

# Brain Lord FAQ/Walkthrough

by hfpseudonym

Updated to v1.1 on Apr 19, 2004

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A FAQ/Walkthrough for Brain Lord  
For the Nintendo SNES  
Version 1.1  
Written by Pseudonym  
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## Revision History

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Version 1.1- April 23rd, 2010  
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Wow, it's been six years since I last touched this guide. Anniversary time! I cleaned up the guide significantly I think- I broke up the text into smaller blocks, titled the walkthrough sections better, and rewrote some text here and

there. A lot of work. I wish I could find the manual or at least a scan of the manual online to work in the game basics section too. I promise to update this guide more often now!

Version 1.0-April 17th, 2004

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Finished the Walkthrough up to the beginning of the Ancient Ruins. The rest will be completed in due time.

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=====  
Introduction  
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Enix released Brain Lord in 1994. I've wondered about one thing: that Enix actually developed this title as it's "presented by Enix" instead and it does seem well below their usual level of quality. It's an Action RPG in the style as some of their more celebrated titles, although this one is more puzzle-centric and, unfortunately, more generic in many regards. There are many puzzles, some of them are difficult or unusual for the time period- a lot of the block pushing variety but others that are more thoughtful. It's a decent RPG. It shouldn't take too long to complete the game. The game itself is straightforward so you shouldn't have that much trouble.

Now that I went off on my review-style tangent, I'll get to the point. This document will try to help you through the game to the best of my abilities. In case I missed anything, just send me an email! Any suggestions, comments, or constructive criticism, please email me at shdswrm(at)hotmail(dot)com with the heading "Brain Lord" or something similar. All flames, threats, childish comments, etc. will be deleted your email address filtered.

=====  
Walkthrough  
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## Prologue

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After you enter your name, you will get to see a little of the back-story. You can't skip this part so grab some popcorn and a drink and settle in. The father's about to leave when his son (that's you, by the way) asks him when he'll be back. The father doesn't know. Before he can leave, the boy asks if he can tell you the Dragon story. The father then goes through the rather clichéd at this point legacy story.

He's the third generation of his family to go looking for the dragon, and that hundreds of years ago, people flew around on dragons. The tribe he was from were known as Dragon Warriors \*cough\* \*cough\*... Anyway. Each person in the tribe would find a dragon and train it to be their partner. Together they were very powerful, but unfortunately wouldn't go terrorizing the countryside as I would if I had a dragon. \*sigh\*

Now back to the story. One day, the members of the tribe were drawn into a great battle where lots of lives were lost. He then mentions the obvious that you are a descendant of the Dragon Warriors and that you can't let the bloodline perish. He also learned in his travels that there's a dragon in a place called the Tower of Light. He'll say a few other things then he'll leave to find the dragon in the aforementioned tower. And he never returns...

## Chapter 1: The Tower of Light

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Arcs

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Now you will be an adult, sitting at the Inn, eavesdropping on the other people around you. Listen in. You might as well since you cannot get control of him yet. The other people standing around are out of work so the guy in purple looks at the paper on the wall. It says they are looking for people to go to the Tower of Light. Some of the others will start talking to you, and then tell you to check out that piece of paper on the wall.

Once you are finished reading it, you will be able to control him finally. The first thing you should do is head to the left and talk to the woman there to save your game. You don't have to sleep to save, just say no and she'll save the game for you. You can also try the drink the guy is offering. Heh. Maybe it's a little too strong... After that, head outside and then around the Inn to the big house behind it. Talk to the old couple inside.

It seems they have a HUGE rodent infestation and they would like you to take care of it for them. Head upstairs and kill the mice. They are fast little

suckers but you should be able to kill them all easily. Grab the contents of the chests and head back outside. Equip the Buckler from the chest and then read the Scrap of Paper. It'll give you some information on the Tower of Light.

There isn't much else you can do, so go and talk to Marlon the Blacksmith in the SW corner of Arcs. After that, you might want to check out the Magic shop behind the Blacksmith's house. You don't need to buy anything. To the right of the Magic shop is the Tool shop- go there next. Talk to the fellow behind the counter and buy 2 or 3 Apples and 2 Cheese slices, as well as 1 Antidote and 1 Cape Herb. Now you are set for battle.

#### To The Tower of Light

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Exit and head toward the North side of Arcs. Talk to the guy guarding the entrance so you can be let out. Once you are outside, head North and kill any of the Red Demons you see along the way. It takes three hits to kill one of them but they can do a number on you so be careful and don't get hit whatever you do. However, it's a good idea to kill as many as you can find along the way so you can get some extra cash. You will eventually reach a hill.

Jump up the hill and you should see a log cabin on the top. Enter it, head down the stairs to the right and kill the three Red Demons you meet in the basement. Grab the treasure and exit the cabin. The game will ask you to name the fairy you found so give it a name. Now use the Heart and the Crimson Jade you found for a nice little surprise. For one, your life meter will increase by one and the fairy you found will come out of the bottle.

It will attack anything dangerous it sees, which is helpful for you obviously. Jump down the cliff to the right and head SW. You will see a new monster here, but don't worry, these things are weak much like the Red Demons. Further ahead, you will be on the right path as they will be all merged into one leading East and then North. Follow it and you will find the Tower of Light ahead.

#### Tower of Light

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##### FLOOR 1:

For a supposed Tower of Light, it sure isn't much to look at. Head left first and talk to Kasian. She'll tell you about the weird statue beside here. Long story short, it's there to save the game and you can usually find them on each floor of any dungeon you visit. After you have saved, head to the right. The first enemy you will see is a Skull. They are simple to kill but you need to keep your distance when jump at you.

When the Skulls are gone, start going upwards again. You will run into another enemy, the Skeleton. Again, these guys are easily killed but you will have to wait for it to collect itself each time you hit it. After it's disposed of, continue around the path until you reach the stairs to the second floor. There's nothing else of importance to note, just more of the same enemies you have been fighting so far.

##### FLOOR 2:

Go left and talk to Ferris, then look at the tablet above. This is the first puzzle in the game, but it's very easy to figure out. Once you have finished reading it, head to the right side of the rock. Push it left twice, then down all the way, then to the left until it's lined up with that panel on

the floor. Now all you have to do is push the rock onto the panel and the door above will stay open so you can get inside of it.

You can save here and then head follow the path until you reach the next room. Once you are in the next room head through the door the left. Ferris has a bit of a problem - she hates mice. Go kill the mice for her and she'll tell you about the contents of the chest. After she's done, grab the Magic Shot in the chest and exit the room. Now head right and follow the path around. It's worth noting that the your Magic Shot is much stronger than your regular weapon.

You should use it to kill the Skeletons in one shot instead of waiting. Also, don't bother attacking the eyes in the wall although it looks weird. They will jump out and start attacking you. The next room is ahead, but it easily enough to find since this place is so linear. Ignore the steel balls in the next room, instead, go down and push the rock up towards the panel closest to the door. Push one of the steel balls up or down. Either one is fine.

Push the other steel ball toward the rock to the right. Both panels should now be depressed and the door near the rock should be open. Inside the adjoining room is a curious Metroid look-alike. Don't attack it with your sword, use your Magic Shot instead. Grab the treasure, use the well to regain your health if you got hit, then equip the Reviving Mirror and use the Heart. Now exit the room and go down and talk to Barness.

He'll give you a few tips, although it's unsolicited and pretty obvious. Go through the next room but don't walk forward yet. Look at the floor carefully. Notice the difference between some of the tiles. The ones with the square in the middle of them are traps - DON'T STEP ON THEM. Go right, up four times, left twice, up three times, right twice, up four times, left once, then up and into the next room.

Watch out for these trap tiles because more of them will appear later on too. Once you're in the next room, go right to get an Apple. Now head left and kill the Metroid, then continue on until you reach the trippy section as I call it. Jump to the closest platform, then walk down (don't jump) onto the platform below it. You don't need to go down the left or upper paths right now, so don't worry about it. Step off the platform when you reach solid ground again.

Below, step onto the closest platform and ride it down until you see the other platforms. Walk onto the right platform and ride it until it stops, then jump up to get it moving again. Now walk onto the right platform next to the wall, then when it stops, walk onto the platform below it and you'll reach solid ground. Head down and kill the Archer walking around but try not to get hit by its arrows. After that, go to the right and enter the door at the end.

Your Magic Shot will come in handy here. Use it at a distance to kill each of the three Archers in the room. There's a Long Bow weapon in the chest at the top. Exit the room and enter the next one behind it. Walk up but keep on your toes. You will should see three red steel balls near the top of the room. These things will roll at you when you cross in front of them. The best way to do this part is to walk along one of the walls so that you will only activate one of them.

Now walk toward the center so the middle one starts at you. There should be a decent sized gap between the two red steel balls that you activated, so you can get past them without getting hurt. Don't walk up past whichever red steel is still inactive, instead go to the right or left of it to get it moving then get the treasure and exit. Now enter the last room. This one is easy compared to the others.

Just walk along one of the walls and grab the treasure when you are close to it. There's a tile trap two tiles in front of the treasure so watch out. You should be able to spot it easily though. Exit the room and go back up, but stay on the left side. Use the platforms there to get to the other side easily, then walk onto the platform closest to you to take a ride up. Walk onto the left platform and let it take you upwards.

Jump again and it'll take you back down. Now head to the left and use the key on the locked door. Enter the next room then go through the other door you see above. Step onto the platform, then jump right, then down. Let the platform take you down, then jump again to make it take you back up. Now walk onto the platform to the left then jump up, then up again, then finally right to reach the chest.

Equip the Chain Mail and jump left again. Walk all the way down until you reach the South wall of the room. All you have to do now is jump to the left and you will be on your way. Exit and follow the path around. When start down, hug the right wall and enter the room below. This room is filled with tile traps. Go left, up twice, right three times, up five times, left twice, up twice and the treasure is yours for the taking.

Use the Drop of Protect- that sounds a lot like Engrish, hehe- to raise your Defense then backtrack to the other room and continue on. Watch out for more tile traps on the way down. They are a little harder to see here since there's so much area to cover. Most of them are concentrated around the nook where the door was but there's a few along way to the door at the bottom. When you get hurt by the tiles or the enemies, just use an Apple.

When you reach the next room, don't jump to the other side just yet, instead stand on the ornate tile then use your Magic Shot to hit the Statue above. It'll take quite a few hits to destroy, but you will get some extra money for your troubles. When it's gone, head up and grab the key inside the chest. I bet you know where that goes. You will need to do some backtracking- all the way back to the main room with the platforms.

Head down again and open the locked door at the bottom. Whew, finally. There's a toughie puzzle awaiting you in the next room. It looks simple enough at first but it might be deceiving. The idea here is to "sacrifice" two of the objects, a rock and steel ball, so that you can get the other three onto the panels and open the door. Here's how you do it. This diagram should help out. These are coordinates for the room. Follow them to solve the puzzle.

```

  1  2  3  4  5  6  7
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A | [ ][ ][ ][ ][ ][ ][ ] pa = panel
B | [ ][pa][ ][pa][ ][pa][ ] ro = rock
C | [ ][ ][ ][ro][ ][ ][ ] sb = steel ball
D | [ ][ ][ ][sb][ ][ ][ ]
E | [ ][ ][ ][sb][ ][ ][ ]
F | [ ][ ][ ][sb][ ][ ][ ]
G | [ ][ ][ ][ro][ ][ ][ ]
H | [ ][ ][ ][ ][ ][ ][ ]
```

- Move the rock at G4 left to G2, then up to F2. Leave it there for now.
- Move the steel ball at F4 left once to F3.
- Now move the rock at C4 left to C3, then up twice to A3.
- Head back to the steel ball at F3 and push it up to B3, then left to B1.
- Push the rock at A3 once to the right so that it's at A4.
- Now go to the rock at F2 up once to E2.

- Check out the steel ball at E4 and push it left to E3.
- Push the steel ball at D4 up to B4.
- Push the steel ball at B4 left to B2 so that it rests on the panel.
- Now move the rock at E2 to E5 but don't move the steel ball.
- Push the steel ball at E3 left to E4.
- Push the steel ball at E4 up to B4 so that it's on the second panel.
- Move the rock at E5 to B6, onto the last panel. The door should open.
- Now all you have to do is move the rock from the door and you will be done.

In the next room, go and talk to Kasian and she'll give you the X-Ray Glasses. Head up the stairs to the next floor.

#### FLOOR 3:

You can save first and then talk to Rein. He'll give you some advice. Head through the door closest to the Save Statue. Kill the Skeleton in your way and then jump to the platform when it gets close. Do the same thing with the next platform you see. Now head to the top then right until you see another platform. Step aboard and wait until you see the next platform come in contact with the one you are on.

Now quickly step onto the other platform while it's close to get taken to the treasure. Equip the Iron Sword and the Round Shield and use the platforms to get back to the previous room. Head to the far right and enter the room there. Wait for a second before you move so you know what to do here. Yup, the ground will disappear and when you stand on it and you will fall into the void. Wait until the moment the ground reappears and then jump to the left wall.

Stand at the edge of the tile closest to the next patch of solid ground, wait until the ground appears again then jump to it as fast as possible. You will have a smaller margin of error here, so you need to be careful. Once you have made, it jump to the long section of safe ground ahead. You can see where it is because of the black crud on the left wall. When you are there, stand directly toward the next patch of real ground.

It's only one tile long so you have to be accurate and careful. Wait on this tile so that your fairy can kill the Skeleton on the next section. When it's gone, make the jump. You are in the clear for now. Jump to the left and you will land on solid ground for awhile. Go down until you reach the pile of black crud on the ground. There's more phantom floor yet! Look for the pile of black crud and jump onto the tile when the floor ahead is substantial.

At this point, let your fairy kill the Skeleton ahead, then jump to the cross-shaped section of ground it was on. The next patch of ground is fairly far away, so you will have to really time yourself to get to it before the phantom floor disappears. If you don't see it, it's near the right wall, likely at the bottom of your TV screen. Wait for the ground to appear then make a break for it.

Don't bother going to the tile-wide sections of ground to the left, it's better to aim for the right side. Jump to the next patch of ground and kill the Archer there. You're finally done with the phantom floor. Yay! Enter the next room and head right. Talk to the guy next to the chest and get rid of your excess equipment except the Bow. Head up and grab the key inside the chest, and walk left and through the door.

You will be back at the beginning of floor 3. Before you kick yourself for ending up back here, use the key on the door and save your game before you head back. Once you are back in the previous room, continue down and to the right. Push the rock right so that it sits on the panel on the far right. In order to

get inside the first door, you will need to enter then exit the room and then push the rock to the left onto the panel.

Inside that room is a well, you can drink the water to replenish your health. Walk back into the other room and head up and talk to Rein. Keep going and you will reach another room with huge void in the center. Follow the walls to the right and enter the room there. When you are in the next room, jump onto the platform to the left- now jump diagonally onto the platform near the left wall. You can make it, it's not that hard to do.

Collect the contents of the chest and use it to raise your Power. Continue your way back to the other side and walk onto the right platform. Now jump to the next platform to get taken to the far right. Head through the next door. In the adjoining room, head down, however watch out for two red steel balls that will come up from the bottom.

You have to do the same thing that you did the last time- stay near the one of the walls so that only one of the red steel balls will activate a time. It's best to stay near the left wall because the door is on the right and you can avoid getting hit easier that way. Once you reach the next room, you will have another puzzle on your hands, but this one is more annoying than hard. Before you get down to business, go down into the room at the bottom to get a Heart.

Now, back to the problem at hand. First off, to open the right door, use these directions.

```
      1   2   3   4   5   6
-----
A | [pa][ ][pa][pa][ ][pa]  pa = panel
B | [ ][pa][ ][ ][pa][ ]  ro = rock
C | [ ][ ][ ][ ][ ][ ][ ]  sb = steel ball
D | [ ][ ][sb][sb][ ][ ]
E | [ ][ro][ ][ ][ro][ ]
F | [ ][ ][ ][ ][ ][ ][ ]
G | [ ][ ][ ][ ][ ][ ][ ]
H | [ ][ ][ ][ ][ ][ ][ ]
I | [ ][ ][ ][ ][ ][ ][ ]
```

- Push the steel ball at D4 up to A4. Now push it right to A6.
- Push the steel ball at D3 up to A3. Leave it there.
- Move the rock at E5 to A4. The door on the right should now be open.

Go inside and quickly grab the contents of the chest, the Magic Missile! Avoid the Fireballs and exit the room. Now in order to open the door to the left you will need to follow these directions.

```
      1   2   3   4   5   6
-----
A | [pa][ ][pa][pa][ ][pa]  pa = panel
B | [ ][pa][ ][ ][pa][ ]  ro = rock
C | [ ][ ][ ][ ][ ][ ][ ]  sb = steel ball
D | [ ][ ][sb][sb][ ][ ]
E | [ ][ro][ ][ ][ro][ ]
F | [ ][ ][ ][ ][ ][ ][ ]
G | [ ][ ][ ][ ][ ][ ][ ]
H | [ ][ ][ ][ ][ ][ ][ ]
I | [ ][ ][ ][ ][ ][ ][ ]
```

- Push the steel ball at D3 up to A3. Now push it left to A1.



- Push the steel ball at D4 up to A4. Now push it right to A6.
- Move the rock at E2 up to B2. Leave it there.
- Move the rock at E5 up to B5. The door on the left should be open.

Now that the door is open, backtrack to the room with the void in the center and head to the left side and go through the door there. Meh. Another puzzle. It seems hard but it's really not.

```

      1   2   3
-----
A | [ ][ ][ ] pa = panel
B | [ ][sb][ ] ro = rock
C | [ ][sb][ ] sb = steel ball
D | [ ][ ][ ]
E | [ ][ ][ ]
F | [ ][ ][ ]
G | [ ][ ][ ]
H | [ ][ ][ ]
I | [sb][sb][sb]
J | [ ][ ][ ]

```

- Push the steel ball at I2 up to D2. Leave it there for now.
- Push the steel ball at C2 left to C1.
- Push the steel ball at D2 back down to J1, then push the steel ball at B1 down to I2. The door at the top should be open now.

You will have to face a mini boss in the next room. Lucky for you it's simple to defeat. Switch to your Magic Missiles and charge it up. Go near the Knight and hit him with them. The missiles will track and hit him so you don't have to aim. You should be able to get in about three Magic Missile shots before it gets close to you. Run by it when it's near and continue to pummel him with Magic Missiles and it'll go \*puff\* soon enough.

It will leave something behind for you- likely a Cheese- afterwards walk down and into the next room. Switch to your Magic Shot here and hit the treasure chest across the void twice. The ground will appear so that you can get the contents, another key. Ignore the rocks and the red steel balls and backtrack to the room with the guy that was selling items. The puzzle from the reverse side is even easier to figure out.

Head all the way to the bottom, ignoring the steel balls above, all you need are the three at the bottom. Push the steel balls at the side down and the middle one to the right or left and you will be free. Once you are back in the room where the guy was selling things, head left and through the door in the South wall. Walk right and use the key on the door. Go right and kill any Archers you see along way.

Jump across the short gap in the void and go through the door at the top. Another puzzle awaits, but this one is simple enough. Hug the right wall and make the red steel ball follow you along. Make sure the red steel ball is in the top right corner near the top door. Now walk in front of it so that it goes to the left wall. Walk in front of it again so that it goes in the bottom left corner.

Again, put yourself in its path until it's in the little nook near the bottom door. Stay near the door at the top and walk down just enough so the red steel ball follows you up. While it's coming towards you, hold up so that you go through the door when the ball passes over the panel. You will find Barness in the next room but he has a problem. There are two panels here but no rocks

or steel balls.

He wants you to go look for someone to stand on the other panel so that he can go through the door. Since you are the only one around, you will have to go looking. Go and see Rein and he'll offer to help- walk back to the room Barness was in and Rein will show up behind you. Barness and Rein will step on the panels and let you into the next room. Head up until you see the rocks and the three red steel balls.

Move the rock at the bottom forward twice and then make all three red steel balls follow you down toward the door. Once you have did that you can grab the key in the chest. Walk down toward the red steel balls and walk in front of each one so that they roll back upwards. You will be free to continue through the door. Head back to the room with the locked door and you will find Ferris waiting there.

She's opted to leave the Tower of Light, however, that doesn't mean you have to. Open the door instead, and head through it. Follow the path around and kill any of the Red Demons. You should see the door into the next room ahead. In the adjoining room, head straight up and you will find the stairs leading to the next floor. Whew.

#### FLOOR 4:

There's a savepoint here. Now head through the door into the next room. The connecting room is massive but it's not difficult to navigate through. First, head all the way down and then right. You should see a platform leading up. Jump onto and grab the Heart inside the chest. Second, make your way to the door and follow the wall right and then down to find the Sky Key. Now you can enter the boss room! Head back up and look for a platform moving left.

It shouldn't be hard to find. Wait until the first one comes to a stop and then jump onto it. The second platform is more difficult to get onto. Wait for both of them to line up and jump onto it. Once you have made it, walk down to find another set moving platforms. Ugh. Same thing as before. When you have made it across, head left and follow the patches of ground. You should see a carpet and door ahead.

For those that are low on health, walk along the left and you will find a section of ground on your left. There's a well over there to refill your health. Once that's taken care of, make your way back to the door and open it. It's boss time.

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#### BOSS: Giant Cockroach

Ugh! A cockroach. Time to squash it! Stay on the rug in the center of the room- it will never cross onto the rug, only along the sides of the room. When you get close to it, it will move off to another corner. As you hit it, it will spray out a number of bugs to pester you- they don't hit too hard but you should take them out when they become bother. The boss will start to move faster as it travels along the walls the more you hit it as well as randomly sending out more bugs at you. Don't be afraid to use any healing items you have left or the Reviving Mirror you collected earlier (if you still have it). After you hit it what seems like forever- or more accurately- twenty times or so it will be dead and you can continue on.

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After it's dead, head through the door above and check out the next room.

There's a Dragon Scale near the right wall and a treasure chest with a Warp Gate in the top left corner. There's also a big hole in the wall where Kasian was looking from the other side. They also took most of the Dragon Scales. Free-loading bastards. Use the Warp Gate to get sent back to Arcs once you have collecting everything.

## Chapter 2: The Ancient Ruins

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### Back In Arcs

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You will be back at the inn with the rest of the adventurers who went to the Tower of Light. None of the others have anything particularly interesting to say. The main thing of importance is the poster on the wall of course. Now they want people to explore the Ancient Ruins for something. Yup, that's your next destination but you won't find a road that leads there like the last one. Instead, you'll have to do some "digging" to uncover the way through.

Go see the blacksmith on the left side of Arcs and talk to him. He'll tell you that the price of Dragon Scales has dropped considerably since the other adventurers came back to town and sold lots to him. He'll offer you 2000 gold for each Dragon Scale you have. You might as well, as they are of no use to you otherwise- just a thin plot device! ;) After you do, he'll tell you about the tunnel he was digging in his spare time that leads to the Ancient Ruins.

Funny how that works, right! You can't reach the Ancient Ruins yet, since he already mentioned the rocks that are blocking the path. He'll also mention that an Axe may destroy the rocks blocking the way as a passing comment but don't take that lightly as that's obviously what you are supposed to find to advance through the tunnel into the Ancient Ruins. Damn transparent storylines, anyway!

So, off to find an Axe. Pro Tip: you will find one in the basement of the tool shop, where the guy was selling weapons he didn't have in the first place. Note that you can't go to Barn (lol, what a name) the weapons dealer until you talk to the blacksmith. He won't have anything on sale until you do. So, once the conversation with Marlon is over, walk over to the tools shop and head downstairs to buy the Axe and the Boomerang from Barn.

You will need both for the next area. Equip the Axe for now and head upstairs to talk to the guy to stock up on items for the journey to the Ancient Ruins. Let's see, you will need about three of each of the following: Apple, Cheese, Cape Herb, and an Antidote Herb. Grab more or less if you think you need them. After that's done, check out the Magic Shop. There's some interesting magic here, but nothing particularly important.

### Tunnel/Ancient Ruins

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Of course, you can buy any magic that you like. Now that's done, you are ready to go! Head back to the blacksmith and into the tunnel he carved out. Once you are inside, smash the rocks with the Axe so you can continue. The cave beyond the tunnel are pretty non-linear- you might want to make a map. The trolls here aren't too tough to kill but watch out for the Scorpions, they hit pretty hard and they will poison you as well!

End of File \_\_\_\_\_

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