

# Namco Museum Vol. 3 Tower of Druaga Item Guide

by FrozenNemesis

Updated to v1.1 on Sep 15, 2008

Tower of Druaga Item Guide by: FrozenNemesis V1.1  
Questions or Comments? E-Mail me at [frozensnemesi@gmail.com](mailto:frozensnemesi@gmail.com)

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## I. Copyright Stuff

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## II. Version History

v1.1 Updated Permissions list, added Anti-Permissions list, changed username  
V1.0 Created the guide. Everything new.

## III. Introduction

Hello all and welcome to my item guide for The Tower of Druaga, a great game by Namco. Due to the randomness of the items, some of which are necessary, and the lack of hints to help you find them, this game was overlooked for the greatness it is. I've recently dug up my old copy of Namco Museum Volume 3 and while looking for a list to help me with the items, I became very disappointed. I was not able to find a full list, only incomplete lists which left out certain items (either because they were not know or because they are bad for you to get. I didn't like that and decided to change that. So here it is, a full guide to the items of The Tower of Druaga.

For those of you who don't know, I have changed my username from Drakmyth or Drakmyth Master to FrozenNemesis. So no, this is not an attempt to steal the guide. It is merely an update to a username I like better.

## IV. Permissions

Here is a list of all the sites that currently have permission to put this FAQ on their site. If you have asked for permission and your name is not on the list, chances are it's because I haven't created a new version. When I create a new version of the document I will be sure to include the URL of your site. Please don't e-mail me saying you got permission but it's not on here. I ask this to prevent people from lying and getting permission without asking. Think about it. In that e-mail that you sent saying your site isn't on here you could have asked me and gotten permission. You just wasted an e-mail. Besides I keep a close record of who has asked and who hasn't. Actually, unless your site has a reputation of ripping off people's walkthroughs then I really have no reason to deny permission. But please, just ask.

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<http://www.cheatplanet.com>  
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<http://faqs.ign.com>

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V. Anti-Permissions  
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<http://www.cheatcc.com>

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VII. FAQ  
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Currently, there are no questions. If you have any questions about the game, just shoot me an e-mail at [frozzennemesis@gmail.com](mailto:frozzennemesis@gmail.com). Let's get some content for this area, eh?

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VIII. Example Item

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Okay, the layout here is pretty simple. A sample is below. Six of the floors have special areas you must walk over. You're going to get some beautiful ASCII maps from me on those! Anywho, if the walls on my map don't match the walls on yours, that's okay. The lines and circles are areas you can walk while white space is walls. It's not the walls that matter, it's the locations. A map applies to the item located directly above it. Also, since only two floors have tips, the tip section will only appear on those floors.

Floor.) Name ----- Item Name.  
How to Find - A description on how to find it.  
Power ----- What the item does.  
Tip ----- A little clue on how to make the floor easier.

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IX. Items 1-20  
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- 1.) Name ----- Copper Pickax  
How to Find - Kill three Green Slimes.  
Power ----- Destroys walls. You are able to use it once. Recharge it by picking up the treasure box on each floor. You will lose it when used on the outside wall.
- 2.) Name ----- Jet Boots  
How to Find - Kill two Black Slimes.  
Power ----- Speeds up Gil.
- 3.) Name ----- Potion of Healing  
How to Find - Kill either Blue Knight.  
Power ----- One extra life.
- 4.) Name ----- Chime  
How to Find - Walk on the Exit without having the key.  
Power ----- A Chime will ring at the start of each floor if Gil faces in the direction of the key.
- 5.) Name ----- White Sword  
How to Find - Block the Wizard's spell three times with shield during walking.  
Power ----- The power up is necessary to get the trasure on floor 18.
- 6.) Name ----- Candle  
How to Find - Touch the outside wall on top of screen, then press down.  
Power ----- You are able to see the ghosts until floor 10.
- 7.) Name ----- Silver Pickax  
How to Find - Lose Copper Pickax.  
Power ----- Destroys walls. You are able to use it 2-4 times before and 3-5 times after picking up the treasure on each floor. You will lose it, when used on the outside wall.
- 8.) Name ----- Potion of Power  
How to Find - Swing the sword in a different column and row from the starting point.  
Power ----- Power up.
- 9.) Name ----- Potion of Energy Drain  
How to Find - Walk over Point A or B.

Power ----- Power down.

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- 10.) Name ----- Gauntlet  
How to Find - Block the spell from the Red Slime.  
Power ----- This power up is necessary to clear floor 26.
  
- 11.) Name ----- Candle  
How to Find - Touch the bottom outside wall, then press up.  
Power ----- You are able to see the Ghosts until floor 15.
  
- 12.) Name ----- Armor  
How to Find - Make the Druid appear at the bottom row on the floor.  
Power ----- This power up is necessary to get the treasure on floor 52.
  
- 13.) Name ----- Red Line Shield  
How to Find - Walk on the exit without the key, then kill all enemies.  
Power ----- This power up is necessary to get the treasure on floor 33.
  
- 14.) Name ----- Dragon Pot  
How to Find - Wait until the time becomes 5,000.  
Power ----- You can kill the dragon with one swing.
  
- 15.) Name ----- Green Necklace  
How to Find - Swing the sword when you are crossing the Blue Knight.  
Power ----- This power up is necessary to get the treasure on floor 27.
  
- 16.) Name ----- Permanent Candle  
How to Find - Touch the left & right outside wall.  
Power ----- You are able to see the Ghosts.
  
- 17.) Name ----- Potion of Unlock  
How to Find - Wait until the Mage Ghost makes a teleport five times.  
Power ----- You are able to open the treasure box on floor 18.
  
- 18.) Name ----- Dragon Slayer  
How to Find - Don't touch any outside walls for 8-12 seconds from the start.  
Power ----- The power up is necessary to get the treasure on floor 45.
  
- 19.) Name ----- Book of Light  
How to Find - Open the exit.  
Power ----- Makes floors 20-23 light up.

20.) Name ----- Potion of Power  
How to Find - Open the exit without killing any enemies.  
Power ----- Power up.

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X. Items 21-40  
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21.) Name ----- Green Ring  
How to Find - Don't move for 1-9 seconds.  
Power ----- No damage when touched by the Blue Will-O-Wisp. The power up  
is necessary to get the treasure on floor 27 & 39.

22.) Name ----- Potion of Energy Drain  
How to Find - Press the Direction Key to the right 7 times, left one time,  
right 7 times.  
Power ----- Power down.

23.) Name ----- Bible  
How to Find - Only kill all the Wizards.  
Power ----- Makes the floor light up.

24.) Name ----- Balance  
How to Find - Swing the sword from the start.  
Power ----- If you don't have it, the Hyper Gauntlet on floor 26 will  
become the Evil Gauntlet which makes Gil unable to swing the  
sword.

25.) Name ----- NO TREASURE ON THIS FLOOR  
How to Find - NO TREASURE ON THIS FLOOR  
Power ----- NO TREASURE ON THIS FLOOR

26.) Name ----- Hyper Gauntlet  
How to Find - Kill one to three Druids, then open the exit.  
Power ----- Swing the sword faster.

27.) Name ----- Red Necklace  
How to Find - Cross the Blue Will-O-Wisp.  
Power ----- No damage from the Sorcerer's fire. This power up is  
necessary to get the treasure on floor 36 & 46.

28.) Name ----- Book of Gate Detect  
How to Find - Stop on the exit and swing the sword.  
Power ----- You can see the exits after floor 29.

29.) Name ----- Gold Pickax  
How to Find - Press each Direction Key in a circular clockwise motion 3  
times from the Up key.  
Power ----- Destroys walls. You will lose it, when it is used on outside  
walls. This is necessary to get the treasure on floor 52.

30.) Name ----- Potion of Unlock  
How to Find - Walk on top of Point A or B three times.  
Power ----- Opens the treasure box on floor 31.

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- 31.) Name ----- Pearl  
 How to Find - Press 1P Start Button.  
 Power ----- Freeze the Dragon.
- 32.) Name ----- Balance  
 How to Find - Swing the sword twice.  
 Power ----- If you don't have it, the Hyper Shield treasure on floor 33 will become the Evil Shield which is less powerful to block the spells.
- 33.) Name ----- Hypwer Shield  
 How to Find - Crossover the Silver Dragon.  
 Power ----- Power up.
- 34.) Name ----- Book of Key Detect  
 How to Find - Kill either Mirror Knight.  
 Power ----- You can see the keys after floor 35.
- 35.) Name ----- Potion of Energy Drain  
 How to Find - Crossover two Ropers.  
 Power ----- Power down.
- 36.) Name ----- Balance  
 How to Find - Crossover the Sorcerer's fire.  
 Power ----- If you don't have it, the Hyper Helmet treasure on floor 37 will become the Evil Helmet which makes Gil's energy less.
- 37.) Name ----- Hyper Helmet  
 How to Find - Kill all the Ghosts, then crossover the Roper.  
 Power ----- Power up.
- 38.) Name ----- Green Crystal Rod  
 How to Find - Block the Wizard's spell with the shield by swinging the sword.  
 Power ----- This power up is necessary to get to the treasure on floor 48.
- 39.) Name ----- Red Ring  
 How to Find - Press the Direction Key up two times, down five times.  
 Power ----- No damage when you touch the Red Will-O-Wisp.
- 40.) Name ----- Potion of Death  
 How to Find - Crossover the Roper when the time is less than 10,000.  
 Power ----- Time runs faster.

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XI. Items 41-60

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- 41.) Name ----- Potion of Cure  
How to Find - Kill the Quox.  
Power ----- If the time is running down very fast, it will return to normal.
- 42.) Name ----- Sapphire Mace  
How to Find - Crossover the Red Will-O-Wisp, pick up the key, and then crossover the Will-O-Wisp again.  
Power ----- Unknown.
- 43.) Name ----- Potion of Energy Drain  
How to Find - Kill the slimes in the order of: Green, Black, Red, Blue, Dark Green, Dark Yellow  
Power ----- Power down.
- 44.) Name ----- Balance  
How to Find - Kill the enemies in the order of: Druid, Mage, Sorcerer, Wizard  
Power ----- If you don't have it, the Hyper Sword treasure on floor 45 will become the Evil Sword which will not damage the enemies.
- 45a.) Name ----- Hyper Sword  
How to Find - It appears from the start.  
Power ----- Power up.
- 45b.) Name ----- Antidote  
How to Find - Kill the enemies in order of: Lizard Man, High Power Knight, Mirror Knight, Black Knight, Blue Knight.  
Power ----- You must have the Antidote before opening the 45a treasure box. If not, the 45a box will be empty. Also, if the time is running down very fast, it will return to normal.
- 46.) Name ----- Blue Necklace  
How to Find - Pass by all four corners, then go back to the corner that you passed by first.  
Power ----- No damage from the Quox and Dragon's fire.
- 47.) Name ----- Potion of Unlock  
How to Find - Kill one Roper.  
Power ----- This power up is necessary to get the treasure on floor 49.
- 48.) Name ----- Red Crystal Rod  
How to Find - Pass by all four corners.  
Power ----- This power up is necessary to get the treasure on floor 58.
- 49.) Name ----- Potion of Energy Drain  
How to Find - Walk on the exit, then kill the Wizard.  
Power ----- Power down.
- 50.) Name ----- Potion of Power  
How to Find - Touch the top, bottom, left, and right side of the wall.  
Power ----- Power up.
- 51.) Name ----- Balance  
How to Find - Press and hold any direction key.  
Power ----- If you don't have it, the Hyper Armor treasure on floor 52

will become the Evil Armor.

52.) Name ----- Hyper Armor  
How to Find - Destroy four walls.  
Power ----- Take no damage from the spell one time.

53.) Name ----- Potion of Unlock  
How to Find - Destroy the wall at point A, then pass by point B.  
Power ----- This power up is necessary to get the treasure on floors 54  
& 56.

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54.) Name ----- Blue Ring  
How to Find - Face down at point A.  
Power ----- No damage when you touch the Will-O-Wisp.

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55.) Name ----- NO TREASURE ON THIS FLOOR  
How to Find - NO TREASURE ON THIS FLOOR  
Power ----- NO TREASURE ON THIS FLOOR

56.) Name ----- Empty Box  
How to Find - Block the Wizard's spell with the Armor.  
Power ----- Nothing.

57.) Name ----- Ruby Mace





-----  
Namco for creating such a great game.  
GameFAQs for being the first site to host this FAQ.  
John Cowan for creating FIGlet to make ASCII title art.

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