

# Swords & Sorcery (Import) Guide

by Grey Rain Cloud

Updated to v0.24 on Jun 9, 2004

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| \                   / |
|   Sword & Sorcery   |
|         Guide       |
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*GAME & GUIDE INFORMATION*
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```
--SYSTEM-----> Sega Saturn
--GAME-----> Sword & Sorcery
--GENRE-----> Strategy RPG
--DEVELOPER--> MICRO CABIN Corp
--PUBLISHER--> MICRO CABIN Corp
--REGION-----> JAPAN NTSC
--RELEASED---> 31 May 1996
--FAQ AUTHOR-> Grey Rain Cloud
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*LEGAL INFORMATION*
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| \                   / |
You can e-mail me at: | karoutas@gmx.net |
| / _____ \ |
```

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List of AUTHORIZED sites:

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|-----|
| www.neoseeker.com |
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| - |
\-----*~.*-----/
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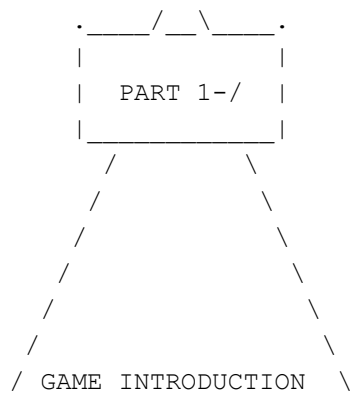
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[ PART 1-a ]                      \*Version History\*                      [ PART 1-a ]

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-0.24-> Guide is updated up to C2-b. Some slight updates in PART 2 and PART 4.  
 File Created [ 09-06-04 ]

-0.18-> Some minor updates in PART 4, completed PART 5. Guide is updated up to C2-a. Some slight updates in many other portions of the file as well.  
 File Created [ 04-06-04 ]

-0.13-> Cleared some slight mistakes from previous version. Made some minor changes and updates to the whole file. Added stuff in PART 4 and PART 5.  
 File Created [ 04-06-04 ]

-0.12-> Completed the whole C1 in the Guide. Some minor changes in many other portions of the file as well. Added [www.neoseeker.com](http://www.neoseeker.com) to the authorised sites.  
 File Created [ 03-06-04 ]

-0.08-> Revamped the guide a bit, cleaned some stuff and fixed typos and syntax errors. PART 1, PART 2 and PART 4 have seen new additions too. Updated the Guide up to C1-c BABACHOP.  
 File Created [ 01-06-04 ]

-0.04-> Added the Advanced Techniques section, added some stuff in PART 2 and PART 4. Updated the Guide up to C1-b COLONY. Fixed some typos.  
 File Created [ 30-05-04 ]

-0.03-> Cleaned the whole file up a bit, added a few stuff too. I will start to focus on the harder parts of the FAQ in the next update.  
 File Created [ 29-05-04 ]

-0.02-> Started thoroughly creating the Game Introduction and the Menus Translation PARTS, plus updated the Guide up to C1-a PINAKOETIEK.  
 File Created [ 28-05-04 ]

-0.01-> Created the file layouts, Game Information and Legal Information. Actual guide is pretty much absent. Refer to next version for more updates.  
 File Created [ 26-05-04 ]

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[ PART 1-b ]                      \*Game Story\*                      [ PART 1-b ]

=====

UNDER CONSTRUCTION

=====

[ PART 1-c ]                      \*Game Heroes\*                      [ PART 1-c ]

=====

UNDER CONSTRUCTION

I have only listed the names of the heroes and, additionally, the names used in the 3DO version of the game.

SATURN VERSION	3DO VERSION
Rusion	Lucienne
Elgoat	Ago
Miminaga	Miminaga
Kaneyon	Kaneyung
Beomelder	Be-o-Melda
Golem	Golem

```

=====
[ PART 1-d ]             *Basic Information*             [ PART 1-d ]
=====

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/=====\  

The Game Controls             [ PART 1-d-1 ]  

\=====/

```

+: Use the "+" (D-Pad) to move the cursor in the menus, your character in the game field, or your fighters in the battle field.

- A: Make Selection, Forward Conversations
- B: Cancel Selection, Open Menu Screen, Return
- C: Make Selection, Forward Conversations, Smash
- X: Normal Camera Mode.
- Y: VR 2 Camera Mode.
- Z: Close Camera Mode.

```

/-----N-O-T-I-C-E-----\  

|This guide is based on |  

|-----|  

|the Saturn Version of |  

|-----|  

|the game, but should |  

|-----|  

|work on the 3DO as well|  

\-----*~.~*-----/

```

- R: Cycles through the Camera Modes.
- L: Reverse cycles through the Camera Modes.

```

=====MAKE SELECTION=====
You can select the option you are highlighting. Results vary.
=====

```

```

=====CANCEL SELECTION=====
This will cancel your selection while in battle, resulting in your character returning to his original position, as long as you have not employed any action by using the MAKE SELECTION command.
=====

```

```

=====FORWARD CONVERSATIONS=====
You can speed up conversations, escaping the voice acting. Also used to read

```

through the rest of the text, or read and listen to what the character has to say next.

=====OPEN MENU SCREEN=====

Opens the menu screen. Refer to the according section for more information.

=====RETURN=====

You can use this to return back in menus. You can also use this again to return back to the game.

=====SMASH=====

Use this to SMASH obstacles in the field. Try it in different places, as there are many hidden items to find in the game.

```

/=====\
The Battle System                                [ PART 1-d-2 ]
\=====/
```

Sword & Sorcery features a very interesting twist in it's battle system. It's not exactly a turn-based RPG, and not exactly a Strategy RPG. It's a mixture of the two, a hybrid to say. Each character attacks in his own turn, which is determined by his speed. I will explain shortly.

```

.-----.
|         |
| GETTING STARTED |
|         |
|-----|
```

In order to strategically win a battle, your characters need to take advantage of the terrain they are fighting on, in conjunction with their placing and formation. You can hide behind obstacles to avoid damage, but they will also prevent you from attacking the enemy. Some magic can pass through obstacles, so you should take that into consideration.

Fighting is done in turns. Based on your character's speed, the game will decide who begins first. When it's your turn, you can move your character to a desired spot on the map. You are only limited to the first two rows of blocks and not the whole map. This is a big difference over the other Strategy RPGs. After you move your character you have the choice of either attacking the enemy, defending (and thus ending your turn), using an item or magic. Once you have made your decision, your character's turn is over, and the next one makes a move.

```

.-----.
|         |
| THE BATTLE FIELD |
|         |
|-----|
```

You are always fighting in a 9x9 battle field. Your characters are placed on one end of the field, and the enemies on the other. Furthermore, you can only move your characters in the first 2 rows. Normal attacks are done vertically (or in columns if you prefer). Items and Magic have varied range of effect, so you should remember that you are never actually safe from enemy fire.

Even though the games opts for an isometric view of the battlefield, I will use, for coherency, a top down view to create my sample maps. Here is what a











Hammers are very heavy and strong weapons. They usually have big SMASH ratings. In battle they work exactly like Swords.

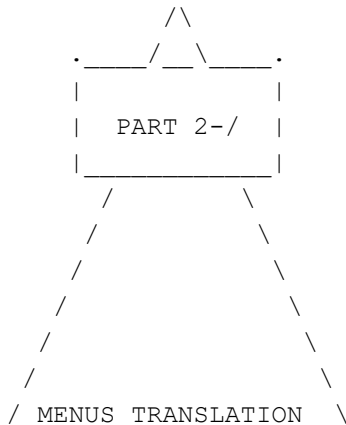
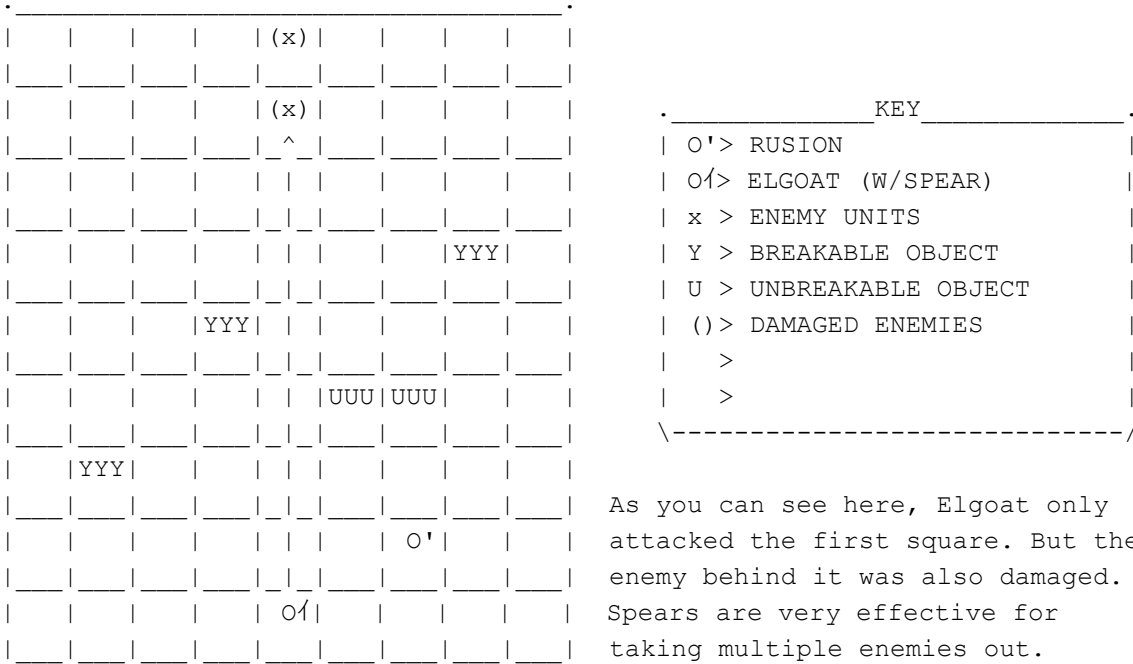
=====

-----BATTLE AXE-----

A Battle Axe can be very powerful. It's good to cut down trees, as it has big SMASH ratings. In battle it works exactly like a Sword.

-----SPEAR-----

Spears are usually a bit weaker than swords. But their advantage in battle can be very interesting. Spears attack not only the square you are selecting, but also the space behind it. This can be very useful as you can hit two enemies with a single attack. Here is an example.



[ PART 2-a ]                      \*Game Menus\*                      [ PART 2-a ]

After you watch the introductory FMV and the Anime FMV that follows, you will be transported to the game's Start Screen. Press Start, and after some loading you will enter the game's Load/New Game Screen.

/=====\  
Load/New Game Screen  
\=====/

```

. _____ LOAD/NEW GAME SCREEN _____ .
|01#| LOAD FILE                (LOAD FILE 1, 2, 3, 4) |
|02#| NEW GAME                  |
|  |                            |
|  |                            |
|  |                            |
\___| _____/

```

Whenever I make a visual representation of this game's menus, I will be translating each line in the order you see it on your screen. So, for example, in this case, 1ST OPTION is LOAD FILE and 2ND OPTION is NEW GAME. If selecting an option brings up another menu, I will list it individually. If selecting an option brings up a confirmation or a selection screen, I will put it's translation in brackets "(", ")". Please remember this when you read any translations of the game's menus in this guide.

=====LOAD FILE=====

Use this option to load a previously saved game. Games can only be saved on the system's memory. You can have up to 4 save files, which will need 129 blocks on your system's memory, regardless of how many you have used.

When you select a file, you will be presented with the Team's Level and Total Game Time.

=====NEW GAME=====

Use this option to start a new game in Sword And Sorcery.

===== [ PART 2-b ] \*Field Menus\* [ PART 2-b ] =====

When you press the B button in the field, a menu will open. Use this help to navigate through it.

```

. _____ FIELD MENUS _____ .
|#01| TIME MENU                (SUBMENU #1)          |
|#02| ITEMS LIST                |
|#03| EQUIP MENU                |
|#04| MAGIC LIST                |
|#05| EXTRA MENU                (SUBMENU #5)          |
|#06| EXIT GAME                (OK, Cancel)          |
\___| _____/

```

```

. _____ TIME MENU _____ (SUBMENU #1) _____ .
|#01| SLEEP                    (OK, Cancel)          |
|#02| SAVE GAME                (SAVE SLOT 1, 2, 3, 4) |
|  |                            |
|  |                            |
|  |                            |
\___| _____/

```

```

. _____ EXTRA MENU _____ (SUBMENU #5) _____ .
|#01| STATUS SCREEN            |
|#02| FORMATION SCREEN         |
|#03| CAMERA MODE              (NORMAL, AUTO, VR 1, VR 2, CLOSE-UP) |
|#04| SOUND OPTIONS            (SUBMENU #5-#4)          |
|  |                            |
\___| _____/

```

```

. _____ SOUND OPTIONS _____ (SUBMENU #5-#4) _____.
|#01| MUSIC                (NORMAL, LOUD, NO MUSIC) |
|#02| SOUND EFFECTS       (ON, OFF) |
|#03| VOICE ACTING        (ON, OFF) |
|  |                       |
|  |                       |
|__|_____ /

```

=====SLEEP=====

Use this while in the field to sleep. You will wake up in the dawn, and your characters will completely restore their HP but not their MP.

=====

=====SAVE GAME=====

Save your current position in the game. Choose one of the 4 slots to save.

=====

=====ITEMS LIST=====

This will open your full list of items. You can use healing items to restore HP or MP to your team, and check your inventory in general. You cannot use in the field certain items that are meant to be used in battle.

=====

=====EQUIP MENU=====

Use this menu to equip your characters with any equipment found in your inventory. First choose the character you want to equip, and his equipment screen will appear. Here you can inspect and change it as you wish. Note that if you don't have a second equipment item in the category you are viewing, you won't be able to unequip the existing item. For example, if you do not have another sword in your item list, you won't be able to unequip the currently equipped sword. If an equipment item displays an arrow going up (^), then your character will benefit from equipping it. But if it displays an arrow going down (v), then it means that the current equipment is better.

If you have a usable equipment item for this character, a list will open where you can choose which item to equip. There are some numbers next to each equipment item. You can refer to PART 4 for more information, but they generally translate as:

--ARMS-----> Offensive equipment items such as swords, spears, etc.  
The numbers in their description refer to ATTACK and SMASH STRENGTH.

--PROTECTOR-> Defensive equipment items such as boots, armor, etc.  
The number in their description refer to DEFENSE.

=====

=====MAGIC LIST=====

This will open your full list of magic. You can use healing magic to restore HP or MP or cure diseases. You cannot use offensive magic outside of the battle field.

=====

=====STATUS SCREEN=====

From here, you can choose a character, and then review his or her Status Screen in detail. Here is a translation of the Status Screen. Press A or C button to switch between Status Screen A and Status Screen B. Press L or R to switch between your characters.

```

. _____ STATUS SCREEN A _____ .
|  | CHARACTER STATUS |

```

```

|#01| LEVEL
|#02| HP
|#03| MP
|#04| ATTACK
|#05| SMASH
|#06| DEFENSE
|#07| MAGIC
|#08| CRITICAL %
|#09| EVASION %
|#10| EXPERIENCE POINTS      (EXP/EXP FOR NEXT LEVEL)
|#11| GOLD                    (SAME FOR ALL CHARACTERS)
\___|_____

```

```

. _____ STATUS SCREEN B _____ .
| | PSYCHIC STATUS          .____.
|#01| ???                  |#02| ???
|#03| VITALITY              |#04| ???
|#05| ???                   |___|
| | ELEMENTAL STATUS       .____.
|#06| ???                  |#07| FIRE %
|#08| ???                  |#09| WIND %
|#10| ???                  |#11| EARTH %
| |                        |#12| A %
| |                        |#13| S %
| |                        |___|
|#14| EXPERIENCE POINTS    (EXP/EXP FOR NEXT LEVEL)
|#15| GOLD                  (SAME FOR ALL CHARACTERS)
\___|_____

```

=====FORMATION SCREEN=====

From here you can change your basic formation, so that you characters begin with it in each battle. Try creating a formation that suits your fighting style and your characters abilities, but you are always likely to change this formation according to what each battle needs.

=====CAMERA MODE=====

You can choose your basic camera mode. NORMAL is the best, and AUTO is also good too. The other three modes (VR 1, VR 2 and CLOSE-UP) are very bad though.

=====SOUND OPTIONS=====

Here you can turn the Sound Effects on or off, choose whether you want to hear Voice Acting or not, and finally choose between Normal, Loud or Mute game music.

=====EXIT GAME=====

Careful with this option, as it will end your game without saving.

[ PART 2-c ]                      \*Battle Menus\*                      [ PART 2-c ]

Here is the list of options for every character. Read below for more info on what each of them does.

```

. _____RUSION_____ .
|#01| ATTACK
|#02| DEFEND (OK, Cancel)
|#03| MAGIC
|#04| ITEM LIST
|#05| EQUIPMENT
|#06| ESCAPE (OK, Cancel)
\_____|_____ /

```

```

. _____ELGOAT_____ .
|#01| ATTACK
|#02| DEFEND (OK, Cancel)
|#03| ITEM LIST
|#04| EQUIPMENT
|#05| ESCAPE (OK, Cancel)
\_____|_____ /

```

```

. _____MIMINAGA_____ .
|#01| ATTACK
|#02| DEFEND (OK, Cancel)
|#03| EARTHQUAKE
|#04| ITEM LIST
|#05| EQUIPMENT
|#06| ESCAPE (OK, Cancel)
\_____|_____ /

```

```

. _____GOLEM_____ .
|#01| ATTACK
|#02| DEFEND (OK, Cancel)
|#03| SACRIFICE (Waste all HP for massive damage)
|#04| ITEM LIST
\_____|_____ /

```

```

=====ATTACK=====
Use this option to attempt a physical attack on the enemy you choose.
=====

```

```

=====DEFEND=====
This option will end your character's turn and place him in defensive stance.
Useful if you want to move your character to a certain position, without
attack an enemy or obstacle.
=====

```

```

=====MAGIC=====
This will open a list of Rusion's magic. After you select the magic of
your choice, you then have to select the move's infliction. The stronger the
move, the more powerful it will be, but also it will consume more MP.

```

Some magic will affect not only one character, but an area. Use these kind of magic to your advantage. Magic is divided in 3 categories. Offensive, Defensive and Supportive. Offensive magic attacks your enemies. Defensive magic helps your team, by improving your stats, or raising your HP and MP. Supportive magic includes all the other magic that supports you in any way, for example, by helping you escape, or affecting your enemies in a non offensive way.

For your reference, the magic that Rusion possess in the beggining of the game is:

```

. _____RUSION's MAGIC LIST_____ .

```

```

|#01| FIRE |
|#02| CURE |
|#03| SPEED UP |
|#04| SLUMBER |
|#05| DEFENSE UP |
|#06| ESCAPE |
\_____|_____ /

```

You can refer to the Magic Section, for more information on what each magic move does.

=====ITEM LIST=====

This will open a list of all the items owned by your team. You can use the item's icon and description to help you find what it does. The number on the right shows how many same items are in your possession. In battle you can not only use items to replenish your HP and MP, but also to cure you from certain diseases and attack the enemies.

VIAL: These are potions or drinkable items. Use these to add an ability to a character, cure them from status changes, or replenish their HP and MP.

BOOTS: These are equipment items for your characters' feet.

=====EQUIPMENT=====

This will open a list of all the equipped items on your current character. You may equip or unequip as you find fit.

You will have two options upon selecting EQUIPMENT. I have yet to figure what the first option does, but I am assuming that it is Auto Equip. I will find it out and update accordingly.

```

.____EQUIPMENT MENU____.
|#01| AUTO EQUIP (???) |
|#02| VIEW/CHANGE EQUIPMENT |
| | |
| i | I am not yet sure how the first option works. I will update it |
| | when I find out what it does! |
| | |
\_____|_____ /

```

=====ESCAPE=====

Use this option to attempt an escape. This will not work on some occasions, or in Boss battles. If you find it difficult to escape from a hard battle, you can also escape with magic.

=====SPECIAL MOVES=====

Some characters have special moves. Here you will find a brief description of each special move.

EARTHQUAKE: This move is exclusive to MIMINAGA, and it's a useless move to be honest. Use this to attack all the characters on screen and inflict tiny damage on them. Use this only if you are dealing with very weak enemies in large numbers, or if you have already weakened enough for such a weak move to defeat them.

```

      /\
     /  \
    /____\
   |      |
   | PART 3- / |
   |_____|
  /       \
 /         \
/           \
/ GAME GUIDE \

```

=====

[ CHAPTER 1- / ]

\*NEW HEROES EMERGE\*

[ CHAPTER 1- / ]

=====

I tried to minimise the SPOILERS in the making of this Guide. I will only be revealing crucial information, that you absolutely need to know to pass through a section of the game. If you wish to read the game's story, refer to PART 1.

```

     ._____ CHAPTER 1-a _____ .
     |                               |
     |          PINAKOTEIK          |
     |_____ |                     |_____ |
     | \===== /                   |

```

You begin the game after a lengthy discussion between Rusion and Elgoat. The two will make your beginning team. You should explore the PINAKOTEIK Tower to understand the basics of exploring in the game. I suggest you use the initial camera (press X to set it automatically), as the others are simply bad. You start in the second floor of the tower.

You can leave the tower by heading to the lower floor and moving toward the exit. Before you leave, ensure that you have got all the available items, namely the treasure in upper floor, and the three treasures in the eastern room of the first floor. There is another treasure on the western room, but you are not able to break through the crates yet.

Before you set out, remember to equip Rusion with the Boots that you have found. She is the weakest character in the game, and she is going to need all the help that she can get. Once you are outside, in the world map, you can save your game. Try to save often, as some fights are harder than others, and you don't want to end up dying and then having to re-explore whole areas.

```

     ._____ CHAPTER 1-b _____ .
     |                               |
     |          COLONY             |
     |_____ |                     |_____ |
     | \===== /                   |

```

Head South and then East. Soon you will find a river. Go North now. You will end up in COLONY, a very small village. Here you can upgrade your equipment and I actually suggest that you do so. To your left is the Items Store, where you should purchase Boots #2 (+2, 100G). For more info on how to use the stores and what your purchases are, check both PART 4, and this special section that follows below:

```

     ._____ SHOPS _____ .

```



```

|#01| BUY                      (OK, Cancel) | |
|#02| SELL                     (OK, Cancel) |
|#03| EXIT                     |
| | |                          |
| i | ^,v on your "+" (D-pad) selects quantity |
| | |                          |
\___|_____/

```

Once you have purchased the Boots #2, equip them to Rusion. You can also sell her old Boots also here. Now leave the Item Store and head to your right, and to the Weapon Store. Here you should purchase the Sword #2 (+28, 2, 200G) then equip it to Elgoat. Sell his old sword. Now, if you have 110G left, which you should, buy the Spear #1 (+24, 2, 110G) and equip it to Rusion. Sell her old sword too. Leave the Weapon Store. If you have lost HP or MP, you can use the Inn to get some rest. It's the large building to the North. Here is a small special section explaining how Inns work:

```

._____INNS_____
|#01| SLEEP                    (OK, Cancel) | |
| | |                          |
| i | The Inn keeper will tell you how much 1 night costs. |
| | | In this Inn, it will be 1 night, 10G (Gold). |
| | | prices vary from Inn to Inn. |
| | |                          |
\___|_____/

```

Once you have awoken, head out of the Inn and leave COLONY. Start wandering around and fighting some battles, while staying near COLONY, until your characters reach LV3. If you wonder what you earn when a battle ends, refer to this special section:

```

._____BATTLE OUTCOME_____
|#01| RETURN TO FIELD          (OK) | |
| | |                          |
| i | The first number will be the EXPERIENCE POINTS gained. |
| | | The second number will be the G (Gold) earned. |
| | | If you have earned any item(s), they will be listed below the |
| | | EXP/G line. |
\___|_____/

```

Remember that when you become weary, you should return to the Inn to get some sleep. Alternatively you can use the Sleep option from the menu, but this will not restore your character's MP. When you reach LV3 to all your characters, save just outside of COLONY.

```

._____CHAPTER 1-c_____
| | |                          |
| | | BABACHOP |
| | |                          |
|_ | |                          |
| | | \=====/ |

```

Go South until you reach the bridge. Cross the bridge and head North-East. You should go through the trail between the mountains. After some walking to the East, you will end up in a forest area. Right in front of you is BABACHOP. Enter the village.

BABACHOP is a very unique village. All the houses are in the underground. Talk to the villagers, and explore the surroundings. Don't use the Inn or buy any stuff at the shops. There is nothing worth if at the moment. Instead, head at the cave with the big tribal masks, on top of the cliff. The Chiff of the

village will have another lengthy discussion between Rusion and Elgoat. He ask you to go with Miminaga to the CHICHIBORA cave and eliminate the Ogres there. You will also receive some items and gold to help you on your quest.

Once you are done talking with him, head outside of the Chiff cave, and your characters will begin yet another discussion with Miminaga. Once Miminaga joins your party, go back to the weapon store inside the underground caves and purchase Battle-Axe #1 (+30, 4, 200G). Equip it to Miminaga, and sell his old Bow. Since your newly equipped weapon has a Smash Strength of 4, you can now break any crates that you find in your way, along with many other stuff. You should try breaking anything that seems breakable, as many place will reward you for your curiosity!

You are ready to leave BABACHOP now. But before doing so, make sure that you break all the crates for some rewards. Also you should speak to all villagers and visit all the caves. When you leave the village, return back to the PINAKOTEIK Tower, either by walking to it, or by Teleporting for 40MP. There you should break the crates on the left room of the first floor. Equip Elgoat with the sword that you will receive. For your reference, it's a Long Sword #2 (+34, 4). Now return back to BABACHOP, rest your characters in the Inn, and save just outside of the village. If you wish, you can fight a bit near the village to get some experience and levels, since our next destination will offer you some pretty tough enemies. Get ready for our first real challenge. The Cave of CHICHIBORA!

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. _____CHAPTER 1-d_____.  
|                               |  
|           CHICHIBORA         |  
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Once you are ready, head East of BABACHOP and through the mountain trail. A cut scene will initiate just before you reach the cave. You will automatically enter the caves. Speak to the guards, and then proceed. Enemies here are very tough so be careful. You will have to protect Rusion at all costs, as she is the only one who can heal your team through magic. Also, while searching the cave, remember that you can actually break many of the rocks and boulders by using the SMASH option.

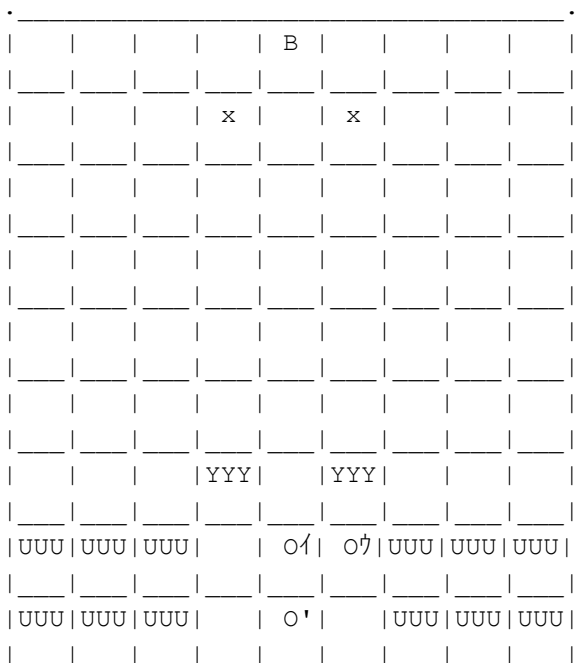
You will reach T-Junction. You don't have to go left, as the path is blocked by some purple crystals. Instead go right and follow the trail until you reach another T-junction. Going left will lead you to a treasure box which contains an HP Recovery +400. Now go back to the T-junction and go right. Here you are likely to engage in battle with some birds which suck your HP and MP, so be careful! Break the boulders here for a reward, and open the treasure box just North from here for an MP Recovery +50. Now proceed South.

There you are in front of yet another T-Junction. To the West, past the small boulder is a treasure box. Go for it. Equip the Armor #2 to Elgoat. Go through the path on the East, and you will reach an entrance. Break the boulders West to receive a reward and go past them. Follow the track until you reach an open area. Make sure that you have got all the treasures behind the boulders and step on the purple switch to restore all your HP and MP. Walk through the entrance, get the treasure on the left, which is a magic item (Earth Talisman) and after some discussions between the characters, enter this new entrance to reach the Ogre's lair, and your first Boss battle!

BOSS #1: OGRE LEADER

This battle is fairly easy if you don't risk taking chances. Play with mostly

defense in mind. The Ogre Leader is fairly tough and will inflict lots of damage, so you don't want additional trouble! First kill the two Ogres surrounding the Boss, and then focus on the Boss itself. You should have Elgoat be the front person in this battle, as he has the best defense and attack. Rusion will be staying behind and cast Heal magic to any character that has suffered more than 80HP of damage. Don't worry, this battle won't give you any real trouble.



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.------.
|                   KEY                   |
| O'> RUSION           |
| O'|> ELGOAT          |
| O'|> MIMINAGA        |
| x > OGRES            |
| B > OGRE LEADER      |
| Y > SMALL BOULDERS  |
| U > SOLID WALL       |
| >                     |
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Once the Ogre Leader starts casting Recovery items on himself, attack with a 40MP Fire magic and you will send him to an early grave!

After the battle has ended, you will receive Hammer #2 (+42, 5). You will be automatically transported to BABACHOP. After some talking with the Chiff, you can exit his cave. Walk to the North until you reach a cave. Here is the cave of the Shaman of BABACHOP. He will give you three new spells. Refer to the Magic section in PART 4 to see what they are. Equip MIMINAGA with the Hammer you received from Ogre Leader (+42, 5). Also sell your old weapons for some Gold in the shops. Exit BABACHOP and save.

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|         CHAPTER 1-e         |
|_____|_____|_____|_____|_____|_____|_____|_____|_____|
|               CHICHIBORA REVISITED               |
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Return to CHICHIBORA cave. You are now able to SMASH the purple crystals that block your path left of the first T-Junction. Go there and follow the path which will lead into another cave entrance. Follow the route, breaking any obstacles that block your way as some contain rewards. Keep entering caves until you reach the exit. You should now be on top of the mountains. Head to the West, and continue through the forest area to reach your next destination, the village of MIRADO.

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[ CHAPTER 2-/ ]           *THE SHADOW HUNT*           [ CHAPTER 2-/ ]
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.------.
|         CHAPTER 2-a         |
|_____|_____|_____|_____|_____|_____|_____|_____|_____|
|               MIRADO               |
|_____|_____|_____|_____|_____|_____|_____|_____|_____|
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Welcome to the beautiful village of MIRADO. After some discussions regarding Elgoat's curse, and how to cure him, you will be free to explore the village. Before setting out on your next quest, you should equip your characters with new Protector and Arms. From the Item Store purchase 3 Helmets #2 (+4, 180G) and equip your characters with them. From the Weapon Store purchase Spear #2 (+36, 3, 500G) and Battle Axe #2 (+43, 5, 800G) and equip them to Rusion and Miminaga respectively. Sell Rusion's old Spear. Rest in the Inn if you need it. Remember to SMASH all trees, as there is a reward in a tree to the North-West part of the village. Finally, ensure that Rusion and Elgoat have reached Level 8 and Miminaga Level 7. If they are not that high, do some more battles outside MIRADO, until you are ready. Save your game near the village.

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. _____CHAPTER 2-b_____ .  
|                               |  
|   THE DARK WARRIOR           |  
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Enter MIRADO and head to the West of the village. Cross the bridge and you will be back on the map, but this time past the river. Go North and cross the next bridge. Follow the trail that leads North-West, until you reach yet another bridge. Don't cross it. Instead, go South until you find a Tower. This is our next destination. Save your game and enter the tower.

Enemies here get tougher, so be very careful. Enter the first room and break down the two pillar walls, by using your SMASH technique. Remember that you can break down almost everything in this game, which will also earn you random rewards, so don't forget to use this technique whenever you suspect that you can ram something down.

Pass through the corridor on the left, and follow the trail until you reach a treasure. An HP Recovery +400 item is now yours. Now return and take the corridor on the North. You will find your way blocked by a library. Push it forward until the path is open and walk up the stairs.

Here you are in yet another large room. Go forward and SMASH your way forward until you reach a corridor with three different ways. Go forward and open the treasure. Equip Elgoat with the Boots #3 (+ 3) that you will find here. Now go back and take the passage to the left. You will end up in a stairway leading above. Take it. Remember to SMASH everything along your way, and move to the corridor on the left. Head North and enter the small room to receive two treasures. One is an MP Recovery +50 and the other is the Sword #4 (+38, 2). If for some reason Elgoat is not equipped with a better sword, then equip it to Elgoat and return back to the corridor with the three routes. Now take the right passage, until you reach another large room.

Find the passage to the North, by breaking the bookcases to the North using your SMASH technique. Proceed to the next big room and take the stairs on the far upper-left of the room. Go forward and past the large room, until you find two big doors. There will be a passage to the right, but don't take it, as you will go through it after. Go through the two big doors and you will end up in a prison. After some discussions with some villagers from MIRADO which are locked up in the cell, move to the left through the passage. Better fill your HP and MP as we are approaching our second Boss of the game, the DARK WARRIOR.

BOSS #2: DARK WARRIOR

If you are ready, go forward until you encounter the DARK WARRIOR. This battle can be tricky if you are not properly equipped, or if your characters

are under-level. But if you keep a defensive stance, let only Elgoat attack, hide Miminaga behind a pillar and keep Rusion behind Elgoat to constantly heal him, you will bring this evil down in no time.

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.-----KEY-----
| O'> RUSION |
| O'|> ELGOAT |
| O'> MIMINAGA |
| x > WIZARD |
| B > DARK WARRIOR |
| Y > PILLAR WALL |
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First take down the two Wizards as they can become a problem. Then concentrate your fire on the Boss. Whenever Elgoat is above 100HP, let Rusion cast Fire spells of 40MP.

Once you defeat him, return back to the prison, and to the large room behind the two big doors. Now take the route to the right. In the next room, remember to SMASH the walls and get the treasure. Follow the corridor leading to the right, which will eventually end in a staircase going down. Go down, and again go down in the next Staircase. You will now end up in the first floor of the tower. Take the two treasures and push the bookcase until you can move along. You are now back in the first large room of the tower. Go back and through the exit. Return to MIRADO, and save outside of the village.

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.-----CHAPTER 2-c-----
| BACK TO MIRADO |
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Go to the house in middle of the village, and a lengthy conversation will begin. Once you have control of your characters, go to the Item Shop and sell all the old Arms and Protectors. You should have Gloves #2 (+5), which you should equip to Elgoat. See his old Gloves #1. Rusion has now received a new set of spells. Make sure that you check which they are by refering in the Magic section of PART 4. You also have acquired a new Talisman by defeating the Dark Warrior. It's the Wind Talisman that will deliver massive Wind damage to all your enemies. Finally, you may equip your characters with anything you find useful in the shops, but I suggest that you wait a little bit until we reach the next village where you will find much better stuff. It's up to you.

Once you are ready, exit MIRADO and either teleport or walk your way back to the bridge near the Dark Warrior's Tower. Cross the bridge and walk North-West until you reach the entrance of a cave. Rest your team and save your game just outside of the cave.

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.-----CHAPTER 2-d-----
| N/A |
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-ITEM NO.-	-ATTACK-	-SMASH-	--BUY--	--SELL--	-FOUND IN----	OTHER INFORMATION-
#1	+22	2	100G	70G	COLONY	
#2	+34	4	500G	350G	MIRADO	
#3	+43	4	N/A		PINAKOTEIK	
#4	+38	2			DARK WARRIOR's TOWER	

-----SPEARS-----

-ITEM NO.-	-ATTACK-	-SMASH-	--BUY--	--SELL--	-FOUND IN----	OTHER INFORMATION-
#1	+24	2	110G	77G	COLONY, MIRADO	
#2	+36	3	500G	350G	MIRADO	

-----SCYTHES-----

-ITEM NO.-	-ATTACK-	-SMASH-	--BUY--	--SELL--	-FOUND IN----	OTHER INFORMATION-
#1	+20	3	150G	105G	COLONY	
#2	+31	4	580G	406G	MIRADO	

-----BOWS-----

-ITEM NO.-	-ATTACK-	-SMASH-	--BUY--	--SELL--	-FOUND IN----	OTHER INFORMATION-
#1	+20	2	80G	56G	COLONY, MIRADO	
#2	+30	3	300G	210G	MIRADO	

-----HAMMERS-----

-ITEM NO.-	-ATTACK-	-SMASH-	--BUY--	--SELL--	-FOUND IN----	OTHER INFORMATION-
#1	+30	4	200G	140G	BABACHOP, MIRADO	
#2	+42	5	N/A	N/A	CHICHIBARA (BOSS#1)	

-----BATTLE AXE-----

-ITEM NO.-	-ATTACK-	-SMASH-	--BUY--	--SELL--	-FOUND IN----	OTHER INFORMATION-
#1	+30	4	200G	140G	BABACHOP, MIRADO	
#2	+43	5	800G	560G	MIRADO	

=====PROTECTOR=====

-----BOOTS-----

-ITEM NO.-	-DEFENSE-	--BUY--	--SELL--	-FOUND IN-----	OTHER INFORMATION-
#1	+1	50G	35G	COLONY, BABACHOP	
#2	+2	100G	70G	COLONY, BABACHOP	
#3	+3			DARK WARRIOR'S TOWER	

ITEM NO.	DEFENSE	BUY	SELL	FOUND IN	OTHER INFORMATION
HELMETS					
#1	+2	60G	42G	COLONY, BABACHOP, MIRADO	
#2	+4	180G	126G	COLONY, BABACHOP, MIRADO	

ITEM NO.	DEFENSE	BUY	SELL	FOUND IN	OTHER INFORMATION
ARMOR					
#1	+4	150G	105G	MIRADO	
#2	+6	600G	420G	CHICHIBARA, MIRADO	

ITEM NO.	DEFENSE	BUY	SELL	FOUND IN	OTHER INFORMATION
SHIELDS					
#1	+4	100G	70G	BABACHOP, MIRADO	
#2	+6	400G	280G	BABACHOP, MIRADO	

ITEM NO.	DEFENSE	BUY	SELL	FOUND IN	OTHER INFORMATION
GLOVES					
#1	+2	N/A	56G	INITIAL EQUIPMENT	
#2	+5			DARK WARRIOR's TOWER	

[ PART 4-c ]                      \*Item List\*                      [ PART 4-c ]

I will give common names to the items because I could not directly translate them. Please understand that this might not be their correct translation, or not even accurate at all. N/A means that this is not applicable. Some items can only be found, or cannot be sold. If you don't know Japanese, you are unlikely to know which item you are using, until it is very late. So, always Save your game before using an item that you don't know.

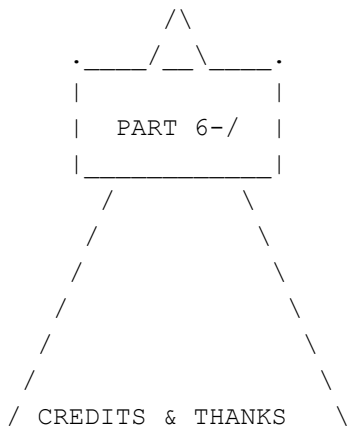
ITEM NAME	BUY	SELL	DESCRIPTION
HP RECOVERY +100	30G	21G	Replenishes 100HP
HP RECOVERY +400	300G	210G	Replenishes 400HP
MP RECOVERY +050	300G	210G	Replenishes 050HP
ATTACK ENHANCER	N/A	N/A	Permanent ATK Increase







MIMINAGA MAX SMASH	1608D9E2 03E7	_____	
MIMINAGA MAX DEF	1608D9EA 03E7	_____	
MIMINAGA MAX MAGIC	1608D9E6 03E7	_____	
MIMINAGA MAX CRT	1608D9F6 03E7	_____	
MIMINAGA MAX EVASION	1608D9EE 03E7	_____	
KANEYON MAX HP	1608DA6E 03E7	1608DA76 03E7	
KANEYON MAX MP	1608DA7A 03E7	1608DA82 03E7	
KANEYON MAX EXP	1608DAAA FFFF	_____	
KANEYON MAX LEVEL	1608DA62 0063	_____	
KANEYON MAX ATK	1608DA86 03E7	_____	
KANEYON MAX SMASH	1608DA8E 03E7	_____	
KANEYON MAX DEF	1608DA96 03E7	_____	
KANEYON MAX MAGIC	1608DA92 03E7	_____	
KANEYON MAX CRT	1608DAA2 03E7	_____	
KANEYON MAX EVASION	1608DA9A 03E7	_____	
BEOMELDER MAX HP	1608DB1A 03E7	1608DB22 03E7	
BEOMELDER MAX MP	1608DB26 03E7	1608DB2E 03E7	
BEOMELDER MAX EXP	1608DB56 FFFF	_____	
BEOMELDER MAX LEVEL	1608DB0E 0063	_____	
BEOMELDER MAX ATK	1608DB32 03E7	_____	
BEOMELDER MAX SMASH	1608DB3A 03E7	_____	
BEOMELDER MAX DEF	1608DB42 03E7	_____	
BEOMELDER MAX MAGIC	1608DB3E 03E7	_____	
BEOMELDER MAX CRT	1608DB4E 03E7	_____	
BEOMELDER MAX EVASION	1608DB46 03E7	_____	
GOLEM MAX HP	1608DBC6 03E7	1608DBCE 03E7	
GOLEM MAX MP	1608DBD2 03E7	1608DBDA 03E7	
GOLEM MAX ATK	1608DBDE 03E7	_____	
GOLEM MAX SMASH	1608DBE6 03E7	_____	
GOLEM MAX DEF	1608DBEE 03E7	_____	
GOLEM MAX MAGIC	1608DBEA 03E7	_____	



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[ PART 6-a ]                      \*Credits\*                      [ PART 6-a ]

=====

Grey Rain Cloud  
Weeping Shadow  
Andreas Karoutas

=====

[ PART 6-b ]                      \*Thanks\*                      [ PART 6-b ]

=====

Micro Cabin                      (For releasing this interesting game on the Saturn)  
Sega                                      (For creating the Saturn in the first place)

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