an easy boss
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- After you beat the boss, this event will conclude

GILBERT: LOVE IS BLIND

- Go to the Mandora Beach and use Boink to get to the Lighthouse
- Once there, allow Elle to join you
- Now go to Polpota Harbor and find Gilbert in the Cafe area on the east side of the town to end this event
- This concludes the event, "Gilbert: Love is Blind"

PEE-WEE BIRDIE

-
- Make sure the Mana Tree is right next to Domina
 - It has to be at Level 3
 - Go to the Domina Inn, and Miss Yuki will ask you for the following:
 - MenosBronze
 - Bobab Wood
 - Animal Hide
 - Flat Seed
 - Cotton
 - Rotten Meat
 - Sulphur
 - Citrisquid
 - Find these items for her beloved Pee-Wee around Domina or elsewhere
 - This concludes the event, "Pee-Wee Birdie"

THE LEGEND OF MANA

- Use the Sword of Mana and make the Mana Tree
- Go inside it
- Speak to Polkiel inside here
- Now make your way to the top of the Mana Tree, while killing all of the enemies along the way
- Once you have killed them all, you will be warped to the final boss:
Goddess of Mana
 - Just like almost every other boss in the game, just stay on top of her and attack as fast as you can
 - Get as close to her so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for her special attacks, because it takes off serious damage
- After you defeat her, the game will end and the FMV ending will roll along with the credits

SEEING DOUBLE

- Go to Lumina and talk to Pokiehl by the gem shop on Bright Moon Alley. Answer "yes" to his question
 - Head over to Domina and see your clone beating up a sproutling!
 - Talk to the sproutling.
 - Follow your clone to the marketplace and watch him beat up another sproutling!
 - Talk to the sproutling.
 - Follow your clone back to Teapo and watch Duelle up Teapo!
 - Head back out of the shop and watch your clone beat up ANOTHER sproutling!
 - Talk to the sproutling.
 - Go throu Mana Angel Park and to the outskirts of Domina.
 - Talk to the pelican (Bad hero!)
 - Go to the West End and beat up your clone!
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