

Lufia II: Rise of the Sinistrals FAQ/Walkthrough

by PeTeRL90

Updated on Oct 31, 2008

```
  _  _  _ / _ ( ) _  _  | _  _  _  |
 | | | | | | | | | | / _ ` | | | | |
 | | _ | | _ | | _ | ( | | | | | |
 | _ _ \ _ , _ | | | | \ _ , _ | | _ | _ |
```

VERSION Selan
FAQ/Walkthrough
By: PeTeRL90
Copyright: 2007-2008
Date Started: March 15, 2007
Date Finished: March 24, 2007
Latest Update: October 31, 2008

=====
Version History
=====

Version 1.0 - March 24, 2007 - Finished the walkthrough.

Version 1.1 - March 26, 2007 - Added in a Capsule Monster section and a Shop List.

Version 1.2 - October 31, 2008 - Added in a video walkthrough for the World's Most Difficult Trick.

=====
Table of Contents
=====

- 1.) Introduction
- 2.) Legal Stuff
- 3.) Walkthrough
- 4.) Bosses
- 5.) Capsule Monsters
- 6.) Shop List
- 7.) Credits/Thanks

=====
1.) Introduction
=====

Howdy and welcome to my guide for Lufia II: Rise of the Sinistrals. Lufia II is no doubt one of my favorite RPGs of all time. If I hadn't played Shadow Hearts and Shadow Hearts: Covenant, Lufia II would surely be number one on my RPG list. Lufia II is an excellent RPG that has elements of tricky puzzles, which I thought was a nice thing to throw in. This guide will cover the main portion of the game, as well as side stuff, such as weapons.

=====
2.) Legal Stuff
=====

The latest version of this guide will always be posted at GameFAQs first.

This FAQ is copyrighted by me, and may be used for personal use. This FAQ may NOT be used for any kind of profit, or be put in any kind of magazine. I write these on my spare time for free, and you shouldn't be able to get money from ripping this, claiming it as your own, and selling it off. You may NOT use this on your website. You may NOT copy and paste part of any part of my work, as that is still plagiarising.

I am no longer allowing any more sites to use any of my present or future FAQs any longer. The only sites that are allowed to use my present and future FAQs are the sites listed below.

ALLOWED SITES TO USE THIS FAQ AND FUTURE FAQs:

- <https://www.neoseeker.com>
- <http://faqs.ign.com>
- <http://www.supercheats.com>
- <http://www.gamerhelp.com>
- <http://www.honestgamers.com>

=====
3.) Walkthrough
=====

NOTE: I'll try to keep this walkthrough as spoiler free as possible.

=====
Elcid
=====

Items	Enemies
-----	-----
N/A	N/A

-After the opening scene, try to leave town, and an old man will stop you, telling you to go to the cave south of town. Might as well. Exit and head south.

=====

Training Cave

=====

Items	Enemies
-----	-----
N/A	Red Jelly
	Lizard

-Once you enter, the old man will tell you how to encounter enemies and what they do. Fight the Red Jelly. You may notice that the enemy moves when you do. Take this to your advantage in situations in which you need to avoid fighting. Continue on and he'll teach you about using skills. Push Y to use your arrow to stun it, or you can fight it. It's up to you. Whichever you do, continue on.

In this room, use an arrow and hit the switch on the other side and cross the bridge to continue on. The next room contains a pillar and switch. Push the pillar on the switch and go through the door. Before going through, however, the old man will give you the Reset skill, which is probably the most important item in the game.

Continue on and fall off the right ledge that are marked with arrows and go to the next room. Now you have to fight all the enemies in this room to open up the door. In the next room, you need to use your sword to cut down all the bushes. The switch is underneath a lone bush, so slash it and step on it and continue on. This room will teach you about how to turn around without actually moving. Pick up the pot, hold R and turn and drop the pot on the tile. Grab the other pot and put it on the other tile and go through the door. That's it for the dungeon. Make your way back to Elcid.

=====

Elcid

=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Potion -----> 8G	Frypan -----> 10G	Apron -----> 60G
Antidote ----> 6G	Knife -----> 13G	Dress -----> 90G
Warp -----> 120G	Small Knife -> 20G	Cloth -----> 140G
Escape ----> 100G	Rapier -----> 100G	Pot -----> 30G
Boomerang --> 20G		Chop Board ----> 30G
		Small Shield -> 100G

Spells

Strong -----> 200G
Spark -----> 300G
Poison -----> 300G

-Once in Elcid, save if you want and go to Tia's house and talk with her for a scene. After it, head outside and cross the bridge for another scene.

Before leaving, I'd suggest upgrading your equipment from Tia and buying at least the Strong spell. Once you're ready, head north and enter the cave.

=====
Cave to Sundletan
=====

Items	Enemies
-----	-----
Antidote	Red Jelly
Escape	Lizard
Life Potion	Mushroom
Power Potion	Moth
Magic Jar	Bat
Hide Armor	Spider
	Lizard Man

-Cut down the bushes and got hrough the door. Cross the bridge and take a right. Go through the door above you. Defeat the enemies in here if you want. Pick up the first pot here and drop it at the far bottom between the rock and the wall. Pick up the other pot and stand in front of the first pot and hold R and turn around and throw the pot on the switch. Pick up the other pot and put it on the other switch. Now go through the newly opened door and grab the chest in here for a [_LIFE POTION_]. Now go to the right and through the door here. Cut the grass and open the chest at the end for an [_ESCAPE_]. Go back and exit back into the room with the bridge.

Cut the lone bush here and step on the switch and go south through the door. Cut the grass on the left side of the room and hug along the left wall until you find a hidden path that leads to the chest. Open it up for an [_ANTIDOTE_] and go back out and go to the right and enter the next room. Cut the lone grass patch to reveal a switch and stick a pot on it. Go through the door and push the blocks and fight the enemies to make a path to the stairs.

Go left and all the way down to find a chest that has a [_POWER POTION_] in it. Now go to the right and hit the switch and jump off the ledge that has arrows on it. Cross the bridge and fight the Spider if you want. Before going down the stairs, hug along the left wall until you find a hidden passage. Take it and go down the stairs at the end. Open the two chests in this room for a [_HIDE ARMOR_] and a [_MAGIC JAR_]. Go back up the stairs, back through the hidden passage, and then down the nearby stairs. Follow the path and go up the ladder and talk with the enemy up at the top.

O-----O
| Lizard Man |
O-----O
| HP | 80 |
O-----O

-This isn't a tough fight. Just keep attacking him and if you get low on health, use either Strong or a Potion. He should die after a couple of rounds.

After the fight, you'll recieve the [_KEY TO SUNDLETAN_]. Watch the following

scene. Exit all the way back to the first bridge of the dungeon is and go through the door above you. Use the Key on the door. On the world map, go a bit northeast and enter the little town on the map.

=====

Sundletan

=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Potion -----> 8G	Rapier -----> 100G	Dress -----> 90G
Antidote ----> 6G	Battle Knife > 200G	Cloth -----> 140G
Awake -----> 10G	Dagger -----> 400G	Hide Armor --> 250G
Shriek -----> 5G	Whip -----> 300G	Frock -----> 400G
Warp -----> 120G		Beret -----> 150G
Escape ----> 100G		Cap -----> 240G
Boomerang --> 20G		Headband ----> 600G
		Small Shield > 100G

Spells	Cider
-----	-----
Strong ----> 200G	Green Tea -----> 10G
Spark -----> 300G	Pear Cider -----> 10G
Droplet ---> 400G	Sour Cider -----> 20G
Poison ----> 300G	Lime Cider -----> 40G
Drowsy ---> 1000G	Plum Cider -----> 80G
	Apple Cider --> 1000G

-As soon as you step forward, an earthquake will occur. After it, feel free to upgrade your equipment if you have the money to. Head north to the biggest house and talk to the old man inside. Once you do, exit the town and cross the bridge and enter the cave.

=====

Lake Cave

=====

Items	Enemies
-----	-----
Insect Crush	Red Jelly
Power Potion	Mushroom
Miracle	Spider
Speedy Ring	Mosquito
	Blue Jelly
	Beetle
	Baby Frog
	Eagle
	Big Catfish

-Hit up and turn and face the switch here and hit it with an arrow. Once the

water rises, pick up the bridge pieces and place them in a line on the water. Cross through and go through the door. At the split, go north and through the door and you should be in a room with a Baby Frog, Beetle, and Eage. Fight the enemies, but keep in mind which order you fight them in. After the final enemy is defeated, a portion of the northern wall will disappear, showcasing the three enemies you just fought. Use your arrow and hit each enemy in the order you hit them and the door will unlock. Now go right and go through the door and open the chest for an [_INSECT CRUSH_]. Go back to the previous room and then to the room where the Blue Jelly is.

Go through the left door this time and cut through the grass. You may notice some of the floor is cracked. Step on the far left one on the bottom row and you'll fall, landing on a switch. Before going through the newly opened door, climb the ladder and go through the door on the south. Go down and get the chest here for a [_POWER POTION_]. Go back up and through the door and go to the right this time and through the door. Push the top pillar to the left first and the bottom door will open. Go through it.

Push the lower right block to reveal some stairs. Go down them and into the next room. You need to make a triangle facing upwards this time. You shouldn't have much trouble with this, but move the most lower block above the top row, and then move the two side blocks down. Go through the door and pick up the chest for the [_LAKE KEY_]. Go back to the room with the two pillars.

Push the top pillar to the right once, and then push the bottom pillar up once. Go through the right door this time and make your way down and then right to find a huge patch of grass. Cut through it until you reach the top. Once you do, go left and through the hidden passage and open the chest up for a [_MIRACLE_]. Exit and go back down to the door you passed along the way and enter it. Fight through the line of monsters and open the chest at the end for a [_SPEEDY RING_]. Now make your way back to the room you landed in when you fell through the ceiling.

Go through the left door for a save point. Now go through the right door. Make a linear path to the switch with three of the tiles and bring the fourth tile with you as you cross the tiles. Go to the switch and throw the tile over the right side of the ledge and hit the switch. Climb down the now visible ladder and pick the tile back up and throw it on the tiny water gap and cross it. Climb the ladder and go through the door. Head up for a small scene.

```
O-----O
|      Big Catfish      |
O-----O
|      HP      |      200      |
O-----O
```

-This fight is exactly like the fight with the Lizard Man, except that the Big Catfish is a bit stronger. He has three attacks. One is his normal attack that does around 7-10 damage. His second attack is an earthquake, which does around 15-20 damage. His third attack is a spell called Flash that does around 25-35 damage. Needless to say, you're going to need to heal ahead of time, because his attacks are random, so as long as you don't let your HP drop below 30, you should be fine.

After the fight, you can either make your way back to Sundletan on foot, or you can use an Escape. Either way, get back to Sundletan.

=====
Sundletan
=====

Items	Enemies
-----	-----
N/A	N/A

-Talk to the very first villager and he'll tell you about someone that went to the Lake Cave, looking for you. Heal up and save if needed and make your way back to the Lake Cave.

=====
Lake Cave
=====

Items	Enemies
-----	-----
N/A	Goblin Skeleton

-Head to the room where you fought the three monsters and had to hit them in the order you killed them. Once you arrive, watch the small scene and you'll get into a fight with a Goblin and Skeleton. After they're defeated, another scene occurs and you'll need to fight another Goblin. After it, Tia will join your party. Exit the Cave and go north and into the Cave. Go through the door and step on the warp portal.

Once you're on the world map, continue along and once you reach a split in which you can either continue going west or go south, go south and follow the path until you spot a single lone tree. Enter it.

=====
Foomy Woods
=====

-Head up and talk with the female here. Choose Yes and head up to the Spring and sit there for a few seconds. Foomy will then come down and join your party. Exit back onto the world map, and continue back to the main path and enter the town beneath the castle first.

=====
Alunze
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Potion -----> 8G	Mace -----> 600G	Frock -----> 400G
Antidote ----> 6G	Long Knife --> 800G	Robe -----> 450G
Hi Potion -> 100G	Short Sword -> 900G	Cloth Armor ---> 600G
Awake -----> 10G		Headband -----> 600G
Shriek -----> 5G		Cloth Helmet --> 400G
Mystery Pin > 30G		Hide Shield ---> 400G
Warp -----> 120G		Buckler -----> 600G
Escape ----> 100G		Mini Shield ---> 800G
Boomerang --> 20G		

-I would highly recommend upgrading at least Tia's equipment here, and if you have the spare Gold, upgrade Maxim's equipment as well. There aren't any Spell shops here, so once you're done, exit the town and enter the castle.

=====
Alunze Castle
=====

Items	Enemies
-----	-----
N/A	N/A

-Head to the top floor of the castle and approach the King and watch the scene. After it, head down and up the stairs, and then through the door on the right. Go down the next set of stairs and talk with the soldier lying on the ground. After it, go down the next set of stairs.

=====
Alunze Basement
=====

Items	Enemies
-----	-----
Escape	Bat
Miracle	Eagle
Headband	Baby Frog
Light Knife	Mosquito
Coat	Big Bat
Dragon Egg	Buffalo
Secret Fruit	Mad Horse
	Needle Lizard
	Sentopez

-Head through the door and continue on until you reach a room with a Mad Horse and a pot and a switch. Put the pot on the switch and go through the door. Push the right block down once and push the other block ontop of the tile. The hall will grow a bit wider. Push the other block down along the left wall and once you reach the bottom, push it all the way to the left to open the door. Go through it and open the chest here for the [_BOMB_].

Now go back that has the Sentopez in it and push Select and choose the Bomb. Use it on the cracked wall and go through it. Find the pot in this room and put it on the switch to create a new path. Grab the [_HEADBAND_] from the chest and continue down the stairs. If you need a refill on health, take the right door and defeat the Big Bat in here and go through the newly opened door to the south. Heal up and save and go back a couple of rooms. Destroy the

cracked wall in this room to advance.

Continue on until you reach a room with two switches a pot. Put the pot on the top left switch and go through the door. Open the chest for an [_ESCAPE_] and go back out and put the pot on the lower right switch this time. Go through the door and go to the right and push the block out of the way. Blow up the wall here and go through the door. You'll be in a puzzle room. The point of this puzzle is to make the blocks disappear by matching 3 colors or more together.

+From the start, go to the yellow block that's on the bottom and push it left and then up so it lines up with the other two yellow blocks that are already next to each other.

+Next, push the top red block out of the way and push the yellow block on top of the first yellow block you come across. Now go to the other yellow block and push it up so it's on top of the other two yellow blocks.

+With those gone, focus on the blue blocks. Push the red blocks away from the blue ones so you can line up two blue blocks, leave a gap, and then line up two more blue blocks. Push the final blue block between the two pairs of blue blocks to make those disappear.

+Finally, rearrange the red blocks so it looks the exact same way as the red blocks and finish the puzzle off.

After the puzzle, take the right door first and open the chest for a [_COAT_]. Go back out and go across the spikes and through the door. Push the left block down and then push the right block to the right once. Go to the right of the left block and push it to make a path. Continue on until you reach a warp portal. Go left and push the block to the left so it's on the tile. Go back to the right. Pick up the pot, and put it on the top left switch first.

Simply put a bomb next to the nearby crate, and run out of the spikes. A new path will form to a chest. Open it up for a [_DRAGON EGG_]. Now go down through the door and push this block down. Go back to the warp portal and put the pot on the lower right switch and take the teleporter.

Go down from where you start a couple of times, and then go right, up, and face yourself with the Mad Horse. Fight it and the spikes will go down. Open the chest for a [_LIGHT KNIFE_]. Take the teleporter back and put the pot on the top right switch this time.

Go down from the warp portal and go right and up and go through the open path between the spikes. Place a bomb on the wall and take 6 steps so the bomb explodes. Go through the door and open the chest for a [_MIRACLE_]. Go back to the warp portal and take it. Re-enter it and follow the maze and grab the chest at the end for some [_SECRET FRUIT_]. Go back to the warp portal and put the pot on the lower left switch this time and go through the portal once more.

Defeat the three Cobalts in this room to open the door. Go left through the lowered spikes and go down the stairs. Go through the door and then to the left and watch the scene. After it, go down and step on the switch. Go back up and go up the stairs, left, and then down. Go down some more and you'll find the Crown. Now you can make your way back to the castle on foot or use an

Escape. Either way, get back to the King.

=====
Alunze Castle
=====

Items	Enemies
-----	-----
N/A	N/A

-Go to the King and talk with him. You'll then get four options. Choose "Nothing" and you'll get 3000 Gold, which is the best reward out of all four of the choices. Now that's out of the way, exit to the world map and head north and into the shrine. Talk with the woman in front of the door and go back out. Go south and then west and into the next dungeon.

=====
Alunze Northwest Cave
=====

Items	Enemies
-----	-----
Hi Potion x2	Bat
Miracle x2	Mad Horse
Brave	Big Bat
Hi Magic	Cobalt
Power Brace	Mega Moth
Witch Ring	Small Crab
Jet Helm	Baby Frog
Light Armor	Needle Lizard
Horse Rock	Sentopez
Shrine Key	

-Once you enter, head up a bit and watch the scene. After it, go down the ladder and go below the bridge and shoot your arrow at the switch over the spikes. Open the chest for a [_HI POTION_]. Now go back and form a bridge with one of the tiles. Pick up the other tile and cross the bridge and go up and toss the tile in the gap to form another bridge. Go back down and go to the right and through the door. Pick up the two pots and put them on the switches. Now lure the Lizard sprite onto the third switch and freeze it with your arrow and quickly run through the open door.

Head past this next room and continue on until you reach a room with a crack on the floor. Step on it to drop down. Move the blocks to their proper positions to move on. Head up and grab the chest for a [_HORSE ROCK_]. Now push the first block on your left out of the way, and then push the second one so you can move and exit out of this area. Take the first split going south and go through the door. Walk around near the bottom until some stairs appear. Pick up the pot and sitck the pot on that spot. Exit back and continue to the left to the next area.

Go to the middle of the room and go down through the hidden passage and go down the stairs. Open the chest for some [_LIGHT ARMOR_] and go back up and through the secret passage again. Continue through the other door in this room. In here, fight the enemies if you want and continue going south. Ignore the stairs for now and take the door. Use the healing pads and cut the vine on the wall here. Go through the door and open the two chests up here for a [_BRAVE_] and a [_MIRACLE_]. Go back down and go to the right and through the door and

down the stairs here.

Head north in this room and you'll find some bushes. Whenever you cut a bush, it will grow back, so cut the bushes so you can fit the block near the lowest part of the patch. Remember that you can use R and turn around with moving, which is key for this. Lay a bomb near where the block is, and go back down below it, holding A and pushing up as it explodes to advance it. Keep doing this until you reach the top with the block. Now go left until you see a switch. Make sure not to stand on the middle of the platform. Stand to the right and shoot an arrow at the switch and the floor will break apart. Go back down and back down the stairs here and go to the room with the healing pads. Go left once more from there and go down the stairs.

Go to the right to find three chests. Once you open a chest in here, you'll be locked inside until you defeat all the enemies down below you. If you want to open the chests, they contain a [_HI POTION_], [_POWER BRACE_], and a [_HI MAGIC_]. Fight the enemies if you opened a chest. Go left and up and you'll find four pillars, two on each side. Push the two pillars near you in the middle of the water to form a bridge. Next, push one of the two pillars up here to the right, but push it down one space so you have room to push it down. Now push it all the way to the right and then push it down. Push the other pillar to where the first pillar is, and push it down over it and into the water. Cross the pillars and go to the right and open the chest for a [_WITCH RING_]. Go back and go up and right. Climb the ladder and open the chest for a [_JET HELM_]. Go back to where the pillars were and go down the stairs here.

At the split, go right first and through the door. Take the stairs up and cross the bridge and go through the door and step on the switch here. Go back to the first room of this area and go down the stairs in the corner now. Head to the next room. Before going up and over the bridge, go under the bridge and hug along the wall to find a secret passage. Follow it and open the chest at the end for another [_MIRACLE_]. Go back and cross the bridge this time and step on the switch in the next room. Go back to the first room in this area and take the top door. Continue on and use the healing pads and save your game. Go through the door and approach the enemy.

O-----O
| Regal Goblin |
O-----O
| HP | 500 |
O-----O

-This fight is another simple fight which just contains an attack and heal concept. However, if he decides to pick on Tia, you may need to heal a bit more than usual. He can also summon allies to help him (usually Goblin Mages) but he doesn't really use it all that often. If Tia has a Mini Shield on, have her use its IP and use Battle Lust on Maxim a few times. After the second or third time, Maxim will be doing over 100 damage, so just attack with Maxim and have Tia buff him and this fight will be over before you know it.

After the fight, you'll get the [_SHRINE KEY_]. Use an Escape if you have one and go back to the shrine. Talk to the woman and watch the scene. After it, go through the door and use the warp portal. To find the next town, go

northeast.

=====
Tanbel
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Long Knife -----> 800G	Tough Hide --> 800G
Awake -----> 10G	Wire -----> 1200G	Light Dress > 1000G
Shriek -----> 5G	Short Sword -----> 900G	Light Armor > 1200G
Mystery Pin ---> 30G	Kukri -----> 1500G	Hide Helm ---> 800G
Warp -----> 120G		Wood Shield > 1200G
Escape -----> 100G		Braclet ----> 1400G
Magic Gourd ---> 50G		
Big Boomer ---> 500G		

Spells

Spark -----> 300G
Droplet -----> 400G
Gale -----> 500G
Flash -----> 600G
Strong -----> 200G
Poison -----> 300G
Drowsy -----> 1000G
Confuse -----> 1000G

-Talk with Hilda once you enter and watch the scene. You're introduced to Guy here. After the scene, head up and talk with Guy for another scene. After it, you'll be in a small battle. Once the battle starts, I would suggest using the Switch option at the top of the battle menu and switch Tia's and Guy's positions. Now just attack and you'll win easily.

After the fight, another scene occurs and Guy will join your party. Make sure to upgrade your equipment. I highly recommend at least buying two Kukris: one for Maxim and one for Guy. The IP of them will come in handy soon. Once you're ready, exit town and head southeast.

=====
Tanbel Southeast Tower
=====

Items	Enemies
-----	-----
Jute Helm	Cobalt
Fire Dagger	Small Crab
Camu Armor	Goblin
Pearl Brace	Imp
	Needle Lizard

Newt
Big Crab
Poison Lizard
Scorpion
Skeleton

-From the start, head up and then left and go through the door. Step on the middle tile in this room and four switches will appear. Push the left one to the left once and the right one to the right once. Now get above the top block and push it down to the bottom switch. Continue down and push one of the blocks out of the way and pick up the pot. Head for the door in the area and go over the switch. Turn around and drop the pot on it. Go through the door and up the stairs.

Head down through the door and attack the goblin in the middle of the carpet. Once it's defeated, step on the switch and go through the door and you'll be outside on the tower. Go right and through the next door. In this room, push the pillar on the light colored tile first, then push the pillar over on top of the dark colored tile and head up and up the stairs. Go up the next set of stairs. Once you come up, go a bit to the right and down through the door. Go to the bottom of the carpet and go through the middle of it and step on the switch and go down through the door and down through the next door. You'll be back on the tower. Climb the ladder and hit the lever here to lower the platform above. Go back to the room with the lone Skeleton and take the left door this time.

Move the bottom pot so you have room to push the pillar onto the left tile. Once you do, four more tiles will appear. Pick up the pots on the right and place them on the tiles. If you're having trouble finding one, you're probably missing the one that's behind the pillar. Go through the newly open door and ignore the stairs and keep going down until you find a pile of bones. Place a bomb near it and step on the switch after it explodes. Go through the newly opened path and out the door. You should be back out on the tower. Go down the ladder and through the door. You'll find three pillars here. Stepping on them will trigger a noise. You need to match those noises. Step on the first pillar and swing your sword at it. Step on the second pillar and shoot an arrow at it. Finally, step on the third pillar and place a bomb on the music note and once it explodes, the door should open. Open the chest in here for the [_SKY KEY_].

Go back to the room where you blew up the skeleton bones and go up and take the stairs this time. Go down through the door and use the healing pads and save your game. Continue going down and you'll be back outside on the tower. Cross the platform on your right and go through the door. Head up through the door and you'll find a pillar and a block. This puzzle works like a clock. The block represents the hour hand, whereas the pillar represents the minute hand. You need to set the "clock" to 9, but before doing that, set the pillar on the top most tile, and put the block underneath it and a hidden door should appear. Go through it and open the chest for a [_JUTE HELM_]. Go back and set the block on the left tile this time and put the pillar on the top tile and the other door should open this time. Go through it and hit the lever here. Head back outside to the tower and cross the platform. Climb the ladder and enter the door. Heal up if needed. Once you're ready, open the green door and go all the way to the top.

O-----O
| Camu |

O-----O
| HP | 1500 |
O-----O

-Camu is most likely going to be the toughest fight you've had so far. If you haven't been avoiding that many fights, you should be at a reasonable level. Camu's strongest attack is his Buster Attack, in which your entire party will take considerable damage. If Maxim and Guy have their IP Gauges full, have them use Thunder Strike on Camu, as he's weak to it. Whenever Tia isn't healing your party or using Awake on anyone, have her use Flash if you have it. Camu will sometimes call in for backup, but Foomy can probably handle them. Just keep attacking with Maxim and Guy and use Thunder Attack when you get the chance and keep healing with Tia and you should be fine.

After the fight, watch the scene. After it, before advancing any further, make your way back to the tower and go to where you fought Camu. Open the three chests up here for a [_FIRE DAGGER_], [_CAMU ARMOR_], and a [_PEARL BRACE_]. Now use an Escape and enter the tower again and just go straight through the door across from you and go through the next door to exit to the other side. Enter the nearby town.

=====
Clamento
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Kukri -----> 1500G	Light Armor -----> 1200G
Awake -----> 10G	Rod -----> 1800G	Baggy -----> 1600G
Shriek -----> 5G		Red Beret -----> 1000G
Mystery Pin ---> 30G		Wood Helmet -----> 1400G
Warp -----> 120G		Wood Shield -----> 1200G
Escape -----> 100G		Bracelet -----> 1400G
Big Boomer ---> 500G		

Spells	Glass Shop
-----	-----
Spark -----> 300G	Ear Jewel -----> 500G
Flash -----> 600G	Glass Ring ---> 1000G
Droplet ----> 400G	Glass Brace ---> 800G
Gale -----> 500G	
Strong -----> 200G	
Bravery ---> 1000G	
Release ----> 800G	
Escape ----> 1000G	

-Honestly, I always it was spelled Clemento until just recently. Anyways, go ahead and upgrade your equipment and spells here if you want, but make sure to

keep the Fire Dagger on either Maxim of Guy, as it will come into play soon. Head straight north from the entrance and enter the biggest house. Talk to Roachy--- I mean Rochy. After the scene, head down and then enter the glass work shop and talk to the lady behind the counter. After the scene, before leaving, make sure you're completely prepared. Buy at least the spell Brave and buy some Releases. Once you're ready, head north and enter the Ruby Cave.

=====
Ruby Cave
=====

Items	Enemies
-----	-----
Aqua Whip	Bat
Flame Fruit	Big Bat
Fury Helm	Armor Goblin
Ruby Key	Web Spider
	Big Bee
	Skeleton
	Poison Beetle
	Red Bat
	Tarantula

-Head up and through the door. At the split, go right and destroy the cracked wall. Go through the door and then down the stairs and follow the path until you find four switches. You need to make them face to the left. First, hit the top right switch. Now go to the bottom left switch and hit the switch. Turn around and hit the bottom right switch. Finally, go to the top left switch and hit it. The lava should drain. Go through the door and go down the ladder and pick up your newest Capsule Monster, Blaze. Now go back to the second room of the dungeon. Cut the bushes and hit the switch and go through the door. Find the switch in this room and step on it and go down the stairs. Grab the tile here and form a bridge and cross it and go up. Take the right stairs first.

Go left and down and hit the switch across from you with an arrow. Now go back up the stairs and go down the left stairs this time and go across the platform and down the stairs. Cut the vine that's in the middle and grab the chest for the [_RUBY KEY_]. Go back to where the two stairs are and go back down the right ones. Go down and you should see some ice blocks. Pick one up and go to the bottom right corner while facing down and throw it. Go pick up another ice block and go to where the first ice block melted, and stand on the bottom right corner again and face down. Through the ice and keep doing this until you find some more ice blocks. Pick up one of them and drop it from the lower left corner of the platform. Grab the other ice block and stand on the lower left corner of the previously melted ice block, face left, and throw it. Now get the two chests for an [_AQUA WHIP_] and a [_FURY HELM_]. Now exit to reset the ice blocks. Pick one up and go left this time and drop it. Cross over and pick up another ice block and throw it to the left. Open the chest here for a [_FLAME FRUIT_]. Now go back and pick up an ice block and go to the right this time and go down the stairs.

Follow the path and cut the vines to reveal a hidden door. Use the healing pads and save your game. If you haven't done so yet, equip Guy with the Fire Dagger. Once you're ready, head left and through the door and approach the broken item on the floor for a small scene.

```

O-----O
|   Tarantula   |
O-----O
|   HP   | 2000 |
O-----O

```

-This fight can be a bit of a pain, since the Tarantula is able to paralyze you with its normal attack, and it can poison you with Poison Shower, so make sure to stay ontop of healing. Have Tia start off by using Bravery on herself first and then Maxim and Guy. After that, once the IP Gauge is high enough, have Guy use the Fire Dagger to do a lot of damage to it. When Tia's not healing, have her use Spark on it to do around 100 damage or so. Just keep it up and have Tia keep tabs on healing your health and any ailments and you should be fine.

After the fight, go into the room and watch the scene. After it, make your way back to Clamento.

```

=====
Clamento
=====

```

Items	Enemies
N/A	N/A

-Head to Rochy's house and talk with him. Watch the scene. After the scene, exit and head north through the shrine. Head a bit north and enter the village first.

```

=====
Parcelyte
=====

```

Items	Enemies
N/A	N/A

SHOPS

Items	Weapons	Armor
Hi Potion -----> 100G	Chain -----> 2200G	Chainmail -----> 3000G
Regain -----> 500G	Franshiska -> 2600G	Tight Dress -----> 2850G
Awake -----> 10G		Ironmail -----> 3600G
Shriek -----> 5G		Glass Cap -----> 1300G
Mystery Pin -----> 30G		Blue Beret -----> 2300G
Warp -----> 120G		Brone Helmet -----> 2500G
Escape -----> 100G		Stone Helmet -----> 2900G
Mind Gourd -----> 100G		Kite Shield -----> 2200G
Big Boomer -----> 500G		Tough Gloves -----> 2600G

-Head up a bit and watch the scene. After the scene, upgrade your equipment if you want. After you're done, exit and enter Parcelyte Castle, which is right above you.

=====
Parcelyte Castle
=====

Items	Enemies
-----	-----
N/A	N/A

-Enter the castle and head for the Audience Chamber and talk with the King. After the scene, you'll need to head for the Treasure Sword Shrine. Exit the castle and head northwest to find it.

=====
Treasure Sword Shrine
=====

Items	Enemies
-----	-----
Bat Rock	Goblin
Cold Rapier	Skeleton
Anger Brace	Armor Goblin
Round Shield	Ork
Sword Key	Regal Goblin
Undead Ring	Nuborg
Mind Ring	Wood Gorem
	Ghoul

-Go left and through the door and keep going until you see some spikes on your right. Go through the small opening on the right wall and pick up the pot. Go back to the left and place the pot on the switch and go back to the right and past the spikes. Blow up the wall and go through the floor. Head through the door and pick up the chest for a [ROUND SHIELD]. Now make your way back to the entrance. Go right this time and through the door and continue on, going down the stairs when you come across them. You'll come across a platform type puzzle. I'll try to describe this the best I can:

When you first enter the room, step on the first platform you see, and it should take you across to a treasure chest. Get the chest, step back on the platform and it will take it back to the entrance. Step on the platform again to go back to the treasure chest. However, step on the platform next to you this time.

This one should bring you up to another platform. Step on it and it will take you back to the entrance. Get off this platform, and walk towards the bottom to see a vertical platform. Ride it and it'll connect to another chest. Get it then get back on. Once you reach the bottom, step back on to connect to the chest and platform again.

Step on the platform above you from there and it'll take you all the way to the left. Once you stop, step on the platform below you, and you should end up by yet another platform. Ride the one next to you. Once you stop, you should be by a vertical platform. Step on it to ride it to the top.

Get off and work your way to the first platform you see, and ride it. Now you should be back on the left side by another vertical platform. Ride it up until you hit another platform. Ride that platform to the right and it should connect to the right vertical platform, allowing you to get off the horizontal one to get the red and green treasure chests. Please do get them.

Ride the horizontal platform by the chests back to the left, and take the platform underneath you back down, then the platform to the right of you to the right, and get off once it stops.

Now go down and to the left until you reach the left vertical platform, and ride it up to another platform. Step on the one above you to ride it to the right. After that, take the platform next to you down, then take the platform right below you to the left. Now get off and exit through the door.

Make your way back to the entrance and go through the middle door this time. You'll be in a linear corridor. As you head up, some enemies will come running out from behind the pillar. You can't dodge them, so fight them. Once you reach the end, go through the door and then continue along the main path until you reach a room with a four way intersection, switches, and a platform between the intersection. Play with the switches to get the platform to your side and go down and through the door and pick up the chest in this room for a [_BAT ROCK_]. Go back to the switches and make your way to the right side of the room this time and head through the door. Head through the door and hug along the right wall until you find a secret passage. Follow it and open the chest at the end for a [_MIND RING_]. Now head up the stairs.

You'll find two crates. Place a bomb over the left crate, and then place another bomb above the right crate. Now go to the linear platform, and keep pushing up on it and you'll go with it as it moves up. Continue along the path and you'll reach a room with multi colored blocks. The first one is pretty easy. Pick up the furthest orange block and place it next to the red block on the right end. Go through the door.

The second one is a bit more challenging. Start off by going to the lowest red block and pick it up. Go left and then up and use the shoulder button and turn to the right and place the block between the red and orange block. Finally, pick up the lowest orange block, and place it in the gap on the lower row. Go through the door.

In the final room, pick up the orange block on the top right corner and bring it down. Toss it next to the lower right red block. Next, go to the second row and pick up the middle red block, and move up a couple of spaces. Turn around and drop it next to the top red block. Finally, go to the bottom row and pick up the orange block that's the third from the left. Bring it above the top left red block and throw it so it lands above the topmost left block. Now go through the door and use the healing pads and save point. Continue on through the doors and up the stairs. Try to continue any further, and you'll get into a fight with some Clowns. Once you fight them both one time (after fighting the blue one, fight the red one). Before going back into the room for a third time, stick the Cold Rapier on Maxim and the Fire Dagger on Guy. Once you're ready, head up.

```
| Pierre |
O-----O
| HP | 1200 |
O-----O
```

-You'll be fighting Pierre with only Tia and Maxim. Have Tia use Droplet on Pierre and have her heal when necessary while Maxim should be using regular attacks until he can use the Cold Rapier's IP attack. It shouldn't take too long after the first IP attack. Now for the second fight.

```
O-----O
| Danielle |
O-----O
| HP | 1200 |
O-----O
```

-Have Selan use either Spark or Flash and have Guy attack normally until he can use the IP of the Fire Dagger. Have Selan heal when necessary and if you just follow the same procedure as with the first fight (minus using water based spells), you'll do fine.

After the fight, go through the door and open the chest for the [_TREASURE SWORD_]. Make your way back to Parcelyte Castle.

```
=====
Parcelyte Castle
=====
```

Items	Enemies
-----	-----
Holy Wings	N/A

-Go talk with the King and watch the scene. After it, head to the west wing basement of the castle and grab the [_HOLY WINGS_] from the chest. Now exit the castle and go west through the shrine to Gordovan.

```
=====
Gordovan
=====
```

Items	Enemies
-----	-----
N/A	N/A

-Talk to the nearby person once you enter the town. After it, exit and head west and enter the tower.

```
=====
Gordovan West Tower
=====
```

Items	Enemies
-----	-----

Speed Potion	Ork
Miracle	Goblin Mage
Scimitar	Big Mushr'm
Muscle Ring	Anatres
Block Shield	Ork Mage
Eagle Rock	Red Lobster
Wind Key	Regal Coblin
	Fighter Ork
	Zombie
	Evil Shell
	Doben
	Gades

-Head left and through the door and you'll find an enemy inside some blocks. In order to open the top door, the enemy has to stand on the switch. Go up and once the enemy stands on the switch, freeze it and go through the door. Continue along the path until you reach a room with a red switch. Hit it so that the pillars go down. Now go to the top block and push it to the right and go down to the bottom tile. Push the block to your left all the way to the left and then while avoiding the tiles, go up and stand to the right of the top pillar. Turn around using the shoulder button and shoot an arrow at the switch and the blue pillars will lower now. Now continue on and you'll be outside on the tower.

Go through the next door and head to the next room and up the stairs. You'll find a pot and two switches now. Pick up the pot and stand on the bottom tile. Throw the pot onto the right switch and follow the tiles until you reach the door. If you followed the tiles and stepped on all of them, the door will open. Go on through and continue on. Once you go up the stairs, go down and through the door. Open the chest up in this room for the [_HOOK_]. Now go back up and go stand next to the pillar. Push the pillar to the right and go back down and use your new Hook on the pillar and push the pillar up. Turn left and use the hook on the pillar on the other side and go through the next door. Once you go past the stairs, go through the left door and you'll find a crate inside some blocks. Go into the blocks and place a bomb near the crate. Now run out and the spikes will lower. Go down and exit and lower the ladder out here. Head back and step on the switch to your left and go through the door on the right this time.

You'll find the elevator. Step on the switch and go to the first floor. Go up and use a bomb on the cracked wall here and open the chest for an [_EAGLE ROCK_]. Go back to where the elevator is and go right this time and go up the stairs. Go up and pick up the chest for a [_MUSCLE RING_]. Go back to the elevator and ride it to the second floor now. Go down and open the chest for a [_SPEED POTION_]. Go back to the elevator and ride it to the third floor this time. Go left and you should be in a room that has two pillars in it. Go to the first pillar and push it to the left twice. Now go to the left side of the room and use your Hook to latch onto the pillar. Now push the pillar below you one space down and push the other pillar to the right so you can get out. Go down to where the bottom pillar is and line yourself up beneath it and use your Hook to latch onto it. Push the pillar on the switch and go down through the door now. Once you're outside of the tower, climb the ladder and go through the next door. You'll find seven switches here and a zombie. Defeating the zombie won't help you. You need to hit the seven switches in the order that they turn blue. Step on the switch and watch the switches. If you can't figure it out, this is the order to hit them. Note that I'm counting from left to right.

-Switch 1
-Switch 4

- Switch 6
- Switch 7
- Switch 2
- Switch 3
- Switch 5

After hitting the switches in that order, the zombie will disappear. Go through the door and open the chest for the [_WIND KEY_]. Now make your way back to the elevator and ride it to the fourth floor. Go down to find a [_MIRACLE_]. Ride the elevator to the fifth floor now and go to the right. Head down and open the green door here. Climb the ladder and continue on and you'll eventually reach a boss fight with Gades. You can defeat him, but it's best you try it once you're at at least Level 40. It's too much of a hassle to take him down now (though the Gades Sword is a nice reward), so just let him defeat you, which probably won't take more than three rounds. After you lose, watch the scene. After the scene, go up through the door and open the two chests up here for a [_SCIMITAR_] and a [_BLOCK SHIELD_]. Now make your way back to Parcelyte Castle.

=====
 Parcelyte Castle
 =====

Items	Enemies
-----	-----
N/A	N/A

-Go talk with the King and watch the scene. After it, make your way back to the Gordovan West Tower and go to where the pillars blocking the back exit were and go through the door. Continue on to reach the next town.

=====
 Merix
 =====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion -----> 100G	Gladius -----> 2400G	Toga -----> 3600G
Warp -----> 120G		Cloche -----> 3000G
Escape -----> 100G		
Big Boomer -----> 500G		

Spells

Fireball -----> 6000G
Fake -----> 2000G
Trick -----> 2000G
Escape -----> 1000G
Warp -----> 2000G

-Go ahead and upgrade your equipment if you want. Head to the house that's on the southeast section of town and talk with the little girl. Afterwards, exit the town and head up and enter the Cave Bridge.

=====
Cave Bridge
=====

Items	Enemies
-----	-----
Hi Magic	Ork
Regain	Goblin Mage
	Fighter Ork
	Lizard Man
	Doben

-From the start, continue down the path and talk to the carpenter once you reach him. Continue on and go down the stairs here. Head through the door and keep going, picking up the [_REGAIN_] along the way. Head back now and blow up the cracked wall and hit the switch. Go to the pole and use your hook to get across the water. Head down the stairs and at the two doors, take the right one first to find a chest with a [_HI MAGIC_] in it. Go back and take the left door this time. Watch the following scenes. After them, keep going and you'll find a room with several enemies and a crystal ball. Every time you defeat an enemy here, they'll respawn as long as the crystal ball is active, so defeat the enemy in front of the crystal ball and hit it with your sword. Go to the right and go through the door and take the stairs. Keep taking the stairs until you reach the same floor as the carpenter. He'll repair the bridge and leave. Before continuing any further, head back to Merix.

=====
Merix
=====

Items	Enemies
-----	-----
Dragon Egg	N/A

-Go to the house where you talked with the little girl and talk with her again and she'll give you a [_DRAGON EGG_]. Now go back to the Cave Bridge and cross the bridge and head north to reach Bound Castle.

=====
Bound Castle
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Staff -----> 3600G	Chain Armor -----> 4500G

Regain -----> 500G	Scimitar ---> 4400G	Thick Cloth -----> 4700G
Warp -----> 120G	Bronze Sword 5000G	Stone Plate -----> 4850G
Escape -----> 100G		Iron Helmet -----> 3600G
Ice Ball -----> 200G		Tight Helmet -----> 3800G
Fire Ball ----> 200G		Round Shield -----> 4600G
Big Boomer ---> 500G		

-Head up and watch the scene, which introduces you to one of the coolest characters in RPG history, Dekar. After the scene, go up to him and talk with him for another scene. Go visit the King now and watch the scene here. After it, upgrade your equipment if needed and head for the North Labyrinth.

=====
North Labyrinth
=====

Items	Enemies
-----	-----
Life Potion	Skeleton
Dragon Egg	Sand Gorem
Thunder Ax	Green Clay
Deadly Sword	Shadow Fly
Thunder Ring	Winger
	Zombie
	Deadly Sword

-Go to the right and through the door. Cut the bushes at the top left part of the room and go through the hidden passage and open the chest at the end for a [_THUNDER RING_]. Go back and go down the stairs. Cut the top left bush in this room and step on the switch to open the door. Go through the door and use your hook to latch onto the pillar on the other side. Go through the door and stand across from the switch and use your hook to hit it. Backtrack to the very beginning and go through the middle door this time. Go down the stairs and go through the door. Go left and hit the switch here and head up a couple of times to find a [_DEADLY SWORD_]. It's a cursed weapon, so don't equip it. This is good food for a Capsule Monster, though. Now make your way back to the room with the switch and two sets of spikes. Hit the switch so you can cross safely and go across the bridge you formed. Once you reach a room that has a zombie, bomb the wall and open the chest for a [_THUNDER AX_].

Go back to the beginning and take the left door this time. Continue on going through the doors until you find some stairs. However, these stairs will move when you try to go down them. In order to corner them, go to the left of the stairs and try to step on them and it will go down. Keep trying to enter them from the left until they reach the bottom. Now enter the stairs from above and you'll be able to go down them. Continue going down and then once you see a pillar, move it to the right and get below the pillar. Latch onto the pillar and pick up the pot and put it on the switch. Go through the door and down the stairs.

Go through the door and step on the first platform. Step on the right arrow and go down through the door. Use your hook to latch onto the pillars until you reach the other side of the room. Go up and you'll find your newest Capsule Monster, Flash. Go back to the moving platforms and get to the upper right door and go through it. Push the four pillars on the darkened area on the floor and cross the bridge and open the chest for a [_DRAGON EGG_]. Now go back to the moving platforms and go through the top left door. You'll find a 3x3 row of tiles. They all need to be white. Make sure you place one bomb at a time here, as the game has a nasty habit of freezing if multiple bombs go

off when you solve the puzzle.

Start off by placing a bomb in the middle. After that, place a bomb on the tile to the left of you, and then one on the tile below you. Now place a bomb on the middle tile on the right column and then a bomb on the middle tile on the left column. Finally, place a bomb on each of the corners and all of the tiles should be light now. Cross the platform and open the chest for a [_LIFE POTION_] and go down the stairs. Save your game and enter the next room and push the pillar on the right switch. Go through the door and up the path and watch the scene.

You'll have to fight four mummies, which can handled easily with a Fireball from both Tia and Selan. After that fight, you'll have to handle four trolls. These guys are a bit more dangerous since they're able to paralyze you with their regular attacks. Use Fireball with Tia and Selan again to finish them off quickly. After the second fight, watch the scenes, and make your way back to Bound Castle.

=====
Bound Castle
=====

Items	Enemies
-----	-----
N/A	N/A

-Go ahead and unequip Tia here. You'll see why soon enough. Go to the King and talk to him. After the scene, you'll have Maxim, Dekar, and Guy only now for the next dungeon. Make sure to upgrade Dekar and Guy's equipment while you're here. When you're ready, head northeast and enter the Ancient Tower.

=====
Ancient Tower
=====

Items	Enemies
-----	-----
Miracle	Deadly Sword
Magic Bikini	Deadly Armor
Fayza Shield	Snell
Muscle Ring	Earth Viper
Protect Ring	Spinner
Pumkin Jewel	Dark Fly
Cloud Key	Bruse
	Pumpkin Head
	King Frog
	Gades

-Go over to where the pillar is and push it to the right and line it up to the middle of the wall. Now push it up as far as it will go, and then push it left to reveal a door. Go through it and then go through the next door. Defeat the enemies in this room to open the door. In the next room, you'll find a Pumpkin Head that doesn't teleport, and four pillars. You need to get the Pumpkin Head on the switch between the pillars. Push one of the pillars and lure him inside. He moves in the opposite direction you move, so use that to trap him. Once he's inside, freeze him and push the pillar back into place to trap him inside. Head for the next room. Push the pillar down and push it on the right side of the wall and make sure it lines up against the stairs. Now

get on the left side, and use your Hook to cross the spikes and go up the stairs. Continue on and you'll eventually be outside on the tower. Go through the door out here and use a bomb on the cracked wall. Don't try to open the visible door. Instead, go to where the tiles are and go across the light tile and another door will appear. Go through it and up the stairs.

Go into the next room and go to the right and you'll find three teleporters. You'll be teleported the way you're facing, meaning if you go straight down, you'll be teleported southwards. Go to the right side of the teleporter and go left to be warped to the left side. Go down and continue on. You'll find a room that has three chests in it. Open them up for a [_MUSCLE RING_], [_PUMKIN JEWEL_], and a [_PROTECT RING_]. Exit this area and go into the door above you. Go into the next room and you'll eventually find four blocks. Push them on the tiles and use your hook to hit the newly visible switch to open the door. Go through it and step on the switch and make your way back to where the teleporters are. Now face the main teleporter from the left side and run onto it to be teleported on the right side. Go up the stairs.

Go to the right and through the door for a chest that has a [_FAYZA SHIELD_] in it. Go back and go through the left door this time and hit the switch. Go through the door first and activate the switch in here and the ladder outside will lower. Now go down and head for outside and take the other door in the area. Go left and continue on to reach a chest that has the [_CLOUD KEY_] in it. Make sure to bomb the cracked wall in here. Go through the opening to find a chest with a [_MIRACLE_] in it. Make your way back outside and go down the ladder on the left and go through the door. Defeat the Bruise here and push the three pillars near you up once, and then push the far left pillar down once and the door will open. Go through it. You'll eventually reach a room that has two statues on red and blue carpets. Hit the statue on the blue carpet 5 times with your sword, and then hit the statue on the red carpet 3 times with your sword. Step on the symbol on the middle now and the statues will become healing pads. Go down through the door and save your game here. You'll be back outside of the tower. Go to the right and through the door and continue on. What you'll find here is a monster race. Basically, you step on one of the tiles, and if your monster wins, you'll be teleported to another area. The left one has a Ghoul that's a lazy ass, so either use the Skeleton on the right, which teleports, or use the Medusa on the top, which runs really fast. I'd go for the Skeleton. After you win, you'll be teleported in front of a door. Go through it and hit the switch here and the platform outside will lower. Go back outside and cross the platform and enter the door. Heal up if needed and go through the door. Continue along and Gades will appear.

```
O-----O
|   Gades   |
O-----O
|  HP  | 3000 |
O-----O
```

-Gades might have ripped you a new one before, but he's actually pretty easy this time around, mainly because Dekar and Guy have Defense out the ass. Start off by having Maxim use Fake and Bravery on your party to get your Agility and Defense up. If Dekar has the Pumkin Jewel equipped, have him use the Head Attack once he gets the IP to do so, as it will do some pretty decent damage. After casting Fake and Bravery for a round or two, have Maxim switch to use Trick and then have Maxim start healing and attacking, whereas Guy and Dekar should always be attacking, no exceptions. With the Bravery buffs, Gades Destructo Wave will be nothing more than a Mosquito bite, so hack away.

After the fight, watch the scene, and Maxim will be alone. You'll find three sets of stairs near you. Take the right set of stairs first and you'll find a statue. Use a bomb to blow it up and go back up the stairs and go up and go down the top set of stairs. Use the healing pad if you want and continue on until you find another statue. Use an arrow on it. Before going back, go through the door and open the chest for a [_MAGIC BIKINI_]. I'd totally tap Dekar with that on. Finally, go back to the stairs and take the left set this time. Go straight down, only hitting the tile below you. In the next room, only step on the lowest tile and the door will open. Continue on and you'll eventually reach a room with a bunch of lowered pillars. Go straight up and step on the switch and watch the scene. After it, you'll be back in Parcelyte. Note that during the next set of scenes, that's why I told you to unequip Tia.

=====
Parcelyte
=====

Items	Enemies
-----	-----
N/A	N/A

-Watch the pretty long scene (you may want to get yourself a drink) and after a few minutes of a bunch of talking and baby making, you'll be in control. Make sure to equip Selan, as she's totally naked right now. Make your way northeast to the North Lighthouse.

=====
North Lighthouse
=====

Items	Enemies
-----	-----
Dragon Egg	Red Lobster
Light Key	Ork Mage
Big Shield	Goblin Mage
Bee Rock	Snatcher
Cancer Rock	Drill Shell
Fire Ring	Cancer
Mystery Ring	Armor Horse
	Idura

-Head up through the door and you'll find some blocks for you to play with. Make it so that the arrow is pointing to the right to open the door. Go through it and go to the right side of the room. This room caused me a lot of trouble when I was first playing the game. Take two of the crates and place them on the switches to make the door visible. Now, take the third crate and place it ON the door. Now take one of the other crates off, and the door will still be visible as you walk with the crate in your hand. Put it on the switch to lower the spikes, and then place the other crate on the last switch and the door will be open. Go through it and open the three chests for a [_MYSTERY RING_], [_BIG SHIELD_], and a [_DRAGON EGG_]. Now go back and go left and through the door this time and up the stairs. Go down and you'll see some tiles on the ground. This is basically a game of memory, so just match up the correct images together. After completeing it, go left past the lowered spikes

and go up the stairs. Go down and step on the switch here to raise the pillars here.

Backtrack to the room where you matched the images and go down this time and you'll be outside on the tower. Take the other door in the area and go up the stairs. Continue along and climb the ladder once you come across it. Go through the door and open the chest for a [_FIRE RING_]. Go back to the two pillars and use your Hook to get across to the other side. Go to the right and through the door. Bomb the cracked wall and hit the switch here and go back outside and climb the now completed ladder. Go through the door and head up and step on the switch here and you'll need to place the pots on the two tiles that have a dark tile underneath them. Pick up a pot and place a pot on the highest left tile (it's hugging the wall), and then pick up the other pot and stand to the right of the first pot, turn around to the right using the R button, and place the pot down on the tile in front of you. Go open the chest now for the [_LIGHT KEY_]. Go back down and then go left and step on the teleporter. Now make your way to the room with the big arrow at the beginning.

Make the arrow point to the left this time and go through the door and climb the next set of stairs. Continue on until you reach a room with two doors in the same room. Go down and go to the right to find a pillar. Push the pillar to the left and use a bomb to blow open the crack. Push the pillar down the hole and jump down with it. Step on the bottom switch and push the pillar so that it's on top of the top switch. Now open the chest for a [_BEE ROCK_]. Now push the pillar to the edge and use your hook to get on the other side. Use your hook on the pillar against the edge and you'll drop down. Open the chest here for a [_CANCER ROCK_]. Make your way back to the room where you pushed the pillar through the hole and continue on until you find some healing pads and a save point. Now go outside and go left and through the door. Go up a couple of times and you'll find four blocks and four switches. Push three of the blocks on the switches. For the fourth, push it out of the way and then step on the switch yourself and climb the stairs. Head to the right and up a bit and that bastard Idura will show up.

O-----O
| Idura |
O-----O
| HP | 1500 |
O-----O

-Idura can be a bit tough depending on how well equipped you are. Idura has a weakness to Ice, so have Selan use Gale to attack and have her use Strong when you need to heal. Have Maxim continue attacking Idura while Selan keeps pounding him with Gale. Idura has a nasty habit of using Plasma Blaster a lot, and with the damage his minions can do, the damage can add up pretty fast, so if you need to use both Maxim and Selan to heal, then do it. Just have Maxim keep attacking and Selan should keep using Gale. Idura shouldn't last that long if you keep it up.

After the scene, make your way back to where Bound Castle is and go to where the Ancient Tower is. Enter the shrine to the right of it and head up and take the teleporter, and you'll find Guy and Dekar. It's only now that Dekar pulls off the best quote in the game. After the scene, exit the shrine and enter Aleyn.

=====
Aleyn
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Hand Ax -----> 6000G	Thick Cloth -----> 4700G
Regain -----> 500G	Long Staff --> 6200G	Stone Plate -----> 4850G
Warp -----> 120G		Long Robe -----> 5000G
Escape -----> 100G		Turban -----> 4100G
Ice Ball -----> 200G		Plate Cap -----> 4500G
Fire Ball ----> 200G		Round Shield -----> 4600G
Big Boomer ---> 500G		Tecto Gloves -----> 4300G

Spells

Vortex -----> 8000G
Blizzard -----> 9000G
Stronger -----> 5000G
Warp -----> 2000G
Rally -----> 15000G

-Talk with the village folk and you'll learn about Jyad and how he isn't back yet. Go ahead and upgrade your equipment and spells here and head up to the Phantom Tree Mountain.

=====
Phantom Tree Mountain
=====

Items	Enemies
-----	-----
Water Ring	Dark Fly
Tree Key	Armor Bee
	Lizard Man
	Stinger
	La Fleshia
	Torrent
	Skull Lizard
	Mad Gorem
	Lion

-Go up the stairs and through the door. Cut the bottom grass here and place a bomb between the three patches. Once the bomb goes off, the door will open. Go through it and climb the stairs and activate the switch here. Backtrack and go to the right this time and through the door. Continue along until you're back outside. Go through the door and up the stairs and destroy the cracked wall. Go left and grab the chest out here for the [_TREE KEY_]. Now continue along and you'll eventually reach a room with a lot of bushes on the left. You

need to make them all grow. First, step on the very far right bush and step off it by going back to the right. Now step on the top bush and step off it by going back up. Now go to the bottom row and work your way from there, growing the bushes as you step on them. Once they're gone, go through the door and open the chest for the [_FIRE ARROW_]. Burn the bushes with your new toy and continue on through the next door. Once you're outside, head down and go through the next door.

Go up the stairs and then go to the right and down the stairs. You should be in a room with a lot of monsters now. Enter where they are and check the lower left corner of the area for a chest. Open it to obtain the [_WATER RING_]. Continue along and cut the vines and go through the door. Go up the ladder and use your fire arrow to burn the bushes here and push a block onto the switch. Once you do that, go climb the other ladder and burn the bushes. Push the next two blocks up onto the two switches. Now, it's time to finish this area. Everytime you step on the ground here, a crack will appear. This means you can't use the same spot twice. I'll break up the directions by every single step. Position yourself on the far right end and follow these directions:

-Up
-Right
-Up
-Right
-Right
-Right
-Right
-Right
-Right: Pick up the pot
-Up
-Up
-Left
-Left
-Down
-Left
-Left
-Left
-Left
-Down
-Left
-Left
-Up
-Up
-Up
-Up
-Right
-Up: Shoulder turn to the right and drop the pot. Pick up the left pot.
-Up: Drop the pot on the switch.
-Right: Pick up the pot and turn around and put the pot on the switch.
-Down
-Down
-Down
-Down
-Right
-Right
-Right
-Up
-Right
-Up

Now climb the ladder and go through the door. Destroy the cracked wall once you see it and go down the ladder. Continue along until you need to use the

hook to latch onto the other side. Once you cross over, go through the door and up the stairs. Lure the Lizard Man here until he steps on the switch. Once he does, freeze him and latch onto the pole before it goes back down. Go up and through the door. Continue along until you reach the door with a bunch of rubble in it. Use a bomb on it and go through the door now. Lure the Mad Gorem here onto the square platform with you and it will drop. Now go down and take the stairs and go down and talk with Jyad. Use the save point and continue going down and you'll eventually get into a fight. The Lions aren't too tough. Just get your defense up and you'll be fine for the long haul. After the fight, continue along until you reach the Phantom Tree. You'll be automatically warped back to Aleyn.

=====

Aleyn

=====

Items	Enemies
-----	-----
N/A	N/A

-Go talk with Jyad and then spend the night at the inn twice. Now go down to where Jyad is and talk with him. You'll now be able to travel to two places: Gruberik, and Narcysus. Gruberik has the infamous Ancient Cave, in which you need to go down 99 floors and defeat the boss at the end of it. If you're willing to waste several hours going down the Ancient Cave, that's your choice. I'll get more into the Ancient Cave later. To advance the story, go to Narcysus.

=====

Narcysus

=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	War Rapier ----> 7600G	Long Robe -----> 5000G
Regain -----> 500G	Long Sword ----> 8000G	Plated Cloth ---> 5800G
Warp -----> 120G		Turban -----> 4100G
Escape -----> 100G		Plate Cap -----> 4500G
Ice Ball -----> 200G		Roomy Helmet ---> 4800G
Fire Ball ----> 200G		Round Shield ---> 4600G
Big Boomer ---> 500G		Tecto Gloves ---> 4300G
		Big Shield -----> 5900G

-Go to the right and up the stairs and watch the scene. After it, talk with a couple of the village folk and once you're ready, exit and go north.

=====

Tower of Sacrifice

=====

Items	Enemies
-----	-----
Ice Ring	Drill Shell
Narcysus Key	Cancer
	Specter
	Dragonian
	Evil Fish
	Pug
	Ochi Warrior
	Idura

-Head along through the door and you'll find a black circle thing with white markings on it. If you stand in front of it, it will blow you down against the wall. Walk around it and continue on, going up the stairs. Go down and hit the switch here and latch onto the other side with your hook. Go into the next room and hit the two switches and go back. Hug along the bottom wall while going to the right until you find a hidden passage. Place a bomb at the end of the passage and the wall will blow up. Go through it and go down through the door. You'll be outside on the tower. Head over to the next door and enter it. Go up the stairs and go up and destroy the cracked wall here. Head down the stairs and open the chest for the [_NARCYSUS KEY_]. Destroy the cracked pillars with your bombs and go back up the stairs and go down and up the stairs. Open the chest here for an [_ICE RING_]. Go ahead and equip Selan with this. Go back down the stairs and then take the other set of stairs. Once you're back outside, go left and through the door and open the door at the end here with the Narcysus Key. Push the lower block to the left and then go left yourself past the block. Activate the switches up here and push the second block to the right. Now make your way up to the door and go through it. Continue on and you'll find two areas with tiles on them. You need to light them all up. Let's start with the left area first:

- Place a bomb on the top right tile on the column furthest to the right.
- Next, go down two tiles from there and place another bomb there.
- From that tile, go up once and then left once and place a bomb on the tile you're standing on.
- From that tile, go up once and then left once and place a bomb on that tile.
- Go down twice and place a bomb on that tile.
- Finally, go to the tile that's furthest to the left and place a bomb on that.

For the right area:

- Place a bomb on the top left tile on the column furthest to the left.
- Go down two tiles and place a bomb on the tile you're standing on.
- Go up once, and then go right once and place a bomb on that tile.
- Go up once, and then go right once and place a bomb on that tile.
- Go down twice and place a bomb on that tile.
- Finally, go to the tile that's all the way to the right and place a bomb on it.

Take the right door first and keep going until you're outside. Hit the switch out here to form another ladder outside. Go back to the room where you bombed those tiles and go to the left door this time. Once you're outside, climb the ladder and use the save tile and continue on. You'll find a room with blocks that will move in the same direction as you as long as you're next to them. It's not that hard to do. Go to the right and stand between the far right block and the one to the left of it. Go up until you reach the top. Now go down the next set and go down all the way. Go up the next area and then once you reach the top, go left and down and bring the final block down and go through the door. Continue on and you'll eventually find the captured girls,

as well as Idura. Watch the scene.

```
O-----O
|   Idura   |
O-----O
|  HP  | 2500 |
O-----O
```

-This fight is really easy. I was able to take him out in two rounds. Here's what I did to take him out:

Round 1

Maxim: Water Jewel IP
Selan: Ice Ring IP
Dekar: Head Attack
Guy: Dive
Blaze: Fang Attack

Round 2

Maxim: Water Jewel IP
Selan: Ice Ring IP
Dekar: Attack
Guy: Attack
Blaze: Attack

After the second round, he was gone. Basically, just use your best Ice spells or IPs and pound away at him with Guy and Dekar. His attack and Idura Thunder is so pathetic that you shouldn't need to worry about healing this time around.

After the fight, watch the scene and head for Narcysus.

=====

Narcysus

=====

Items	Enemies
-----	-----
N/A	N/A

-Talk to the village folk and they'll tell you that Idura fled to Karlloon. Make your way east to find the Shrine to Karlloon. Go through the shrine and enter the town itself.

=====

Karlloon

=====

Items	Enemies
-----	-----

N/A N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion -----> 100G	Cutter Whip ---> 9000G	Iron Plate -----> 5950G
Regain -----> 500G	Multi Sword ---> 9450G	Metal Mail -----> 6250G
Warp -----> 120G		Tight Turban -----> 5000G
Escape -----> 100G		Rock Helmet -----> 5700G
Magic Gourd ----> 50G		Plate Helmet -----> 5500G
Power Gourd ---> 100G		Tall Shield -----> 6000G
Mind Gourd ----> 100G		Silvo Shield -----> 6900G
Big Boomer ----> 500G		

Spells

Bolt -----> 10000G
Fireball -----> 6000G
Blizzard -----> 9000G
Vortex -----> 8000G
Stronger -----> 5000G
Perish -----> 15000G
Absorb -----> 20000G
Awake -----> 5000G

-Go ahead and upgrade your spells and equipment here. However, don't buy a new weapon for Dekar here, as he'll get a powerful weapon in the next dungeon. Once you're ready, head north and enter the Karlloon North Shrine.

=====
Karlloon North Shrine
=====

Items	Enemies
-----	-----
Dekar Blade	Ammonite
Fury Ring	Lion
Lion Fang	Troll
	Medusa
	Dark Skull
	Hound
	Jurahan
	Dragonian

-Go on through the door and destroy the rubble on the right of the pillar with a bomb. Push the pillar onto the tile and the door will open. Go through the newly opened door and make your way up the stairs. Once you reach the room with a bunch of lowered pillars, go up first and you'll find a room with red and blue switches. Hit the switches and latch yourself to the other side. Open the chest for the [_DEKAR BLADE_]. As indicated by the name, this weapon is for Dekar. Go back to the room with all the lowered pillars and use your hook to hit the switch on the other side. Latch onto the now raised pillar and continue along. Once you reach a room with two candlesticks, hit the left one with your sword to open the right door. Go through it and go up the stairs and then up and through the door. Move the block one space up and open the chest here for a [_LION FANG_]. Go up and use the teleporter here and continue

along. You'll reach a room with a teleporter and many blocks. This one is actually pretty easy to solve. First, go to the left and push the block on. Now move up one space and push the block to your left against the wall. Now go up and push the block in front of you against the wall. Go to the right and push the top block to the right. Go one space back to the left and push the block below you one space down. Finally, push the block to the left of you to the left and take the teleporter.

Use bombs to destroy the cracked walls above you. Go through the right opening first and hit the switch here. Go take the left opening this time and follow the path and you'll find some healing pads and a save point. Use the next teleporter and go through the north door. Advance up a little bit more and Idura will show himself once more.

```
O-----O
|   Idura   |
O-----O
|  HP  | 3500 |
O-----O
```

-This is exactly as the same fight as before, so let loose with your best Ice based IP attacks and/or your best Ice based spells. His Idura Thunder is still a laughable attack, and Plasma Blaster is nothing by now.

After the fight, go through the door and watch the scene. After it, go down back into the room with the Medusa and Troll and take the south door this time. Keep going down and you'll reach a room with two pillars. Push the pillars to onto the tiles. Once you do, a pillar will rise up from below. Latch yourself onto it from below and you'll drop down a level. Take the next two sets of stairs. In this room, head down to find a chest with a [_FURY RING_] in it. Go back up and go left and you'll see three pillars that have cracks in them. Use a bomb on each of them and the wall above will collapse down to your level. Now take the stairs and keep going. Make sure to unequip Dekar as well. You'll eventually reach the room with a crystal ball in it. Watch the scene. After it, you'll be back in Karlloon. After the scene, exit and go to the east and through the shrine. Enter the city on the other side.

```
=====
Treadool
=====
```

Items	Enemies
-----	-----
N/A	N/A

```
SHOPS
-----
```

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Rockbreaker ----> 9850G	Silver Armor ---> 7200G
Regain -----> 500G	Bronze Ax -----> 9700G	Silk Toga -----> 6300G

Warp -----> 120G	Morning Star --> 10000G	Light Jacket ---> 7600G
Escape -----> 100G	Vice Pliers ----> 6000G	Plated Cloth ---> 5800G
Magic Gourd ---> 50G		Iron Plate -----> 5950G
Power Gourd --> 100G		Glass Cloche ---> 5200G
Mind Gourd ---> 100G		Metal Cloche ---> 6300G
Big Boomer ---> 500G		Silver Helmet --> 6800G
		Spike Shield ---> 7500G
		Slash Shield ---> 7500G

-Head down a bit and talk to the first blue haired villager you see. Tell him you're interested in buying a boat and watch the scene. Upgrade your equipment if needed and exit town. Head northeast and enter the dungeon up here.

=====
 Shaia Labs
 =====

Items	Enemies
-----	-----
N/A	N/A

-Take the following doors in this order once you come across them:

- Right Door
- Left Door
- Door behind the vines

Once you go past the third door, you'll find Lexis's lab. Talk with him and watch the scene. After the scene, make your way to Aleyn.

=====
 Aleyn
 =====

Items	Enemies
-----	-----
N/A	N/A

-Go to Jyad's house (if you can't find it, go to the southwest portion of town. His house is the second from the left) and talk with Jyad. After the scene, head for Treadool once again.

=====
 Treadool
 =====

Items	Enemies
-----	-----
N/A	N/A

-Talk with the woman at the entrance and watch the scene. After it, make your way south to reach the Flower Mountain.

=====
 Flower Mountain
 =====

Items	Enemies
-----	-----
Life Potion	Earth Viper
Dragon Egg	Skeleton
Flower Key	Gnome
Burn Sword	Crow Kelp
Flying Ax	Tengu
Power Ring	Necromancer
Snake Rock	Lunar Bear

-I'm not exactly sure why, but the Lunar Bear reminds me of Alex from Lunar: Silver Star Story/Lunar Legend. Anyways, make your way into the mountain and you'll eventually reach a blue chest. Open it up for the [_HAMMER_]. Use the Hammer to break the rocks along the way. Keep going until you're outside on the mountain. Go down the ladder and enter the mountain again. Defeat the Necromancer in here if you want and hit the pillar on your right with the hammer until it's on the switch. Go through the newly opened door and continue along until you're back outside. Go down to where the arrows are and jump down. Go to the left set of arrows this time and jump down and enter the mountain once again. Continue along and once you spot a door behind a vine, cut it and go through it. Follow the spike path and open the chest for a [_LIFE POTION_]. Also get to the patch of floor that's below the cracked wall and use your hammer on the wall. Exit back out and go to the right and up and through the door up here. Follow the path here and go through the opening you made with your hammer and open the chest for a [_SNAKE ROCK_]. Now make your way to the stairs in the spike room and go up them.

Continue by going down and use the lone healing pad here. Go down and step on the cracked floor to drop down. Open the chest for a [_BURN SWORD_] (make sure to equip this on Maxim) and go down through the door and you'll be back outside on the mountain. Go a bit to the left and open the chest for the [_FLOWER KEY_]. Now jump back down the ledge and go to the right and jump down once more. Once you reach the room with a rock between two blocks, destroy the rock and move the block to the right and ignore the stairs. Go through the door above you. You'll find another maze. You need to step on a switch and make your way to a teleporter. As you walk on the spikes, they'll rise behind you. Follow this path:

For the left switch, go up once from the switch, and then left until you reach the spikes on the left. Now go up and stop one spot shy of the top and go right and through the teleporter.

For the right switch, go up three times, and then turn left and go into the teleporter.

For the middle switch, simply follow the last path to reach the top teleporter.

Go to the right, past the spikes and go through the first door. Follow the path here and you'll find your next Capsule monster, Sully. Go back into the spike maze room and go to the right and destroy the cracked wall with your hammer. Open the three chests for a [_POWER RING_], [_FLYING AX_], and a [_DRAGON EGG_]. Go back to the spike maze and go back down and go to the right this time. Follow the path and you'll find a healing pad. Save your game here as well and go down out to the mountain. Go to the right and approach the flower here.

```

O-----O
|   Rogue Flower   |
O-----O
|   HP       |   3000 |
O-----O

```

-If you have the Burn Sword equipped, which you should, then this fight will become a pushover, Since the Rogue Flower is well... a flower, it's weak to fire, so use the IP of the Burn Sword and use Fireball and whatever Fire related attacks you can throw at it. The only thing that makes this fight annoying is that the Rogue Flower can put you to sleep. Even then its attacks don't do much damage, so hack away.

After the fight, make your way back to Treadool.

```

=====
Treadool
=====

```

Items	Enemies
-----	-----
N/A	N/A

-Go to the right from the entrance and enter the house right next to the Inn and talk with the woman in bed. After the scene, head to the southwest part of town and talk with Lexis. After the scene, Lexis will join your party. You'll now have control of the ship. Head south to find the Kingdom of Dankirk.

```

=====
Dankirk
=====

```

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Broadsword ---> 11000G	Metal Coat -----> 7750G
Regain -----> 500G	Estok -----> 11500G	Silver Mail -----> 8700G
Magic Gourd ---> 50G	Superdriver --> 12000G	Power Jacket ----> 9000G
Power Gourd --> 100G		Shade Hat -----> 6200G
Mind Gourd ---> 100G		Silver Hat -----> 8500G
Big Boomer ---> 500G		Tuff Buckler ----> 8200G

Spells

Shield -----> 5000G
Courage -----> 5000G
Mirror -----> 30000G
Coma -----> 10000G

-Upgrade your equipment here, as well as your spells. Go to the top floor of the castle and go to the throne room. Exit the throne room and go left and enter the door here and talk with both of the people. Now attempt to exit the castle and watch the scene. After it, go back to where the Prince's room is and talk with him. After you do, make your way to Clamento.

=====
Clamento
=====

Items	Enemies
-----	-----
Ruby Icon	N/A

-Go to Jaffy's shop and talk with him. After the scene, you'll obtain the [_RUBY ICON_]. Make your way back to Dankirk.

=====
Dankirk
=====

Items	Enemies
-----	-----
N/A	N/A

-Go visit the Prince's room and talk with him and watch the scene. After it, exit the castle and head north to the cave.

=====
Dankirk North Dungeon
=====

Items	Enemies
-----	-----
Hi Magic	Bat
Earth Fruit	Big Bat
Dragon Egg	Medusa
Dankirk Key	Mummy
Figgoru	Red Bat
Fury Ribbon	Desert Rose
Flame Jewel	Garbost
	Armour Dait
	Asashin
	Ramia
	Shadow
	Vampire
	Solider

-Talk to the person at the entrance and go through the door. Cut the bush at the top to reveal a switch. Pick up the pot and put the pot on the switch and go through the door. Go up and then turn and go right and then through the door here. Go down the stairs and go down and step on the switch and go back and up the stairs to the room with those pillars. Hit the switch so that the lower pillar is sticking up and jump down off the edge and go up the stairs and latch yourself onto the pillar. Follow the path and go down the stairs. Continue along and go across the glass bridge you formed. Once you reach the

edge of the ledge, jump down and head down and place a bomb on the skeleton bones in the corner. Step on the switch and go up and hit the switch on your left. Go up the ladder now and cut the vines. Place a bomb in front of the wall. Do this two more times and go through the opening. Step on the switch in this room and open the chests for a [_HI MAGIC_] and an [_EARTH FRUIT_]. Make your way back to the room with the three pillars and the switch and take the upper left door this time.

Continue along and you'll find a room with an eye and a pillar. Push the pillar in front of the eye and go past the pillar without going in front of the eye. Go through the door and continue along until you reach the room with the four rows of spikes. Hit the switch and go down and up the ladder and go down the glass bridge. Continue along until you find three switches on the other side. Use your hook to hit them and cross over once the platform is completed. Keep going and open the chest along the way for a [_FURY RIBBON_]. Destroy the cracked wall above you and continue up. The pillars behind you will rise up. Go to the top of the area and cut the vines, revealing two eyes. Hit them with an arrow and go back down and push the block onto the switch. Now go up and cut the vines behind the stairs. Hit the eye with another arrow and go back down and hit the switch with your sword. Go back up and go down the stairs.

Step on the teleporter in this room and push the block on the right side. Take the teleporter again and go to where you pushed the block. Notice how some of the floor here is a bit off? Step on the tile shaped pattern on the floor. Go back down and push the block to the left side this time and take the teleproter again and step on the tile shaped pattern on the floor on the left side this time. Open the chest for the [_DANKIRK KEY_]. Use the teleporter once more and push the block on the tile near the teleporter. Cross one of the bridges and hit the switch with your sword. Make your way all the back to the room with the 4 rows of spikes and cross over them now and go down the stairs at the end. Look for a tile shaped pattern on the floor in the next room and step on it. Now cut the lone grass patch to your left and go down through the hidden passage. Open the three chests at the end for a [_FLAME JEWEL_], [_FIGGORU_], and a [_DRAGON EGG_]. Go back to the newly opened door and go through it. Continue along until you find gate cover over a hole on the ground. Pick it up and jump down the hole. Hit the switch here and go up the stairs and latch onto the pillar across you. Go down the stairs and cross the bridge. Now turn around and hit the switch with your hook and a bridge to your left will form. Continue on and you'll find a puzzle in which you need to make an arrow pointing down. It's actually pretty easy. Just push the blocks onto the tiles so the arrow is pointing down.

Continue on and open the door with the Dankirk Key along the way. Use the save point here if you want and continue into the next room. Watch the scene and you'll get into a fight with four soldiers. It's an easy battle. Once the fight is over, watch the next scene.

=====
Dankirk
=====

Items	Enemies
-----	-----
N/A	N/A

-After the scene, make your way out of the castle and hop in your ship. Sail south and enter the castle down here.

=====
Auralio
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Broadsword ---> 11000G	Metal Coat -----> 7750G
Regain -----> 500G	Estok -----> 11500G	Silver Mail -----> 8700G
Magic Gourd ---> 50G	Superdriver --> 12000G	Power Jacket ----> 9000G
Power Gourd --> 100G		Shade Hat -----> 6200G
Mind Gourd ---> 100G		Silver Hat -----> 8500G
Big Boomer ---> 500G		Tuff Buckler ----> 8200G

-Go north and enter the palace. Go up the stairs and talk with the Prince. Talk with him again. Now exit and hop back on your ship and sail through the gate and go south and enter the next city.

=====
Ferim
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion ---> 500G	Royal Whip ----> 13000G	Quilted Silk -----> 9200G
Magic Gourd --> 50G	Spear -----> 13500G	Eron Hat -----> 8800G
Power Gourd -> 100G	Silvo Rapier --> 13200G	Tuff Buckler -----> 8200G
Mind Gourd --> 100G		
Big Boomer --> 500G		

Spells

Champion -----> 20000G
Firebird -----> 20000G
Ice Valk -----> 25000G

-Head around the castle, upgrading your equipment and magic if needed and look for a person named Hans. He's on the floor with three rooms next to each other. He's in the right room. Talk with him and then talk with the King in the throne room, and finally the Princess in her room. Now exit and make your way to the tower.

=====

Northeast Tower

=====

Items	Enemies
-----	-----
Trial Key	Medusa
Stun Gun	Ramia
Samu Jewel	Mad Head
Mysto Jewel	Dark Spirit
	Ninja
	Samurai
	Bone Gorem
	Hades Skull
	Hidora
	Minotaur

-Destroy the cracked wall in the room and go through the opening and up the stairs. Continue along until you find a room with a pillar in it. Use your hammer to hit the pillar to the left and then switch to your hook and latch onto the pillar. Exit to the outside of the tower and climb the ladder. Ignore the right door and take the left one first. Examine the two arrows in here and they'll turn to the right. Hit the switch here and the platform will move to the right now. Exit this room and take the right door on the tower this time. Switch the arrows so that they face to the left and go up and through the door. Continue going up and open the chest for the [_STUN GUN_]. Take the stairs and continue along until you're outside on the tower. Go down the ladder and go through the door. Here, you'll find a puzzle in which you need to turn all the tiles to a light color. Start from the top and follow these directions:

- Down
- Down
- Down
- Down
- Down
- Left
- Left
- Up
- Up
- Up
- Right
- Up
- Up
- Left
- Left
- Left
- Left
- Down
- Right
- Down
- Left
- Down
- Down
- Right
- Down

All of the tiles should be lit up now, so go through the door. Continue along and at the end, you'll find a chest containing the [_TRIAL KEY_]. Make your way back to the room with the platform and arrows. Go to the left side of that room now and hit the switch so that the platform is back on the left side.

Cross it and go through the door. This room is a bit hard to explain. Just make sure to grab the two chests in this room for a [_SAMU JEWEL_] and a [_MYSTO JEWEL_]. The exit is at the bottom platform. Once you reach there, exit and you'll be back outside. Climb the ladder and enter the door. You'll find two Samurais and two switches. Lure them to the switches by raising the spikes once they're in position. Then hug along the door until it opens. Continue up and talk to Hans. Watch the scene. After it, enter the room above you and watch the scene. Make your way back to Ferim.

=====
Ferim
=====

Items	Enemies
-----	-----
N/A	N/A

-Go to the throne room and watch the scenes. After them, go to the northeast tower, but instead of entering it, go north and through the shrine. Enter the town on the other end.

=====
Agurio
=====

Items	Enemies
-----	-----
N/A	N/A

-Head north and talk with Iris. After the scene, make your way to Treble.

=====
Treble
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion ----> 500G	Royal Whip ----> 13000G	Quilted Silk ---> 9200G
Confuse Ball --> 100G	Spear -----> 13500G	Eron Hat -----> 8800G
Ice Ball -----> 200G	Silvo Rapier --> 13200G	Circlet -----> 9000G
Fire Ball ----> 200G	Pounder Rod ---> 15500G	Tuff Buckler ---> 8200G
Sleep Ball ----> 100G		
Terror Ball --> 1000G		
Smoke Ball ----> 100G		
Freeze Ball ---> 100G		
Big Boomer ----> 500G		

-Talk with the people around the village. Now make your way to Portravia.

=====
Portravia
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Potion -----> 8G	Launcher ----> 13000G	Metal Armor -----> 9300G
Hi Potion > 100G	Pounder Rod -> 15500G	Power Cape -----> 10000G
Ex Potion > 500G	Battledriver > 18200G	Circlet -----> 9000G
Antidote ---> 6G	Rainy Ax ----> 18500G	Golden Helm -----> 9200G
Warp -----> 120G		Tect Buckler -----> 8500G
Escape ---> 100G		
Regain ---> 500G		
Awake -----> 10G		
Shriek -----> 5G		
Mystery Pin 30G		
Magic Guard 50G		
Boomerang -> 20G		
Big Boomer 500G		
Ice Ball -> 200G		
Fire Ball > 200G		
Conf. Ball 100G		
Sleep Ball 100G		
Power Gourd 100G		
Mind Gourd 100G		

Spells

Thunder -----> 30000G
Dragon -----> 25000G
Valor -----> 30000G

-Find Kirmo's Lab in the town. Once you enter it, go right and down the stairs and talk with Kirmo, who has the green hair. After the scene, talk to the villagers outside and exit and make your way south and follow the forest until you reach a mountain.

=====
Mountain of No Return
=====

Items	Enemies
-----	-----
Aqua Sword	Mad Ent
	Vampire Rose
	Wheel Eel
	Gargoyle

-Enter the mountain and the first room you enter, you'll find two horse statues. Standing in front of one will blow you back. Simply push the horse

on the right side up once and then walk behind it and go through the door and keep going and you'll find another room with horse statues and a pillar. This room is a bit tricky. Follow these directions:

+First, push the left statue up until it's in front of the lower left statue. Next, push the right statue one space to the left and then push it up past the left statue. Now go down to the pillar and push it up so that it's across from the left statue. Now walk behind the pillar and stand behind the right statue. Push it all the way to the left. Now push the remaining statue down once, and then push the pillar against the lower left statue. Finally, push the remaining statue to the right. Make sure that when you push it up, it will line up with the top right statue. Push the statue right next to the upper right statue and go through the door.

Now continue along and you'll eventually reach yet another room with a bunch of horse statues. Follow these directions:

+From the stairs, go down and right down the first path. Push the left statue down once and then push the right statue to the right until it's behind the wall. Now do you see the statue to your right? Go over to it and push it down so that it's facing the left wall. Go over to the far left statue now and push it down once to it's behind the wall as well. Next, go back to the stairs and go all the way down and then turn and go right and take the first path. Push the statue here so that it's facing the wall. Go back down, right and then up, going around the statue that's facing down and push the horse above it up. Now go left and open the chest for the [_AQUA SWORD_]. Now go down a bit and go right and push the statue over here down so that it's facing the wall. Go back left and then down and push the statue facing down against the statue below it. Now go to the right and through the door. Head down and watch the scene and you'll get into a fight with three Gargoyles. It's an easy fight. Once they're wasted, watch the following scene. After the scene, you'll be in a new area.

=====
Eserikto
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion -----> 500G	Crazy Blade ---> 19700G	Plate Armor -----> 11300G
Confuse Ball --> 100G	Trident -----> 20900G	Evening Gown ----> 11100G
Ice Ball -----> 200G		Silver Robe -----> 11000G
Fire Ball -----> 200G		Gold Band -----> 9400G
Sleep Ball ----> 200G		Gold Shield -----> 8800G
Terror Ball --> 1000G		Gold Gloves -----> 8500G
Smoke Ball ----> 100G		
Freeze Ball ---> 100G		
Ex Boomer ----> 2000G		

Spells

Thunder -----> 30000G
Firebird -----> 20000G
Dragon -----> 25000G
Ice Valk -----> 25000G
Fry -----> 40000G

-After the scene, Artea will join your party. This party will be your final party throughout the entire game, so if you hate Artea, tough crap. Upgrade your equipment and magic here and when you're ready, exit town and go south and enter the shrine here.

=====
Divine Shrine
=====

Items	Enemies
-----	-----
Dragon Egg	Gargoyle
Heart Key	Red Plant
Holy Whip	Cokatoris
Revive Armor	Rogue Shape
Rocket Ring	Coridras
	Tartona
	Iron Gorem
	Brinz Lizard

-Head into the Shrine and you'll eventually reach a huge room with a lot of pillars for you to latch on. Follow these directions:

+From the stairs, go left and latch onto the pillar. Next, go up and latch on the pillar here. Latch onto the left pillar and then latch onto the pillar above you. Push this one all the way up and go back down. Turn left and latch onto the pillar here and then go down and latch onto the pillar here. Follow the path as it bends and once you reach another moveable pillar, push it to the right and go down. Use your hook to go down, and then left, and then up and go up the stairs. Continue on to find the [_REVIVE ARMOR_]. Go back down and make your way to the stairs at the south end of the room and follow these directions:

+From the stairs, go up and latch onto the pillar that's above you and to the right. Turn to the right and latch onto that pillar and then latch up and then latch onto the upper left pillar here. Go left and then go past the stairs and once you reach the top, turn to the right and hit the switch with your hook. Go back down and up the stairs. Open the chest for the [_HEART KEY_] and go back down. Go back to the south stairs and follow these directions:

+Take the upper right pillar, and then go right, up and go right and latch onto the upper right pillar this time. Latch onto the moveable pillar on the right and push it all the way up. Now drop down and make your way back to the south stairs and follow these directions:

+Take the upper right pillar, and go right, up, and then take the upper left pillar this time. Go to the stairs, but don't go up them. Instead latch yourself onto the pillar to the right on the next platform and then latch yourself onto the pillar you moved. Go up and use the right pillar and then go down and up the stairs. Pick up the pots in the upper left corner and the spikes will go down. Go up into the next room and pick up the [_ROCKET RING_] and go back down. Fall down here and make your way back to that same room. This time, however, pick up the pot in the lower right corner and fall down the

cracked portion of the floor. Now go left, down the platform, and take the lowest pillar to the left. Go down again and then left, down, right, right, and finally up and up the stairs.

Continue along until you reach a room with blue candles. Walk along the carpet as they light up and step on the platform in the next room. Hit the switch at the top and continue on. Once you reach a room with a cracked wall above you, break it and step on the music notes in this order (note that I'm counting from left to right):

- 3rd note
- 2nd note
- 4th note
- 1st note
- 5th note

Now cross the lowered spikes and open the chest at the end for a [_DRAGON EGG_] and break the wall here and open the chest on the other end for a [_HOLY WHIP_] and go back and continue along until you find the big door. Go through it and use your hammer to hit the left and right pillars on the tile and go through the door. Watch the scene and after it, go through the door and step on the tile here to power up your characters. Make your way back to town now.

=====
Eserikto
=====

Items	Enemies
-----	-----
N/A	N/A

-Watch the scene and then make your way to Portravia.

=====
Portravia
=====

Items	Enemies
-----	-----
N/A	N/A

-Go find Lexis in the lab and talk with him. You'll be able to dive underwater now. Let's make our way to Barnan now. Barnan is directly to the west.

=====
Barnan
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-------	---------	-------

-----	-----	-----
Ex Potion ----> 500G	Red Saber -----> 21400G	Plati Plate -----> 12000G
Magic Guard ---> 50G	Halberd -----> 23500G	Silk Robe -----> 12700G
Power Gourd --> 100G	Crystal Wand --> 24000G	Plati Helmet -----> 10800G
Mind Gourd ---> 100G	Mist Rapier ---> 25100G	Plati Band -----> 10400G
Ex Boomer ---> 2000G		Plati Gloves -----> 10600G
		Plati Shield -----> 11400G

-Talk with the villagers and you'll learn of a light ball heading south. If you go to the temple on foot, you'll find the entrance is ruined. Instead, hop into your ship and dive underwater and go to where the shrine is. Look for an opening on the ground and go through it and go through the whirlpool at the end.

=====

Shrine of Vengeance

=====

Items	Enemies
-----	-----
Ghost Key	T Rex
Boom Sword	Dark Warrior
Cursed Bow	Fiend
Freeze Sword	Hades Chariot
Bright Armor	Wizard
Heal Armor	Nosferato
Power Robe	Vampire
Evil Jewel	Waiban
	Hades Skull
	Venge Ghost

-Head up and you'll find some switches. Make sure that the right switch is the only green one and hit the level here and the wall will move to the right. Hit the left switch and the door will open. Go through it. Continue along and pull out your hammer and use it on the pillar here and latch onto it with your hook. Continue on until you reach a room with a gap in the middle with an enemy on the other side. Lure the demise onto the switch and then place the pot on the switch to trap him in there. Go through the door here and down the stairs. Go to the right and hit the switch here and go back to the stairs and go through the door this time and continue along until you find a bridge hanging by some ropes. Pull out your arrows and shoot one so that the ropes give out and the bridge drops. Cross the bridge and use your hook to get across the gap above you and open the chest for a [_POWER ROBE_]. Continue along and once you find a room with two pillars and a pool of water, push the pillars in the water and look for a cracked wall in the area (it should be near a candle) and break it down and open the two chests for a [_BOOM SWORD_] and [_FREEZE SWORD_]. Make your way back to the entrance of the dungeon now.

Make sure the left switch is the only green switch and hit the lever and then hit the right switch with your sword and go through the door. Continue along and go down the first set of stairs you see. Check to see which color the switch is (usually the default is red) and push the appropriate colored blocks onto the two available tiles. After you do, hit the switch and push the other two blocks onto the tiles and open the chest for the [_GHOST KEY_]. Continue along until you find a big room with a bunch of cracked walls. Go to the right and hit the furthest wall with your hammer and open the chest for the [_HEAL ARMOR_]. Go back and hit the furthest left with your hammer this time and continue along until you reach a room that has a cracked pillar on the ground. Destroy it and then destroy the skeleton bones and continue along. Ignore the

teleporter you find and destroy the two cracked pillars at the bottom with your hammer and climb the ladder. Continue along up the stairs and then break the wall once you come across it. Go up the next set of stairs and break the wall here and open the chest for the [_BRIGHT ARMOR_]. Continue going up the stairs and open the chest for the [_EVIL JEWEL_] and go down the stairs and then go right. Use your hammer to hit the cracked pillar on the right side and you'll eventually reach a room that has a block on a wrinkled carpet. Push the block over the red carpet until no more wrinkles are visible and go through the door. Heal up and save and continue on and watch the scene.

```
-----  
O-----O  
|  Venge Ghost  |  
O-----O  
|  HP   | 7500  |  
O-----O
```

-This guy is a huge pain, mainly because he has the ability to kill your entire party in one attack, so make sure to stay ontop of healing and reviving at all costs, because if you lag behind in this battle, that's the end of you. Have Selan and Artea use Firebird or any Light based IP attcks whereas Maxim and Guy should be attacking it. Stop and revive when needed and keep up with your Fire/Light attacks until he falls.

```
-----
```

After the fight, go into the door above you and open the chest for the [_CURSED BOW_]. Make your way back to Barnan.

```
=====  
Barnan  
=====
```

Items	Enemies
-----	-----
N/A	N/A

-Equip the Cursed Bow on Artea and then go visit the Priest at the church. Have him lift the curse off of Artea and the bow will become Artea's Bow and the attack power will increase greatly. Now go back out and talk with Iris. After the scene, make your way to Durale. To find Durale, simply sail to the south.

```
=====  
Durale  
=====
```

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion ----> 500G	Silver Sword ---> 29000G	Crystal Mail -----> 14500G
Confuse Ball -> 100G	Heavy Lance ----> 31800G	Crystal Robe -----> 15000G
Ice Ball -----> 200G	Silver Rod -----> 35000G	Crysto Helmet ----> 15200G
Fire Ball ----> 200G	Freeze Bow -----> 37600G	Crysto Beret -----> 14600G
Sleep Ball ---> 100G		Gauntlet -----> 13200G
Terror Ball -> 1000G		
Smoke Ball ---> 100G		
Freeze Ball --> 100G		
Ex Boomer ---> 2000G		

Spells

Destroy -----> 30000G
Zap -----> 65000G

-Talk with the villagers and upgrade your equipment and magic if needed. Also make sure to buy Zap for Artea. The cost may be high, but it's well worth it. Once you're ready, exit and head for the Tower of Truth.

=====
Tower of Truth
=====

Items	Enemies
-----	-----
Truth Key	Hidora
Super Sword	Thunderbeast
Ghost Clothes	Cyclops
Ghost Ring	Sea Hidora
Song Rock	Armour Nail
	Serfaco
	Sly Fox
	Grainos
	Sereine
	Mimic
	White Dragon

-Head into the tower and continue on until you find a room with music notes and two switches. Step on the right switch and step on the notes in this order (again, it's from left to right):

- 3rd note
- 2nd note
- 1st note
- 4th note

Go through the door and activate the lever when you come across it. Backtrack and destroy the cracked wall and use your hook to get over the gap in the next room. Go up the stairs and go down. Freeze the enemy here and quickly get down to the door and go through it. Continue along and you'll find a room with those black blowers from before. Stand over the first one and use your hook to hit the red switch. Go to the right and then down the right wall. Once you reach the second black blower, turn to the left and hit the switch again with your hook. Go down and then left and hit the switch once more. Now go all the way down and go through the door. Go up the ladder to the second floor and go through the door. Go right and then up and once you find a cracked wall, break it down and continue on. Open the chest for the [_SUPER SWORD_] and break the

wall here and go left and make your way back outside. Climb the ladder to the third story and enter the door. Continue on and you'll find two switches, and then in the next room you'll find more music notes. Step on the right switch and step on the notes in the following order (this is from left to right, with the middle note being the 5th one):

-3rd note

-2nd note

-4th note

-1st note

-5th note (use your hook to latch onto the pillar above the note)

Now go past the spikes and down the stairs. Follow the path and you'll find a room with a crate and two pots. Put the pot on the right switch and put the crate on the left switch and go through the left door. Continue on and you'll eventually reach a room with a bunch of enemies. They give some good exp, so train here if you want. Make sure to open the three chests in this room for a [_SONG ROCK_], [_GHOST CLOTHES_], and a [_GHOST RING_]. Now make your way to the northeast part of this room and go through the door and take the stairs and go down. You'll find another puzzle here. Follow these directions:

+Pick up the pot and put it on the top switch that's left of the door you entered from. Now pick up the crate and stick it on the other switch and go left across the bridge. Push the block down once and go back to the pot and crate. Pick up the pot and go down across the bridge and put it on the switch here. Now go pick up the crate and cross the bridge you just formed with the pot and put the crate on the switch. Go left and push the block up and go back to the crate. Pick it up and go left to find another switch. Put the crate on it and pull out your bombs. Place a bomb next to the crate and go down the bridge before the bomb explodes. Once it does, cross the bridge to your right and go through the door here and pick up the [_TRUST KEY_] from the blue chest.

Now make your way back outside and climb to the very top of the tower. Use the save tile along the way and you'll eventually find Iris. After a scene, you'll get thrust into a fight against some White Dragons. These guys are pretty fast, so have Selan cast Fake a couple of times and then start using Firebird with Selan and Arty and have Maxim and Guy use Fire based IP attacks if they have any. After the fight, watch the scene. Exit to the world map and sail westward.

=====

Chaed

=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion ---> 500G	Buster Sword ----> 45500G	Eron Dress -----> 22000G
Magic Guard --> 50G	Great Ax -----> 47500G	Metal Jacket ----> 20000G
Power Gourd -> 100G	Zirco Rod -----> 48000G	Holy Cap -----> 18600G
Mind Gourd --> 100G	Rune Rapier ----> 49300G	Rune Gloves -----> 18800G
Ex Boomer --> 2000G		

Dragon Tooth > 500G

-Make sure to upgrade your equipment here, as the stuff here is really good. Talk to the villagers to learn of an old man that went to the mountains. When you're ready, exit and head south.

=====
Dragon Mountain
=====

Items	Enemies
-----	-----
Miracle x2	Green Dragon
Magma Key	Hidora
Lizard Blow	Sea Hidora
Holy Robe	High Hidora
Magic Scale	Red Dragon
Legend Helm	Crow
Mega Shield	Brokion
Sonic Ring	Salamander
Hi Power Ring	Magma Gorem
S. Power Ring	Black Dragon
S. Pro Ring	Behemoth
S. Myst Ring	Fire Dragon
S. Mind Ring	
S. Witch Ring	
Anger Ring	
Hidora Rock	
Kraken Stone	
Gorgon Rock	

-I'm going to say this now. This is not a fun dungeon and I hate this dungeon the most, but it has to be done. From the start, go past the first entrance and go up the stairs and enter the second one. You'll find a bunch of bushes that need to be all cut at once. Go to the top and stand above the middle one. Cut it and stand on the patch and place a bomb. Now keep going down, placing a bomb until you reach the same area as the bottom bush. Go over to the bush and cut the bush and once the bombs explode, the door should open. Go through it and open the chest here for a [_SONIC RING_]. Latch onto the pole to your right your hook and go up the stairs. Continue along and you'll find a plate on the wall telling you about weight and an elevator. This seems familiar, doesn't it? Go left and up the stairs. Go to the right and latch onto the pole here with your hook and lure the enemy onto all four cracks and a platform to your left will rise up. Go down and once you're outside, go left and use your hook to latch onto the pole and go through the door here.

Continue making your way down via the doors and stairs until you reach a room with three enemies surrounding a crack on the floor. Ignore it for now and go down. Open the chest outside for the [_MAGMA KEY_] and go back to where the cracked floor is and drop down it. Exit and ignore the first two doors this time and climb the stairs and enter the third door. Open the door here with the Magma Key and you'll find a room with several pillars. You'll need to switch between your hook and hammer here. It's actually pretty easy. There's an easy way to reach those chests. Once you go up the stairs, go back down them and go left and up and open the chests for a [_MAGIC SCALE_], [_MIRACLE_], and a [_S. PRO RING_]. Now simply use Reset to get back to the stairs and go back up them.

Equip your fire arrow and go down through the door. Welcome to the second most

annoying puzzle in the entire game. You need to burn 13 bushes before one of them grows completely. This is a hard puzzle to figure out on your own, but thankfully I'm here to help you out. Whenever I put an [R] in the following directions, that means hold R and turn in the direction indicated. Now follow these directions:

-From the door, go right.
-Down
-Down
-Down
-Down
-Down
-[R]Left, fire your arrow.
-Keep firing until another bush on the left starts to grow and burn it.
-Down
-Right
-[R]Up, fire your arrow
-Left
-Left
-Left
-Left
-[R]Down, Fire your arrow
-[R]Up, fire your arrow until the bush burns
-Right
-Right
-Right
-Right
-[R]Up, fire your arrow
-[R]Down, fire your arrow
-Left
-Left
-[R]Down, fire your arrow
-Right
-Right
-[R]Up, fire your arrow
-Left
-Up
-[R]Left, fire your arrow
-Down
-Left
-[R]Up, fire your arrow
-[R]Down, fire your arrow
-Right
-Right
-[R]Up, fire your arrow

After the last bush is burned down, continue down and you'll find a plate mentioning about the World's Most Difficult Trick. Before going down there, go down the left stairs first, and then go down the left set of stairs again. Open the three chests in this area for an [_ANGRY RING_], [_KRAKEN ROCK_], and an [_S. MIND RING_]. Go back up the stairs and take the right set this time. Continue going down the stairs until you reach an area with a bunch of lava. Go down the ladder and then go down the right ladder. Use your hook to latch onto the pole to your left and open the two chests here for a [_HI POWER RING_] and an [_S. WITCH RING_]. Now make your way back to the plate that mentioned the World's Most Difficult Trick. Go to where the cracked wall is and follow these directions:

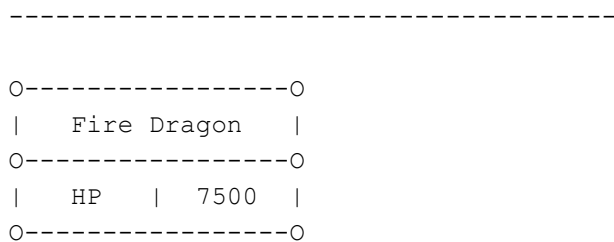
+Place a bomb in front of the wall, and then go down and left. Now go to the right two times and place a bomb there, and go up and place a bomb there, and

then go left and place a bomb there. Go down once and equip your hammer. Once the bombs go off, hit the wall with your hammer and go through the opening. Jump down the hole now.

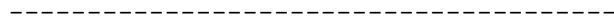
UPDATE: Here's a video solution to the World's Most Difficult Trick:

<https://www.youtube.com/watch?v=sz8xZosGazs>

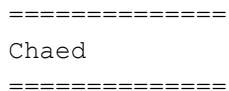
As the title indicated, this is one hell of a puzzle, and it would be a complete disaster if I tried to write for it right now. Once I'm able to figure out my own diagram, I'll post it, but in the mean time, check out the diagrams in Iron Knuckle's or Phoenix 1911's guides, as they'll guide you through it. Once you solve it, open the four chests for a [_LIZARD BLOW_], [_LEGEND HELM_], [_MEGA SHIELD_], and a [_HOLY ROBE_]. Now continue going down the stairs. Ignore the left for the mean time and go down the ladder and follow the path up the next ladder for three chests containing a [_MIRACLE_], [_S. MYST RING_], and a [_S. POWER RING_]. Now cut the bush to the left of you and jump down the ledge and hit the switch. Go down the new bridge and open the chest for a [_HIDORA ROCK_]. Now get back to the lower part of the area and go left and use your hook to latch onto the pole. Go up the ladders until you find a cracked wall. Break it open and open the chest for a [_GORGON ROCK_]. Now go to where that big bridge is and cross it and it will fall apart. Go down the stairs and latch onto the poles and go up the stairs and talk with the elder.



-Have Selan use Fake a couple of times and then have her start using Ice Valk along with Artea, whereas Guy and Maxim should either be attacking or using any IP Ice based attacks. The Fire Dragons attacks do a lot of damage, so if you find yourself getting low on HP frequently, have Selan or Artea either cast Courage a couple of times or start using Champion every turn.

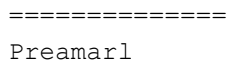


After the fight, make your way back to Chaed.



Items	Enemies
-----	-----
N/A	N/A

-Go all the way north to find the elder's house and talk with him. Afterwards, go to your ship, dive underwater, and go northeast until you find an opening on the ground.



=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion -----> 500G	Zirco Sword ----> 51000G	Royal Dress -----> 38000G
Confuse Ball --> 100G	Zirco Flail ----> 52000G	Full Mail -----> 40000G
Ice Ball -----> 200G		Holy Cap -----> 18600G
Fire Ball -----> 200G		Holy Shield -----> 26300G
Sleep Ball ----> 100G		
Terror Ball --> 1000G		
Smoke Ball ----> 100G		
Freeze Ball ---> 100G		
Ex Boomer ----> 2000G		
Dragon Tooth --> 500G		

-Head north and enter the castle and talk with the Queen. After the scene, exit the town and go north. Once you reach the Queen, you'll get into a fight.

```
O-----O
|   Ghost Ship   |
O-----O
|   HP   | 10000 |
O-----O
```

-This is a very easy fight. Have Selan cast Trick for the first few rounds and have Artea use Zap on the Ghost Ship. Once Selan is done buffing, have her use Firebird. With the Trick buffs, Guy should be able to kill anything in one hit that the Ghost Ship summons, so keep having Guy attacks the minions whereas everyone else attacks the Ghost Ship.

After the fight, watch the scene and enter the shrine. This place was obviously hit in the face hard with a frying pan. Simply go up until you can't anymore, then go left three times, go up again until you can't anymore, then go right three times and up and watch the scene. After the scene, make your way back to Portravia.

=====
Portravia
=====

Items	Enemies
-----	-----
N/A	N/A

-Go talk with Lexis and watch the scene. Now we need to find our way to the

Gratze Kingdom. Warp to Dankirk and submerge into the water. Follow the island as it bends around eastward and you should find a path going south eventually. Look for an opening on the ground and go through it.

=====

Gratze

=====

Items	Enemies
-----	-----
Miracle	Soldier
Basement Key	White Dragon
	Squid
	Basilisk
	Warm Eye
	Snow Gas
	Sphinx
	Gold Gorem
	Tank

-Once you enter the Kingdom, watch the scene and you'll be in control again. Go left to the far left cell and use the healing and save pads here. Go down and you'll have to fight four soldiers. After the fight, take the stairs and continue on. Once you reach a room with a pot and switch, pick up the pot and walk over the switch while holding the pot. Go through the door and put the pillar on top of the switch here and go across the gap using your hook. Hit the lever here and go back and destroy the cracked wall. Activate the switch in here and go back to the first room of the basement. Go to the right and cut the vines here and destroy the wall and go through the opening. Continue up and you'll find a room with a red carpet and some enemies. Go up and push the moveable pillar out of the way to go down the stairs. Open the chest here for the [_BASEMENT KEY_]. Go back to where the pot and switch are and go through the bottom door this time. Go to the eye and hit it with your hook to keep the door open. Go up the next couple of rooms and take the stairs. Go down from there and take the bottom right door in this room. Follow the path and hit the switch at the end. Go back to the room with three doors and go through the lower left door and follow the path, opening the chest at the end for a [_MIRACLE_]. Finally, go back and take the upper door and follow the path. You'll reach a room with switches that move the platforms. Make your way to the bottom and you'll be at the exit. Go up and you'll have to fight four more Soldiers. After them, it's time for the bigger fish.

```
O-----O
|      Tank      |
O-----O
|  HP  | 10000 |
O-----O
```

-Don't bother with offensive magic here. Have Selan use Courage for the first couple of times while everyone else should be attacking. Have Artea use Champion while Selan is buffing you and Maxim and Guy should always be attacking. After using Courage a couple of times, have Selan use Trick. At that point, the battle should be almost won already. Just keep someone (namely Selan) on healing duty since the Tank can hit pretty hard. Oh, and is it just me, or does the dude in the tank look like something from a LEGO set?

After the fight, head back to Portravia.

=====
Portravia
=====

Items	Enemies
-----	-----
N/A	N/A

-Go talk with Lexis and you'll be able to fly your ship now. Our next destination is Narvick. To find it, simply warp to Narcysus and fly south until you find a triangle shaped island. Land near the city.

=====
Narvick
=====

Items	Enemies
-----	-----
N/A	N/A

SHOPS

Items	Weapons	Armor
-----	-----	-----
Ex Potion ----> 500G	Zicro Rod ----> 48000G	Zicro Armor -----> 54000G
Magic Guard ---> 50G	Zicro Whip ---> 52000G	Zicro Plate -----> 51200G
Power Gourd --> 100G	Zicro Flail --> 52000G	Zicro Helmet -----> 34000G
Mind Gourd ---> 100G	Zicro Sword --> 51000G	Zicro Band -----> 33200G
Confuse Ball -> 100G	Zicro Ax -----> 52500G	Zicro Shield -----> 32300G
Ice Ball -----> 200G		Zicro Gloves -----> 34400G
Fire Ball ----> 200G		
Sleep Ball ---> 100G		
Terror Ball -> 1000G		
Smoke Ball ---> 100G		
Freeze Ball --> 100G		
Ex Boomer ---> 2000G		
Dragon Tooth -> 500G		

-Make sure to upgrade your equipment here and then enter the top most house. Talk with the elder and watch the scene. Make your way to the nearby tower outside of town now.

=====
Shuman
=====

Items	Enemies
-----	-----
S. Ice Ring	Black Dragon
S. Water Ring	Sphinx

S. Thunder Ring Gorgon
 Mega Cyclops
 Leech
 Thunderbeast
 Gades

-This is a pretty difficult place to write for, so I'll try my best. Go up and then right and through the door. Continue along, and once you're back outside, go through the first door you come across. Continue along and you'll eventually find a chest with a [_S. ICE RING_] in it. Head back and continue along the main path and go through the left door once you reach it. Go up the stairs here and go through the left door for a chest containing a [_S. WATER RING_]. Now continue climbing the tower and you'll eventually reach a room with a Leech in it. Touch it from behind (get your mind out of the gutter... teehee, behind) and defeat it and the stairs will appear. Climb them and before going to the top, take a detour to the right and you'll find a chest that has a [_S. THUNDER RING_] in it. Now make your way along the main path until you find a room with a Black Dragon standing still. Defeat it and the stairs will appear. Continue on and you'll find a save tile. Use it and climb the stairs and approach the stone.

O-----O
| Gades |
O-----O
| HP | 7500 |
O-----O

-You're kidding, right? If you somehow lose to Gades, then you're seriously underleveled. Gades hasn't changed at all from way back earlier in the game, so just use your best attacks on him. Seriously, this is such a pushover fight.

After the fight, you'll obtain the [_DIVINE ARMOR_]. Make your way back to Narvick. Go visit the elder and visit the northeast tower.

=====
Stradha
=====

Items	Enemies
N/A	Black Dragon
	Sphinx
	Gorgon
	Mega Cyclops
	Leech
	Thunderbeast
	Amon

-Take the right door and head up the stairs. Once you're back outside, go left, down, up and then go through the door. Defeat the enemy here and go up the stairs. Go left and defeat the enemy here. Go up the stairs and then go up and right. Head through the door and defeat the Leech and take the stairs.

Continue along and defeat the next Leech and go up the stairs. Follow either path and defeat the Black Dragon at the end and go up the stairs. Use the save tile and continue up and approach the stone.

```
-----  
O-----O  
|      Amon      |  
O-----O  
|  HP   | 10000 |  
O-----O
```

-Amon is a bit tougher than Gades because of one thing: he's able to confuse your party with his Chaos Wave. If you get all four characters confused, you may wind up in trouble, so use Shrieks whenever you can to get everyone back on the right side. Along with Chaos Wave, Amon can cast all sorts of powerful high tier magic, so make sure to have either Selan or Artea ready with Champion. If Artea isn't using Champion, have him use Zap and Selan should use either Trick or Courage when she's not healing. Keep attacking with Maxim and Guy and keep healing the confusion ailment and you'll win eventually.

```
-----
```

After the fight, you'll obtain the [_PEARL HELM_]. Go back to Narvick and talk with the elder. Once you're ready, enter the final tower.

```
=====  
Kamirno  
=====
```

Items	Enemies
-----	-----
S. Fire Ring	Black Dragon
	Sphinx
	Gorgon
	Mega Cyclops
	Leech
	Thunderbeast

-Go up and through the door at the top of the screen. Continue up the stairs and once you're back outside, go right and go through the door and open the chest for a [_S. FIRE RING_]. Go back and continue along and you'll eventually reach a room with a Mega Cyclops in it. Take the stairs and go left. Defeat the enemy here and go up the stairs. It doesn't matter where you go from here since they connect to the same place, so pick your path and defeat the Leech at the end. Use the save tile here, since it's the last chance to save your game and head on up to the stone. After the scene, you'll receive the [_DIVINE SHIELD_] and [_DUAL BLADE_]. You'll be back in Portravia after the scene.

```
=====  
Portravia  
=====
```

Items	Enemies
-----	-----

N/A N/A

-Watch the scene here. Afterwards, make sure to equip the Pearl Shield (or Divine Shield) and equip the Dual Blade on Maxim. Go back and talk with Lexis for another scene featuring a familiar face. After the scene, you'll be in the final dungeon of the game.

=====
Fortress of Doom
=====

Items	Enemies
-----	-----
Miracle x12	Gades
	Amon
	Erim
	Daos

-I just gotta say that this is one of my favorite final dungeon themes ever. I'll let you explore the Fortress for the Miracles. They're not hard to find anyways. Just take the side paths. Once you're ready, head straight up for another match with Gades.

```

O-----O
|      Gades      |
O-----O
|  HP  | 10000 |
O-----O

```

-He just doesn't learn, does he? Gades is still the same, meaning he has no nasty tricks up his sleeve. Use Wave Motion with Maxim and attack with everyone else. Easy easy battle.

After the fight, continue up the stairs and continue along, picking up the Miracles in the side rooms. Continue along to find Amon.

```

O-----O
|      Amon      |
O-----O
|  HP  | 10000 |
O-----O

```

-Same fight as last time, so make sure to use Shriek to cure confusion. Use Wave Motion with Maxim and use the same strategy as last time.

Continue on, grabbing the Miracles along the way and you'll eventually reach a bridge. Once you cross it, Erim appears.

O-----O
| Erim |
O-----O
| HP | 15000 |
O-----O

-Okay, this time it's a serious battle. Erim is probably the toughest of the Four Sinistrals because she has the ability to instantly kill off your characters with Devastation Wave. Have Maxim use Wave Motion and use Miracles on anyone that gets killed. After Devastation Wave, Erim has a nasty habit of using Dark Fry nearly every turn, so have Selan ready with Champion while Maxim and Guy attacks and Artea uses Zap. After enough turns, Erim will use Devastation Wave again, so revive if needed and keep up the strategy.

Heal up and take the teleporter to reach the final room of the game. Cross the bridge to confront Daos. Let the final battle begin.

O-----O
| Daos |
O-----O
| HP | 20000 |
O-----O

-Daos is just as annoying as Erim, if not more annoying, because his Terror Wave can slap on an assload of ailments on you, including sleep, paralysis, and confusion, so heal those whenever you get the chance. Aside from Terror Wave, Daos has a nasty habit of using Thunder a lot, so have Selan ready with Champion. Maxim of course should use Wave Motion and Guy should attack and Artea should use Zap. Daos will eventually use Dark Reflector, which will repel any attacks back at you for serious damage, so use Absorb to null it out. Keep attacking and once he uses Terror Wave again, heal any ailments and keep up your strategy.

Daos decides to be a little prick and doesn't want to die so easily. After the scene, it's time for the final objective of the game. Step onto the teleporter and find the first crystal. After it, go north through the door and find the second crystal. After it's destroyed, find the door on the west side and then finally go to the third crystal. After it's destroyed, watch the following scenes, and the credits roll. I gotta say that this ending still makes me sad. Once you get The End screen, don't turn the game off yet. After a few moments, a small scene from Lufia I plays. Again, don't turn off the game just yet. You can now view certain stats for your entire playthrough.

Congratulations! You've beaten Lufia II! I hope you enjoyed the game.

=====

4.) Bosses

=====

```
O-----O
|   Lizard Man   |
O-----O
|   HP   |   80   |
O-----O
```

-This isn't a tough fight. Just keep attacking him and if you get low on health, use either Strong or a Potion. He should die after a couple of rounds.

```
O-----O
|   Big Catfish   |
O-----O
|   HP   |   200   |
O-----O
```

-This fight is exactly like the fight with the Lizard Man, except that the Big Catfish is a bit stronger. He has three attacks. One is his normal attack that does around 7-10 damage. His second attack is an earthquake, which does around 15-20 damage. His third attack is a spell called Flash that does around 25-35 damage. Needless to say, you're going to need to heal ahead of time, because his attacks are random, so as long as you don't let your HP drop below 30, you should be fine.

```
O-----O
|   Regal Goblin   |
O-----O
|   HP   |   500   |
O-----O
```

-This fight is another simple fight which just contains an attack and heal concept. However, if he decides to pick on Tia, you may need to heal a bit more than usual. He can also summon allies to help him (usually Goblin Mages) but he doesn't really use it all that often. If Tia has a Mini Shield on, have her use its IP and use Battle Lust on Maxim a few times. After the second or third time, Maxim will be doing over 100 damage, so just attack with Maxim and have Tia buff him and this fight will be over before you know it.

O-----O

```
|      Camu      |
O-----O
|  HP   | 1500 |
O-----O
```

-Camu is most likely going to be the toughest fight you've had so far. If you haven't been avoiding that many fights, you should be at a reasonable level. Camu's strongest attack is his Buster Attack, in which your entire party will take considerable damage. If Maxim and Guy have their IP Gauges full, have them use Thunder Strike on Camu, as he's weak to it. Whenever Tia isn't healing your party or using Awake on anyone, have her use Flash if you have it. Camu will sometimes call in for backup, but Foomy can probably handle them. Just keep attacking with Maxim and Guy and use Thunder Attack when you get the chance and keep healing with Tia and you should be fine.

```
O-----O
|      Tarantula  |
O-----O
|  HP   | 2000 |
O-----O
```

-This fight can be a bit of a pain, since the Tarantula is able to paralyze you with its normal attack, and it can poison you with Poison Shower, so make sure to stay ontop of healing. Have Tia start off by using Bravery on herself first and then Maxim and Guy. After that, once the IP Gauge is high enough, have Guy use the Fire Dagger to do a lot of damage to it. When Tia's not healing, have her use Spark on it to do around 100 damage or so. Just keep it up and have Tia keep tabs on healing your health and any ailments and you should be fine.

```
O-----O
|      Pierre     |
O-----O
|  HP   | 1200 |
O-----O
```

-You'll be fighting Pierre with only Tia and Maxim. Have Tia use Droplet on Pierre and have her heal when necessary while Maxim should be using regular attacks until he can use the Cold Rapier's IP attack. It shouldn't take too long after the first IP attack. Now for the second fight.

```
O-----O
|      Danielle   |
O-----O
|  HP   | 1200 |
O-----O
```

-Have Selan use either Spark or Flash and have Guy attack normally until he can use the IP of the Fire Dagger. Have Selan heal when necessary and if you

just follow the same procedure as with the first fight (minus using water based spells), you'll do fine.

O-----O
| Gades |
O-----O
| HP | 3000 |
O-----O

-Gades might have ripped you a new one before, but he's actually pretty easy this time around, mainly because Dekar and Guy have Defense out the ass. Start off by having Maxim use Fake and Bravery on your party to get your Agility and Defense up. If Dekar has the Pumkin Jewel equipped, have him use the Head Attack once he gets the IP to do so, as it will do some pretty decent damage. After casting Fake and Bravery for a round or two, have Maxim switch to use Trick and then have Maxim start healing and attacking, whereas Guy and Dekar should always be attacking, no exceptions. With the Bravery buffs, Gades Destructo Wave will be nothing more than a Mosquito bite, so hack away.

O-----O
| Idura |
O-----O
| HP | 1500 |
O-----O

-Idura can be a bit tough depending on how well equipped you are. Idura has a weakness to Ice, so have Selan use Gale to attack and have her use Strong when you need to heal. Have Maxim continue attacking Idura while Selan keeps pounding him with Gale. Idura has a nasty habit of using Plasma Blaster a lot, and with the damage his minions can do, the damage can add up pretty fast, so if you need to use both Maxim and Selan to heal, then do it. Just have Maxim keep attacking and Selan should keep using Gale. Idura shouldn't last that long if you keep it up.

O-----O
| Idura |
O-----O
| HP | 2500 |
O-----O

-This fight is really easy. I was able to take him out in two rounds. Here's what I did to take him out:

Round 1

Maxim: Water Jewel IP
Selan: Ice Ring IP
Dekar: Head Attack
Guy: Dive
Blaze: Fang Attack

Round 2

Maxim: Water Jewel IP
Selan: Ice Ring IP
Dekar: Attack
Guy: Attack
Blaze: Attack

After the second round, he was gone. Basically, just use your best Ice spells or IPs and pound away at him with Guy and Dekar. His attack and Idura Thunder is so pathetic that you shouldn't need to worry about healing this time around.

O-----O
| Idura |
O-----O
| HP | 3500 |
O-----O

-This is exactly as the same fight as before, so let loose with your best Ice based IP attacks and/or your best Ice based spells. His Idura Thunder is still a laughable attack, and Plasma Blaster is nothing by now.

O-----O
| Rogue Flower |
O-----O
| HP | 3000 |
O-----O

-If you have the Burn Sword equipped, which you should, then this fight will become a pushover, Since the Rogue Flower is well... a flower, it's weak to fire, so use the IP of the Burn Sword and use Fireball and whatever Fire related attacks you can throw at it. The only thing that makes this fight annoying is that the Rogue Flower can put you to sleep. Even then its attacks don't do much damage, so hack away.

O-----O
| Venge Ghost |
O-----O


```
| HP | 7500 |
O-----O
```

-This guy is a huge pain, mainly because he has the ability to kill your entire party in one attack, so make sure to stay ontop of healing and reviving at all costs, because if you lag behind in this battle, that's the end of you. Have Selan and Artea use Firebird or any Light based IP attcks whereas Maxim and Guy should be attacking it. Stop and revive when needed and keep up with your Fire/Light attacks until he falls.

```
O-----O
| Fire Dragon |
O-----O
| HP | 7500 |
O-----O
```

-Have Selan use Fake a couple of times and then have her start using Ice Valk along with Artea, whereas Guy and Maxim should either be attacking or using any IP Ice based attacks. The Fire Dragons attacks do a lot of damage, so if you find yourself getting low on HP frequently, have Selan or Artea either cast Courage a couple of times or start using Champion every turn.

```
O-----O
| Ghost Ship |
O-----O
| HP | 10000 |
O-----O
```

-This is a very easy fight. Have Selan cast Trick for the first few rounds and have Artea use Zap on the Ghost Ship. Once Selan is done buffing, have her use Firebird. With the Trick buffs, Guy should be able to kill anything in one hit that the Ghost Ship summons, so keep having Guy attacks the minions whereas everyone else attacks the Ghost Ship.

```
O-----O
| Tank |
O-----O
| HP | 10000 |
O-----O
```

-Don't bother with offensive magic here. Have Selan use Courage for the first couple of times while everyone else should be attacking. Have Artea use Champion while Selan is buffing you and Maxim and Guy should always be attacking. After using Courage a couple of times, have Selan use Trick. At that point, the battle should be almost won already. Just keep someone (namely

Selan) on healing duty since the Tank can hit pretty hard. Oh, and is it just me, or does the dude in the tank look like something from a LEGO set?

```
O-----O
|      Gades      |
O-----O
|   HP   | 7500 |
O-----O
```

-You're kidding, right? If you somehow lose to Gades, then you're seriously underleveled. Gades hasn't changed at all from way back earlier in the game, so just use your best attacks on him. Seriously, this is such a pushover fight.

```
O-----O
|      Amon      |
O-----O
|   HP   | 10000 |
O-----O
```

-Amon is a bit tougher than Gades because of one thing: he's able to confuse your party with his Chaos Wave. If you get all four characters confused, you may wind up in trouble, so use Shrieks whenever you can to get everyone back on the right side. Along with Chaos Wave, Amon can cast all sorts of powerful high tier magic, so make sure to have either Selan or Artea ready with Champion. If Artea isn't using Champion, have him use Zap and Selan should use either Trick or Courage when she's not healing. Keep attacking with Maxim and Guy and keep healing the confusion ailment and you'll win eventually.

```
O-----O
|      Gades      |
O-----O
|   HP   | 10000 |
O-----O
```

-He just doesn't learn, does he? Gades is still the same, meaning he has no nasty tricks up his sleeve. Use Wave Motion with Maxim and attack with everyone else. Easy easy battle.

```
O-----O
```

```
|      Amon      |
O-----O
|   HP   | 10000 |
O-----O
```

-Same fight as last time, so make sure to use Shriek to cure confusion. Use Wave Motion with Maxim and use the same strategy as last time.

```
O-----O
|      Erim      |
O-----O
|   HP   | 15000 |
O-----O
```

-Okay, this time it's a serious battle. Erim is probably the toughest of the Four Sinistrals because she has the ability to instantly kill off your characters with Devastation Wave. Have Maxim use Wave Motion and use Miracles on anyone that gets killed. After Devastation Wave, Erim has a nasty habit of using Dark Fry nearly every turn, so have Selan ready with Champion while Maxim and Guy attacks and Artea uses Zap. After enough turns, Erim will use Devastation Wave again, so revive if needed and keep up the strategy.

```
O-----O
|      Daos      |
O-----O
|   HP   | 20000 |
O-----O
```

-Daos is just as annoying as Erim, if not more annoying, because his Terror Wave can slap on an assload of ailments on you, including sleep, paralysis, and confusion, so heal those whenever you get the chance. Aside from Terror Wave, Daos has a nasty habit of using Thunder a lot, so have Selan ready with Champion. Maxim of course should use Wave Motion and Guy should attack and Artea should use Zap. Daos will eventually use Dark Reflector, which will repel any attacks back at you for serious damage, so use Absorb to null it out. Keep attacking and once he uses Terror Wave again, heal any ailments and keep up your strategy.

=====
5.) Capsule Monsters
=====

Foomy

Found at: South of Alunze inside a lone tree on the world map.

Form 1

-Foomy S

-Attacks: Foomy Punch

Form 2

-Foomy M

-Attacks: Foomy Punch, Headbutt

Form 3

-Foomy L

-Attacks: Foomy Punch, Headbutt, Tackle

Form 4

-Foomy H

-Attacks: Mega Punch [upgraded], Headbutt, Tackle

Form 5

-Gold Fox

-Attacks: Fang Attack, Bubble Blow, Tail Smash

-NOTE: In order to get this form, force feed Foomy a Secret Fruit while in Form 4.

Blaze

Found at: Ruby Cave

Form 1

-Armor Dog

-Attacks: Tail

Form 2

-Winged Lion

-Attacks: Tail, Burning Fang

Form 3

-Wing Lizard

-Attacks: Fang Attack, Iron Claw, Flame Breath

Form 4

-Blaze Dragon

-Attacks: Flame Punch, Burning Fang, Terminate [upgraded]

Form 5

-Firebird

-Attacks: Burning Rain, Tailspin, Inferno

-NOTE: In order to get this form, force feed Blaze a Charm Fruit while in Form 3.

Flash

Found at: Northern Labryinth

Form 1

-Shaggy

-Attacks: Spear Revive

Form 2

-Sprite

-Attacks: Healing Kiss, Wink

Form 3

-Cupid

-Attacks: Sacred Song, Restoration, Thunderbolt

Form 4

-Twinkle

-Attacks: Sacred Song, Purification [upgrade], Bolt Attack [upgrade]

Form 5

-Unicorn

-Attacks: Dash, Holy Thunder [upgrade], Healing Aura

-NOTE: In order to reach this form, force feed Flash a Dark Fruit while in Form 2.

Gusto

Found at: Tower of Sacrifice

Form 1

-Hard Hat

-Attacks: Fang Attack

Form 2

-Blue Bird

-Attacks: Beak Bash, Iron Claw, Spiral Wave

Form 3

-Winged Horse

-Attacks: Electro Bolt, Finale

Form 4

-Green Giant

-Attacks: Iron Fist, Twister, Sonic Blast

Form 5

-Sky Dragon

-Attacks: Cyclone Wave [upgrade], Dragon Fang, Electro Bolt

-NOTE: In order to reach this form, force feed Gusto an Earth Fruit in while in Form 4.

Sully

Found at: Flower Mountain

Form 1

-Raddisher

-Attacks: Radish Kick

Form 2

-Red Cap

-Attacks: Perish Punch, Glow Knuckle

Form 3

-Giant

-Attacks: Fist, Heel Drop, Shakedown

Form 4

-Stonehead

-Attacks: Battle Anger, Headbutt, Stone Crush

Form 5

-Centaur

-Attacks: Battle Bow, Hammer Punch, Tackle

-NOTE: In order to reach this form, force feed Sully a Breeze Fruit while in Form 4.

Darbi

Found at: West of Barnan on Crescent shaped island

Form 1

-Myconido

-Attacks: Trancemaker, Shriek

Form 2

-Wolf Man

-Attacks: Wolf Fang, Sizzle Smash [upgrade]

Form 3

-Mini Imp

-Attacks: Destruction, Mega Trident, Terminate [upgrade]

Form 4

-Big Imp

-Attacks: Sizzle Smash, Terminate, Evil Aura [upgrade]

Form 5

-Red Dragon

-Attacks: Dash, Dragon Blast, Eliminator

-NOTE: In order to reach this form, force feed Darbi a Holy Fruit while in Form 2.

Zeppy

Found at: Cave underneath island where you found Darbi.

Form 1

-Red Fish

-Attacks: Fish Kick

Form 2

-Toadie

-Attacks: Frog Song, Frog Kick, Mega Trident

Form 3

-Sea Giant

-Attacks: Energy Wave, Hail Attack, Iron Trident

Form 4

-Blue Titan

-Attacks: Thunderblast, Power Fist [upgrade]

Form 5

-Fish Head

-Attacks: Hyper Kick [upgrade], Dive Attack, Magic Freeze

-NOTE: In order to reach this form, force feed Zeppy a Blaze Fruit while in Form 3.

=====
6.) Shop List
=====

=====
Elcid
=====

Items

Potion -----> 8G
Antidote ----> 6G
Warp -----> 120G
Escape ----> 100G
Boomerang --> 20G

Weapons

Frypan -----> 10G
Knife -----> 13G
Small Knife -> 20G
Rapier -----> 100G

Armor

Apron -----> 60G
Dress -----> 90G
Cloth -----> 140G
Pot -----> 30G
Chop Board ----> 30G
Small Shield -> 100G

Spells

Strong -----> 200G
Spark -----> 300G
Poison -----> 300G

=====

Sundletan

=====

Items

Potion -----> 8G
Antidote ----> 6G
Awake -----> 10G
Shriek -----> 5G
Warp -----> 120G
Escape ----> 100G
Boomerang --> 20G

Weapons

Rapier -----> 100G
Battle Knife > 200G
Dagger -----> 400G
Whip -----> 300G

Armor

Dress -----> 90G
Cloth -----> 140G
Hide Armor --> 250G
Frock -----> 400G
Beret -----> 150G
Cap -----> 240G
Headband ----> 600G
Small Shield > 100G

Spells

Strong ----> 200G
Spark -----> 300G
Droplet ---> 400G
Poison ----> 300G
Drowsy ---> 1000G

Cider

Green Tea -----> 10G
Pear Cider -----> 10G
Sour Cider -----> 20G
Lime Cider -----> 40G
Plum Cider -----> 80G
Apple Cider --> 1000G

=====

Alunze

=====

Items

Potion -----> 8G
Antidote ----> 6G
Hi Potion -> 100G
Awake -----> 10G
Shriek -----> 5G
Mystery Pin > 30G
Warp -----> 120G
Escape ----> 100G
Boomerang --> 20G

Weapons

Mace -----> 600G
Long Knife --> 800G
Short Sword -> 900G

Armor

Frock -----> 400G
Robe -----> 450G
Cloth Armor ---> 600G
Headband -----> 600G
Cloth Helmet --> 400G
Hide Shield ---> 400G
Buckler -----> 600G
Mini Shield ---> 800G

=====

Tanbel

=====

Items

Hi Potion ----> 100G
Awake -----> 10G
Shriek -----> 5G
Mystery Pin ---> 30G

Weapons

Long Knife -----> 800G
Wire -----> 1200G
Short Sword -----> 900G
Kukri -----> 1500G

Armor

Tough Hide --> 800G
Light Dress > 1000G
Light Armor > 1200G
Hide Helm ---> 800G

Warp -----> 120G
Escape -----> 100G
Magic Gourd ---> 50G
Big Boomer ---> 500G

Wood Shield > 1200G
Braclet ----> 1400G

Spells

Spark -----> 300G
Droplet -----> 400G
Gale -----> 500G
Flash -----> 600G
Strong -----> 200G
Poison -----> 300G
Drowsy -----> 1000G
Confuse -----> 1000G

=====
Clamento
=====

Items

Hi Potion ----> 100G
Awake -----> 10G
Shriek -----> 5G
Mystery Pin ---> 30G
Warp -----> 120G
Escape -----> 100G
Big Boomer ---> 500G

Weapons

Kukri -----> 1500G
Rod -----> 1800G

Armor

Light Armor -----> 1200G
Baggy -----> 1600G
Red Beret -----> 1000G
Wood Helmet -----> 1400G
Wood Shield -----> 1200G
Bracelet -----> 1400G

Spells

Spark -----> 300G
Flash -----> 600G
Droplet -----> 400G
Gale -----> 500G
Strong -----> 200G
Bravery ---> 1000G
Release ----> 800G
Escape ----> 1000G

Glass Shop

Ear Jewel -----> 500G
Glass Ring ---> 1000G
Glass Brace ---> 800G

=====
Parcelyte
=====

Items

Hi Potion ----> 100G
Regain -----> 500G
Awake -----> 10G
Shriek -----> 5G
Mystery Pin ---> 30G
Warp -----> 120G
Escape -----> 100G
Mind Gourd ----> 100G
Big Boomer ----> 500G

Weapons

Chain -----> 2200G
Franshiska -> 2600G

Armor

Chainmail -----> 3000G
Tight Dress -----> 2850G
Ironmail -----> 3600G
Glass Cap -----> 1300G
Blue Beret -----> 2300G
Brone Helmet ----> 2500G
Stone Helmet ----> 2900G
Kite Shield -----> 2200G
Tough Gloves ----> 2600G

=====

Merix

=====

Items

Hi Potion -----> 100G
Warp -----> 120G
Escape -----> 100G
Big Boomer ----> 500G

Weapons

Gladius -----> 2400G

Armor

Toga -----> 3600G
Cloche ----> 3000G

Spells

Fireball -----> 6000G
Fake -----> 2000G
Trick -----> 2000G
Escape -----> 1000G
Warp -----> 2000G

=====

Bound Castle

=====

Items

Hi Potion ----> 100G
Regain -----> 500G
Warp -----> 120G
Escape -----> 100G
Ice Ball -----> 200G
Fire Ball ----> 200G
Big Boomer ---> 500G

Weapons

Staff -----> 3600G
Scimitar ---> 4400G
Bronze Sword 5000G

Armor

Chain Armor -----> 4500G
Thick Cloth -----> 4700G
Stone Plate -----> 4850G
Iron Helmet -----> 3600G
Tight Helmet -----> 3800G
Round Shield -----> 4600G

=====

Aleyn

=====

Items

Hi Potion ----> 100G
Regain -----> 500G
Warp -----> 120G
Escape -----> 100G
Ice Ball -----> 200G
Fire Ball ----> 200G
Big Boomer ---> 500G

Weapons

Hand Ax -----> 6000G
Long Staff --> 6200G

Armor

Thick Cloth -----> 4700G
Stone Plate -----> 4850G
Long Robe -----> 5000G
Turban -----> 4100G
Plate Cap -----> 4500G
Round Shield -----> 4600G
Tecto Gloves -----> 4300G

Spells

Vortex -----> 8000G
Blizzard -----> 9000G
Stronger -----> 5000G
Warp -----> 2000G
Rally -----> 15000G

=====

Narcysus

=====

Items

Hi Potion ----> 100G
Regain -----> 500G
Warp -----> 120G
Escape -----> 100G
Ice Ball -----> 200G
Fire Ball ----> 200G
Big Boomer ---> 500G

Weapons

War Rapier ----> 7600G
Long Sword ----> 8000G

Armor

Long Robe -----> 5000G
Plated Cloth ---> 5800G
Turban -----> 4100G
Plate Cap -----> 4500G
Roomy Helmet ---> 4800G
Round Shield ---> 4600G
Tecto Gloves ---> 4300G
Big Shield -----> 5900G

=====

Karlloon

=====

Items

Hi Potion ----> 100G
Regain -----> 500G
Warp -----> 120G
Escape -----> 100G
Magic Gourd ----> 50G
Power Gourd ---> 100G
Mind Gourd ----> 100G
Big Boomer ----> 500G

Weapons

Cutter Whip ---> 9000G
Multi Sword ---> 9450G

Armor

Iron Plate -----> 5950G
Metal Mail -----> 6250G
Tight Turban -----> 5000G
Rock Helmet -----> 5700G
Plate Helmet -----> 5500G
Tall Shield -----> 6000G
Silvo Shield -----> 6900G

Spells

Bolt -----> 10000G
Fireball -----> 6000G
Blizzard -----> 9000G
Vortex -----> 8000G
Stronger -----> 5000G
Perish -----> 15000G
Absorb -----> 20000G
Awake -----> 5000G

=====

Treadool

=====

Items

Hi Potion ----> 100G
Regain -----> 500G
Warp -----> 120G
Escape -----> 100G
Magic Gourd ---> 50G
Power Gourd --> 100G
Mind Gourd ---> 100G
Big Boomer ---> 500G

Weapons

Rockbreaker ----> 9850G
Bronze Ax -----> 9700G
Morning Star --> 10000G
Vice Pliers ----> 6000G

Armor

Silver Armor ---> 7200G
Silk Toga -----> 6300G
Light Jacket ---> 7600G
Plated Cloth ---> 5800G
Iron Plate -----> 5950G
Glass Cloche ---> 5200G
Metal Cloche ---> 6300G
Silver Helmet --> 6800G
Spike Shield ---> 7500G
Slash Shield ---> 7500G

=====

Dankirk
=====

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Broadsword ---> 11000G	Metal Coat -----> 7750G
Regain -----> 500G	Estok -----> 11500G	Silver Mail -----> 8700G
Magic Gourd ---> 50G	Superdriver --> 12000G	Power Jacket ----> 9000G
Power Gourd --> 100G		Shade Hat -----> 6200G
Mind Gourd ---> 100G		Silver Hat -----> 8500G
Big Boomer ---> 500G		Tuff Buckler ----> 8200G

Spells

Shield -----> 5000G
Courage -----> 5000G
Mirror -----> 30000G
Coma -----> 10000G

=====

Auralio
=====

Items	Weapons	Armor
-----	-----	-----
Hi Potion ----> 100G	Broadsword ---> 11000G	Metal Coat -----> 7750G
Regain -----> 500G	Estok -----> 11500G	Silver Mail -----> 8700G
Magic Gourd ---> 50G	Superdriver --> 12000G	Power Jacket ----> 9000G
Power Gourd --> 100G		Shade Hat -----> 6200G
Mind Gourd ---> 100G		Silver Hat -----> 8500G
Big Boomer ---> 500G		Tuff Buckler ----> 8200G

=====

Ferim
=====

Items	Weapons	Armor
-----	-----	-----
Ex Potion ---> 500G	Royal Whip ----> 13000G	Quilted Silk -----> 9200G
Magic Gourd --> 50G	Spear -----> 13500G	Eron Hat -----> 8800G
Power Gourd -> 100G	Silvo Rapier --> 13200G	Tuff Buckler -----> 8200G
Mind Gourd --> 100G		
Big Boomer --> 500G		

Spells

Champion -----> 20000G
Firebird -----> 20000G
Ice Valk -----> 25000G

=====

Treble
=====

Items	Weapons	Armor
-----	-----	-----
Ex Potion -----> 500G	Royal Whip ----> 13000G	Quilted Silk ---> 9200G

Confuse Ball --> 100G	Spear -----> 13500G	Eron Hat -----> 8800G
Ice Ball -----> 200G	Silvo Rapier --> 13200G	Circlet -----> 9000G
Fire Ball -----> 200G	Pounder Rod ---> 15500G	Tuff Buckler ---> 8200G
Sleep Ball ----> 100G		
Terror Ball --> 1000G		
Smoke Ball ----> 100G		
Freeze Ball ---> 100G		
Big Boomer ----> 500G		

=====
Portravia
=====

Items	Weapons	Armor
-----	-----	-----
Potion -----> 8G	Launcher ----> 13000G	Metal Armor -----> 9300G
Hi Potion > 100G	Pounder Rod -> 15500G	Power Cape -----> 10000G
Ex Potion > 500G	Battledriver > 18200G	Circlet -----> 9000G
Antidote ---> 6G	Rainy Ax ----> 18500G	Golden Helm -----> 9200G
Warp -----> 120G		Tect Buckler -----> 8500G
Escape ---> 100G		
Regain ---> 500G		
Awake -----> 10G		
Shriek -----> 5G		
Mystery Pin 30G		
Magic Guard 50G		
Boomerang -> 20G		
Big Boomer 500G		
Ice Ball -> 200G		
Fire Ball > 200G		
Conf. Ball 100G		
Sleep Ball 100G		
Power Gourd 100G		
Mind Gourd 100G		

Spells

Thunder -----> 30000G
Dragon -----> 25000G
Valor -----> 30000G

=====
Eserikto
=====

Items	Weapons	Armor
-----	-----	-----
Ex Potion -----> 500G	Crazy Blade ---> 19700G	Plate Armor -----> 11300G
Confuse Ball --> 100G	Trident -----> 20900G	Evening Gown ----> 11100G
Ice Ball -----> 200G		Silver Robe -----> 11000G
Fire Ball -----> 200G		Gold Band -----> 9400G
Sleep Ball ----> 200G		Gold Shield -----> 8800G
Terror Ball --> 1000G		Gold Gloves -----> 8500G
Smoke Ball ----> 100G		
Freeze Ball ---> 100G		
Ex Boomer ----> 2000G		

Spells

Thunder -----> 30000G
Firebird -----> 20000G
Dragon -----> 25000G
Ice Valk -----> 25000G
Fry -----> 40000G

=====
Barnan
=====

Items	Weapons	Armor
-----	-----	-----
Ex Potion ----> 500G	Red Saber -----> 21400G	Plati Plate -----> 12000G
Magic Guard ---> 50G	Halberd -----> 23500G	Silk Robe -----> 12700G
Power Gourd --> 100G	Crystal Wand --> 24000G	Plati Helmet -----> 10800G
Mind Gourd ---> 100G	Mist Rapier ---> 25100G	Plati Band -----> 10400G
Ex Boomer ---> 2000G		Plati Gloves -----> 10600G
		Plati Shield -----> 11400G

=====
Durale
=====

Items	Weapons	Armor
-----	-----	-----
Ex Potion ----> 500G	Silver Sword ---> 29000G	Crystal Mail -----> 14500G
Confuse Ball -> 100G	Heavy Lance ----> 31800G	Crystal Robe -----> 15000G
Ice Ball -----> 200G	Silver Rod -----> 35000G	Crysto Helmet ----> 15200G
Fire Ball ----> 200G	Freeze Bow -----> 37600G	Crysto Beret -----> 14600G
Sleep Ball ---> 100G		Gauntlet -----> 13200G
Terror Ball -> 1000G		
Smoke Ball ---> 100G		
Freeze Ball --> 100G		
Ex Boomer ---> 2000G		

Spells

Destroy -----> 30000G
Zap -----> 65000G

=====
Chaed
=====

Items	Weapons	Armor
-----	-----	-----
Ex Potion ---> 500G	Buster Sword ----> 45500G	Eron Dress -----> 22000G
Magic Guard --> 50G	Great Ax -----> 47500G	Metal Jacket ----> 20000G
Power Gourd -> 100G	Zirco Rod -----> 48000G	Holy Cap -----> 18600G
Mind Gourd --> 100G	Rune Rapier -----> 49300G	Rune Gloves -----> 18800G
Ex Boomer --> 2000G		
Dragon Tooth > 500G		

=====
Premarl

=====

Items	Weapons	Armor
Ex Potion -----> 500G	Zirco Sword ----> 51000G	Royal Dress -----> 38000G
Confuse Ball --> 100G	Zirco Flail ----> 52000G	Full Mail -----> 40000G
Ice Ball -----> 200G		Holy Cap -----> 18600G
Fire Ball -----> 200G		Holy Shield -----> 26300G
Sleep Ball ----> 100G		
Terror Ball --> 1000G		
Smoke Ball ----> 100G		
Freeze Ball ---> 100G		
Ex Boomer ----> 2000G		
Dragon Tooth --> 500G		

=====

Narvick

=====

Items	Weapons	Armor
Ex Potion ----> 500G	Zicro Rod ----> 48000G	Zicro Armor -----> 54000G
Magic Guard ---> 50G	Zicro Whip ---> 52000G	Zicro Plate -----> 51200G
Power Gourd --> 100G	Zicro Flail --> 52000G	Zicro Helmet -----> 34000G
Mind Gourd ---> 100G	Zicro Sword --> 51000G	Zicro Band -----> 33200G
Confuse Ball -> 100G	Zicro Ax -----> 52500G	Zicro Shield -----> 32300G
Ice Ball -----> 200G		Zicro Gloves -----> 34400G
Fire Ball ----> 200G		
Sleep Ball ---> 100G		
Terror Ball -> 1000G		
Smoke Ball ---> 100G		
Freeze Ball --> 100G		
Ex Boomer ---> 2000G		
Dragon Tooth -> 500G		

=====

7.) Credits/Thanks

=====

GameFAQs and the other hosting sites: For hosting this guide.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

Taito: For this wonderful game.

Iron Knuckle, Phoenix 1911, and RPGClassics.com: I had forgotten how to do some of the puzzles, and these three saved me a lot of time.

And a huge thanks to you, the readers. Without you guys, I wouldn't be writing these in the first place.