

Brandish Guide

by Jax Agar

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BRANDISH GUIDE

BY Jax Agar

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Email me at cerubix_7@hotmail.com

Version 3.1

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Part A: VERSION

Version 1.0 Created at 3-25-02

- Entire guide put together, Item list, Menu screen, Walkthrough, Shop list, etc.
- Walkthrough finished up to the Ruins area, along with the bestiary.
- Basically, everything done up to the end of the Ruins part of Brandish.

Version 1.2 Updated at 4-8-02

- Changed format of Parts for better viewing, hopefully.
- Got up to Tower 4F, bestiary, treasures, shops and dialogues updated.

Version 1.35 Updated at 5-29-02

- Small update only on the Tower 9 Southeast room floor puzzle thing whatever the hell you want to call it. Too much emails on this puzzle prompted me to do this...so persistence actually works eh?

Version 1.5 Updated at 6-13-02

- Entire area of Tower is completely finished.
- All other parts that involve Tower level are updated as well.
- Made a few revisions and corrected some grammatical errors and spell changes too.

Version 2.0 Updated at 8-31-02

- Entire area of Cave is done and parts from Cave as well.
- Fixed Item List.
- Revised some parts again for better presentation.
- Fixed errors in grammar and spelling.

Version 2.5 Updated at 12-31-02

- Entire area of Dark Zone completed.
- Revised some areas...again!!!
- Found out what Luck does thanks to Ivan Ferrel. It's in Part D: For The Novice.

Version 3.0 Updated at 1-15-03

- Entire area of Fortress completed.
- Walkthrough section is done at last, as well as Shop, Plaques, Bestiary and Game Script.
- Revised and edited entire guide for any mistake I could find.
- Added new section, Part X: Hints/Tips Playing Brandish.

Version 3.1 Updated at 9-22-03

- Double Magic added in Secrets/Mysteries section.
- Put Tower 6 Plaque "Don't touch switch" in. (didn't see it missing till now)
- Put Ebony Key in Items: Keys section (again, didn't see it)
- More grammar and spelling errors found and corrected.
- About Luck is all fixed and cleaned up.

Part B: INTRODUCTION

Let me get to the big picture. This FAQ was made when I realized afterward that no one would EVER do one for this game. I made it because I really do like and enjoy Brandish. The posters at the message boards on GameFAQs contributed to the idea of this guide and myself for actually putting the time to finally do this. I don't believe anyone would really use this guide that much, (Like people actually play this game...least they're missing out on a very excellent one.) but I could be wrong on the matter. It's just that the one Hints and Tips is really not all that helpful (Especially when it came to the infamous Tower puzzle switches!!!) but it was the only source left for help, so there you have it. Now my friends, on to the Brandish Guide!

Part C: DISCLAIMER

For liability purposes, if anything happens when you play Brandish on an emulator or console, I am not responsible for loss of data or damage. No illegal use of this document in any way, plagiarizing, use for own without my consent, use for sale, you know, the usual. All you have to do is ask me and I will gladly see that you will get the answer you were looking for. Just ask, it never hurts you know. Failure to comply will result in severe punishment! So just don't do it then ok???

Part D: FOR THE NOVICE

This is for the beginners out there, if there are some that is. Anyway, this

is here for people who have no clue how to work the game. I will show you how to maneuver through the game, what all those cool looking icons mean, and whatever is left. Let's start with controls.

CONTROLS

All the buttons are used for this game.

START - Opens menu screen. The first part is the map of the current level you are on, next is the status screen with various info, the save screen and finally, configuration screen.

SELECT - Opens the item screen, game still in play so the enemies are still moving, but Varik can't! You can equip items, use them or dump them.

R or L - Switches Take command to Examine command. Also Used for Lateral/Rotate movement.

R and L - Press them together to rest. Get HP and MP back, but all defenses are reduced to zero and enemies are still moving. Press them again to end rest or press B.

The next buttons are customizable, but these are their defaults.

A button - A is the action button. You use it to attack the enemy, block and can be used to use items when on the item screen.

B button - is to jump one space in front of you or out of pits.

X button - this lets you use your items or equip weapons and armor.

Y button - this is the Take command. The hand indicates trying to open a door, a chest or taking a bag. If you press R or L and Y, then you get the Examine command that is indicated by a magnifying glass. This lets you look at and examines anything unusual. For instance, you want to know if the chest is rigged or what that plaque on the wall is.

MENU SCREEN

That's all for controls. Now let's move on to the Menu Screen. The Menu Screen has the map, status, save and config screen for you. I will explain what they have to offer you.

MAP SCREEN

Basically a map of the area you are on. The flashing red X represents you, black areas are places where you can walk on and gray represents the walls. Entrances and exits are two flashing dots closely together, treasure chests are purple, shops are blue, revealed pits are gray-squared dots and doors have a gray outline and a black box inside.

STATUS SCREEN

The Status Screen shows all your vital stats and gold you have. It has your character's name, in this case, Varik, your current level, HP, MP, Luck, Gold, Attack power, Defense power, Arm Strength, Knowledge, and Magic Endurance.

HP/MP - Shows current/max for both

Luck - When you receive damage from the enemy, you'll see that your luck goes down and when you take damage, your luck will rise. If you notice, your damage ratio fluctuates or varies every time you take or receive damage. So using the above, when you give damage to enemies at zero luck going up to the max, you'll take from 1 damage up to your max like 50 or 100. When you receive damage from enemies starting at max luck to zero, you will receive more damage with each additional strike, from 5 damage to 100!!! Yikes!!! Lesson, use the Amulet of Protection all the time.

Attack Power - Your strength with a weapon. Arm Strength contributes to increasing attack power.

Defense Power - Your defense with an armor and shield.

Arm Strength - Your strength multiplier. As this number increases, Attack Power will rise gradually. Attacking enemies raises your arm strength.

Knowledge - The power of your magic. Using scrolls or rings on the enemy raises it.

Magic Endurance - Your defense against enemy magic attacks. To raise this stat, magic must hit you. The fastest way to boost this is to go an area with an enemy magic user, go into rest mode where defense is zero and there you have it! How much damage you take will give you the points. So for example if the Wizard hits you for 10 damage, then you will receive .10 to your Magic Endurance. Hopefully you got that.

SAVE SCREEN

It may be stupid to write about it, but if you weren't paying attention or new to the game, then it could be good to read it. The game saves automatically when you start playing or you continued from a previous game. It also saves automatically when you enter a new floor. So if you were in Ruins Area 4 and went on to Area 5, then right when you entered, it saved the game for you. Could be annoying for those experienced players out there, at least it was for me...especially playing on an emulator because more glitches can happen on it.

CONFIGURATION SCREEN

This lets you change how the game is played. You can change the game speed, message speed, Varik's color/sprite, L/R Keys, and controls.

L/R Keys - This could be where players get confused. If you started playing, then you noticed when you tried to go left or right, it changed your perspective right? That was because the mode was Lateral. Lateral lets you move up and down and changes perspective with left and right. You can move left and right if you hold either L or R, but that's just annoying. Rotate

lets you move in all directions and when you want to switch perspective, hold L or R and press left or right. I prefer Rotate and recommend new players to use Rotate because Lateral can be confusing. Both these modes are useful in certain situations as well. Like for example, Lateral would be useful when you do any "Room of Wander" puzzle because it gets repetitious after a while.

When you are playing, the screen shows you what item you are using right next to you, (use with X button) on the top left are your equipment and the top right shows the Hand/Magnifying Glass, the Compass and what area you are in. The bottom has your HP in blue and MP in red.

That's all for you beginners and I'm sure what I just wrote made sense!

Part X: HINTS/TIPS PLAYING BRANDISH

This section is probably the most important one because it's going to give you some very helpful pointers before and during the game so listen up!

TIP #1

ALWAYS SAVE!!! Even though the game saves for you every time you enter a new area, you should save when you come across something out of the ordinary, like many switches on the floor. You should save before fighting monsters and bosses that are hard, so that way you won't have to start way back again in case you die. Saving your game file is important so that you won't lose track of anything and have a grueling process of starting over again.

TIP #2

Be organized in your items list so that you know where's your items that you need. Put important items in your bag so you can get to them quickly and less important items in your Dimensional Boxes. You can put all your equipment in one box, magic and potions in another and miscellaneous items in the last. Organization might be a lifesaver in a crucial moment during Brandish.

TIP #3

Money doesn't grow on trees so don't waste them on stupid junk. There's no other way to get gold besides Gold Bars and treasure chests with gold, so be shrewd when buying.

TIP #4

Take your time! Look thoroughly around the floor you are on and make sure you have completed it. Don't leave holes in the map because it may contain treasure there or switches needed to move on.

HINT #1

Clump Gold Bars together to maximize its selling profit. It's best to clump 99 Gold Bars and then sell them for tons of cash. Some good buys would be Heal Magic and Stop Magic. I would recommend getting these two Magic Scrolls before leaving the Ruins if you have enough, otherwise come back if you can to get them. They are invaluable near the end of the game!

HINT #2

Try not to use swords that aren't permanent. I know in the beginning there aren't any, but fighting unarmed gives you more Arm Strength. Sell those swords for cash to buy the Magic Scrolls I mentioned above. Speaking of selling, sell things you don't have much use for like M.Potions, Ring of Protection and in some cases, Steel Balls. They are useful, but really not that vital to surviving. Selling is a good way to rack up some dough for

better items.

HINT #3

Don't bother buying any Swords or Armor in shops, they are a waste of money and you can find them later on. I mean, you can survive with your broken down armor so don't be a sucka for the good stuff.

HINT #4

If you can, take your time to level up in areas that have tough enemies, it'll be worth it later on. Gain Arm Strength, Knowledge and Magic Endurance so you can be more powerful and prepared for bosses. Kill all the enemies you see because some of them may never revive when you leave and come back.

HINT #5

If you have trouble surviving, keep a Ring of Life in your bag as insurance so you won't have to pout about how the Ninja took you out like a rag doll.

These tips will help you last in the world of Brandish, but you can play any way you like. I'm just giving you some stuff that helped me when I played, but you have your style and I have my style.

Part E: WALKTHROUGH

Now for the walkthrough of the levels in Brandish. I put each part in order: Ruins, Tower, Cave, Dark Zone, and Fortress. I will try to explain each part and their levels so that you won't be stumped or confused. If you still can't beat a certain area, then email me and I can help you further.

RUINS WALKTHROUGH

This is where the adventure all begins, in the Ruins. You try to escape Alexis, who wants to hunt you down for killing her teacher. The both of you fell down and now you must find a way out of this unknown world. The adventure now begins.

RUINS AREA 1

Enemies: Blue Sludge, Goblin, and Bee

Treasures: Short Sword(40), Master Keys(9), Gold Bar, Warp Magic(In Basement Floor), Sledgehammer(10), H.Potion 2x(10,5), 300 Gold 3x, 100 Gold 2x

Shops: Item, Weapon, and Magic shops

Strategy: This area is basically an intro to the game and what you should expect for the rest of the game. Equip on the Short Sword and open chests, walk around, explore, and examine. A pretty easy area to complete. The shop owners can help you by giving tips like the old woman. Walls with a crack in them can be destroyed using the sledgehammer, pits can be revealed using some Steel Balls. Pits are seen if there is a rock or debris on it, but don't always count on it because it can be anywhere with or without that debris. Here's a tip, defeat enemies to gain experience, use all the Master Keys on the floor they are found in and check everywhere thoroughly for clues or switches on the walls. There seems to be a secret in Area 1 where you find

the Master Keys. Once you get them, move up once and examine the floor ahead. Look odd right? Use a Steel Ball to show a pit. Jump into the pit, don't walk in it and you will take yourself to the rest of Area 1's Basement, where you find the Sound Room and a Warp Magic. The Warp Magic is a must have so find it before you leave Ruins Basement Floor or you'll regret it very much! When you're done, get out of Area 1 and go on to Area 2.

RUINS AREA 2

Enemies: Blue Sludge, Bee, Small Scorpion, and Goblin

Treasures: Short Sword 2x(30), Skull Key, Gold Bars(4), Ring of Fire(5), Sledgehammer 2x(5,3), Steel Balls(8,In Basement Floor), H.Potion 3x(5,4,3), Invisibility Potion(4), 300 Gold, 200 Gold 2x

Shops: NONE

Strategy: Simple area to complete, just watch out for the Small Scorpion. They use a tactic I like to call "Hit and Run" which means they will attack and flee back. Nothing difficult about them, but learn from them. Use that tactic whenever you're in a bind or surrounded, it will save your life sooner or later. The only real problem could be the room with the four doors and pit falls. Just like the plaque suggests, be careful. Examine every floor or use Steel Balls to help guide you through. If you do fall down, don't worry, you just land down the Basement of Area 2, which has two skeletons that has some items if you examine them with Take command. After the pit falls, the rest of the area is linear so I doubt you can get lost. There is one treasure chest that is locked if you find it so remember where it was, you will come back to get it, if you want to.

RUINS AREA 3

Enemies: Goblin, Water Demon, and Goblin Warrior

Treasures: Short Sword(30), Rapier(30), Master Keys(6), Skull Key, Green Key, Dimensional Box A, Gold Bar, Fire Magic, Ring of Fire(5), Ring of Protection 2x(10,3), Sledgehammer(2), Steel Balls(10), H.Poison(2), M.Potion(2), Hardening Potion(2), Invisibility Potion(3), 500 Gold 2x, 200 Gold

Shops: Weapons shop

Strategy: There is a shop to your left if you need anything before you go on. Don't worry about the Basement Floor just yet, but remember that there is one. When you reach the area with the plaque, think about it. Stop and think...if you still didn't get it then it meant that there could be traps on the floors in the next room, pit falls are in the next room so get out some Steel Balls and proceed carefully. I suggest that you do fall into one of the pits after you get the chests because a door should be there for you to get a sledgehammer. Near the end of the Area 3, there should be floor switches lined up. Jump over them until you reach the end where there is one huge boulder blocking your path. The final switch will trigger the boulder to move towards you, so you better run like hell and get out of the way before you get crushed. Use the Green Key nearby and go on to obtain the Fire Magic. This is a simple puzzle to do, just use Fire Magic on the switch to disable the pits and get the treasures. Before you leave Area 3, you must

be wondering, "Why do I have one Master Key left?" Simple, because that key goes to the locked chest in Area 2. See why I said to remember where it was? Go back to Area 2 and get the Gold Bar in the chest. You don't have to go back, but you might as well if you have the Warp Magic. When you're done, use the Skull Key and leave.

RUINS AREA 4

Enemies: Water Demon and Goblin Warrior

Treasures: Short Sword(50), Yellow Key, Ruby Key, Dragon Key, Sapphire Key, Gold Bar, Ring of Fire(5), Ring of Anger(5), Ring of Protection(5), Hardening Potion, Invisibility Potion(2), 300 Gold 2x

Shops: NONE

Strategy: This is the first time you get to meet with your rival, Alexis. She will talk some trash and tries to detain you, but she falls down the pit. I would just go down too, just to get that taunting letter of hers and go back up. About Area 4, treasures are not always what they seem. Some of the chests have nothing but an arrow with your name on it. The damage isn't fatal but be careful because the chest could be rigged. Enter the Worship Room and examine the Dragon Statue. It gives you a little background to the entire area of this underground world. Just go and explore around on this floor and be prepared for the next area, the Training Room.

RUINS AREA 5

Enemies: Blue Sludge, Bee, Small Scorpion, Water Demon, Goblin Warrior, and Magic Serpent

Treasures: Short Sword(40), Rapier(20), Amber Key, Gold Bar, Ring of Fire 2x(5), H.Potion(4), H.Poison(8), M.Potion(3), M.Poison(5), Hardening Potion, Invisibility Potion, 500 Gold 2x, 200 Gold

Shops: NONE

Strategy: The first thing I noticed is that Warp Magic is forbidden on this floor so don't even bother. Think about what the plaque says and proceed carefully. In the next room, you will see moving pendulums waiting to ram you ferociously so what I would suggest is to slow down the game speed to its lowest and then go on. You can see a pattern in the way the pendulums move and that's when you move out. If falling down a pit will save you, then do it and rest afterwards because the pendulum's damage with the pit falls can be fatal. They will have this at the end of the area, but it is much easier because you can set them. The moving pendulums are the only hard part here, so just explore and you'll be out in no time.

RUINS AREA 6

Enemies: Small Scorpion, Water Demon, Magic Serpent, T-Rex, and Green Sludge

Treasures: Short Sword 2x(70,60), Rapier(20), Small Shield, Garnet Key, Gold Key, Gold Bar, Sledgehammer(10), H.Potion(10), 400 Gold, 300 Gold 2x

Shops: Magic shop

Strategy: As the plaque reads, time has stopped on Area 6, so you can't use the rest ability. Be sure to have some Potions in case you need them. Go to the right first to get the Garnet Key. Hidden spring water is found by breaking weakened walls with the sledgehammer. The only trouble here would be the time stop and T-Rex enemy. The Rex likes to head butt you and it will move you back a space so either use Fire Magic or Hit and Run to kill it. Not hard to beat this place either (You think it would be harder because is it an underground maze!) so grab the Gold Key and you're done. Area 7 will be a challenge if you don't understand how it works...

RUINS AREA 7

Enemies: NONE (You'll see why...)

Treasures: Master Keys(3), Bone Key, Twisted Key, Emerald Key, Blue Key, Crescent Key, Amulet of Protection, Gold Bar, H.Potion(3), H.Poison(2), 500 Gold

Shops: NONE

Strategy: I really can't give a definite strategy to beat this area, but I can say that you must USE the map at all times or you will be lost in Area 7. The floor is rigged with a hidden warp panel everywhere so wherever you step, you could automatically be in another part of Area 7. Just go slowly and use the map to guide you out of here. Another way to go about this would be to use the compass to track your location so you know where you stepped on a warp panel. The fastest way out of here would be to use the Warp Magic you got back in Area 1's Basement Floor and if you didn't get it then you'll have lots of fun! Just use the map to get you out of this cursed floor.

RUINS AREA 8

Enemies: Magic Serpent, T-Rex, Green Sludge, and Conjuror

Treasures: Short Sword(60), Rapier(40), Chain Mail, Small Shield, Ebony Key, Amethyst Key, Gold Bar, Ring of Protection(5), Steel Balls 2x(10), H.Potion(4), H.Poison(3), M.Potion(2), Hardening Potion, Invisibility Potion, 500 Gold 2x

Shops: Weapons shop

Strategy: Watch out for the pits in this level, they have four other holes surrounding them. Look at it like this, the one hole you see is, let's say a spider and it has four legs...just stay with me here, doesn't matter if it doesn't make sense! The legs are one space apart so you should have a pit fall that looks like this:

#= Pit fall
@= Hidden pit fall (not shown on map...yet)

@ @
BEFORE
@ @

AFTER
#

Get it? So there, the only hard thing here, the rest is pretty easy and be careful of the T-Rex too. BTW, the weapons shop has some neat stuff if you need anything.

RUINS AREA 9

Enemies: Samurai Warrior, Toad and Flamethrower Lunatic (NOTE: Once you defeat the enemies on this floor, they are gone forever. It's probably best if you take out all the monsters on this floor now, rather than later)

Treasures: Short Sword(50), Rapier(30), Gold Bars(2), Ring of Life, H.Potion 3x(10,3,5), H.Poison(5), M.Potion(2), Invisibility Potion(2), 400 Gold, 300 Gold 2x, 100 Gold

Shops: Magic shop

Strategy: Easy area, nice treasures, but tough enemies. They're not that hard, but if they are for you, use magic or just avoid them. Not much challenge in Area 9, but there are lots of areas with nothing in them.

RUINS AREA 10

Enemies: Goblin, Bee, Conjuror, Samurai Warrior, and the Wizard (Boss)

Treasures: Broken Sword, Short Sword(40), Rapier(40), Saber(20), Master Key, Gogond Key, Atlet Key, Berimya Key, Gold Arm Band, Gold Bars(3), Ring of Ice(10), Ring of Anger(10), M.Poison(3), 500 Gold

Shops: Magic shop A and Magic shop B

Strategy: The first part is rigged with warp floors, just like Area 7 but slightly different. The best way to beat this is to use Warp Magic because I forgot the path to reach the southeast part of the floor. When you can see it on the map, warp to the southeast area and there should be a warp panel nearby. It should take you to a room with a chest with the Gogond Key. That's your ticket out of there. The rest of the area is simple minus the enemies here. Magic shop B has some weapons if you need any (If you got little weapons, I suggest to get some now!). Talk to the Ghost of the Young Girl and save your game. The Wizard is waiting for you in the next room. He's the first boss you've encountered so be prepared. Since it seems redundant to repeat it, go to the Bestiary for tips on how to take out the Wizard, but he isn't hard, it's his magic that makes him hard...you'll see why.

FOOT OF TOWER

Enemies: Giant Crab and Crab Baby (Bosses)

Treasures: Short Sword(Permanent), Rapier(30), Saber(20), Elmf Key, Gold

Bar, Sledgehammer(10), H.Potion(10), H.Poison(8), M.Potion(5), M.Poison(3),
Hardening Potion

Shops: NONE

Strategy: The last area of the Ruins. Talk to the Old Man and step on the rock hidden behind the center pillar. This opens the door to Hell...the door to the final Ruins boss. The Giant Crab is pretty hard to beat, but hang in there. Please refer to the Bestiary for help, but I will say this. Magic is useless against it and its attacks are quite powerful. Be careful and save before you encounter it. After the Crab, keep going to find a door with a seal on it. Don't touch it, examine it. If you did, then prepare to meet the Giant Crab and Wizard in Hell. Read the plaques on both sides of the gate. Present the seal eh? Hmm...try talking to the Old Man again. He tells you that one of the guards has the seal, but they're all dead. Dead eh? Wasn't that one Girl dead too? Go back to Ruins 10 and talk to her again. She'll thank you for killing the Crab and she'll leave and give you the Gold Arm Band to leave the Ruins. Use the Gold Arm Band and there you have it! Out of the cursed Ruins!

TOWER WALKTHROUGH

Finally! Beat the Ruins now eh? That's good, but now we have the next level, the Tower...yikes! This place is tough (especially that damn puzzle floor switches!!!) and difficult to beat, but don't worry, you got me for help!

TOWER 1F

Enemies: Electric Tentacles, Goblin Fighter, Small Spider and Guard Wolf

Treasures: Rapier(30), Gold Bar, H.Potion(5), 400 Gold, 300 Gold 2x

Shops: Gayla's Weapon Shop

Strategy: This is an easy floor to beat, nothing hard at all. There's a weapon shop at the beginning if you need anything. Some old but new stuff here, pit falls are now cracks in the floor so watch where you're going. Weakened walls are still dark colored and has cracks and there's another kind of wall you're going to see in the second floor of the Tower that I'll discuss in Tower 2F. The second part of this floor is saving the man.

TOWER 2F

Enemies: Electric Tentacles, Goblin Fighter, Small Spider and Guard Wolf

Treasures: Saber(30), Skull Key, Gold Bar, Ring of Anger(10), 1,000 Gold

Shops: NONE

Strategy: Find and talk to the Goblin in a small room. He will give you advice for a small fee of course. He says there are magic walls that are illusionary, which means you can walk through them. They look just like weakened walls so you got to use the examine command so you know which is

which. Finding these walls is your ticket out of the second floor of the Tower. The second part of this floor is saving the man.

TOWER 3F

Enemies: Giant Spider and Guard Wolf

Treasures: Short Sword(23), Rapier(30), Scale Mail, Green Key, Twisted Key, Dimensional Box B(From Imprisoned Woman), Gold Bars(4), H.Potion 2x(10,2), H.Poison(5), M.Potion(10), M.Poison(2), 800 Gold

Shops: NONE

Strategy: Since Tower 4F is around the corner, this floor is optional, but there are some nice treasures like the Dimensional Box for saving the Imprisoned Woman and Man. Just be thorough in your search and eventually you'll come across the woman asking you to save her boyfriend. She says he's two floors below and it's not hard to find him (That's why I said the second part is saving the man under the strategy for 1F and 2F). Just go through the other door of the room with the girl and down the stairs to find him. Once you talk to him, go back to the girl and she'll give you Dimensional Box B for saving him (Like you really did anything!) and you're done with optional Tower 3F.

TOWER 4F

Enemies: Giant Spider, Archer and Giant Warrior

Treasures: Saber 2x(33,20), Yellow Key, Ruby Key, Gold Bars(2), Ring of Life, 500 Gold

Shops: Spells Galore

Strategy: The first area are two long, narrow paths that seem to be endless and it's true near the end of the second path. If you checked the map, you will notice that you're going nowhere because there is a hidden warp panel on the floor, so you must change perspectives to look at the walls for a weak one or magic one. Find the wall and break it down and go on. Use the Yellow Key you got from the chest on the locked door you passed and continue there or in the room with the Archers, either way, you end up in the same place. The next area are two big square rooms, one filled with pits and Archers and the other is a warp room. You choose which is easier for you. I would go with the Archers because the warp room is too annoying unless you have Warp Magic to get by quick. Kill all the Archers to break the seal on the door and go on. Remember where that locked door is because that's the exit. In this next room, there are spike traps on the floor. If you were to step on the trap, you'd probably see the Game Over screen soon enough, so jump over them or avoid them. Just remember that this will not be the last time you see them. Step on the floor switches and change your perspective so the compass is North, then go forward from there to find a weird mark on the floor. This is a warp panel so go into it to warp to the other side. Find the Ruby Key and either go back to the warp panel or use Warp Magic to get back to the locked door. Unlock it and defeat the Giant Warrior. He's just like the other fighters, attack and defend so just Hit and Run or finish him off by attacking constantly. You get a Saber for killing him and go off to Tower 5F.

Tower 5F

Enemies: Giant Warrior, Gargoyle and Headless 4x (Boss)

Treasures: Short Sword(30), Saber(30), Shield of Darkness, Amber Key, Amethyst Key, Gold Bars(3), Ring of Ice(10), H.Potion(2), H.Poison(5), Hardening Potion(3)

Shops: NONE

Strategy: Explore the area and kill the Gargoyle to get the Amber Key and use it nearby. Enter the warp panel to get an item. In the next room, the puzzle might confuse you. The plaque says to start from the south and go north, so do it. Walk down to the end of the switch but don't step on them, flip the switch on the wall and start walking, stepping on every switch in order so the door will open up for you. Get the Amethyst Key in the other room and use it to open up the door to the Headless bosses. You do not have to fight the bosses, they are optional, but it's your only chance to win the Shield of Darkness that you will need for the Dark Zone. The plaque gives kind of a foreshadowing of something tough and it is right. As you enter the room and step on the switch in the middle, four Headless guys come up and hit you, killing you no matter what. To prevent them from taking you out within a matter of seconds, you could equip your strongest sword (Make sure you have a lot of Arm Strength!) and strike at the Headless in front of you until it dies and quickly run out of there. You can slow down the game speed if you need to. Another way to get out of there if you can't kill one of them in the seconds you got is to use Warp Magic to warp out of there. Remember the Warp Magic you found back in Ruins Area 1? Well, take that out of the Dimensional Box and use it! Once you got yourself out of that situation, killing them is easy. You could use magic to finish them off or use the Hit and Run technique. They can also knock you back if they hit you, even if you block. Once they're gone, get the shield and get out of Tower 5.

Tower 6F

Enemies: Archer, Gargoyle and Axe Raider

Treasures: Rapier(30), Saber(10), Falchion 2x(20), Leather Shield, Dragon Key, Gold Bars(9), H.Potion(2), M.Potion(10), M.Poison(5), Hardening Potion, 600 Gold, 500 Gold

Shops: Weapons Shop

Strategy: Get the key and read the plaque. So you have to choose one door eh? No problem right? Just choose any one and go in. (Don't worry, you'll have the opportunity to visit the other two areas you missed when you get to Tower 7F) Nothing hard about Tower 6F, just be on the lookout for magic walls and cracked walls because they are everywhere so change your perspective often to search every nook and cranny. If you noticed, there is one door that is locked if you went to the door to your left in the beginning. Just remember that locked door for later. There's a weapons shop at the end of the floor if you need anything.

Tower 7F

Enemies: Giant Warrior, Gargoyle, Axe Raider and Bandit

Treasures: Saber(20), Shipal, Skull Key, Gold Bars(2), H.Poison(3), M.Potion
2x(5,2), M.Poison(2), 200 Gold

Shops: NONE

Strategy: In the beginning, you see an area with three pit falls and pillars and as you try to get out, there happens to be warp floors again..Arg! Well, I guess you'll have to do it again then. The easiest way to get out is to use the Warp Magic you still have I hope or I suppose you're on your own then, I'm kidding! I have made a simple picture as to get out of there. (Hopefully...) Before I go on though, those three pit falls are quite special because if you fall down all of them, it will lead you to the other areas of Tower 6F that you missed, namely the two doors that you didn't choose. (See? I told you that you could go back to the rest of 6F) So you can backtrack a little bit to finish the rest of 6F or forget about it, but I wouldn't recommend it. You would want to complete all of the floors no matter what. Anyway, on to the picture of the warp area of Tower 7F. But the puzzle is quite easy, not that hard, but I figure I'd do it just in case.

Key:

@=You start here/default area when you touch warp floors

X=Pit (Falling down leads to areas of Tower 6F)

W=Warp floor

#=Pillar

The layout should look like this, just like you would see it on the map in the game.

```

      @
WX
# # # #
W
# # # #
W W
#X# #W#
W      X
#W#W# #W
```

As you can see, the warps are mainly on the outside pillars of the room except for one, so go out that way and walk along the walls to get to either path. Once you get out of there, there is a Bandit in that narrow strip on both sides of the warp area and if you get close, they will steal your item randomly and run off, so use magic to kill them from afar. Never get close or you'll have to chase them to get your item(s) back. As you endlessly walk in that straight path, look at the walls for a door to enter in. Once you enter, be alert as there are magic walls and pits everywhere. Just explore and see what treasures you can find. There's one little secret in Tower 7F that I'll also put in the Secrets section too. When you get to one room with pit falls lined up in two columns, one that has four pits, the other three, go into the first pit in the column with three pits and you'll land into the locked room of Tower 6F that you couldn't get into. There you flip the switch, get the two gold bars and be on your way. Here's a mystery that I haven't figured out yet. Has anyone been able to get that one bag that is surrounded by the pits? I don't know how to get it, and if anyone did, how do you do it and what's in the bag? A mystery indeed...care to solve it? Keep going on and flip the switch in one of the rooms and then enter the warp

panel. Kill the giant and use the key to get a Shipal shield and go on to Tower 8F.

Tower 8F

Enemies: Giant Spider, Archer, Gargoyle and Axe Raider

Treasures: Garnet Key, Gold Key, Gold Bars(2), Ring of Ice(10), H.Potion, M.Poison 2x(5,2), 1000 Gold

Shops: Magic Shop

Strategy: Search thoroughly here because of pit and floor traps (Spikes). When you enter the room with all the pits, go to the last door you see and press the switch to open a path through the pits for you. Then go to the other side and go to the two other doors, one has a treasure, the other has another switch to open yet another path. Go to the new path, kill the enemies to get one of the keys and use it. Go into the portal, flip the switch and get out of there.

Tower 9F

Enemies: Bandit, Dark Knight and Mage

Treasures: Rapier(Permanent), Falchion 2x(20,15), Ramela, Crescent Key, Gold Bars(3), M.Potion(5), Hardening Potion(2), Invisibility Potion(5), 300 Gold 2x

Shops: NONE

Strategy: Break down the wall with the hammer and watch out for the Bandit. Once again, you meet the warp room, but now it is enlarged and the pillars have grown, yikes! Also, there are four treasure chests in the room too, so I suggest getting them too, but you can't seem to get one of them. It was the second one down, blocked by warp floors around it. I used the Warp Magic to find out what it was and it was a permanent Rapier. Anyone know how to get this please inform how to besides what I did of course, unless that is the only way. I'll show you an illustration of what the warp room looks like in the map. If anyone finds more warp floors, please inform me so I can fix the problem.

Key:

@=You start here/default area when you touch warp floors

W=Warp floor

X=Treasure

#=Pillar (But I'll clump four of them together since they are bigger)

\$=Exit

```

                @
      W
X   ##   ##
   ## ## ## ##
W##   ##
   W   ##   ##
X ##W## ## ##
W##   ##
```

```

    ##    ##
  ## ##W## ##
X ##    ## W
  W ##    ##
$ ## ## ## ##
  ##    ##
X W

```

Well, that's that! Anyway, you pass the room to explore the rest of the area and soon you'll meet Gadie the warrior who informs you of the Southeast room. He just says the switches have something to do with the room. Go back to the room with the switches and walk up to the locked door and then turn around so your back is facing the locked door, so now you should be looking at the switches and your back to the door. Got it so far? You better, anyway I will explain the rest with another nice illustration. By the way, the switch is seven tiles long and four tiles wide, with the extra two in the middle, but I made a mini version of it.

Key:

```

#=Switch
*=Pressed Switch
@=Locked Door
^=Plaque

```

```

      ^
#####  #####
#   #   #   #
#####  ##### <What it looks like untouched, when you first enter.
#   #   #   #
#####  #####
      @

```

```

      ^
*****  *****
*   #   *   #
*****  *****# <After you press down the switches of course.
#   *   *   #
*****  *****
      @

```

Do you understand it now? You should be facing the plaque and your back to the locked door, then spell out the letters S and E on the switches. Obviously, you don't use all the switches, just enough to make out the letters. After that, the door should open for you and you finally did it. Return to Gadie to get his treasure and get the hell out of this cursed floor for good.

```

-----
Tower Top
-----

```

Enemies: Archer, Mage, Dark Knight and Rakshahsa 2x (Boss)

Treasures: Rapier(Permanent), Saber(30), Falchion(30), Emerald Key, Blue Key, Bone Key, Gold Bars(4), Ring of Ice(2), H.Potion(5), M.Potion(5), Invisibility Potion(2)

Shops: NONE

Strategy: Nothing hard yet, just explore the area. When you reach to the first warp panel, you encounter Alexis once again. She gives you a good talking to and then springs a trap that makes both of you fall one floor down. Unfortunately, she falls down again and you stay on Tower 9F, the one area you couldn't get in to. Go back to where you were before you fell down and proceed. Watch out for floor traps in Tower Top and pit falls as well. In one of the rooms with lots of doors everywhere, there's one room with a Dark Knight and a chest. Kill him, get the Bone Key he dropped and use it to open the chest that has four gold bars. As you continue on, there's also another mystery bag here. Before you enter the second warp panel, track back a little bit and change perspective to see that another bag is trapped in the tiny crevice and the pit. What's in it is a mystery, unless someone can figure it out. As you enter the second warp panel, be prepared to fight the final Tower boss or bosses, Rakshahsa. These two guys have four arms, meaning they wield four weapons, swords and what appears to be an axe. They can block and strike once or twice so be careful when they hit. Fire Magic hurts you if you try to use it and Ice won't work, but Thunder will so use it if you have it otherwise do Hit and Run on them. These guys can take you out with two blows so be very cautious around them, especially if the two surround you because then you're toast. Once they are defeated, you can finally take one last look at the Tower cause you're on to the Cave!

CAVE WALKTHROUGH

So now it's the Cave huh? Well, the Cave is no pushover so don't think you're done yet. The Cave is riddled with ferocious monsters and even greater traps and puzzles. Just keep your wits and courage up and you'll be fine...I hope.

CAVE B10

Enemies: Skeleton Warrior and Bat

Treasures: Falchion(30), Sword of Darkness(20), Skull Key, Gold Bars(5), H.Potion(3)

Shops: Weapon shop

Strategy: Go to the door on your left, watch out for the skeletons, grab the Gold Bars and look for a broken wall to get a Falchion. Then go back and go through the top door. Look out for the bats as well and jump over rocks and such to get the Skull Key. Go back to the beginning again and unlock the door on the right or whatever door is left and find the Sprite. She will tell you of the spring and how the monsters stopped it. You have to find the Flood Gate room and make the spring flow with water once again. When you do that go back to the Sprite.

CAVE B9

Enemies: Skeleton Warrior, Bat and Sentry

Treasures: Saber(50), Green Key, Ring of Life, Gold Bars(5), H.Potion(6), Hardening Potion(5)

Shops: NONE

Strategy: Explore the floor until you find the Flood Gate and dispose of the two Sentries, use the Green Key to open the door and flip the switch. When you do this, go back to the Sprite and talk to her, then go and continue B9. Go to the other door that reads Room of Wandering. From now on, any room that has this is now a Room of Wander. In this case, the room is not like the Tower where it warps you back to the beginning of the puzzle, but it doesn't move you anywhere. It makes it look like you're moving, but in reality you're not. All it does is change your perspective. If you were moving and the compass showed north and you stepped on the wander floor, then it would probably change your perspective to east. You're still in the same spot, but your perspective changed. Not that hard once you get the hang of it. Always use your map and compass to help you in any Room of Wander or you could be going in circles. You will understand once you get to this part of the Cave. Here's a sketch of the Room of Wander of B9.

Key:

^=Plaque

W=Wander Floor Tile

S=Panel Switch

@=Door

#=Wall/Pillars/Obstacle

```
#####
# # #S # # ^##
# # # # # @ < Entrance
## # # # # # #
# W W W ####
##### # # # # #
# # # # #
# W W W #
##### # # # # #
#S # # # # #
## W W W #
# # # # # #
# # # # #
# # #S # @ < Exit
#####
```

This should exactly be what the area looks like, so I don't think you'll have that much trouble figuring this out. Once you uncover your map, it'll make more sense. You have to hit the three Panel Switches first for the exit to open for you, then you can leave. When you're done, leave B9 and remember, if there's areas or doors that you can't enter the first time through, then there will be a way later on so don't worry about them yet.

CAVE B8

Enemies: Skeleton Warrior, Bat and Cyclone

Treasures: Falchion(30), Large Shield, Yellow Key, Gold Bars(6),
H.Potion(5), 1,800 Gold

Shops: NONE

Strategy: At the intersection, break down the walls, enter one to reveal a switch that opens a path on the other wall. Jump into the hole you see to

finish what's left of B9 and go back to B8. After some exploration, you'll encounter a Room of Wander again. By now, I'm sure you know how it works, but if you need some help, here I am to the rescue!

Key:

X=Treasure Chest

Number=Wander Floor Tile/Warp Floor

#=Wall/Pillars/Obstacle

In this case, the room is now a warp room, but it's very easy to figure out. Each warp floor is connected to one another. I'll put a number to correspond each connection. For example, warp number 1 goes to the other warp number 1.

```
#####  
##### # # # #  
# 3 5 5 3 X #  
# X # # # # #  
# ##4###1###6###1##  
## ## # # # #  
# 4 2 X 6 2 #  
# # # # # #  
# ##### ##  
## ###
```

Once that is done, go on and finish B8. To get the treasures that the pillar is blocking, there is a magic wall near the exit of B8. Examine the walls to find it and press the switch to remove the pillar. For the Cave's magic walls, they look like regular walls so you'll have to watch out for them carefully.

CAVE B7

Enemies: Skeleton Warrior, Bat, Medusa and Warlock

Treasures: Plate Mail, Ruby Key, Dimensional Box C, Gold Bars(8), Ring of Protection(10), H.Poison(10), 2,000 Gold

Shops: Grandma's Magic Shop

Strategy: Look for walls to break with the sledgehammer. One wall hides a switch so look closely. You will find the exit soon and if you explored everywhere, your map should be filled up half way. The other half can't be reached because the huge hole prevents you and if you do go to the other side, the door is locked so there's no way in, so you'll have to remember that B7 is still half incomplete. Do not read this part unless you have gone to Cave B5 because this is the second half of B7. The second half of Cave B7, if you did it, it will reward you with the final Dimensional Box. Kill the Warlock to unlock all the doors and explore them all. Looking south on the compass, if you go to the right, there will be Medusas and chests that are empty. This is where Dimensional Box C is. There is a magic wall near the entrance, press the switch to discover a rock in the water. Jump over the rock to the small island and read the plaques on both sides. Think about them carefully and when you're done, use the Take command on the one that says seek yourself to reveal a chest. Take the Dimensional Box, but before you could leave, the rock submerges again and you are stuck, just like the plaque says. The only way to get out of here if you don't have Warp Magic is to sacrifice an item of value and put it in the chest. And no, you can't sacrifice a Broken Sword or an item that has one use left like a Ring of

Fire. I would sacrifice the Ring of Protection you found on B7, all ten of them. Now you have completed all of B7, so go on back to B5 or wherever you were at.

CAVE B6

Enemies: Enchanted Sword, Medusa and Arachness (Boss)

Treasures: Falchion(50), Sword of Majesty(20), Armor of Flames, Armor of Darkness, Blue Key, Gold Bars(8) Ring of Anger(10), Sledgehammer(25), H.Potion(8), M.Potion(10), 2,000 Gold

Shops: NONE

Strategy: Follow the path until you see a switch and a boulder. I think you know what this means. If you saw a plaque to the side of the walls that says jump, it's right. Jumping is faster than walking and is the only way to avoid getting crushed by the boulder. To get in position, jump over the switch so your back is to the boulder. Then press the switch and jump for life until you reach the crevice to hide in. Go to the boulder to get the treasures if you haven't done so already and go. Beware the Enchanted Swords as they can really hurt you. Defeat them and go to the door nearest you, which should be the one without pits. You'll see the Sprite again and she'll give you the Armor of Flames if you saved the spring. You can back track to the other door, but it'll be a dead end until you get the key. If you go there, you will see a woman who is trapped. She will tell you that the Medusas have the key, so you'll have to defeat them. Go back, kill the Medusas and enter the Room of Wander again. Come on now, the Medusas need some sort of defense seeing that they can't hurt you at all. This Room of Wander is like the first one you did, where it changes your compass around so don't worry about it. There are also some magic walls here so be on the lookout.

Key:

- X=Treasure Chest
- W=Wander Floor Tile
- #=Wall/Pillars/Obstacle
- M=Magic Wall
- @=Stairs/Door

```

                ###
                ## @
#####
### ### ### ##@# ##
### # # # W # #
# # # # # #
## ###W### ### ### #
#X# # # W# # #
# # # W # # ##
## ###W### ### ###W###
# # # # # ##
# # # # # # #
###W###W### ### ### #
# # # # # # #
# # # # # ##
## ### ###W###W### ###
# # # # # ##
#X# # # W # # ##
```

```
## ##M#####M## ####
# # X#X #####
#####
```

After you defeat the Medusas and get the Blue Key, go back and save the woman who was trapped. Though you saved her, it turns out she is a monster! Yikes! Now that she shows her true form, you'll have to defeat the Arachness boss in order to escape and claim the Armor of Darkness in the chest. She is tough because of the space you fight her in and her Web attack. The only way to get out of the web is to mash buttons. Here's how I went about it. I equipped the H.Potion on, a lot of it, the best armor and weapon I had and stayed in one spot, preferably the starting position and attacked her. As she webs you, mash the attack and use item buttons quickly to escape. If you can do it, then you will attack and heal yourself at the same time resulting in her demise soon enough. If you cannot do this way, then you can try to use the chest as a buffer zone between you and the boss, jumping back and forth using a Hit and Run technique, but this can fail if she doesn't move in the direction you wanted her to go to. You can try the intersection between the chest and the narrow path and see if you have any luck there, but with the Web and small space restriction, this could be a hard boss battle if you don't have enough strength and life. When and if you do defeat the boss, get the armor and leave B6. Forget about the area surrounded by the water, you can get there in B5 and when you do, you get a Sword of Majesty and you're done here.

```
-----
CAVE B5
-----
```

Enemies: Skeleton Warrior, Cyclone, Medusa and Warlock

Treasures: Sword of Majesty(20), Gold Bars(13), H.Potion(8), M.Poison(10), 2,000 Gold

Shops: Arms Shop

Strategy: There are two paths, one leads to many boulders and the other leads to B6 and B7. I suggest going to B6 and B7 because this is where you will finish B7. Once you finish that go to B5 and to the boulders. The plaque has a weird explanation but it's quite simple. Look at the switches in front of you and jump over the first one. The second switch triggers the boulder behind you so keep moving ahead until you trigger the boulder to the side. When the boulder to the side moves right, quickly dash to where it originally was or else the boulder behind you will crush you. As you hear many boulders crashing the walls, look for a pit. That pit will lead you down to B6, where you can finish it. Back to Cave B5, after the boulders and all, the road will split up, but they lead to each other. That means you will be going in circles, unless you look for another path. Looks like the middle part is the key. To get there you must search for a magic wall, which is exactly east of the Arms Shop. When you find it, press the switch and the path will open for you. When you do find the exit, look directly at it and walk backwards because there is another magic wall with some treasures to take! Now you're done!

```
-----
CAVE B4
-----
```

Enemies: Skeleton Warrior, Bat, Enchanted Sword and Warlock

Treasures: Falchion(35), Target Shield, Sapphire Key, Dragon Key, Amber Key, Gold Bars(10), Steel Balls(15), H.Potion(6), H.Poison(20), 5,000 Gold

Shops: NONE

Strategy: You can't go anywhere but up to B3, so go for now. The rest of B4 is optional but does have some interesting stuff. Once you can enter the other side of B4, just do some exploring. Look for broken walls and stairs that lead to B3 as well. You get some neat stuff on both floors.

CAVE B3

Enemies: Skeleton Warrior, Warlock and Armored Warrior

Treasures: Saber(35), Falchion(30), Scale Mail, Shipal, Gold Bars(Varies but I got 17), Thunder Magic, H.Potion(10), H.Poison(20), Hardening Potion, Invisibility Potion(5), 3,800 Gold

Shops: Magic shop

Strategy: Again, Cave B3 is optional, but worth the time. For now, go to the Magic shop if you need to and go on to B2. Once you get to B3 via B4's stairways, you'll need the sledgehammer big time. Every room you enter requires a sledgehammer to knock down a wall. The Magic shop has sledgehammers if you need some. Also, if you noticed the hole you fell down in B3 as you were falling from B2, there is a chest there, which holds the Thunder Magic scroll. To get it, you must have the Warp Magic to warp there and grab the chest, that is the only way. When you finish B3, go to B2 and complete the Cave. You're almost done with the Cave.

CAVE B2

Enemies: Armored Warrior and Gold Bat

Treasures: Falchion(30), Sword of Darkness(20), Gold Bars(Varies but I got 11), H.Potion(5), 6,000 Gold, 3,000 Gold

Shops: NONE

Strategy: Not much to B2 because of all the holes, but it's still like any other floor of the Cave. The plaque you see next to the hole that is surrounded by the walls is special. That hole will lead you to B3 and B4 where you can complete both those floors. When you're done, keep on going down the narrow path and you'll come across an old friend. Alexis grows tired of this game and now she holds all the cards, but before she could capture you...well, you know what happens. After the event, continue through B2, jumping over the holes and grabbing treasures you see. Remember to kill all the Armored Warriors, they may leave behind a Gold Bar.

CAVE B1

Enemies: Armored Warrior, Gold Bat, Sphinx and Ninja (Boss)

Treasures: Saber(Permanent), Sword of Flames 2x(50,30), Blade of

Muramasa(6), Gold Bars(Varies but I got 15), M.Potion(4), 3,500 Gold

Shops: NONE

Strategy: The final area of the Cave. Beware the Sphinx that roams the last area of the Cave. Killing them raises your stats quickly so I would kill any of them that you see. Once you enter the room with four chests lined up on both sides and a plaque in the middle, be careful. Once you open a chest, the door you came in will be locked, as well as the other door to leave. The plaque explains it all, so I guess greed is not so good after all...yeah right! To fix this problem, first open all the chests to get the treasures, but most of them are empty. Then close all the chests on both sides. Once they are closed, you can open both doors again, if and only if all eight chests are closed. Doesn't matter if they don't have anything in, you'll have to close them anyway. When this puzzle is done, you'll encounter the final boss, the Ninja. The wounded warrior you see tells you of this and dies. Open the door to fight the Ninja. The Ninja is the final boss of the Cave. Defeat him to grant your escape from the Cave. He is very fast and hard to beat, but he can be defeated. He runs around the room and when he spots you, he'll get into position to throw ninja stars or shurikens at you. When he does, he is exactly one space away from you and when you do get near him, he'll move back one space and continue to throw. You have to back him up to the edge of the room to attack him. When you do attack him, there's a chance he will make a clone or image of himself, which makes double the trouble! Kill the clone fast, it's weak but is very much deadly like the Ninja. One strategy here is to fight his barrage of Ninja Stars with Fire. If you have the Fire Magic or Ring of Fire, use it against him when he throws his ninja stars and see who can last longer! It's worth a shot unless you want him to make a clone and make this battle tougher than it is. When you get weak, you can either back out of the room where the wounded guy is and rest or use a potion and continue firing magic at him. Once he is dead, you can obtain part of his sword in the back room, as well as a permanent Saber. Now, you can finally say goodbye to the Cave forever!

DARK ZONE WALKTHROUGH

Now that you're finished with the Cave, you can go to the Dark Zone, where everything is shrouded in darkness. The only thing you can see in front of you is your sword. You are ready to attack anything the sword touches. Bam! Oh sorry! That was the wall! Ok, maybe you'll need some light to beat the Dark Zone then eh?

DARK ZONE 1

Enemies: Dark Magic, Dark Warrior and Dark Warrior 2

Treasures: Sword of Majesty(17), Sword of Flames(50), Sword of Darkness(50), M.Potion(5)

Shops: NONE

Strategy: When you begin, equip the Dark equipment on and use the sword wisely. Use the walls and your map to guide you. Kill all the enemies you see with another sword or magic if you want crazy level ups and items they may drop too. Walk along the edge of the walls until you see a locked door and look around for a wall switch. Flip it and kill the enemies inside.

Step on the floor switch at the end of the room and it will light up meaning you activated it. There are three of these rooms in the Northwest and Northeast. Once you step on the switches, it will unlock the Southeast room with a magic circle inside. Step on the circle to warp to the exit. Just always make sure to use Steel Balls if you need to look out for pits and the Examine command too. The Dark Zone is filled with them tremendously. Also watch out for one treasure bag here, it has many pits surrounding it. It is located in the Northeast part so be careful here. You'll have to take a chance and jump to reach it.

DARK ZONE 2

Enemies: Dark Bat, Dark Warrior and Dark Warrior 2

Treasures: Falchion(Permanent), Sword of Majesty 2x(30,23), Ebony Key, Gold Bars(50), Ring of Life, 1,500 Gold

Shops: NONE

Strategy: Pits galore in this area! Use the map, Examine command and Steel Balls to see what's going on. The first area has a pathway you have to find of course, and the key to open the locked door at the end. When you see the treasure bag, don't jump for it yet; instead forget it until you are one block away from it so you can make the jump. There is a hidden magic circle here that whisks you away if you're lucky to find it. It's a shortcut to finish Dark Zone 2, but you'll miss many things though. Once you unlock the door, be careful and take out the dark enemies and look in every nook and cranny because you have to step on two hidden floor switches to unlock the next two doors you come across so walk everywhere until you find it. As you get through, you'll see the magic circle that will take you back to the first area so don't touch it unless you want to and read the plaque. Don't understand? It says in plain English that there is a magic wall here to take you to the second area of pits. It's on the other side of the magic circle and plaque. If you see some monster walking through a wall, then that's the one, otherwise you have to use Examine. Walk slowly here and you will be inches away from the Dark Zone exit. Before you exit, you can find the hidden Music Room next to the exit. See a pit behind the stairs? There is a path if you happen to come across another hidden floor switch back in the first area. It's near the hidden magic circle and treasure bag. You'll have to find a path by jumping around, but that's why I have maps of that for ya!!! See? You won't be left in the dark after all!

Key:

T=Treasure Chest

B=Treasure Bag

T=Treasure Chest

C=Magic Circle

H=Hidden Floor Switch

^=Plaque

O=Pit Holes

#=Wall

M=Magic Wall

@=Stairs/Door

The first picture is the first area of Dark Zone 2, which has many pits.

###

#H#


```

# #
#O#
# #####
# 00B 0 0 00#
#000000000 00 @
# 0 00C00 0000 #
#000000000 0000#
#00 00 00#
#000 000 0000 #
# 00 000000 #
# 000000 000000 #
# 000000 0 #
# 00 00 00000#
# 000 0 0#
##### 000 000 #
# # 00 00000#
@ 0 000 0 #
# # 00000000T#
#####

```

Now for the second area of the Dark Zone. This one is near the end of Dark Zone 2.

```

#####
@0 @ <This is the Secret Sound Room opposite the exit
##### #
#0 C000 0000000 #
# 0000 00 00 #
# 00 000000 #
00 000000000#
##### 000 0000 00#
#0#000000 0#
# # ^000000000 00 #
M 000000000#
0##### 0000 000 #
##### 000 00 #
#0 ##
#####

```

A note here, just make sure you get the hidden floor switch in the first area of the Dark Zone to reveal the hidden pathway to the Sound Room and don't go in the visible Magic Circle unless you want to go back to the first area. After this, you are out of the Dark Zone at last!

FORTRESS WALKTHROUGH

Ahh!!! The final part of Brandish! You should be proud you got this far..at least I did. The Fortress is going to be the toughest part out of all five areas of course so you have to be ready for tough enemies, harder puzzles and many game overs, but you'll persevere and make it to the end! Come on Fortress! Give me your best shot!!!

FORTRESS 1F

Enemies: Headless, Ninja and Sphinx

Treasures: Broken Sword, Sword of Majesty 2x(30,20), Sword of Flames 2x(30,7), Master Keys(10), Skull Key, Gold Bars(18), Ring of Protection(10), Steel Balls(20), H.Potion 2x(10,1), H.Poison(10), M.Potion, M.Poison(10), Hardening Potion(2), Invisibility Potion

Shops: Weapons and Magic Shop

Strategy: You can shop if you haven't done so for a long time. Be careful of the floor because it now has marshes. A marsh is white to gray color dots on the ground so jump over them, they slowly drain your HP. You'll soon see familiar faces here. It's some past bosses turned enemies! Whoa! Didn't we kill them all back in the Ruins, Tower and Cave??? Guess not, so take out your whipping stick and be prepared to get hurt. They're not too tough to beat, but they still pack a punch. Some of the enemies guard the door, so you'll have to defeat them to move on and they are immune to magic so don't bother. Get to the big room with the pillars and floor switches on the edge of the walls. Find and read the plaque. All you have to do is to step on a few switches to move the pillars around the center and then face north and use the Take command to reveal a magic circle on one of them, then get out.

FORTRESS 2F

Enemies: Phantom, Armored Warrior and Erase Eye

Treasures: Broken Sword 2x, Sword of Majesty(30), Sword of Flames(20), Green Key, Yellow Key, Amulet of Protection, Gold Bars(Varies but I got 24), Ring of Life, Ring of Anger(10), Ring of Protection(5), H.Potion(10), H.Poison(10), M.Potion(10), M.Poison(10), Hardening Potion(Varies but I got 10), Invisibility Potion(10), 900 Gold

Shops: NONE

Strategy: This area is a maze. Most of the doors here are locked and can't be opened by key. Find your way to the Green Key and use it on every door until one works. Read the plaque there carefully and then press the green switch to unlock all the doors. The monsters are released, especially the Erase Eye, which will erase part of your map as it moves about. I suggest killing them quickly or your map will disappear very shortly. Just follow the trail of the erased section or warp there fast and kill it. The Phantom and Armored Warrior may drop one Gold Bar and Hardening Potion if you kill them. Find the Yellow Key and leave Fortress 2F.

FORTRESS 3F

Enemies: Rakshahsa, Harpy and Arachness

Treasures: Broken Sword, Sword of Flames(40), Master Keys(10), Ruby Key, Gold Bars(10), Ring of Life, Steel Balls(30), H.Poison(10), M.Poison(10), Hardening Potion(3), Invisibility Potion(10), 600 Gold, 300 Gold

Shops: Black Room

Strategy: Kill off past bosses and explore. In the room with many treasure chests, search for a magic wall here to get the Ruby Key. Continue and get to the room with the floor switches. Just walk right through to the door and you'll fall down to Fortress 2F, but here, you'll find three plaques that

will help you complete the puzzle. The middle and right plaques gives you a key to the puzzle above so take notes, memorize if you can or use my guide as a reference. The right plaque is the key and the middle one is the step to do the puzzle. Here's what the key is telling you. Forget about going Backwards because it's not written on the middle plaque so focus on the others. Now Forward and Jump is obvious, if it says F2 or J1, that means go Forward two spaces and Jump once. Now as for Left and Right, that means to turn Left or turn Right. So L2 or R1 means turn Left twice and turn Right once. So this is what you should do at the puzzle. First start the right as it says, the far right plaque and make sure you are facing the far right plaque. Then go Forward twice, turn Left once, go Forward in the new direction twice, turn Right once, go Forward in that new direction twice and turn Right twice. The second line is go Forward once, turn Left once, Forward twice, turn Left once, Forward once and Jump once. The last line is turn Left once, Forward three times, turn Right once, Forward two times, turn Right once and Jump once. So now you should be in front of the door, if not, you messed up, so do it again. When you are in front of the door, just go ahead and open the door, there won't be a pit fall there if you did it correctly. Now you should find yourself in a huge room with lots of pits. Before you go in the magic circle, go down the small path to the end, face east and jump over the pit to a secret area where you'll find the Black Room, which has many neat items. Go in the magic circle and read the plaque. So find five green wall switches and the path will open, it's that simple! Anyway, enter the room with the many magic circles and just keep going until you can find the wall switches. Some you can see, others are hidden behind magic walls, which are protected by the Arachness monster so be careful. One switch is hidden outside the room to the left of the door in a magic wall. When you find all five, the path will open up and you can leave Fortress 3F.

FORTRESS 4F

Enemies: Fallen Retainer, Fake Chest and Giant Lobster 3x (Boss)

Treasures: Broken Sword, Falchion 2x(30,22), Sword of Majesty(23), Sword of Flames 2x(30,20), Blade of Muramasa 3x(18,10,4), Warrior's Armor, Armor of Flames, Plate Mail, Ramela, Master Keys(10), Sapphire Key, Gold Bars(22), Ring of Life, Ring of Protection(6), Steel Balls(5), H.Potion 2x(20,9), H.Poison(20), M.Potion(8), M.Poison(10), Hardening Potion 2x(2)

Shops: NONE

Strategy: Fortress 4F is a maze of small rooms, pits and marshes. Navigate through them using your map. Kill all the enemies for they may drop treasures, especially the Fallen Retainer and watch out for Fake Chests everywhere. Look for magic walls here because there are three of them. Find the Sapphire Key and open the locked door you came across, which reveals the Giant Lobster bosses. The Giant Lobster is a pain in the butt because it has rapid attack and ignore defense, which equals fast death for you. Make sure to save before fighting the three of them and have out Stop Magic. If you do not have Stop Magic, then pretty much you're screwed into having to fight all three at the same time because of the room and monsters. Magic is useless and attacking them directly will take some time, so you really have to work on your Hit and Run technique here and be ready to jump out of the room to regroup and heal. Stop Magic is powerful because it will freeze all three Lobsters for a few seconds so you have time to take one out at a time. Just wait outside and when you see a good opportunity to use Stop Magic, use it and then jump in and get some attacks in and jump back outside. Don't try to fight in the room the entire time because if the Lobsters don't get you then

the pits and marshes will. When you defeat them, you can leave 4F and go to 5F, which is an interesting floor...

FORTRESS 5F

Enemies: Fallen Retainer, Fake Chest, Giant Lobster, Armored Warrior 2 and Magic Octopus

Treasures: Short Sword 4x(Varies but I got 15,7,7,6), Blade of Muramasa(40), Sol Armor, Leather Armor 5x, Twisted Key, Ring of Protection(10), H.Potion(20), Hardening Potion(5)

Shops: NONE

Strategy: NOTE: Fortress 5F, 6F and 7F are interlocked so you'll have to travel through all three floors to complete them, so my strategies for all three might be a little weird, but bear with me! Use all three floor strategies and all will make sense to you...hopefully.

As you enter 5F, read the plaque behind and open the doors in front of you. Wow! The plaque really meant it eh? Both stairs lead to Fortress 6 and 7 so choose either one and leave 5F alone...for now. When you return from 5F, use the Crescent Key to open the locked door and run back or the Giant Lobster will kill you. These guys have become enemies as well so you'll see them from now on...doh! When that's done, go to 7F again. Explore the next area and forget about the floor switch. The plaque tells you that you need to put great weight on it, so go to 6F. When you fall down the right pit to open the floor switch, go in and explore and go to 6F. Explore the next area and find the Twisted Key and return to 6F. Finish the rest of 5F in the next area. Look for magic walls by jumping over treasure chests.

FORTRESS 6F

Enemies: Fallen Retainer, Fake Chest, Giant Lobster, Armored Warrior 2 and Magic Octopus

Treasures: Short Sword 3x(Varies but I got 15,11,7), Leather Armor 3x, Star Shield, Amber Key, Garnet Key, Steel Balls(99), Hardening Potion(10)

Shops: NONE

Strategy: NOTE: Fortress 5F, 6F and 7F are interlocked so you'll have to travel through all three floors to complete them, so my strategies for all three might be a little weird, but bear with me! Use all three floor strategies and all will make sense to you...hopefully.

From 5F, looking south, taking the right stairs is 6F so go in there. You can't explore much but complete what you can. Find magic walls and get the two treasures here and then to 7F if you haven't done so already. The next area is just some exploring. Just explore here and see the pits? They lead down to 5F, near the unmovable floor switch. Falling down the correct one won't budge the switch still so you have to go to 7F and fall down from there to have enough weight to step on it. The next area is the same as the others, but you can't open one door so find a key in the magic circle. Afterwards, go to 7F. When you return, unlock the door and flip the green wall switch next to a magic circle and explore a new area, then go to 5F.

Unlock the door here and the next area and go to 7F. Finish off 6F in the final area. There are magic walls in the marsh pathway. Fall into one of the pits to complete 5F and get the Sol Armor.

FORTRESS 7F

Enemies: Fallen Retainer, Fake Chest, Giant Lobster, Armored Warrior 2 and Magic Octopus

Treasures: Short Sword 3x(Varies but I got 17,6,1), Falchion(Permanent), Leather Armor 3x, Dragon Key, Crescent Key, Gold Key, Gold Bars(20), M.Potion(20), Hardening Potion(7), Invisibility Potion(10)

Shops: Black Room

Strategy: NOTE: Fortress 5F, 6F and 7F are interlocked so you'll have to travel through all three floors to complete them, so my strategies for all three might be a little weird, but bear with me! Use all three floor strategies and all will make sense to you...hopefully.

Little to do here in the first area, but unlock the chests and take the two keys and go back to 5F. Next area is explore, kill and go to 6F. Look for magic walls and Fake Chests in this area. The Beast Merchant is back again and hidden here within some magic walls. Find the exit and go to 5F. There's a room with pits here, hint, hint! Find the right pit and you'll drop down to 6F and 5F to put enough weight on the floor switch. It should be to the right of the small area not covered by pit falls, a bump or crevice inside the pits if you know what I mean. Find the Gold Key and return to 6F. There's a green wall switch in this area and near it in the middle of the room are magic walls hiding a magic circle. Ignore them for now and explore everywhere first then return. Flip the switch and go in the magic circle to 6F to get the Star Shield, then go to 5F. Finish the rest of 7F by looking for magic walls and circles. The plaque you come across doesn't allow you to move so go in between the pillars to the end and wait. The pillars warp you to the end. Read the plaque behind you and think. You might be missing some keys necessary to leave 7F and reach the Top so backtrack if you have to or go on to the top of the Fortress!

FORTRESS TOP

Enemies: Rakshahsa, Headless and Alexis (Boss!?)

Treasures: Sword of Flames(Permanent), Blade of Muramasa(Permanent), Emerald Key, Berimya Key, Blue Key, Ring of Fire(10), Ring of Ice(10), Ring of Anger(10), Ring of Protection(10), H.Potion(20), M.Potion(20), Hardening Potion(10), Invisibility Potion(10)

Shops: NONE

Strategy: Finally!!! The last area of the Fortress at last! But don't celebrate yet...you still have some stuff left to do. Read the plaques near the entrance and at the end of the pathway and prepare yourself. The next room is covered in ice so the floor is slippery. When you walk a step on the ice, you'll move an extra space in the direction you moved and the same for jumping. So moving means you'll move two spaces and jumping you'll move three spaces. Also, if the Headless guys attack you, you move in the

direction they struck you in so be careful. Kill the lone Rakshahsa here to get the Emerald Key and go on. In the next area go right to the floor switch arrow traps. Read the letter Alexis left in the chest and go back to the other path. When you reach towards the end, you will see Alexis fighting off a Rakshahsa. She'll ask you to help you in a impolite way, so you have a choice here that will affect the ending. You can either kill Alexis here or help her by killing Rakshahsa. I would recommend saving her and letting her go because you don't want a crappy ending do you??? That's what I thought...Take the Berimya Key Alexis left behind and explore. Go to the three magic circles and here the left leads to a Mystery Room, the right to a treasure and the middle to the next area. There's another ice room here so be careful not to fall. Kill the Headless guys here until one of them drops the Blue Key to unlock the door. After unlocking the door, there's another locked door but you don't have the right key to unlock it so you have to go back to find it. Go back to the narrow marsh pathway and look for a magic wall somewhere in there. Use your map to spot it and go there. The stairs here take you to the Backbone, where you fight another boss and get the key and final sword necessary to kill the final boss. When you finish Backbone, go back and unlock the last door and go to Berimya to fight King Berebus!!!

BACKBONE

Enemies: Bezalhydra (Boss)

Treasures: Planet Blaster(Permanent), Elmfef Key

Shops: NONE

Strategy: The first thing I noticed was boss music so that means this area is going to be small, not a big area that covers the whole map. When you open the door, be prepared to fight the Bezalhydra monster, a three-headed dragon that blasts fire at you. If you have max Magic Endurance, then don't sweat the fire breath, but if you don't then that might be a problem. Just have ready some H.Potions and keep on attacking the monster. It doesn't matter which head you attack, just keep hitting it and it will eventually die. I think this is the easiest boss if you have max Magic Endurance. When it dies, get the Planet Blaster sword and Elmfef Key and go back to the Fortress Top.

BERIMYA

Enemies: King Berebus (Final Boss)

Treasures: NONE

Shops: NONE

Strategy: Just keep walking forward until you reach the warp panel. Prepare yourself with everything, like H.Potions, your best armor, and the Planet Blaster sword and make sure to save before you fight Berebus. Enter the warp and get past the two laser machines and green warp circles. King Berebus has two heads on the outside that shoot nova blasts that hurt, even with max Magic Endurance so try to avoid them. The laser machines shoot laser and have a laser wall coming out from their sides so jump over them or get burned to a crisp. The green warp circles move from side to side and if you touch it or it touches you, it will warp you back to the other warp circles on the

sides that you see. If you get close to Berebus, he/it will unleash a spike trap on you so move back to make it go away and continue your assault. You have to use the Planet Blaster and attack the middle section of Berebus to kill him/it. Slow the game speed down if you need to and go in conjunction with Berebus. That means move in its direction and so you can avoid the nova blast from the two sides and you'll be in the middle part so you can attack once or twice before moving with Berebus. If you can, move back to not get sucked in by the green warp circles and heal all the time. Make sure to have all your Ring of Lives in your inventory, not in the Dimensional Boxes in case you die. Keep this pattern up and Berebus will succumb and fall to his/its doom. Now you can sit back and watch either the good or bad ending. You finally did it! You beat Brandish!!! Congratulations!!! All because of me! Heh!!!

Part F: SECRETS/MYSTERIES

There are some secrets and mysteries in this game and I will tell you them here.

In Ruins Area 1, there is a pit where you got the Master Keys. Reveal it or walk a step up and jump into the pit, don't walk into it, jump and you will be taken to the Basement Floor with the Sound Room and a Warp Magic. (Thanks goes to Nhead at the Gamefaqs message boards for this secret)

In Ruins Area 2/3, you get some Master Keys in Area 3 and completed it, but you got one key left. Go back down to Area 2 where there was one locked chest and open it to get a Gold Bar. Not much but least you won't have to wonder why you have a key left over. I didn't know this and had the key and was wondering why I still had it when I was in the Tower!

In Tower 7F, there is one room with two columns of pits lined up. One of them has four pits and the other has three. Fall down the first pit in the column with three pits and you'll be in Tower 6F, the one with the locked door. Just flip the switch, grab the gold bars and go on with the journey.

Also in Tower 7F, there is one mystery that I can't seem to figure out. There is one bag that is surrounded by pits. My question is can anyone ever get that bag? If so, how do you do it? And what exactly is in the bag? Probably, we'll never know...

Sigh...there is another sighting of the mystery bag in Tower Top, right before the second warp panel with the pit in between it. It likes to be between a rock and a hard place eh?

About the two mystery bags, Ivan Ferrel told me that Fire Magic would work to get rid of the pits, but I don't see that happening at all. I tried Freeze and even Thunder, but no go. Can someone confirm this or did he or I made a mistake? As of now, these two treasure bags are impossible to get, so I'm sure they were put there by accident, you know, bad programming or some glitch.

In Dark Zone 2, there is a Sound Room hidden here. To get it, you have to step on the hidden floor switch in the first area of the Dark Zone. It will reveal a hidden pathway opposite the exit. Details regarding the floor switch and Sound Room can be found in the Dark Zone Walkthrough.

Buster or Blaster??? The final sword in Brandish is called the Planet Blaster, but in the sequel, Brandish 2, it clearly says The Planet Buster.

Now, are these two things the same thing or what? Did the translators made a typo in Brandish? Or was that just the way it is? We'll never know...until Brandish 2 gets translated to English!!!

Ahh!!! Will you be my double??? I don't think so...anyway, as for you people who seem to wonder why there is no Double Magic Scroll anywhere in the game, you're right. There is none but I have it in the Items: Magic Scrolls section. That is because I hacked it in my game using save states. This useful item does not exist in the game anywhere (as far as I know) and the only way to get it is to use Ivan Ferrel's Item Hack to obtain it. You may think it's not so good because you powered up Varik to the max, that's true but if you ever play Brandish 2, this scroll will help you greatly.

Part G: PLAQUES

I took the liberty to write down what every plaque reads for understanding what they mean. Here's a simple key so you know what I'm writing. This could also be a SPOILER ALERT!!! Do not read if you want to know for yourself! You've been warned...

KEY:

(1)

Ruins Area 1:

(2)

"A city lost to the world...We turned on the Protector and sentenced ourselves to eternal rest." (3) (Second room to the left)

(4)

I assume it is just part of the storyline, nothing big, least I don't think so.

- 1: Area where you will find the plaque
- 2: What it reads when you examine it
- 3: Location of the plaque (The best I can do)
- 4: My interpretation of the plaque (Hopefully it's correct)

SPOILER ALERT! SPOILER ALERT! SPOILER ALERT!

RUINS

Ruins Area 1:

"A city lost to the world...We turned on the Protector and sentenced ourselves to eternal rest." (Second room to the left)

I assume it is just part of the storyline, nothing big, least I don't think so.

"This land exists for those who fear not everlasting sleep" (Area with Master Keys and Secret Pit)

Also part of the story.

Ruins Area 2:

"If you value your life, do not go any farther. Those who proceed, walk hand

in hand with Death." (Pit fall area)

This tells you that the place with four doors has hidden pit falls so be careful and use steel balls or examine command on the floor ahead and to your sides.

Ruins Area 3:

"Haste will cause your downfall." (To left of entrance, change perspective)

Slow down and be careful or else.

"Walk not in faith. Believe in nothing. Skepticism will save you from doom." (Room with pits)

Sorry about the location, but it is where the floor switch is, the one that won't stay down. The plaque says there are pit falls here, so don't rush after treasures yet, use steel balls or examine command.

"Only the wise will reap the treasures of this world." (Near where you got Fire Magic and pit falls)

Think about how to press the wall switch when pits have surrounded it.

"The magic is the key" (Floor in between the pit falls)

Use Fire Magic on the switch.

Ruins Area 4:

"Guidance Room

The one who stands on the world's peak will rule it." (Beginning of area)

I am going to assume this is part of the story, unless it's talking about the other plaque.

"Worship Room" (Next to chest with Yellow Key inside)

The room with the Ancient Sculpture.

"Treasures are not always what they seem." (Near the middle of Area 4)

Some treasure chests have arrow traps in them so watch out.

"Training Room" (The end of Area 4)

Area 5 is the Training Room because of the moving pendulums obstacle.

Ruins Area 5:

"Sometimes a minor fall leads to greater progress." (Beginning of area)

Another way to pass the pendulums would be to jump from pit to pit, but watch your health.

Ruins Area 6:

"A dam in time...the sleepless air." (Right perspective of the entrance)

Time has stopped so you can't use the rest ability.

Ruins Area 7:

"The overconfident deceive themselves." (Near entrance)

If you think you're good because you got to Area 7, then you have deceived yourself. The warp panels will make you give up because you thought you could do it.

Ruins Area 8:

"The obvious hole hides four legs." (Near entrance)

What I said about the spider and its four legs...

Ruins Area 10:

"The tower is filled with disaster. It's safer to stay away." (Left of second door with perspective at North)

An indication that it's only getting harder from there on. If you thought the Ruins was hard, heh heh heh, you're in for a treat!

Foot of Tower:

"To all trespassers: You must present the seal to pass through the gate."
(End of Ruins; to the left and right of sealed gate)

You have to find the seal to leave the cursed Ruins forever.

TOWER

Tower 5F:

"Approach from the south, and the road in the north will become obvious."
(Door after the exit)

Go down to the south end of the switches and press them in order going north.

"To Those who seek danger! You need search no more. I am here! (After other plaque)

This is a warning that something threatening is in that room...see for yourself.

Tower 6F:

"You must choose one door. (Entrance)

Uhh...choose one door.

"Don't touch the switch." (Middle door in beginning, left of door ahead)

Exactly what it says, don't touch the switch.

Tower 9F:

"You must be able to see the Southeast from the far door." (Room with floor

switches)

Kind of confusing eh? I assume they meant to say is turn your back to the locked door, then try out the puzzle.

CAVE

Cave B9:

"Flood Gate Keep out!" (Door with plaque)

This is the flood gate the Nicksy told you about. Just defeat the sentry, use the key and open the flood gate.

"Room of Wandering" (Other door on floor)

Instead of warping to somewhere else, you're just in the same place you were but it automatically changes your perspective so it looks like a new place. Not that hard once you get the hang of it.

Cave B7:

"Those who crave wealth will not find the path." (Second half of B7, on island)

You have to sacrifice a "good" item or you will never get off the island, but if you have Warp Magic...

"To those who are lost, seek yourself." (Same as above plaque)

Use the Take command on the plaque.

Cave B6:

"Jump Jump" (Long narrow hallway to boulder; look north)

Once you step on the switch, jump or you can never reach the small area to protect yourself from getting crushed because jumping is faster than walking.

Cave B5:

"A rolling stone gathers no moss." (Near boulder)

I don't know this one, but to beat the puzzle, jump over the first switch and press the one ahead of that to get the other boulder moving and quickly go to the area where the second one was originally was or that boulder behind you will crush you.

Cave B2:

"Come...those who desire." (Near entrance, to the left with north perspective)

Falling down the hole with the plaque will take you to the other side of B4, where you can finish that floor and B3 as well. All those floors have are treasures.

Cave B1:

"This is the grave of those who desired." (Room with four chests lined up on both sides)

Once you open just one chest, the door you came through is locked, and so is the other door, therefore you are stuck. To get out, you have to close all the chests, but you can leave them empty (Heh, most of them are empty anyway!) unlike the one chest on B7.

DARK ZONE

Dark Zone 1:

" "Dark Zone" The tools of darkness will be your deliverance." (From entrance, go completely south, then go west)

This important plaque tells you that the Dark equipment can be used without flaw. Too bad huh? You can only use the Dark equipment in the Dark Zone. When it touches the light, it will become cursed again.

Dark Zone 2:

"Strike the stone bridge and cross." (Next to visible magic circle and across from other plaque)

There is a magic wall located near here. You'll have to find it to advance. It's near the plaque on the other side of the wall.

FORTRESS

Fortress 1F:

"When the vibrations cease, the floor has changed. The columns are the key. Touch the Northern side." (North of big room with floor switches)

All you have to do is step on a few of those floor switches to move the pillars around, look north and touch the ones that moved, in the center of the room. Eventually, one of the pillars will reveal a magic circle that leads to the exit.

Fortress 2F:

"Touching the green-eyed wall will open all the doors. But it will also free all the monsters imprisoned within." (Room with green wall, use Green Key here, face southwest)

This is important because once you flip the switch, not only all the doors open but it will release the Erase Eye, a creature that will erase your map so you will have to kill them all. Just follow the path that got erased on your map screen.

"If you want to make it to the room above safely, follow the path indicated to the right." (Fall from 3F, left plaque)

I don't think this one is hard to understand.

"Start from the right.

F2L1F2R1F2R2

F1L1F2L1F1J1

L1F3R1F2R1J1" (Middle plaque)

This is the key to beat the puzzle on Fortress 3F. Remember the code and go to the floor with the floor switches and do the code, forward two spaces, left turn once, forward two spaces, etc.

"F-Forward

B-Backward

L-Left

R-Right

J-Jump

Memorizing the above, may just save your life..." (Right plaque)

This is the key for the middle plaque, remember this one too.

Fortress 3F:

"There is but one true path." (Next to door before floor switch puzzle)

You need the information from 2F's plaques to find the correct path to take on the floor switches here.

"When you light the lanterns on the 5 deadly walls, your path will be clear."
(In pit fall room; first magic circle)

You have to find five green wall switches to open the path that leads to the exit in Fortress 3F.

Fortress 5F:

"Get lost...and stay that way." (Next to entrance)

They meant it too! When you first enter 5F, you can't go anywhere but to either Fortress 6F or 7F. 5F isn't too friendly eh?

Fortress 7F:

"Don't move!" (Area with five pillars in front)

When you get to this point, you have to enter the five pillars and don't move. It will warp you to a new section of the floor.

"Haven't you forgotten something rather important?" (Near exit; turn backwards to see)

Huh? Did you forget something??? Like a key or something? If so, check your map on all three floors, 5,6 and 7 to make sure you have completed it, then go on.

Fortress Top:

"Believe in yourself." (Entrance; turn left to see)

Nothing like a boost of confidence in the final area of the Fortress.

"This is.....the end." (End of the first door)

This room has ice on it so be careful, you will slip on it and the monsters

here aren't easy so keep your guard up.

"Here lies the key to truth and lights." (Path with arrow traps; at the end of chest, turn right to see)

The Berimya Key should be there, but Alexis took it. It's one of the keys to finish the Fortress.

"The Burning Path" (After first pathway of marsh, in small rest area; second corner)

Probably refers to the marshes, but could be the Bezalhydra boss hidden in this area. Find a magic wall here somewhere to lead you to the Backbone.

"The Interment Chamber" (End of Fortress Top; turn right to see)

The last plaque to read. The next area is Berimya, where King Berebus is. That area is the last place you will be, so kill the boss to beat the game.

Part H: ITEM LIST

SWORDS

Broken Sword - nothing
Short Sword - 2 attack power
Rapier - 4 attack power
Saber - 8 attack power
Falchion - 14 attack power
Sword of Majesty - 20 attack power
Sword of Flames - 28 attack power
Blade of Muramasa - 38 attack power
Sword of Darkness - 40 attack power (Using this other than Dark Zone will damage yourself)
Planet Blaster - 50 attack power

SHIELDS

Leather Shield - 1 defense power
Small Shield - 3 defense power
Shipal - 6 defense power
Large Shield - 9 defense power
Target Shield - 14 defense power
Shield of Flames - 20 defense power
Ancient Shield - 27 defense power
Star Shield - 34 defense power
Shield of Darkness - 35 defense power (Using this other than Dark Zone will reduce your HP to 1 and you can't heal)

ARMOR

Leather Armor - 1 defense power
Chain Mail - 4 defense power

Scale Mail - 7 defense power
Ramela - 12 defense power
Plate Mail - 19 defense power
Armor of Flames - 26 defense power
Warrior's Armor - 34 defense power
Armor of Darkness - 35 defense power (Using this other than Dark Zone will paralyze you)
Sol Armor - 45 defense power

POTIONS

H.Potion - Potion that restores HP instantly.

M.Potion - Potion that restores MP instantly.

H.Poison - Potion that depletes HP instantly.

M.Poison - Potion that depletes MP.

Invisibility Potion - Potion that bears the user invisible. The effect lasts for a brief period.

Hardening Potion - It increases the durability of the sword currently being used.

TREASURE BOXES

Dimensional Box A - The inside of the box is dimensional space. It's possible to store up to 12 items.

Dimensional Box B - The inside of the box is dimensional space. It's possible to store up to 12 items.

Dimensional Box C - The inside of the box is dimensional space. It's possible to store up to 12 items.

MAGIC SCROLLS

Fire Magic - Shoots a fire ball straight ahead. Changes Knowledge to Attack Strength.

Freeze Magic - Fires an ice ball that freezes enemies right in front of user. Changes Knowledge to Power.

Thunder Magic - Takes Static electricity in the air and zaps any enemies in the area. Changes Knowledge to Attack Strength

Heal Magic - Revives HP. The effect lasts for a brief period.

Barrier Magic - Raises Defense Power. The effect lasts for a brief period.

Warp Magic - Allows user to warp to any area on the map that has already been visited.

Quake Magic - Creates an earthquake that injures any enemies within sight.

Stop Magic - Stops time in the immediate vicinity, thus freezing enemies.
The effect lasts for a brief period.

Double Magic - Doubles Arm Strength. The effect lasts for a brief period.

MAGIC RINGS

Ring of Fire - Shoots a fire ball straight ahead. It is 1.5 times stronger than Fire Magic.

Ring of Ice - Fires an ice ball that freezes enemies right in front of user.
Changes Knowledge to Power.

Ring of Anger - Takes static electricity in the air and zaps any enemies in the area. It is 1.5 times stronger than Thunder Magic.

Ring of Protection - Raises Defense Power. The effect lasts for a brief period.

Ring of Life - Brings the user back to life. Doesn't work if put in a dimensional box.

TOOLS

Sledgehammer - Used to break walls that are old and crumbling.

Steel Balls - Used to check the floor for any holes or pits.

MISC. ITEMS

Gold Bar - Just a regular gold bar. It doesn't have any special properties, but it's worth quite a bit at shops. (Clumping more Gold Bars together raises its worth just a little bit)

Amulet of Protection - A good luck charm! (Raises Luck to max)

Gold Arm Band - ??? Unknown (Used to open sealed gate in Foot of Tower)

KEYS

Master Keys - Master keys that can open any normal lock.

Skull Key - ??? Unknown

Sapphire Key - ??? Unknown

Gold Key - ??? Unknown

Blue Key - ??? Unknown

Berimya Key - ??? Unknown

Green Key - ??? Unknown

Dragon Key - ??? Unknown

Twisted Key - ??? Unknown

Bone Key - ??? Unknown

Atlet Key - ??? Unknown
Yellow Key - ??? Unknown
Amber Key - ??? Unknown
Crescent Key - ??? Unknown
Ebony Key - ??? Unknown
Gogond Key - ??? Unknown
Ruby Key - ??? Unknown
Garnet Key - ??? Unknown
Emerald Key - ??? Unknown
Amethyst Key - ??? Unknown
Elmef Key - ??? Unknown

Part I: SHOP LIST

Ruins Area 1:

Item shop:

Sledgehammer(3)-150 Gold
Steel Balls(5)-100 Gold
H.Potion(8)-800 Gold
M.Potion(5)-2,500 Gold
Invisibility Potion(9)-9,000 Gold
Short Sword(6)-300 Gold
Broken Sword-20 Gold
Leather Shield-1,000 Gold

Weapon shop:

Short Sword(10)-500 Gold
Short Sword(20)-1,000 Gold
Rapier(30)-3,000 Gold
Sword of Majesty(50)-40,000 Gold
Leather Armor-2,000 Gold
Leather Shield-1,000 Gold
Sledgehammer(10)-500 Gold
Steel Balls(20)-400 Gold

Magic shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Barrier Magic-120,000 Gold
Warp Magic-150,000 Gold
Ring of Fire(20)-4,000 Gold
Ring of Ice(20)-8,000 Gold
Ring of Anger(20)-10,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold

Ruins Area 3:

Weapon shop:

Short Sword(20)-1,000 Gold
Short Sword(30)-1,500 Gold
Short Sword(50)-2,500 Gold

Rapier(30)-3,000 Gold
Rapier(50)-5,000 Gold
Leather Armor-2,000 Gold
Chain Mail-5,000 Gold
Leather Shield-1,000 Gold
Sledgehammer(10)-500 Gold
Steel Balls(20)-400 Gold

Ruins Area 6:

Magic shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Barrier Magic-120,000 Gold
Ring of Fire(20)-4,000 Gold
Ring of Ice(20)-8,000 Gold
Ring of Anger(20)-10,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold

Ruins Area 8:

Weapon shop:

Short Sword(20)-1,000 Gold
Short Sword(40)-2,000 Gold
Short Sword(60)-3,000 Gold
Rapier(20)-2,000 Gold
Rapier(40)-4,000 Gold
Rapier(60)-6,000 Gold
Saber(20)-4,000 Gold
Saber(40)-8,000 Gold
Saber(60)-12,000 Gold
Chain Mail-5,000 Gold
Scale Mail-10,000 Gold
Small Shield-2,500 Gold
Sledgehammer(10)-500 Gold

Ruins Area 9:

Magic shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Ring of Fire(10)-2,000 Gold
Ring of Ice(10)-4,000 Gold
Ring of Anger(10)-5,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(10)-5,000 Gold

Ruins Area 10:

Magic shop A:

Freeze Magic-40,000 Gold
Heal Magic-50,000 Gold
Barrier Magic-120,000 Gold

Quake Magic-200,000 Gold
Stop Magic-250,000 Gold
Ring of Anger(40)-20,000 Gold
Ring of Ice(60)-24,000 Gold
Ring of Protection(40)-44,000 Gold

Magic shop B:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Heal Magic-50,000 Gold
Quake Magic-200,000 Gold
Stop Magic-250,000 Gold
Sledgehammer(10)-500 Gold
Short Sword(50)-2,500 Gold
Rapier(50)-5,000 Gold
Saber(50)-10,000 Gold

Tower 1F:

Gayla's Weapon Shop:

Short Sword(60)-3,000 Gold
Rapier(60)-6,000 Gold
Saber(30)-6,000 Gold
Saber(60)-12,000 Gold
Falchion(50)-20,000 Gold
Chain Mail-5,000 Gold
Scale Mail-10,000
Small Shield-2,500 Gold
Shipal-8,000 Gold
Sledgehammer(10)-500 Gold

Tower 4F:

Spells Galore:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Barrier Magic-120,000 Gold
Ring of Fire(10)-2,000 Gold
Ring of Ice(10)-4,000 Gold
Ring of Anger(10)-5,000 Gold
Ring of Protection(10)-11,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold

Tower 6F:

Weapon Shop:

Short Sword(60)-3,000 Gold
Rapier(60)-6,000 Gold
Saber(60)-12,000 Gold
Falchion(50)-20,000 Gold
Scale Mail-10,000 Gold
Ramela-30,000 Gold
Shipal-8,000 Gold

Large Shield-15,000 Gold
Sledgehammer(10)-500 Gold

Tower 8F:

Magic Shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Barrier Magic-120,000 Gold
Warp Magic-150,000 Gold
Ring of Fire(10)-2,000 Gold
Ring of Ice(10)-4,000 Gold
Ring of Anger(10)-5,000 Gold
Ring of Protection(10)-11,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold
Invisibility Potion(10)-10,000 Gold

Cave B10:

Weapon Shop:

Short Sword(50)-2,500 Gold
Rapier(50)-5,000 Gold
Saber(50)-10,000 Gold
Falchion(50)-20,000 Gold
Sword of Majesty(50)-40,000 Gold
Plate Mail-80,000 Gold
Large Shield-15,000 Gold
Sledgehammer(10)-500 Gold

Cave B7:

Grandma's Magic Shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Barrier Magic-120,000 Gold
Warp Magic-150,000 Gold
Ring of Fire(10)-2,000 Gold
Ring of Ice(10)-4,000 Gold
Ring of Anger(10)-5,000 Gold
Ring of Protection(10)-11,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold
Invisibility Potion(10)-10,000 Gold

Cave B5:

Arms Shop:

Short Sword(60)-3,000 Gold
Rapier(60)-6,000 Gold
Saber(60)-12,000 Gold
Falchion(60)-24,000 Gold
Sword of Majesty(60)-48,000 Gold
Plate Mail-80,000 Gold

Armor of Flames-150,000 Gold
Large Shield-15,000 Gold
Target Shield-30,000 Gold
Shield of Flames-80,000 Gold
Sledgehammer(10)-500 Gold

Cave B3:

Magic Shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Barrier Magic-120,000 Gold
Ring of Fire(10)-2,000 Gold
Ring of Ice(10)-4,000 Gold
Ring of Anger(10)-5,000 Gold
Ring of Protection(10)-11,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold
Invisibility Potion(10)-10,000 Gold
Sledgehammer(20)-1,000 Gold

Fortress 1F:

Weapons Shop:

Short Sword(50)-2,500 Gold
Rapier(50)-5,000 Gold
Saber(50)-10,000 Gold
Falchion(50)-20,000 Gold
Sword of Majesty(50)-40,000 Gold
Sword of Flames(50)-75,000 Gold
Blade of Muramasa(50)-250,000 Gold
Leather Armor-2,000 Gold
Chain Mail-5,000 Gold
Scale Mail-10,000 Gold
Ramela-30,000 Gold
Plate Mail-80,000 Gold
Armor of Flames-150,000 Gold
Leather Shield-1,000 Gold
Small Shield-2,500 Gold
Shipal-8,000 Gold
Large Shield-15,000 Gold
Target Shield-30,000 Gold
Shield of Flames-80,000 Gold
Ancient Shield-150,000 Gold
Steel Balls(20)-400 Gold

Magic Shop:

Fire Magic-10,000 Gold
Thunder Magic-25,000 Gold
Freeze Magic-40,000 Gold
Heal Magic-50,000 Gold
Barrier Magic-120,000 Gold
Warp Magic-150,000 Gold
Ring of Fire(20)-4,000 Gold
Ring of Ice(20)-8,000 Gold
Ring of Anger(20)-10,000 Gold

Ring of Protection(20)-22,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold
Invisibility Potion(10)-10,000 Gold

Fortress 3F:

Black Room:

Short Sword(50)-2,500 Gold
Rapier(50)-5,000 Gold
Saber(50)-10,000 Gold
Falchion(50)-20,000 Gold
Sword of Majesty(50)-40,000 Gold
Sword of Flames(50)-75,000 Gold
Blade of Muramasa(50)-250,000 Gold
Leather Armor-2,000 Gold
Chain Mail-5,000 Gold
Scale Mail-10,000 Gold
Ramela-30,000 Gold
Plate Mail-80,000 Gold
Armor of Flames-150,000 Gold
Warrior's Armor-300,000 Gold
Leather Shield-1,000 Gold
Small Shield-2,500 Gold
Shipal-8,000 Gold
Large Shield-15,000 Gold
Target Shield-30,000 Gold
Shield of Flames-80,000 Gold
Ancient Shield-150,000 Gold
Sledgehammer(20)-1,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold
Hardening Potion(65)-65,000 Gold
Steel Balls(40)-800 Gold

Fortress 7F:

Black Room:

Short Sword(50)-2,500 Gold
Rapier(50)-5,000 Gold
Saber(50)-10,000 Gold
Falchion(50)-20,000 Gold
Sword of Majesty(50)-40,000 Gold
Sword of Flames(50)-75,000 Gold
Blade of Muramasa(50)-250,000 Gold
Leather Armor-2,000 Gold
Chain Mail-5,000 Gold
Scale Mail-10,000 Gold
Ramela-30,000 Gold
Plate Mail-80,000 Gold
Armor of Flames-150,000 Gold
Warrior's Armor-300,000 Gold
Leather Shield-1,000 Gold
Small Shield-2,500 Gold
Shipal-8,000 Gold
Large Shield-15,000 Gold
Target Shield-30,000 Gold
Shield of Flames-80,000 Gold

Ancient Shield-150,000 Gold
Sledgehammer(20)-1,000 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-10,000 Gold
Hardening Potion(65)-65,000 Gold
Steel Balls(40)-800 Gold

Part J: BESTIARY

I decided to get all the enemies there is in Brandish, so here it is. I also made up names for the enemies because I am not sure of their actual names. If you got the instruction booklet for this, let me know what they have in it like if they got an enemy list in there. Here's a simple key so you all can understand.

Name of enemy: HP: Enemy logic/Attack logic: Area found in
-Strategy

ENEMY LIST

Bee: 2 HP: Fly Attack: Ruins 1,2,5,10
-Avoid it or hit it, your choice.

Blue Sludge: 5 HP: Sludge Tackle: Ruins 1,2,5,10
-This guy is too easy. Just attack, it's that simple!

Goblin: 10 and 12 HP: Slash with Dagger: Ruins 1,2,3,10
-You can use the same technique with the Blue Sludge or you can block when its about to strike you. This enemy is good in Area 1 if you need to level up your Arm Strength. After you enter the room with the first floor switch, go left and you will find the area with the pillars. That's the place to find some Goblins.

Small Scorpion: 10 HP: Hit and Run: Ruins 2,5,6
-This little critter uses the technique so be careful. You can use Hit and Run against it, use magic or just run from it. I just keep attacking until it's dead because it is easy if you're strong enough.

Water Demon: 15 HP: Strike/Strike 2x/Regeneration: Ruins 3,4,5,6
-The Water Demon can hit you once or twice randomly, so hit after it has attacked and repeat the process. Magic is good against it too, just know that it can't die. It will come back when you get near it.

Goblin Warrior: 15 HP: Hit/Defend with Axe: Ruins 3,4,5
-The guy can defend with his axe when he raises above his head, then he'll probably strike. Hit and Run is effective against it.

Magic Serpent: 15 HP: Magic Breath: Ruins 5,6,8
-When it sees you, it will attack you with its breath. Good to keep alive if you want to gain some Magic Endurance early on. You could trap the Serpent in a narrow path way with a door so it won't leave and you could gain Magic Endurance. Using the rest ability, (R and L together) you can gain more endurance because your defense is zero.

Green Sludge: 5,10-12 HP: Sludge Tackle: Ruins 6,8
-Use the same strategy you used for the Blue Sludge.

T-Rex: 20 HP: Strong Head butt: Ruins 6,8

-The T-Rex is pretty strong. It head butts you and pushes you back a space so watch out. Use Hit and Run or magic to defeat it.

Conjuror: 25 HP: Magic Attack/Barrier: Ruins 8,10

-He waits for you then he'll attack with his magic powers. When you get close enough, he will use Barrier to protect himself but it will wear down soon so keep attacking. Good for gaining Magic Endurance.

Samurai Warrior: 28 HP: Hit/Defend with Sword: Ruins 9,10

-This fighter is the same as the Goblin Warrior, so wait until he attacks then attack or Hit and Run technique. He also blocks magic attacks with his sword.

Toad: 15 HP: Hit and Run: Ruins 9

-Same as the Small Scorpion, use magic or hit till dead.

Flamethrower Lunatic: 25 HP: Flame Strike/Defend: Ruins 9

-This guy is the same as the Samurai Warrior, defends then attacks. Just use the same strategy with him as the Samurai Warrior, but it could be tough because the rooms are smaller and more compact.

Wizard (Boss): 50 HP: Wizard Mirage 2x/Small Bolt: Ruins 10

-The Wizard is the first boss you fight. He makes two fake images of himself, but their attacks are real. The magical blows can be devastating if you didn't gain Magic Endurance. Here are some tips on how to find the real one. You can just run up to one and hit it to find the real one, but that can really be a pain. Magic works against him, especially Freeze Magic. Get Freeze Magic or a Ring of Ice and use it to find and freeze the Wizard and just run up, attack, freeze and do that over and over. You can open the door that you came in to get a rest or to regroup. He isn't all that hard to beat, but you'll get through it. If you're up to it, he is the best to gain Magic Endurance. Three Wizards, rest ability, and tons of H.Potions will get you lots of endurance. I don't think you should do that if you have little levels or not used to fighting three enemies using the rest ability, but if you think you can, go for it. Just remember to save before fighting him.

Crab Baby (Boss): 4 HP: Suicide Attack: Foot of Tower

-There are only two things these critters can do, nothing or suicide. After the Giant Crab lays its eggs, the little crab stays dormant for a while, but if it moves then it is in attack mode. The damage isn't significant compared to the Giant Crab but it can get annoying. I would use magic or just hit it while its dormant.

Giant Crab (Boss): 62 HP: Claw/Spawn Crab Baby: Foot of Tower

-Yet another boss for the end of the Ruins. The Giant Crab is harder than the Wizard in the sense that it makes Crab Babies and its attack is pretty rough if you don't have proper armor. Magic is useless against it so you need to use the Hit and Run technique. Equip Fire Magic so you can destroy the Crab Babies from afar and creep up to the real boss and take quick attacks and retreat. If you're still having trouble, try slowing down the game speed or have plenty of H.Potions on hand. This boss was easy for me so I had no problem kicking its arse! Don't worry, after the Giant Crab, it's off to the Tower baby!

Electric Tentacles: 18 HP: Thunder Shock (same as Thunder Magic): Tower 1,2

-Use magic or attack it. Good if you need some extra Magic Endurance. Trap it in a corner and let sparks fly!

Goblin Fighter: 30 HP: Club Strike: Tower 1,2

-Stronger version of the Goblin. Just use the same tactic, but be careful

for this guy is pretty strong.

Small Spider: 20 HP: Bite: Tower 1,2

-Same as the Sludge but stronger.

Giant Spider: 30 HP: Fierce Bite: Tower 3,4,8

-Same as the above, but stronger and has more life.

Guard Wolf: 26 HP: Patrol/Pounce: Tower 1,2,3

-The Guard Wolf patrols a section of the Tower then quickly moves on. If it sees you in it's field of vision, then it will quickly pounce you. Block, then attack it.

Archer: 26 HP: Shoot Arrows: Tower 4,6,8,Top

-If the Archer sees you in his field of vision, then he'll start unleashing arrows at you. Use magic or use Hit and Run on them. One of them is easy to defeat, but if you're surrounded...

Giant Warrior: 49 and 51 HP: Swing Sword/Defend: Tower 4,5,7

-The Giant Warrior is one tough son of a gun so be careful. He's just like the other warriors, attacks then defends. You can Hit and Run or right after he strikes you attack then wait again. I'm not sure if magic can faze him so if anyone were willing to check this out, then I'd appreciate it.

Gargoyle: 59 HP: Breathe Fire: Tower 5,6,7,8

-If it spots you, then it will begin shooting fire at you. Retaliate back with your own fire magic or run up and kill it. Good for Magic Endurance too.

Headless (Boss): 55 HP: Heavy Punch(Knock Back): Tower 5

-Not tough alone, but since you fight four of them and at the start of the fight they are surrounding you, you better make out your death wish now. Either use Warp Magic to escape their punch or use your strongest sword to hit the one in front of you till it dies and quickly run out. Slowing down the game speed can help too. These guys are pretty strong too for when they strike you, they can knock you back. Once they are defeated, you will get the Shield of Darkness.

Axe Raider: 65 HP: Axe Strike: Tower 6,7,8

-This Ogre looking guy and not too easy nor hard. Just beat this fool into submission or use long-range attacks like your magic.

Bandit: 30 HP: Steal/Run: Tower 7,9

-This guy can be annoying because he randomly steals one of your items and runs off with it. If you want it back, then you'll have to chase him down, which can be annoying obviously. He'll steal an item if you get close to him so the only way to kill him is to use magic, or you can ignore him. But if you kill him, he won't appear again.

Dark Knight: 74 HP: Sword Attack/Block: Tower 9, Top

-Just like the rest of them, attack then blocks. I think you know how to deal with these guys by now, so let's leave it at that.

Mage: 46,52,53 and 57 HP: Fire Wand/Electric Shock: Tower 9, Top

-When the Mage sees you in her field of vision, she'll shoot fireballs with her wand and sometimes if you get close to her, she'll unleash an electric shock at you. Use magic back or attack her. Good for Magic Endurance too.

Rakshahsa (Boss): 114 and 117 HP: Strike/Strike 2x/Block: Tower Top

-These two guys have four arms, meaning they wield four weapons, swords and

what appears to be an axe. They can block and strike once or twice so be careful when they hit. Fire Magic hurts you if you try to use it and Ice won't work, but Thunder will so use it if you have it otherwise do Hit and Run on them. These guys can take you out with two blows so be very cautious around them, especially if the two surround you because then you're toast. Once they are defeated, you can finally take one last look at the Tower cause you're on to the Cave!

Skeleton Warrior: 53 HP: Sword/Block/Regenerate: Cave 10,9,8,7,6,5,4,3

-This monster is a regular in the Cave, but it's nothing new to you. Magic won't hurt it, so you'll have to attack it or leave it alone.

Bat: 22 HP: Repeated Attacks: Cave 10,9,8,7,4

-Very annoying monster. It moves quickly and once it spots its victim, it will fly back and forth to kill it. Just attack when it moves in front of you and it will die or use Thunder Magic/Ring of Anger to defeat it.

Sentry: 77 HP: Sword/Block: Cave 9

-Same as any attack/block enemy. The Sentry guards the Flood Gate.

Cyclone: 36 HP: Thunder Shock: Cave 8,5

-This small tornado moves around and shocks itself here and there. Just go up and whack it once or twice.

Enchanted Sword: 10 HP: Flying Sword: Cave 6,4

-This sword rotates in the air and when it sees you, it'll come after you. My advice is to trap it in a small area so it won't fly out of reach. It keeps on moving until it hits a wall so keep that in mind.

Medusa: 78 HP: Freeze Breath: Cave 7,6,5

-The Medusa just does Freeze Magic, it can't hurt you at all so don't worry, but get rid of them anyway.

Arachness (Boss): 80 HP: Web/Poison Scratch: Cave 6

-The Arachness boss is very tough because of her Web attack and that the room is very small and tight. Don't even try getting the chest yet, unless you want to get killed. Avoid using the chest as a buffer zone between you and the boss, it's very difficult to maneuver in. use the narrow part of the room instead. Before you do battle the Arachness, stock up on some potions and swords because you won't survive very long. To get out of the Web, you must mash buttons to escape otherwise you're dead. He's a good strategy to do. Put your item as H.Potion and equip the best stuff you have. At the start of the battle, she'll web you, so button mash with the attack button and use item button, this way you'll escape the web and attack/heal at the same time. This is the only way you can win because of the space, there really isn't much to do. If you can't defeat her this way, then try to attack her when she's in the narrow path and quickly run back or at the intersection, attack her and run to the back and jump to the other side of the chest, depending on which way the Arachness moves. You can only pray she doesn't use her Web on you every time you get near her.

Warlock: 101 HP: Fire Magic(Far range)/Ice Magic(Close range):Cave 7,5,4,3

-The Warlock isn't that tough if you have lots of Magic Endurance. If you don't then I suggest that you gain it from him.

Armored Warrior: 120 HP: Axe Strike(Ignores Defense)/Immune to physical attacks/May leave Gold Bar: Cave 3,2,1, Fortress 2

-The problem here is that you can't hurt this guy with attacks, so you must use magic to kill him. His Axe is too powerful that even blocking, his attack will pierce your shield and hurt you. Take him out quick.

Gold Bat: 25 HP: Repeated Attacks: Cave 2,1

-Same as the Bat.

Sphinx: 120 HP: Mystic Breath(Far range)/Tackle(Close range): Cave 1, Fortress 1

-The Sphinx is not that hard to beat and it gives you decent amounts of Arm Strength, Knowledge and levels. You can beat it, use magic or ignore it, but I would take time to kill them all.

Ninja (Boss): 180,130 and 2 HP: Ninja Star(Far range)/Slash(Close range)/Block/Clone Self: Cave 1

-The Ninja is the final boss of the Cave. Defeat him to grant your escape from the Cave. He is very fast and hard to beat, but he can be defeated. He runs around the room and when he spots you, he'll get into position to throw ninja stars or shurikens at you. When he does, he is exactly one space away from you and when you do get near him, he'll move back one space and continue to throw. You have to back him up to the edge of the room to attack him. When you do attack him, there's a chance he will make a clone or image of himself, which makes double the trouble! Kill the clone fast, it's weak but is very much deadly like the Ninja. One strategy here is to fight his barrage of Ninja Stars with Fire. If you have the Fire Magic or Ring of Fire, use it against him when he throws his ninja stars and see who can last longer! It's worth a shot unless you want him to make a clone and make this battle tougher than it is. When you get weak, you can either back out of the room where the wounded guy is and rest or use a potion and continue firing magic at him. Once he is dead, you can obtain part of his sword in the back room and then leave the Cave forever!

Dark Magic: 100 HP: Magic Shot: Dark Zone 1

-This dark looking squid thing runs around shooting magic at you. Use Freeze Magic or Fire Magic to take it out.

Dark Warrior: 120 HP: Sword Strike/Shield: Dark Zone 1,2

-Like other warriors, they hit and block.

Dark Warrior 2: 10 HP: Sword Strike/Shield: Dark Zone 1,2

-Like other warriors, they hit and block.

Dark Bat: 30 HP: Repeated Attacks: Dark Zone 2

-Like the Bat, but dark of course.

Headless: 200 and 150 HP: Heavy Punch(Knock Back) or Crush Punch(Ignores Defense): Fortress 1,Top

-The Headless guy is back in the Fortress. This guy is the same back in the Tower but has more HP and a new move, Crush Punch which knocks you back and damages you whether you're blocking or not. You can freeze him or attack him repeatedly.

Ninja: 110 HP: Ninja Star(Far range)/Slash(Close range)/Block: Fortress 1

-Same as the Ninja from the Cave.

Phantom: 160 HP: Scythe/Block/May leave Hardening Potion: Fortress 2

-This spirit is just like all other attack/block enemies, but stronger.

Erase Eye: 150 HP: Eye Laser/Erase Map: Fortress 2

-The Erase Eye is released by flipping the green wall switch in Fortress 2F. When that condition is met, the Eye floats around the floor and erases the map so you have to kill it fast or it will move around and erase the map. The laser it shoots can be used to gain some Magic Endurance if you need to

max it out, which I suggest you do for the final areas of the Fortress.

Rakshahsa: 180 HP: Strike/Strike 2x/Block: Fortress 3,Top

-Same guys you defeated on the Tower. These guys have four arms, meaning they wield four weapons, swords and what appears to be an axe. They can block and strike once or twice so be careful when they hit. Fire Magic hurts you if you try to use it and Ice won't work, but Thunder will so use it if you have it otherwise do Hit and Run on them. These guys can take you out with two blows so be very cautious around them.

Harpy: 120 HP: Magic Hit/Move Back: Fortress 3

-This flying vixen hits you with magic and moves back to protect her from getting hit. You can trap her in a corner or use magic to defeat her. Also a good enemy to gain Magic Endurance late in the game.

Arachness: 150 HP: Web/Poison Scratch: Fortress 3

-The Arachness is the same as she was back in the Cave. You have a wide range to attack her, but she doesn't move at all so too bad. To escape the Web attack, button mash the attack button and heal so you can kill it. This enemy blocks many areas in the Fortress necessary to progress so you have no choice but to beat her again.

Fallen Retainer: 200 HP: Katana/Block/May leave sword and armor: Fortress 4,5,6,7

-This is probably one of the smartest attack/block enemies ever. Instead of randomly doing that technique, he will wait for you to drop your shield and strike you. Be careful around this fool, but it's good to kill him for he may drop a random sword and armor, two for the price of one!

Fake Chest: 100 HP: Rapid Bite/Imitate Chest/May drop treasures: Fortress 4,5,6,7

-In the Fortress, there are many chests that are actually monsters, so be very careful when approaching them. The Fake Chest's rapid attack you so either freeze it and then hit or do a Hit and Run.

Giant Lobster (Boss): 200 HP: Rapid Claw(Ignores Defense): Fortress 4,5,6,7

-The Giant Lobster is a boss and enemy so you have to be careful around it. The Giant Lobster is a pain in the butt because it has rapid attack and ignore defense, which equals fast death for you. Other than Stop Magic, magic is useless and attacking them directly will take some time, so you really have to work on your Hit and Run technique here and be ready to heal. Stop Magic is powerful because it will freeze the Lobster for a few seconds so you have time to take it out. Just wait and when you see a good opportunity to use Stop Magic, use it and then go in and get some attacks in and run back to a safe area.

Armored Warrior 2: 200 HP: Mace(Knock Back and Ignores Defense): Fortress 5,6,7

-A new version of the Armored Warrior. He's still big and now has a Mace that knocks you back. What he lost was his physical immunity so now you can strike this guy to his doom or use magic.

Magic Octopus: 100 HP: Fire Shot: Fortress 5,6,7

-This enemy stays still and shoots magic at you. Just walk up to it and kill it.

Bezalhydra (Boss): HP Unknown: Fire Breath: Backbone

-When you open the door, be prepared to fight the Bezalhydra monster, a three-headed dragon that blasts fire at you. If you have max Magic Endurance, then don't sweat the fire breath, but if you don't then that might

be a problem. Just have ready some H.Potions and keep on attacking the monster. It doesn't matter which head you attack, just keep hitting it and it will eventually die. I think this is the easiest boss if you have max Magic Endurance.

King Berebus (Final Boss): HP Unknown: Nova Magic/Laser Machine/Green Warp Circle/Spike Trap(Close Range): Berimya

-Prepare yourself with everything, like H.Potions, your best armor, and the Planet Blaster sword and make sure to save before you fight Berebus. Enter the warp and get past the two laser machines and green warp circles. King Berebus has two heads on the outside that shoot nova blasts that hurt, even with max Magic Endurance so try to avoid them. The laser machines shoot laser and have a laser wall coming out from their sides so jump over them or get burned to a crisp. The green warp circles move from side to side and if you touch it or it touches you, it will warp you back to the other warp circles on the sides that you see. If you get close to Berebus, he/it will unleash a spike trap on you so move back to make it go away and continue your assault. You have to use the Planet Blaster and attack the middle section of Berebus to kill him/it. Slow the game speed down if you need to and go in conjunction with Berebus. That means move in its direction and so you can avoid the nova blast from the two sides and you'll be in the middle part so you can attack once or twice before moving with Berebus. If you can, move back to not get sucked in by the green warp circles and heal all the time. Make sure to have all your Ring of Lives in your inventory, not in the Dimensional Boxes in case you die. Keep this pattern up and Berebus will succumb and fall to his/its doom.

Part K: GAME SCRIPT

Added this in just for the hell of it you know. Everything a person says or special dialogues if you came across something like the Dragon Statue. Keep in mind that this is a SPOILER ALERT! SPOILER ALERT! SPOILER ALERT!

Ruins Basement Floor

Sound Room: Bunny Girl

Hi there! And welcome to the Sound Room! I realize this wasn't easy to find, so in return for your efforts, we're going to let you listen to all the music in the game! After you select a piece, just hit button A to start the music. It's that easy! Relax and enjoy the show! You're leaving already? Thanks for stopping by! Bye now!

Ruins 1

Item Shop: Old Lady

Hello and welcome. I imagine you got here just like the rest of us, eh? Fell down the hole, right? Well, no matter. Do you realize you're the 42nd person to come to my store? Feel like I've been here forever. Guess I must look like Death itself. Hee hee hee...(cough) Well don't look so scared there now. For goodness sakes, I'm just a poor old lady who's been down here too long. But I've learned a lot. Let me share a secret with you. On your way here, you must have seen some walls that were old and crumbling. They are pretty weak, so if you hit 'em with this sledgehammer, they ought to fall right down. Oh yeah, I've got something else you might find useful. They're just ordinary steel balls. But since there are so many pits and holes around here, you can use these to check the area in front of you. Pretty ingenious,

don't you think? OK, OK, what'll it be?

Weapon Shop: Lonely Man

You're new here, aren't you? If you're looking to survive in this world, the key is to keep your mouth shut and stay out of trouble. Take me, for instance. I kill time by collecting weapons for sale. And I've made quite a nice profit off newcomers like you. It's a good business. I've no complaints. I landed up here with some friends, but now I'm the only one left. All the others are..(sniff) gone. And it's because they all tried to leave! The fools! I'm just trying to help you out. The key is to accept your fate and live with it. Home is where the heart is, or so I always say.

Magic Shop: Middle-Aged Lady

Ah, another customer. But this time it's a man. What're you going to buy, son? Same thing happened to you, eh? You just woke up and found yourself here, right? Well, join the crowd. Just a little while ago some lady was in here. What an outfit she had on! She said she was lookin' fer a fella. She musta meant you. What're you? A wanted criminal or somthin'? Ha, ha! Either way, you'd better be real careful. She loaded up on some potent magic staffs at my place. Not that I mind the business...I got no idea what's gone on between the two of you, but I would apologize right away. It'll be too late after she's burned you to a crisp. Hah, hah, hah. That's a joke son, don't you get it? Oh yeah! Have you seen the spring? That spring is a lifesaver, without it I don't think we'd survive for more than a week down here...This whole world is just one big ball of energy and excitement. Almost anything can happen! And it usually does...Well, you heard enough from this old lady, be off with you now and be careful!

Ruins 3

Weapon Shop: Young Guy

What brings you here stranger? You came from where? All by yourself?! I'd say you did a pretty good job of making it this far. If you've got anything valuable, I'd be happy to take it off your hands. If the monsters don't get me first that is...

Ruins 4

Alexis

I've been expecting you! I finally caught up with you, Varik! I guess you didn't think I'd chase you this far, did you? Did you really think I'd give up so easily? After all, you not only destroyed my teacher, you've got quite a price on you're head. Whoa! I wouldn't move if I were you. I could burn you to a crisp right here. But you're worth far more to me if I bring you in alive. So why don't you just give up quietly and hand over your sword? I don't know where we are, but I believe that leaving would be to our mutual benefit. It's not the most hospitable of places, is it? Just stay right where you are.

Dragon Statue: Ancient Sculpture

It looks like a small sculpture. The layout carved into the floor is probably this underground labyrinth. On the top of the tower that marks the center of the maze, sits a Dragon. It's a very elaborate piece of artwork. It's so detailed that it seems as if the Dragon itself is alive. The area around the tower consists of ruins. They are made up of a mix of complicated

mazes, which make reaching the tower almost impossible. The labyrinth layout is so complicated that when you tried to examine it closely, you got dizzy and decided not to look at it anymore.

Ruins 6

Magic Shop: Pretty Girl

I'm surprised that there are still humans here. But that can only mean that there are still people falling down here. Which would also mean that there are still people who live on the surface...Well, try to enjoy yourself while you're here. Time has come to a stop on this floor. Here I can live for all eternity. But...but...(sobs) I have to do it alone. Why don't you give up fighting monsters and stay here with me? Just the two of us, forever...

Ruins 8

Weapon Shop: Young Girl

Well, isn't this a surprise. Meeting a young, energetic fellow like you down here. Are you trying to get to the surface? Usually the only people that come here are old men who know their days are numbered. It's so exciting to see someone like you! Say, looks like you got quite a nice bunch of loot with you there. Tell you what, I'll buy some off you at a special price. Don't you think you ought to get some more swords? There are a lot of monsters around these parts, you know.

Ruins 9

Magic Shop: Old Man

This area is like one big treasure trove, but it's pretty dangerous with all the monsters around. Oh, don't you worry yourself about me. When you get to be as old as I am, you don't think twice about things like that. Through the years, I've found that living alone with all my books isn't really as bad as it may sound. So, forget about me and take care of yourself. If there's ever anything you need, just feel free to stop on by.

Ruins 10

Magic Shop A: Lady with her cat

I don't think I have anything you could buy.

Magic Shop B: Lady with her cat

What're you doing! That's the back door! Are you crazy! You mean you made it through that place with all the monsters!? I guess you really can't judge a book by its cover. Actually, there are several weapons here.

Ghost of a Young Girl

Who are you? What are you doing here? Where did you come from? Why did you come here? It's too late to save them now anyway. Everyone is gone. Everyone...but me. My father, my mother...everyone. I'm the only one left, but I don't know why...Even though I was eaten by this four legged spider like thing...I'm still here. Where are my parents? Why aren't I with them? What's going to happen to me? Do I have to spend the rest of my life here?!

(After Giant Crab)

Thank you. Thank you very much. Mama...Papa...It's me! I'm coming!

Foot of Tower

Old Man Guarding Ruins

Who are you? You look pretty strong. It must have been hard to make it all the way here. But nevertheless, this is as far as you go. All your efforts were for naught! There's no way out. Oh no! No way for me...no way for you. That town, the rocks, this whole world is just an illusion. This place is nothing more than a nightmare. You're in it, and so am I. There's no way out. See look at this. My feet have turned to stone. I cannot move at all anymore. I no longer hunger, nor do I thirst. But I am so very lonely. Be kind to an old man. Stay here, with me, forever...

(After Giant Crab)

What manner of man are you? You did a fair job of beating those monsters. But it won't do you any good...In order to get into the tower, you have to pass through the gates. But the guards who watch the gates have all been eaten by monsters. And only the guards hold the key necessary for passage through the gates. So you're stuck...like me. You won't be able to go any further. As long as you don't find someone that used to be a guard, that is.

End of Ruins; beginning of Tower

You reached the tower. As you turn around, your gaze passes over the ruins that surround the tower. Nothing but ruins...Above you, the cavern ceiling stretches out as far as the eye can see. It looks as if the top of the tower touches the ceiling. If you reach the top of the tower, will you be able to escape...or are you to be forever deprived of the sun's light?

Tower 1F

Gayla's Weapon Shop: Gayla

Hey, mister! Where are you planning on going? What!? You're trying to get to the surface!? Do you have any idea what you're saying? If somebody as young and inexperienced as you could get out, there wouldn't be anyone down here now! You've probably realized this by now, but the higher you go, the worse the monsters come. And there's more of 'em too! If there's any way out of here, I'd have found it by now. But go ahead and do as you like. Before you go off, why don't you buy some weapons. It would be a real shame if you ran out while surrounded by a bunch of monsters.

Man (Boyfriend of Imprisoned Woman)

Who are you?! What do you want? What's that? My girlfriend asked you to find me? Oh, well that changes everything then! Thanks! I'm going to get all of the treasure down here and haul it back up there. Mark my words! Well, I can't stand around here all day jabberin' with you. Somebody else'll find all the loot. See ya, pal.

Tower 2F

Friendly Goblin (Well, at least he doesn't attack you...)

Well, well, if it isn't a human. Hey wait a minute. Slow down there. I have no quarrel with you. You look like you're carrying quite a bit of gold. Well, how about trading some of that gold for some valuable information? Say 5,000 pieces? Yes or No.

(If you chose No)

Oh, if you want any information just come back here, but bring gold! Of course that's only if I'm still alive when you come...

(If you chose Yes)

OK. Now listen up. You already know that there are walls that can break down. But there are also illusionary walls produced by magic. But they're hard to find, so most of the other guys that made it this far ended up getting lost. But, those magic walls are not really there. IF you look very carefully, you will be able to tell the difference. The rest is up to you. That's all. Now off with you.

(After saying Yes)

Hey you brought some more gold! That's great. Unfortunately, I don't have any new information to give you.

Tower 3F

Imprisoned Woman

Please spare me...Please. What? You're going to save me? I'm sorry. I thought you were some kind of evil monster or something. Oh! I almost forgot! Mr. Warrior, could you do me a favor? My boyfriend's in trouble. According to the monsters around here, he's imprisoned two floors down. He means everything to me. Please, you've got to help him! I'm begging you! Please go save my boyfriend!

(After saving boyfriend)

Well, did you find him? Did you help him escape? You did?! He went off somewhere in search of some treasure?! Ever since we came here that's all he ever talks about...treasure, treasure, treasure...(sob). Mister! I've got to stop him! This isn't much, but take it with my thanks. I'll leave it right here.

Tower 4F

Spells Galore: Old Man 2

Wow, it's been a long time since a youngster like you stopped by. Although there's a warrior and powerful wizard that stop by every now and then...Now don't get all bent out of shape there. Kids like you, they get all worked up, but don't have the experience to back 'em up and more often than not end up gettin' themselves hurt. Now I'm telling you this for your own good. Don't rush things. You could get caught in trap, or miss something really important. Just take it slow and steady. Yes I'm serious! Slow and steady.

Tower 6F

Weapon Shop: Middle-Aged Man 2

Huh? You wanna ask me somethin'? Well, there's nothing real important in this noggin' of mine, but I know for sure that the floor above us is full of crooks. So keep a close eye on your valuables. Actually, I bought all the goods here from those crooks...I'm just kidding! Don't get all upset, now. See ya!

Tower 8F

Magic Shop: Elf Lady

Well now, isn't this rare. Two customers in a row. And in such a short time. That reminds me. My last customer must have been asking about you...She was a young sorceress...very pretty. She asked me if I had seen a young warrior come this way yet. Do you have any idea who she is?

Tower 9F

Gadie the Warrior

Well, if it isn't another warrior, like myself. I'm trying to get out of here too, but I can't seem to get past the next big room. I think you've got to do something with all the switches on the floor. But I haven't figured it out yet...While I was playing with the switches, some monsters came up and well, here I am. The key to the room is in the chest to my left. Why don't you take it and give it a try? I didn't have any luck, but I think you might fair pretty well. If you figure out the switch mechanism be sure to come back and tell me, OK?

(After completing puzzle)

Well, how'd it go? What?! You figured it out! That's great! Once I'm well enough to go on, I'm going to leave too. Oh, take this armor with you. It's kind of beat up, but it's actually pretty good stuff. It's in the chest to my right. Go ahead and take it. I really owe you one. Good luck to you!

Tower Top

Alexis

I've been expecting you! Don't you know it's impolite to keep a girl waiting? This time I'm ready for you. You won't slip away from me again! On guard!

End of Tower; beginning of Cave

The top of the tower reaches the cavern ceiling and then continues into a cave. A chill breeze blows gently from the depths of the cave. This place must be pretty far underground. High pitched bird-like cries occasionally pierce the silence and echo off the walls. Will you be able to reach the outside if you make it through this cave?

Cave B10

Weapon Shop: Old Bald Man

Ho, ho, ho! Haven't had a customer come this way in quite a while. Welcome, welcome young master. There's a monster lair around here. And in the den, there's a spring so wonderful you'd never think to find it there. Every now and then, you can hear the beautiful voice of the sprite that lives in the spring. Actually, I've become quite fond of that spring. It's a nice place. But the monsters don't seem to like it very much and so they're trying to get rid of the sprite. A most uncivilized lot, these monsters.

Nicksy

Congratulations on making it this far. I am the guardian of this spring. Recently, the spring has started to run dry. It seems that the monsters have cut off the current to the spring somewhere upstairs. If the spring runs dry, we won't survive. I was lost in thought on that very subject when you first arrived. If you feel any compassion or pity for us poor souls, perhaps

you would consider unblocking the water flow upstairs. Please take pity upon us and accept this task I ask of you. Please save the spring.

(After opening Flood Gate)

You freed the source of the spring?! How can I ever thank you?! I am forever in your debt. I will repay this favor in the near future. I swear it! I will ask the gods to protect you on your...I almost forgot! There's something I must tell you. I'm glad I remembered. You've probably already found it, but in the room with the spring on the floor just above, there is a hidden room. If you hit the switch there, you will be able to cross over the spring.

(After conversation in B6)

You again! I really must thank you for your help back there. I hope the armor helped in some small way. Oh yeah, I just got some useful information from a witch that passed by here a little while ago. The poison that depletes MP has some good uses too. She said that it helps stop immortal monsters from healing. I hope this information helps you out.

Cave B7

Grandma's Magic Shop: Grandma

Did you see the big hole to the side of my place? Don't even think about trying to jump that baby. Sometimes taking the long way, does have its advantages. Only...I've heard that there's a place that you can only get to by going down the hole. Well, you're a courageous lad, and you've made it this far. But nothing is better than your own gut instincts. Take care out there.

Cave B6

Nicksy

I've been waiting for your arrival. You did a marvelous job of finding the armor at the bottom of the spring. And since you saved the spring, I would like you to take this armor with my gratitude. I am certain it will prove to be invaluable to you. Well, I doubt our paths will cross again, so take care.

Trapped Woman/Prisoner

Hey you! I hear you out there! Help me get out of here! Will you? The Medusas hold the key. They're somewhere on this floor. The only way to get the key is to defeat them.

(After obtaining Blue Key from Medusas)

Thank you for everything! To think that I would meet a soul as brave as you, in a place like this. Say! As my way of saying thanks, let me show you something really interesting. But I need you to turn and face the opposite way until I give the word. OK? Hey! Make sure you're looking the other way! OK, I'm ready! Turn around! You fool! You'll pay for this!

Cave B5

Arms Shop: Happy Bald Guy

Hey there now, you did a pretty good job of making it this far. Ha, ha, ha, ha. Well, go ahead and rest all you want. Huh? You're asking me for advice? Well, it's nothing special. Everyone around here knows about it

but...Well, I guess I can tell you. I've heard that there's a stairway that some monsters hid with a magic wall around here. Wah, ha, ha. Well, I'm not sure if it's true or not either. Wah, ha, ha, ha, ha...

Cave B3

Magic Shop: Mystic Man

Welcome master warrior, sir. Eh? You wanna know if an old man like me has any advice? Hmm...Let me see. Well for starters, do you get the feeling that this floor is a lot more cramped compared to other floors? There's no doors, but I can't tell you how many times I've heard the screams and trompings of monsters come from the other side of the walls. I figure there's probably a way to get to the other side on the floors above and below this one, but who knows? Well? Does that help you at all?

Cave B2

Alexis

Nice to see you again, Varik! My, you are a bit slow, aren't you? I had almost given up on you. You won't get away from me this time! I never thought catching you would be this much trouble. I don't want to hear any excuses! Forget about going easy on you. You've worn my patience too thin. What?! What's this?! Argh!! No...this can't be happening...I'll get you!

Cave B1

Wounded Warrior

(cough)...(gasp)...Save me...Th...The monsters in that room, they got me. To think I made it this far...and now(cough)...this...(cough)

End of Dark Zone; beginning of Fortress

It looks like you made it through the cave. But where now? This atmosphere...it's so strange. It feels like, like the gut of some creature. Here and there on the floor, strange bubbles pop and release their putrid gas. It looks like you can go a little further, but does this path lead outside?

Fortress 1F

Weapons Shop: Cute Girl

Wow, you made it this far all alone?! The elf next door and I paired up and fought our way here, but the monsters were just too strong for us. So we gave up here. Their incredible magic powers were just too much of a match for us. You'd better prepare yourself if you're going to continue. One mistake could mean the end!

Magic Shop: Elf

I wouldn't hope to find too many shops further on if I were you. I think you should buy as much as you can here. That's just a warning, not a sales pitch. The monsters' magic is in a different league entirely. I'm just another person whose dreams of reaching the surface have been crushed. I wish you all the best of luck.

Fortress 3F

Black Room: Beast Merchant

Hm, hm, hm. Can't tell you how many years it's been since I saw a human. But, don't worry. I usually only deal with monsters, but if you've got the gold, I suppose I could deal with a human like you too. So what'll be?

Fortress 7F

Black Room: Beast Merchant

Your business is welcome here anytime. Well, what can I do for you today?

Fortress Top

Alexis

You're not just going to leave me here, are you?! Come give me a hand with this brute, you nitwit!

(After killing Rakshahsa)

Now I owe you. And I hate owing people favors! Why don't I let you go this time. Bye!

(After killing her)

V..Varik! Alexis is no longer with us...

Deserted Room

There's no one in the room. There's an old tome lying on the table. It looks like it may tell something of this labyrinth. "How many seasons have passed since this, our land, was swallowed by the earth? There is no one left that can answer that now. Our beloved land, along with the cursed King, will spend eternity forever in darkness. We wait. We wait for the one that will free us, free us from our cursed fate..."

Part L: SPECIAL THANKS

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Koei for licensing the game as well. (Smart move!!!)

Team ZSNES who made an excellent emulator because my Super Nintendo broke down as well as my game.

All the people who have emailed me about Brandish. I never thought that I would get any at all...well I was wrong.

And of course the person who made it...

Until next update! This is Jax saying keep on playing Brandish. Reach for the stars! Be the best! Right on! ...Forget I said that.

Questions or comments? Email me at cerubix_7@hotmail.com

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