

Brandish 2 (Import) Guide

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BRANDISH 2 THE PLANET BUSTER GUIDE

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Version 2.5

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Part A: VERSION

Version 1.0 Created at 4-13-04

- Entire guide put together, Menus, Items list, beginning walkthrough, etc.
- Walkthrough completed up to Wharf.

Version 2.0 Updated at 1-31-05

- Walkthrough completed up to Inner Castle Wall. That means Castle Wall,

Castle Town, Wood, Ninja Yashiki and Dark Zone. Wow! That's a lot of areas!
-Shop List and Bestiary Updated.
-Major work done on Item List. I've changed some item names and added more items in. This item name change will be done throughout the guide in future updates.

Version 2.5 Updated at 7-21-05

-Walkthrough completed up to Laboratory. This includes the Castle, Tower, Prison and obviously the Laboratory.
-Item and Shop sections updated.
-I chose not to update the Bestiary Section this time as I want to finish the Walkthrough as soon as possible. Look for this area to be updated next time though.

Part B: INTRODUCTION

Well, well, look who's back for more Brandish...it's Jax once again after so long. Hopefully you didn't miss me that much there, heh but it seems now it is time to make a Brandish 2 guide. In case you didn't realize it now, this game is completely in Japanese so unless you're a native speaker, you're going to need my help tremendously, unless you want to go through the hardships yourself like I did. This guide will help pretty much anyone who is struggling through the game with nothing but confusion written on his or her face and what not. So just sit back and relax, we got a long ways to go with this extensive guide here. (Hopefully...)

Part C: DISCLAIMER

For liability purposes, if anything happens when you play Brandish 2 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, which I'm sure there are. 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 foreign icons mean, and whatever is left. Let's start with controls.

CONTROLS

All the buttons are used for this game.

START - Opens menu screen. In order from left to right is the status of your character, Varik. Next is the Map of the current level you are on. The third button is the Auto-Walk button, which I'll discuss in further detail later on. The last three are Save game, Load game and the Configuration buttons.

SELECT - Selects 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 - Used for Lateral/Rotate movement.

R and L - Press them together to rest. Get HP and MP back gradually, 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.

Y button - this is the Take/Examine/Trash command all in one. Basically you press the Y button, you get a message saying, "Everything seems ok" just like in Brandish. The button becomes Take when you open a chest or door otherwise it's default is always Examine. The Trash command comes in when you are in your Item list and you want to throw some items away. The Examine command also is used to read plaques, talk to people and examine items. You can also see the monster's statistics when you use the examine command on it.

MENU SCREEN

That's all for controls. Now let's move on to the Menu Screen. The Menu Screen has the status, map, auto-walk, save, load and configuration screens.

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, Gold, Attack power, Defense power, Arm Strength, Knowledge, and Magic Endurance.

Level - Shows current level. Defeating enemies gives exp. in the form of percents. Once it reaches 100%, you gain a level.

HP/MP - Shows current/max for both

Arm Strength - Your strength multiplier. As this number increases, Attack Power will rise gradually. Attacking enemies raises your arm strength. When the percent reaches 100, you gain one point up.

Knowledge - The power of your magic. Using scrolls or rings on the enemy raises it. When the percent reaches 100, you gain one point up.

Magic Endurance - Your defense against enemy magic attacks. To raise this stat, magic attacks must hit you. When the percent reaches 100, you gain one point up.

Attack Power - Your strength with equipment that raises attack. Arm Strength

contributes to increasing attack power.

Defense Power - Your defense with equipment that raises defense.

Gold - How much gold you have on 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 blue, shops are purple, revealed pits are gray-squared dots and doors have a gray outline and a black box inside. Yellow dots are obstacles or special events and areas. Blue areas on the map are bodies of water.

AUTO-WALK SCREEN

Think of this thing as the Warp Magic from Brandish, but as walking instead of warping. If you don't understand that then here's a quick explanation. This is the exactly like the Map Screen, but you have a cursor now. Point the cursor on any black area of the map and you will see Varik start moving automatically to there, provided there aren't any enemies or obstacles in the way because then he will stop moving. Use this option when you don't feel like walking back to an already explored area.

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 Cave B2 and went on to Cave B3, 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.

LOAD SCREEN

Load your previously saved game. That's pretty much it.

CONFIGURATION SCREEN

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

The first option is used for the PC game only. It lets you change controls to the mouse instead of the control pad. Thanks to Ivan Ferrel for this one here.

The second option is the game speed, L being the slowest and H being the

fastest.

The third one is the message speed, same deal as the game speed.

BGM stands for Background Music. Either you can have it on or off.

Below BGM are stereo/mono options.

The sixth option is changing the window color.

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 fight against the Squid boss.

The last option is for changing the customizable buttons.

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

Part E: HINTS/TIPS PLAYING BRANDISH 2

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 2.

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, 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. Make sure you look at every angle and perspective in case you missed a wall switch, magic wall or weakened wall too.

HINT #1

Try not to use weapons 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 better equipment or weapons. Speaking of selling, sell things you don't have much use for like H.Potions, Magic Rings 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 #2

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 #3

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

HINT #4

Talk to every person you see at least twice to ensure you're not missing something important. I know you probably don't understand the dialogue but bear with it for now. Sometimes talking to certain people in the game is the only way to progress on with the story if you are stuck and don't know what else to do.

HINT #5

Ignore Hint #1...kidding! I would also recommend purchasing Ice Rings because it is just so good. Keep some M.Potions and H.Potions available; sell some if you have too much.

These tips will help you last in the world of Brandish 2, 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 F: WALKTHROUGH

Now for the walkthrough of the levels in Brandish 2. 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. Also, just to let you, the reader know, this game isn't as linear as Brandish was. What I mean is that you didn't have the Ruins level, then the Tower, then the Cave, Dark Zone and Fortress. You will end up going through one level and not finishing it all in one trip, then you will have to come back later to complete it. So do not worry if you can't seem to finish the Prison first time through, in fact you go through the Prison three times!!!

PRISON WALKTHROUGH

This is where the adventure all begins, in the Prison. Not the fancy of places, but you gotta start somewhere. The story begins with Karl, the main guy who has captured Varik and taken his Planet Buster sword and locked him up. He finds out that Varik has a bounty on him so he throws him in the Prison until he can figure out what to do with him. Your goal, escape the Prison and free Varik once again!

PRISON B2

Enemies: Wall, Beetle, Moth, Blue Slime, Prison Jailer, and Prison Guard (Boss)

Treasures: Short Sword(10), Rapier(10), Kaiser Knuckles 4x(15,15,15,20), Leather Armor, Skull Key, Green Key, Master Keys(6), Chipped Gold Bar 5x(3,3,1,1,5), Ring of Fire(5), H.Potion 2x(1,2)

Shops: NONE

Strategy: This is it. First thing to do is to go to the Configuration menu and change the L/R button to Rotate instead of Lateral (seventh option down). Once that is done, break down the wall to escape the cell and talk to the other prison inmates, whether you can understand it or not. Then go around and pick up items and do some exploring here. Kill enemies that you see and use the Master Keys when you get them to open locked doors and chests. When you find the Skull Key, you use that key where you fight the two Prison Jailers, north of where you first started. There you fight the first boss of the game, the Prison Guard. This guy is pretty tough, but he's not that hard once you do a little hit and run tactic. Go to the Bestiary section if you want a more in depth strategy to beat him. Take his sword when you beat him and go get the Green Key in the next room. Forget about that locked door too, it leads to the Laboratory level which is far away from now so backtrack to the locked door on your way to get to the Prison Guard and use the Green Key to unlock it and move on to the second area of the Prison. Also, forget about the bottom right part of the map as well. That locked door is the Elevator, which you will not use until you return to the Prison once again.

PRISON B1

Enemies: Beetle, Moth, Blue Slime, Toad, and Centipede

Treasures: Rapier(20), Great Sword(20), Kaiser Knuckles 3x(15,20,Permanent), Leather Shield, Master Keys(4), Gold Bar(2), Ring of Fire(5), Sledgehammer(3), H.Potion(2)

Shops: Blacksmith and Black Market Merchant

Strategy: Same deal like the Prison B2, explore and defeat enemies. You can do some shopping here if you have Gold. Be careful of the pits around this place. Soon enough you will find the Sledgehammer, which can break down weakened walls. There is one weakened wall near where you get the hammer, just look for a wall that has a rectangle or something odd on the wall and break it down. There is also a magic wall here as well, an imaginary wall that you can pass through. It's located in the middle of the map and you should figure it out pretty easily too. There's one puzzle here that can confuse you. It has six wall switches and the plaque next to it says something along the lines that only one of these switches will open the locked door. The answer, the second switch to the left or the fifth switch to the right, it's the same switch depending on how you look at it. Press the switch there and press the switch near the locked door and plaque to open it. If you pressed the wrong one, you will know and the six switches will reset so you can press them again. Use the last two sledgehammers to break the weakened walls and leave Prison B1.

PRISON

Enemies: Rakshahsa (Boss)

Treasures: Choose one of these four from man: Steel Axe(30), Power Knuckles(30), Great Sword(30), Cross Shield

Shops: NONE

Strategy: The moment you enter, Karl and one of his lackeys talk to you and throw you in another area of the Prison. Just keep walking until you see the man again and talk to him. He will give you a choice of four items to fight the boss they prepared for you. You can only pick one so pick carefully. The first one is the Steel Axe, the second are Power Knuckles, third is Great Sword and last is Cross Shield. After your pick, you fight Rakshahsa, the four-armed boss. If you played Brandish before, you'll remember that it was one of the bosses in Brandish, just like it is again here. Since the room and small, it makes for a harder fight since Rakshahsa has one move that may prove devastating to you. It has the standard sword hit and block move, but its other attack is the whip hit, which can't be blocked and hurts the most. You'll have to use hit and run attacks or fight it head on and then retreat to recover HP using the Rest command quickly. This will probably a very tough fight if your Arm Strength is low so be patient and careful not to die. When you defeat it, open the door to find the guards surprised that you defeated Rakshahsa. As they try to capture you again, Alexis comes to the rescue! Who could forget Alexis from Brandish? She's back again and this time she's helping Varik escape this time rather than capture him. Skip the text and see the both of them leave the Prison by boat. You are now done with the Prison for the time being and continue onward with Islet.

ISLET WALKTHROUGH

I don't know why I should even have a section for this place, but let's not break tradition. Basically all you do on this small island is explore, kill enemies, pick up items, go to the only building, examine the corpses and go to the Cave level. That's Islet for you in one single sentence.

ISLET

Enemies: Toad, Lizard and Centipede

Treasures: Short Sword(15), Rapier 2x(10,15), Power Knuckles 2x(10), Master Keys(5), Sledgehammer(5)

Shops: NONE

Strategy: Explore Islet! That's all there is to it. Pick up and find weapons lying around the island, then find the entrance to the small building in the middle of the map. Search and examine both corpses to see the story about something, and then go down into the Cave level...once again.

CAVE WALKTHROUGH

Does this place bring back any memories of the Cave level in Brandish? Don't worry, this cave isn't as hard as the first cave. There are only three areas and this level is fairly easy to get past, but just in case, I'm here if you need help of course.

CAVE B1

Enemies: Skeleton, Bat, Three-Legged Beast and Thunder Goddess (Boss)

Treasures: Rapier 3x(20), Great Sword 2x(20,30), Power Knuckles 2x(20,25), Chain Mail, Key of Ruby, Sapphire Key, Master Keys(10), Book of Darkness, Dimensional Box A, Gold Bar 2x(10 in D. Box A,1), Chipped Gold Bar 3x(2,2,5), Fire Magic, Ring of Fire(10), H.Potion(3), H.Poison(2), Invisibility Potion(3)

Shops: NONE

Strategy: Go north from the start point and break down the weakened wall. Explore this area and find the Ruby and Sapphire keys. When you find those two keys and finish exploring, go back to the entrance of Islet to unlock the two locked doors here. The Ruby Key unlocks the door in front of the entrance and gives you the Book of Darkness, which you need to use in this level. All it does is translate certain plaques and opens doors when you have it equipped in your item list. You do not have to use it, just have it in your list because if you put it in a Dimensional box and try to examine one of the Cave's plaques, you may get a message saying you need the book to read it correctly. When you reach a room with three doors and two plaques next to one door, that room is rigged with a trap. The two plaques say something along the lines of watch out for the next room but I can tell you what it is. That room has magic pits that will activate when you step on the floors. You only have a small amount of time to move before the pit is revealed and you fall in. Not much of a puzzle or anything but worth noting in case you didn't realize what is going on. Remember to look at the walls at every perspective so you don't miss a treasure or wall switch. Press the purple wall switches to unlock some doors and keep on moving. Soon you will come across the Cave boss, the Thunder Goddess. She's not really hard since you can leave the room and recover lost HP without having to worry about getting hit in Rest mode. She warps every time you hit her once so keep that in mind and keep attacking her until she dies. This may also be good if you kept getting hit by the Thunder Blast move she does. You get magic endurance when she hits you with the attacks, so you should get some endurance now before you defeat her. Both her attacks raise endurance, but the long-range move is better and faster to gain it, just make sure you do not die in the process. When you defeat the Thunder Goddess, you can move on to the next floor of the Cave.

CAVE B2

Enemies: Skeleton, Bat, Three-Legged Beast, Magic Floor Tile and Ghoul

Treasures: Short Sword(20), Rapier(20), Holy Sword(30), Sword of Darkness(40), Power Knuckles(20), Holy Hammer(15), Wood Shield, Dragon Key, Master Keys(10), Gold Bar 2x(2), Chipped Gold Bar(2), Freeze Magic, Ring of Ice(10), Ring of Anger(10), Sledgehammer(10), H.Potion 2x(2), M.Potion 2x(1), Invisibility Potion(2)

Shops: NONE

Strategy: Watch for the pits and ice on the floors. The ice will cause you to slip and usually you will end up falling into a pit, which can hurt you bad so try to jump over them if you can. There is also a magic wall south of where you begin, which give you some Master Keys if you find it. Be on the lookout for weakened walls too. They look like a hole in the wall, so use the sledgehammer to break them down. Use the Master Keys to unlock doors and chests. Use the Dragon Key you find here to unlock one of the locked doors here, south of the map somewhere. Keep an eye out for purple wall switches too.

CAVE B3

Enemies: Skeleton, Bat, Three-Legged Beast and Ghoul

Treasures: Great Sword(20), Axe 2x(10,15), Red Hammer(15), Armor of Darkness, Shield of Darkness, Master Keys(10), Gold Bar(5), Ring of Life, H.Potion 2x(2,3), H.Poison(3), M.Poison(1)

Shops: NONE

Strategy: When you get to the room with lots of holes, use the Fire Magic Scroll you have on the Ghoul that is blocking this one door to move on. From here, just explore, use sledgehammer to break walls and find purple wall switches. Remember to keep the Book of Darkness in your inventory so you can read the plaques here. Soon you will reach a garden in this underground cavern. There's a nearby spring that will recover your HP and a middle room that holds another Dark equipment to use for later. Speak to the spirit of the boy in the garden to get more storyline and he will open up a path for you to move on. The next part is a little tricky. The plaque next to the wall switch says to be very quick to get to the locked door ahead. That is because the door will close automatically in the couple seconds if you did not make it fast enough. To get there before the door closes, use the Jump button to move faster and you will get past it. If you want to go back through the door, there's another switch on the other side but you'll have to be fast too or it will close on you. Finish this last area and you will be done with the Cave.

WHARF WALKTHROUGH

The Wharf is nothing but a port town where you can talk to the people and shop for items. There are some treasures here and a pretty tough boss to defeat, but that's it for the Wharf.

WHARF

Enemies: Squid and Tentacles (Bosses)

Treasures: Short Sword(Permanent), Key of Bone, Key of Garnet(Boss), Thunder Magic, Ring of Protection(10), H.Potion(2), M.Potion(2)

Shops: Magic Shop and Blacksmith

Strategy: Just look around this port town, find treasures and unlock doors. Talk to the people here at least twice so you don't miss anything. Find the Bone Key in a chest near an old man. Use that key to unlock the port to move on. Jump through the rocks until you get to the other side. Obviously the door is closed, but that will change when you jump on one of the rocks that reveal the Squid boss. This is probably one of the hardest bosses in the game so far, at least it was for me. Here is a useful tip for you if you are having trouble navigating on the rocks. Change your L/R button to Lateral so that you can change perspectives quickly and jump around the rocks faster. Never stay in the middle of the Squid or you will see the Game Over screen pretty fast. Attack the Squid from behind and jump around so that it does not surround you. You can attack and kill the tentacles but they will revive every time the Squid surfaces and resurfaces. Your Fire and Thunder Magic can help a little if you gained some magic attack. You can also freeze the tentacles in case they annoy, but forget about them since the Squid is the main boss here. You can jump back onto the area with the locked door to recover life or go back to the Wharf to regroup. This guy will take a long time to take down so make sure you save in case you die because if you leave the Wharf and come back, its HP should remain the same if you hurt it a little and left. You are going to put your jumping and perspective skills to the test here. You can also slow down the game speed if it helps. When you finally kill the darn thing, grab the Garnet Key from it and move on to the next level, the Castle Walls.

CASTLE WALL (OUTER) WALKTHROUGH

The outer Castle Wall is not that difficult to beat really, just be careful of the Knight in this level, he's the main threat here. Once you get past the Castle Wall, you should be at the Castle Town.

CASTLE WALL A

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword 3x(10,10,20)

Shops: NONE

Strategy: This is the outer portion of the Castle Wall, meaning there is more to explore here later on. Just watch out for pits, be careful of the enemies here and find the entrance to Castle Wall B. I also like to point out that you can go to Castle Wall D as well, but it's probably better to go in alphabetical order. And in case you didn't know, the Castle Wall is connected together, so you could go around in circles if you wanted to.

CASTLE WALL B

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword 2x(10,20), Chipped Gold Bar 2x(2,3)

Shops: NONE

Strategy: At the beginning, there is one guy here. Talk to him and accept

his offer. He'll run off somewhere and that is all. If you come back here, this guy will be back and do the same thing again I think. I'm not sure what he does, but accept his offer the first time though. There is more exploring to do here. That's all there is to the Outer Castle Wall. It's not really that hard is it?

CASTLE WALL C

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword 3x(10,20,20), Gold Bar(3)

Shops: NONE

Strategy: Same strategy as the previous Castle Wall. This area of the Castle Wall leads to the Castle Town as well. Find the entrance and go to Castle Town when you are finished with the Castle Wall.

CASTLE WALL D

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword(20), Saber(10), Gold Bar 4x(3,5,5,10)

Shops: NONE

Strategy: Here there is an old man near the bottom left of the map. Speak to him for some information or whatever. Explore what's left of this place, go back to Castle Wall C to get to the Castle Town. You are now done with the Outer Castle Wall.

CASTLE TOWN WALKTHROUGH

The Castle Town can be tricky because of the language barrier unless you know Japanese. There will be lots of things to do here before you can progress to another level, so be thorough here and get every nook and cranny.

CASTLE TOWN

Enemies: NONE

Treasures: Twisted Key

Shops: Weapon Shop, Magic Shop and Blacksmith

Strategy: Talk to all of the people here at least three times. This will ensure that you get all the information you need to progress. Once that is taken care of, you can do activate two quests to do. One of them being mandatory to progress, the other is completely optional. The mandatory one is to rescue the town mayor's grand daughter from the bandits hiding out in the Woods. The optional one is to defeat the Master Ninja at the ninja hideout. You can do either one in any order. There's also an Arena in town

where you fight two bouts. You will have to beat the Arena if you wish to gain entry in the Wood to rescue the girl. The Arena is located at the bottom left corner of the map. Talk to the big man inside and he will ask if you want to fight in the Arena. Say yes and he will let you enter. Before you do, make sure you are prepared. If you die here, you'll have to fight again to pass. Once you beat both fights, talk to the man again and he gives you some money. As you leave the town mayor pleads with you to save his grand daughter and will pay you for it. Afterwards, talk to this one guy just outside of the Arena to gain entry into the Western part of the Wood. Enter the church to get the ninja event. The ninja that encounters you will drop the key to go to Ninja Yashiki. Use the Twisted Key to open the locked door next to the Church to go there. My advice here is to complete the optional event, Ninja Yashiki because you get something good if you do, another Dimensional Box to store more items.

ARENA

Enemies: Fire Demons and Umber (Bosses)

Treasures: NONE

Shops: NONE

Strategy: There are two separate fights in the Arena that you must beat if you want to go to the Wood (West). The first fight is with two Fire Demons. The only solid way to go about this is trying to take out one of them first. Use a Hit and Run tactic to injure them. Now once you hit one, it will transform into fire and begin to chase you down. Run away from it until it reverts back to its demon form because if you do not, then you will lose your life as it chases you and burns you. The Fire Breath move is easy to avoid and is a good way to rack up some Magic Endurance here. Once these two are beat, you will face the Arena's champion, Umber. She is pretty tough to beat because of her speed and quick but deadly attacks. If you have some Ring of Ice or Freeze Magic, then you can freeze her and attack her freely, otherwise you'll have to use Hit and Run, which may be difficult because of her jump move. Once you manage to take her down, the guy outside will let you pass so you can go to the Wood to rescue the girl.

WOOD (WEST) WALKTHROUGH

There are two different Wood levels, the western Wood and the eastern Wood. This one is the bandit hideout where the town mayor's grand daughter is being held. Varik's job is to eliminate all of the bandits and rescue the girl from the bandit leader.

WOOD (WEST)

Enemies: Bandit and The Kidnapper (Boss)

Treasures: Great Sword 2x(20), Saber 3x(20), Power Knuckles(Permanent), Crescent Key, Emerald Key

Shops: NONE

Strategy: This is the western part of the Wood, with the bandits hiding out here. You have to jump across the water to get to the other side and reach the center of the map where the boss is. You have to kill all of the bandits on the map to get the Emerald Key to unlock the door in the center of the map. The last bandit you defeat will drop the key. There is also the Crescent Key hidden in a tree here. It's located at the top left of the map, with three trees lined together. Put your perspective at North and search the left tree. It contains the Crescent Key needed to open the locked chest in the room with the girl.

Here's a simple illustration in case you still don't understand.

T=Tree

X=Tree with Crescent Key

W=Water

WWWWWWW

X T T <<<<<Make sure to put perspective at North or use the Map

WWWWWWW

Not as good as my other ones, but I think you get the idea. Now this is located in the top left of the map, right before the boss so make sure you pick up the key if you want to get a permanent Power Knuckles. The Kidnapper boss here is pretty easy. He's the same as the Bandits, only with more HP and power. Just use Hit and Run and he'll be down for the count. Talk to the girl and she gets out of here. You should too and go back to Castle Town and speak to the town mayor.

CASTLE TOWN (REVISITED) WALKTHROUGH

You'll notice that you will have to revisit some levels again, so do not fret. Most cases you have to come back if you want to complete some levels. The Castle Town this time around is not much, so let's get on with it.

CASTLE TOWN (REVISITED)

Enemies: NONE

Treasures: Gold Key, Gold Bar(15)

Shops: Weapon Shop, Magic Shop and Blacksmith

Strategy: Go to the mayor's house at the bottom. It's the house with lots of people in it. For saving his grand daughter, he gives you some gold and access to the next level, the Dark Zone. Go to the shelves in the room. Examine the middle shelf and it will open a door for you. Use Master Keys to open the locked doors here to get the Gold Key. You can use the Gold Key to open the locked door in the center of the town to collect your reward, gold bars. Now you can go on to the Dark Zone or complete Ninja Yashiki if you haven't done so yet.

WOOD (EAST) WALKTHROUGH

The Wood again eh? This is the eastern part of the Wood and it leads to

Ninja Yashiki hideout. Don't worry about jumping over bodies of water like the other Wood. Just have your sledgehammer ready and some Master Keys to open doors and chests.

WOOD (EAST)

Enemies: Grizzly Bear and Green Ninja

Treasures: Great Sword 3x(20,25,25), Saber(20), Flame Mail, Battle Shield, Blue Eyes, Master Keys(8), Gold Bar(2), Chipped Gold Bar(2), Sledgehammer(5)

Shops: NONE

Strategy: Just explore this place. Some chests use Master Keys to open, so remember that. Step on the floor switches here to make the boulders move. Make sure to get out of the way before it runs you over and let it crash into the weakened walls. Talk to the soldier somewhere inside the Wood's cave. He says something that you and I don't know so just move on. Once you get the Blue Eyes key here, go back outside to the locked door you couldn't open and use it there. That will lead you to the hideout, Ninja Yashiki.

NINJA YASHIKI WALKTHROUGH

So this is where all the ninjas are eh? Hmm, best be careful here. If you played Brandish, then you know why already. Ninjas are quick, sneaky and deadly if you don't know how to go about dispatching them. Which is why you're reading this guide right? Of course you are! On with the show now!

NINJA YASHIKI

Enemies: Green Ninja, Ninja Girl-Kunoichi, Blue Ninja, Ninja Clone and Master Ninja (Boss)

Treasures: Great Sword 2x(40), Saber 3x(30,40,50), Hammer(30), Battle Shield, Dimensional Box B, Gold Bar 3x(5,5,10 in D. Box B), Ring of Fire(5), Ring of Ice(5), H.Potion(2), M.Potion 2x (1,2), Invisibility Potion(2)

Shops: NONE

Strategy: Ninja Yashiki is pretty hard so be prepared with H.Potions and good equipment. Just explore the hideout and be careful around the ninja enemies. Look for a weakened wall at the bottom left of the map. The room with a square wall inside should be the wall with the weakened wall so use the sledgehammer to break it down. Floor and arrow traps are here as well. You will know the floor trap if you stand on it for three seconds and get a game over message, heh. Jump over those to avoid getting injured by them. Arrow traps activate when you step on the floor switch under you and an arrow comes by to hit you. Use your shield to block it. Both of these traps go together so it makes it harder to avoid them at the same time. Just jump over the floor trap, step on the floor switch to activate the arrow trap and use your shield to block it. Once you reach the center of the map, you will encounter the Master Ninja. Looks like he wants revenge for last time (reference to Brandish). This is much harder only because the room you are in is very limited, so healing using L/R button is out of the question unless

you are willing to take that chance. Most of the time, the Master Ninja will throw stars at you. If you want to attack him, try using Freeze Magic or Ring of Ice to freeze him, then strike. Otherwise use Hit and Run. Be careful that if you strike him in this manner, he may block and make clones of himself, which means more ninjas to deal with. Kill the clones since they have little HP and focus on the Master. If you have trouble with him still, try slowing the game speed down. This might help to slow down his speed as well as Varik's of course, but you want to slow down his attacks so you know when he is blocking and attacking you. The only other advice I can give is to not stay in one spot for long, always move around since the Ninja can strike from a distance. Once you manage to take him out, he'll say some last dying words and vanish, leaving you to find and take the treasure hidden in one of the walls. Take the Dimensional Box and leave Ninja Yashiki for good.

DARK ZONE (PRELUDE) WALKTHROUGH

"The tools of darkness will be your deliverance." One of my favorite plaque quotes from Brandish. Fitting since it's the Dark Zone again! It's back and better than ever! Well, maybe not since there are only two levels just like the first Dark Zone. Don't worry about the Dark Zone, yet. This is just like a prelude to it. You're visiting it for now, then coming back to it later, seriously. You complete like half of one area and then off to the Castle Wall, again...I mean, what's up with that!? Anyway, back to the walkthrough.

DARK ZONE 1

Enemies: Dark Warrior and Dark Minion

Treasures: Sword of Darkness 2x(20), Gold Bar 2x(2), H.Potion(2), M.Potion(1), Invisibility Potion(4)

Shops: NONE

Strategy: Like the Dark Zone in Brandish, you have to equip your Dark equipment on to survive here. That means the armor, shield and sword. If you do not equip on the dark equipment, you won't be able to kill the monsters here as easily and you won't be able to block their attacks either. Or you can just avoid the enemies here, it's your choice. You won't spend a lot of time here so don't worry about it. In the beginning, you won't be able to open one of the doors, so don't fret about that locked door. Just explore what you can of this place. You can only explore half of Dark Zone 1 for now. The rest of this level can be done later, but that's far away from now. Open doors, use Master keys, kill some enemies and leave this place to get to the Inner Castle Wall. And remember to take off your Dark equipment before you leave the Dark Zone. They will be your undoing outside of the Dark Zone instead of your deliverance, hahaha!

CASTLE WALL (INNER) WALKTHROUGH

Back to the Castle Wall, this time will be the last though. Once you manage to scale the walls here, you can access the Castle (duh!) and the Tower. Being a non-linear game a little, you can choose either level to play from there, but you'll get stuck at one of them if you do not complete the other.

I won't tell which one until we get there. No need to spoil it for you right?

CASTLE WALL A

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword(10), Saber 2x(20,30), Axe(20), Flame Shield, Gold Bar(10), Barrier Magic

Shops: NONE

Strategy: This is now the inner section of the Castle Wall. Not much difference as the Outer Castle Wall. Same strategy applies here, explore, kill enemies and move on. There is a huge room with moving platforms and lots of pit falls. If you happen to beat this puzzle room, you get four neat treasures, one of them being the Barrier Magic Scroll. This puzzle is not that hard to do, but it's tricky on how to go about it. In one of the corners of the room, you must step on tiles to activate other tiles. This means that by stepping on the platform in this room will trigger another platform to appear and open up a path for you. Make sure that you step on every single platform, even the ones you made appear. Once this is done, search the walls for a wall switch. This will usually make a path for you to get the treasure located in the middle of the room. Be wary that some tiles activate and deactivate platforms, so don't step on them again if you activated a tile to appear. Another corner of this room has you using wall switches to reveal moving platforms. These tiles go in a certain order and then vanish after a few seconds. You have to press the wall switch again to activate them. Once you can find the pattern, press the switch and scale the moving/vanishing platforms to the treasure. Another corner of the room has moving platforms that do not vanish. They simply move in a pattern and you have to quickly move/jump on them and get to your destination or fall below to Under Castle. This corner isn't as hard as the others, but the quickly moving platform may prove difficult until you understand the timing of it. Also note that one of the corners has this moving platform and it also contains a switch to activate other tiles. So you'll have to step on all the moving tiles to uncover a pathway to your treasure.

CASTLE WALL B

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword(10), Hammer(20), Flame Shield, Gold Bar(10), Chipped Gold Bar 3x(3), H.Potion(2), M.Potion(1), Invisibility Potion(3)

Shops: NONE

Strategy: This area of the Castle Wall is much easier than the last one. Just explore and that's it...really, that is it. Completing Castle Wall C enables you to finish what's left of Castle Wall B.

CASTLE WALL C

Enemies: Spear Soldier, Archer, Knight and Castle Wall Guard

Treasures: Flame Sword(20), Master Keys(8), Gold Bar 2x(3), Ring of Life

Shops: NONE

Strategy: Explore some more and find the guy you met before in the Castle Wall. He says some stuff, so leave him alone after you speak to him. To get past the invincible Castle Wall Guards (which is the Prison Guard Boss) you need to flip the switch that operates the freezing ice thing. It turns on and off every time you flip the switch so make sure you get the guard frozen and not yourself. Turn it off, so you can jump over the guard quickly and do the same thing here until you reach the end. Castle Wall C leads to the Tower level as well if you want to try it out.

CASTLE WALL D

Enemies: Spear Soldier, Archer and Knight

Treasures: Great Sword 2x(10,20), Saber(30), Master Keys(12), Gold Bar(5)

Shops: NONE

Strategy: Explore Castle Wall D. When you get to the spiral room with floor switches and what appears to be cracked floors, be careful when you get to the center. After you get the treasure, the second floor switch you step on as you try to leave will activate the cracked floors to become pit falls. Press the floor switch inside the room with the chest to deactivate it. Here you must move quickly to avoid falling down to Under Castle. Castle Wall D leads to the Castle too, which you want to try out once you complete the Castle Walls.

UNDER CASTLE

Enemies: NONE

Treasures: Great Sword(Permanent), Saber(20), Flame Sword(20), Gold Bar 5x(2,2,10,10,20), Ring of Fire 2x(2), Ring of Ice 2x(2), Ring of Anger 2x(2), Sledgehammer(15), H.Potion 5x(1,2,5,5,30), M.Potion 6x(1,1,2,5,5,30), H.Poison 3x(2,5,20), M.Poison 2x(2,20), Elixir(10)

Shops: Black Market Merchant

Strategy: If you fell down Castle Wall A's pits, then you land in an area with four warp circles back to each corner of that room puzzle respectively (looking at the map). Look around this small room for magic walls that hide some treasure. Get them and go back up to Castle Wall A. If you fell down Castle Wall D's pits, then you land in the bottom left of the map of Under Castle. Here, you will be able to explore the whole area of Under Castle. There's more to Under Castle than meets the eye, so make sure you look everywhere for walls that seem weird. Once you find the wall that leads to the other side, move forward to the next room. There's another magic wall just before the door, so search for that first, keep pressing the Examine command to find items hidden in there. The next room has lots of warp circles, all but one leads to the next area. The warp circle that leads to the next area is near the top right of the room, near the plaque on the wall. If you look at the plaque, it says something along the lines of "turn around,

jump and move left." That warp circle will lead you out of this room. If that is not clear then it is the warp circle in the third column in the third row. These directions are by looking at the map in the options menu, the big map and not your mini map you see when playing. After that, the next big room has flying items all about. All you have to do is strike them down and they will stop. Then you will be able to pick them up. As you move along the path, make sure to look for a magic wall hidden in the north-east corner. There you will find the Black Market Merchant and behind him, another magic wall. If you have less than 50 sledgehammers, I suggest buying some from the merchant before you progress. Why you ask? Well, once you reach a certain spot in the hidden pathway, you will need to use your sledgehammer to break down weakened walls, and there are a lot of them! I'd count them all, but there's too many of them. Once you finally break them all down, you will get to a small path with items. Pick them up and go back outside to find flying items again. Strike them down, pick them up and get out of here. Continue on the path again and you will come across some more weakened walls to break down. Then you will see a room filled with treasure chests. Most of them have nothing, but some do so open them all up. I haven't been able to figure out how to get to the magic wall hidden here yet. If anyone can figure out this treasure room puzzle, email me with a thorough guide how to beat it and get there. Now it is time to go back up to the Castle Wall and finish the level.

CASTLE WALKTHROUGH

Well you finally made it past the Castle Walls and now you stand in front of the once majestic Castle. Home to many loyal knights, kings and such, this place has been desecrated by the stench of the foul souls haunting it. No need to understand that part yet, but this place is only useful for two things in order to progress. What they are will be explained in the walkthrough.

CASTLE 1

Enemies: Knight, Fighter and Berserker

Treasures: Great Sword 3x(10,20,20), Saber(20), Axe 2x(20), Coral Key, Altet Key, Master Keys(15), Chipped Gold Bar(5), Ring of Fire(5), Ring of Ice(5), Sledgehammer(4), Invisibility Potion(5)

Shops: NONE

Strategy: Simple exploration of the Castle's layout is all you have to do really. Just make sure to use Master Keys where you come across locked doors and chests. Look around carefully at the walls for switches and what not. Soon you'll run into a woman in red with horns and two different colored eyes. Speak to her to move on. She gives you access to one of the locked doors that nets you the Coral Key to open the other locked door. Use that key to open the top door in the center of the map to move on to the second area of the Castle, you can finish the rest of Castle 1 as you progress.

This is the second part of completing Castle 1. As you go through Castle 2 and 3, you can finish Castle 1 as well. When you return back here, look out for walls with no green light. That is because it's a weakened wall which you can break down with the sledgehammers. Use the castle's warp circles in each corner of the map to complete the area. Once this is done, you will

have access to the Tower.

CASTLE 2

Enemies: Knight, Fighter and Berserker

Treasures: Saber(30), Flame Sword(20), Power Knuckles(20), Axe(20),
Hammer(20), Gold Bar 3x(1), Ring of Anger(20), H.Potion(2), M.Potion 2x(1),
Invisibility Potion(20)

Shops: NONE

Strategy: All three floors of the Castle are connected by various stairs, so you must navigate your way through them to complete the Castle. In one room you will encounter Berserkers that are invincible. Don't bother with them or that room for now. After some more exploring the area, you will come across Karl, the one you captured Varik in the first place! Instead of fighting each other, he seems upset about something and probably tells you to go to the Tower for some reason. He obviously can't be trusted but there's no where else to go but to the Tower anyways...so off to the Tower! That is once you finish the Castle.

CASTLE 3

Enemies: Fighter and Berserker

Treasures: Saber 3x(20), Goddess Key, Gold Bar(2), H.Potion 2x(1,2)

Shops: NONE

Strategy: This is the same as the other two floors, simple looking around and that's it. Although, you have to find the Goddess Key on this floor to gain access to the Tower so find that key and get out of here. You'll find once you finish all three areas of the Castle, 2 and 3 seem incomplete still. You can't go to those areas yet until you come back at a later time. Just move on for now to the Tower level, which is located in Castle 1. Say good bye to the Castle and proceed to the Tower.

TOWER WALKTHROUGH

Another majestic level. The Tower offers glory to all and to all, death. Besides the spiral areas and falling from above, the Tower is mediocre. And if you wish to complete the map, you would have to fall in all the pits of the Tower (which is extremely annoying), every last one of them. So yes, I do have a grudge against the damn Tower. If you played Brandish, then you would know the Tower is always the hard/annoying level in the game.

TOWER 1

Enemies: Fire Spark, Archer, Knight and Spear Soldier

Treasures: Saber 3x(20,20,30), Flame Sword(10), Axe(10), Master Keys(10),

Gold Bar 4x(1), M.Potion(2)

Shops: NONE

Strategy: The first floor of the Tower is pretty easy to complete. Again, you need to use the Goddess Key you found in the Castle to move on or you won't be able to. Use the key to open the locked door that leads to the center of the map. Remember to use Master Keys to open chests and locked doors. When you're done here, take the stairs to Tower 2.

TOWER 2

Enemies: Knight, Spear Soldier and Fire Demon

Treasures: Saber 4x(15,20,20,20), Flame Sword(10), Gogond Key, H.Potion(1)

Shops: NONE

Strategy: A familiar foe makes a comeback here, the Fire Demon from the Arena. You will have to defeat it to move on so take use Hit and Run to finish it off. Now explore the spiral Tower, get the Gogond Key and use it to go to Tower 3.

TOWER 3

Enemies: Liquid Beast and Axe Warrior

Treasures: Saber 2x(20), Flame Sword(15), Chipped Gold Bar(2), H.Potion 2x(2,1)

Shops: NONE

Strategy: Another mini boss to kill, the Liquid Beast. Hit and Run is good here. You can also try to attack it multiple times when it goes into its liquid form but you risk the beast from creating clones of itself. Once the beast is defeated move on but watch out for the Axe Warrior. They are pretty tough to take out so keep an eye on your health and continue. When you reach the outside of the Tower, make sure to explore the whole area. Some places have strong winds that will blow you away and may cause you to fall down the roof and onto the floor below so use the Examine command. You'll know when you get a different message with an exclamation mark noting the strong winds. After entering the outside, go left with your compass at North perspective since going right will cause you to fall down (two rows of strong winds). You will see a door here that will let you go to the next floor.

TOWER 4

Enemies: Fire Spark, Axe Warrior, Ninja and Soul Master (Boss)

Treasures: Saber(15), Flame Sword(15), Holy Sword(20), Gold Bar(5), Chipped Gold Bar(3), Ring of Protection(5), H.Potion 2x(2,1), H.Poison(2)

Shops: NONE

Strategy: Excluding a mini boss to fight, this is the same as Tower 3. Use Examine command to find areas with strong winds so you can avoid or jump over them. Find a magic wall here, two of them to be exact, and then advance. Speak to the spirit of the old man, Benedicte for story purposes and go.

This is the second part of Tower 4 after the fight with Alexis. You will fall down a pit after you beat Alexis and you will have to fight the Soul Master and two ninjas. The ninjas you should remember how to deal with those guys but the Soul Master is another thing. Be careful of his long range lightning attack and close range one. He will also use Ice and Fire magic occasionally so be careful of those, especially the Ice spell since it can freeze you. His protection spell makes it so that he will take a little longer to defeat. Eventually he will fall and you will take back the Planet Buster he took from you. Take the other warp circle and you will come back to where it all began...

TOP OF TOWER

Enemies: Alexis (Possessed, Boss)

Treasures: Planet Buster and ??? (Well it's a permanent Sword you can't get yet)

Shops: NONE

Strategy: Go and open the only door here and you will see a scene of the Planet Buster sword you got taken from you, among other things. After you receive the sword, Alexis appears with a weird aura around her and be forced to fight her finally! So you get your wish eh? All this time you wanted to fight her in Brandish now you get the chance in Brandish 2. Well it's not easy taking her down. She casts all three elemental spells at you, fire, ice and lightning. And she has the Protection spell on to raise her defense. You can do Hit and Run if that works or take her head on. She attacks with Thunder Blast when you get close to her and may block your attacks from time to time. I also like to point out that this is a great place to gain levels for Magic Endurance. I recommend that you take time to get hit by her spells, use Rest command in a safe place away from Alexis and repeat. Doing this will make the next boss fight much easier and from now on, magic won't do much damage on you if you gained tons of Magic endurance or maxed it out. After she is defeated, find and move on the cracked floor near the pillar to fall back down to Tower 4 and see what happens with the Planet Buster and that weird aura that was surrounding the sword and Alexis.

PRISON (REVISITED) WALKTHROUGH

Ah yes, the Prison once again. Just can't forget this place huh? Me too since it is my favorite level. Don't get comfortable though. The Prison this time is more like a pit stop or a break from the game. Just finish what you have to do here and hopefully this is the last time you'll see this place...or do you???

PRISON

Enemies: Rakshahsa

Treasures: Yellow Key, Elevator Key, Gold Bar(2)

Shops: NONE

Strategy: The Tower leads you back to the Prison again. This time you can explore the floor of the Prison that you couldn't back then so do so now. Kill all the Rakshahsa lurking about and collect the treasures here. Use the Yellow Key on one of the locked doors here and the Elevator Key in the Southeast to gain access to the elevator. Use the elevator to go to Prison B2 now.

PRISON B2

Enemies: Beetle, Moth and Blue Sludge

Treasures: None unless you failed to collect treasures the first time here

Shops: NONE

Strategy: Do you remember the room with the weird door locked away in the Northwest, top left corner? Go there and take out that rusty Book of Darkness stashed away in one of your Dimensional Boxes and put it in your inventory. Examine the door then move to the right to find a switch. Flip the switch and the door should open now. Now you can put away the Book of Darkness again and enter the ghostly Laboratory.

LABORATORY WALKTHROUGH

Why the heck is there a Laboratory level in this game you ask? Well there's cool music playing here, interesting stage to play through, a familiar boss returns, need I say more?? In any case don't let these reasons fool you. The Laboratory is one tough stage. Too bad you don't see any enemies wielding chemical tubes or wearing lab coats, haha.

LABORATORY 1

Enemies: Armored Warrior and Dark Knight

Treasures: Flame Sword 2x(20), Silver Armor, Silver Shield, Gold Bar(20), Flame Magic, Sledgehammer(1), H.Potion(2), M.Potion(2)

Shops: NONE

Strategy: The Laboratory is one tricky level alright. In the beginning, the plaque warns you about the next room. It has these magic reflect walls that will bounce back your magic. The Armored Warriors in that room are only weak to magic so you must make sure to have your fire or ice spell hit them or it could hit you instead. The next few rooms will have a floor switch in the middle. Stepping on them cause all the doors around you to close and summon a Dark Knight to attack you. Defeat the knight to open all the doors again. Use Master Keys to open locked treasure chests lying about. The third room with a floor switch will reveal more areas to explore. Look for a wall switch to open doors. In a room with lots of floor switches, the answer is

found on the plaque. "Left once, Forward twice, Jump." Enter the said room and follow the directions to hit the correct switch that opens the door. In the room with a red floor and platform, you must keep stepping on the platform until it opens a path to the other side. Kill the Armored Warrior in the second magic reflect room and enter the room with boulders blocking your path. Use the Examine Command to move boulders. You must move the boulders so that you can get to the door, which shouldn't be too hard to figure out. If you mess up, you can reset the boulders by stepping on the switch in the magic reflect room. When you pass the boulders room, open a chest to find one sledgehammer inside, which means a weakened wall near. Find that wall, break it down and flip the switch to open a door to the conveyor belt room.

NOTE: Once you move on the conveyor belt, you won't be able to go back so make sure you are ready and continue on.

LABORATORY 2

Enemies: NONE

Treasures: Iron Claw(20), Verge Key, Double Magic, Ring of Life

Shops: NONE

Strategy: This is the conveyor belt floor which is probably the most annoying floor in the Laboratory. No enemies here, just lots of confusing conveyor belts and treasure chests. Use the conveyor belts wisely, planning where each one will lead to. You can jump over one to go over a more desired belt that leads to another path or treasure too. Keep in mind that there are some fake treasure chests and when you try to open one, it will blow up and injure or even kill you if you do not move away fast enough. You can use the map on screen to tell whether a chest is real or fake too. Find the Verge Key in the bottom left corner of the map to open the locked door to move forward.

LABORATORY 3

Enemies: Berimya Spawn and ??????? (Boss)

Treasures: Flame Sword 2x(20), Silver Sword 2x(20), Blood Sword(15), Iron Claw(20), Tall Hammer(20), Dimensional Box C, Gold Bar(12), Sledgehammer(10), Elixir(2), H.Potion(5), M.Potion(2)

Shops: NONE

Strategy: Stop! Once you step on the conveyor belt here, there's no turning back as well. In the next room after the conveyor belt and the plaque on the wall, are four small sections. The plaque on the wall before the room should say something along the lines of walking counter clockwise around the walls of each section. With that in mind, kill any enemies nearby so you don't get disrupted and start in the section with the locked door. Change your perspective to South and circle each section counter clockwise. You must hug the walls when you do this or you will mess up. Circle each section at least 3 times to make sure it works because doing it once might not be enough. Remember counter clockwise, so if you started in the section with the locked door, the next section to circle around should be the section to your left,

not the bottom section. Circle that section a few times, then move down and circle around there and on to the last section. If done correctly, the door should open for you. You should hear a noise signaling the door being unlocked so you can open it now and proceed.

Before opening the next door, break down the weakened wall at the end of the hallway. Flip the switch there to stop the conveyor belts completely, so you can now escape the Laboratory by going back. You can also explore all of Laboratory 2 if you did not due to the conveyor belts there. Go back to the beginning of this area to get the treasures you could not due to the conveyor belts, it's worth it. One of the treasures happens to be the last Dimensional Box, sweet huh? As you continue through this area, look around for weakened walls and wall switches. When you get to a door you can't seem to open, look for magic walls around there. Find those walls and explore. Once you see two plaques and wall switches, flip them both. The left switch opens a pathway to this "B" and the right switch activates the second half of the Castle's area, namely that one room with the invincible Berserkers and locked door in Castle 2 as indicated on the plaques next to them. Now return to the locked door before you enter the magic wall and go through there. Step on the floor switch to open another locked door. Now enter the big room in the center with a plaque that just says "B". Hmmm..."B". Wonder what that could mean eh? You'll find out once you move forward in the big room. Meet an old friend, or enemy I should say, "B" being for BEREBUS!!! If you played Brandish then you would know the final boss being King Berebus. Apparently, whoever worked in the Laboratory did experiments to revive or create another Berebus monster. An improvement on the original (minus the laser machines and warps, whew), this boss is not easy. Taking it head on will result in death soon so you have to use Hit and Run which will still result in getting hit though. If you have Barrier Magic and the Double Magic you found in the Laboratory, this fight should be somewhat easier. Use those and run up to the front of Berebus' head/face and slash away with your strongest weapon to kill it fast. If this strategy does not help still then there's a trick to beat Berebus without ever getting hit. Since you can leave the big room and even close the door to Berebus, just stand in the doorway and wait until Berebus moves right in front of the door. It will stay there doing nothing and you can slash away until it dies. It probably stays there because it recognizes Varik is in front of it and it should attack him but can't move forward due to the wall and door being in the way. That or the door should have been locked so you can't escape the room until Berebus is dead. Either way, kill Berebus and get out of the Laboratory. Go to the area with locked doors you couldn't access, near the two wall switches and plaques. After killing Berebus you can now open them. Go in, step on the warp circle and see another familiar level, the Castle!

CASTLE (REVISITED) WALKTHROUGH

So another level that won't go away too? Well the Castle wasn't that bad right? Except those invincible Berserkers that kept killing me when I realized I couldn't open that door at all...er I was just remembering the good old times, heh. This time around all you have to do is finish the unexplored areas and move on which is easy and quick.

CASTLE 2

Enemies: Knight, Fighter and Berserker

Treasures: None unless you failed to collect treasures the first time here

Shops: NONE

Strategy: Lucky for you, the Laboratory warps you right outside the room with the not anymore invincible Berserkers. So kill them all and go into the stairs in that locked door which is opened now.

CASTLE 3

Enemies: Fighter and Berserker

Treasures: Silver Sword(20), Blood Sword(20)

Shops: NONE

Strategy: Just follow the pathway and you should reach the center. Look out for pit traps along the way and soon you'll come across a scene or conversation between the lady in red with the horns and Karl. Speak to the lady after Karl leaves for storyline purposes and follow Karl into the warp circle which leads back to a familiar level you could not finish last time...the Dark Zone.

DARK ZONE WALKTHROUGH

UNDER CONSTRUCTION

FORTRESS WALKTHROUGH

UNDER CONSTRUCTION

PRISON (THIS IS IT!!!) WALKTHROUGH

UNDER CONSTRUCTION

NUCLEUS WALKTHROUGH

UNDER CONSTRUCTION

Part G: SECRETS/MYSTERIES

In Japan, Varik's name is Ares and Alexis' is Dela. Also in Brandish 3, you can play as four different characters, which happens to be Varik, Alexis, Umber and Jinza. Umber you may know as the fighter in the Arena, when you have to fight against her. Jinza is the Master Ninja you defeat in Ninja Yashiki stage.

In the PC98 version of this game, there were more levels included and stages

like the Prison, Laboratory and Fortress to name a few were expanded (more floors/areas). The one stage I like to point out is the Ice Zone and Green Zone. This stage was accessed after you complete the Cave, whereas in the SNES or Super Famicom version after the Cave was the Wharf. The Ice and Green Zone were treated as one stage since the Ice Zone was one area only. I haven't played this PC98 game, but listening to the music of the Ice/Green Zone makes it kind of disappointing Falcom left out this level in the SNES version. They probably wanted to condense the game a little bit and had to cut out some stages and stuff. Too bad for us eh?

Part H: ITEM LIST

Just to let you know, this section will be updated as I can get more information on the items and give a brief description of what it does. Just try to be patient and I'll have all the items up. If you come across one of the special ones and you don't know what to do, email me and I can help you out. And all of these names are either from Brandish carried over, translated or my own interpretation.

SWORDS

Short Sword - 4 attack, 2 defense
Falchion - 8 attack, 5 defense
Great Sword - 14 attack, 8 defense
Saber - 20 attack, 5 defense
Holy Sword - 20 Attack, 18 Defense (Saint weapon; can destroy undead monsters)
Flame Sword - 28 attack, 8 defense
Silver Sword - 38 attack, 10 defense
Blood Sword - 50 attack, 8 defense
???Sword of Majesty??? - 65 attack, 15 defense
Excalibur - 82 attack, 20 defense
Blade of Muramasa - 100 attack, 5 defense
Sword of Darkness - 120 attack, 30 defense (Using this other than Dark Zone will damage yourself)
Planet Buster - 130 attack, 50 defense (Must have Star Shield and Sol Armor equipped to equip this sword)

CLAWS

Kaiser Knuckles - 3 attack, 1 defense
Power Knuckles - 10 attack, 2 defense
Iron Claw - 40 attack, 5 defense
??? Claw - 90 attack, 8 defense

AXES

Axe - 20 attack, 4 defense (Two-handed weapon)
??? Axe - 25 attack, 25 defense (Two-handed weapon)
??? Axe - 75 attack, 10 defense (Two-handed weapon)

HAMMERS

Hammer - 15 attack, 2 defense (Two-handed weapon)

Holy Hammer - 20 attack, 20 defense (Two-handed weapon. Saint weapon; can destroy undead monsters)

Tall Hammer - 70 attack, 15 defense (Two-handed weapon)

SHIELDS

Leather Shield - 2 defense

Wood Shield - 7 defense

Cross Shield - 3 attack, 12 defense

Target Shield - 20 defense

Battle Shield - 5 attack, 32 defense

Flame Shield - 40 defense

Silver Shield - 55 defense

Emblem Guard - 10 attack, 75 defense

Shield of Darkness - 80 defense (Using this other than Dark Zone will reduce your HP to 1 and you can't heal)

Star Shield - 90 defense (Needed to use Planet Buster)

ARMOR

Leather Armor - 5 defense

Chain Mail - 10 defense

Scale Mail - 1 attack, 18 defense

Flame Mail - 3 attack, 25 defense

Silver Armor - 4 attack, 45 defense

??? Armor - 60 defense

Battle Armor - 10 attack, 80 defense

Armor of Darkness - 90 defense (Using this other than Dark Zone will paralyze you)

Sol Armor - 20 attack, 100 defense (Needed to use Planet Buster)

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.

Elixir - Recovers both HP and MP to the Max.

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.

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

Flame Magic - Shoots a more powerful version of Fire Magic.

Thunder Blast Magic - Delivers a blast of lightning straight at an enemy.

MAGIC RINGS

Ring of Fire - Shoots a fire ball straight ahead.

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

Ring of Anger - Takes static electricity in the air and zaps any enemies in the area.

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.

Ring of Flames - Shoots a more powerful version of Fire Magic.

Ring of Thunder - Delivers a blast of lightning straight at an enemy.

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 - Sell in shops to get money.

Chipped Gold Bar - Sell in shops to get money. Has less value than Gold Bars.

Book of Darkness - Used to translate plaques located in the Cave and sealed door in the Prison.

KEYS

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

Skull Key - ??? Unknown

Green Key - ??? Unknown

Key of Ruby - ??? Unknown

Sapphire Key - ??? Unknown

Dragon Key - ??? Unknown

Key of Bone - ??? Unknown

Key of Garnet - ??? Unknown

Twisted Key - ??? Unknown

Gold Key - ??? Unknown

Crescent Key - ??? Unknown

Emerald Key - ??? Unknown

Blue Eyes - ??? Unknown

Coral Key - ??? Unknown

Altet Key - ??? Unknown

Goddess Key - ??? Unknown

Gogond Key - ??? Unknown

Yellow Key - ??? Unknown

Elevator Key - Use on the Elevator located throughout the Prison floors.

Verge Key - ??? Unknown

Part I: SHOP LIST

Prison B1:

Blacksmith:

Flame Sword(50)-80,000 Gold

Silver Sword(50)-95,000 Gold

Blood Sword(50)-106,000 Gold

Axe(Permanent)-165,100 Gold

Hammer(50)-45,000 Gold

Black Market Merchant:

Kaiser Knuckles(30)-900 Gold

Power Knuckles(30)-9,000 Gold

Short Sword(20)-1,400 Gold

Hammer(10)-9,000 Gold
Chain Mail-5,700 Gold
Wood Shield-1,650 Gold
H.Potion(20)-2,000 Gold
M.Potion(20)-16,000 Gold
Steel Balls(10)-200 Gold
Master Keys(10)-1,000 Gold
Ring of Fire(15)-2,250 Gold
Ring of Anger(15)-4,500 Gold

Wharf:

Blacksmith:

Great Sword(30)-18,000 Gold
Saber(30)-33,600 Gold
Axe(30)-39,000 Gold
Hammer(30)-24,000 Gold
Scale Mail-12,000 Gold
Flame Mail-112,500 Gold
Target Shield-15,000 Gold

Magic Shop:

H.Potion(20)-2,000 Gold
M.Potion(20)-16,000 Gold
Steel Balls(20)-400 Gold
Master Keys(10)-1,000 Gold
Invisibility Potion(10)-7,500 Gold
Ring of Fire(15)-2,250 Gold
Ring of Ice(15)-5,550 Gold
Ring of Anger(15)-4,500 Gold
Ring of Protection(15)-13,050 Gold
Fire Magic-7,500 Gold
Freeze Magic-30,000 Gold

Castle Town:

Weapon Shop:

Falchion(30)-4,500 Gold
Great Sword(30)-18,000 Gold
Saber(20)-22,400 Gold
Flame Sword(20)-32,000 Gold
Axe(20)-26,000 Gold
Hammer(10)-9,000 Gold
Power Knuckles(20)-6,000 Gold
Iron Claw(20)-40,000 Gold
Scale Mail-12,000 Gold
Target Shield-15,000 Gold
Battle Shield-32,000 Gold

Magic Shop:

Ring of Fire(20)-3,000 Gold
Ring of Anger(20)-6,000 Gold
Ring of Ice(20)-7,400 Gold
Ring of Protection(20)-17,400 Gold
Fire Magic-7,500 Gold
Thunder Magic-18,750 Gold

Freeze Magic-30,000 Gold
H.Potion(25)-2,500 Gold
M.Potion(25)-20,000 Gold
M.Poison(20)-16,000 Gold
Invisibility Potion(20)-15,000 Gold
Sledgehammer(20)-4,000 Gold
Master Keys(10)-1,000 Gold

Blacksmith:

Short Sword(99)-6,930 Gold
Falchion(99)-14,850 Gold
Great Sword(99)-59,400 Gold
Saber(99)-110,880 Gold

Under Castle:

Black Market Merchant:

Sledgehammer(10)-2,000 Gold
H.Poison(20)-2,000 Gold
M.Poison(20)-16,000 Gold
Ring of Thunder(5)-9,350 Gold
Ring of Flames(5)-6,850 Gold
Elixir(5)-12,500 Gold

Part J: BESTIARY

I decided to get all the enemies there is in Brandish 2, so here it is. I also made up names for the enemies because I am not sure of their actual names. If you can translate the names, let me know what they are and I can put it up here. Here's a simple key so you all can understand.

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

ENEMY LIST

Wall: 10 HP: Block Path: Prison B2

-The very first enemy in Brandish 2. It's not very hard to beat. All you have to do is get up to it and strike the darn thing until it breaks. I just thought I'd give some recognition for this sad enemy here...hehe.

Beetle: 8 HP: Claw Attack: Prison B2,B1

-Avoid it or hit it, your choice.

Moth: 4 HP: Flying Attack: Prison B2,B1

-Same as the Beetle, but it flies around.

Blue Sludge: 5 HP: Sludge Hit: Prison B2,B1

-Keep hitting to defeat it.

Prison Jailer: Unknown: Club Hit: Prison B2

-These guys are little tougher, but just keep hitting them to kill both of them and prepare yourself for the Prison Boss.

Prison Guard (Boss): 30 HP: Sword/Block, Sword Dash: Prison B2

-The first boss in the game. He's not that tough to take down but be careful

of his Sword Dash technique. He performs this move if you are in his field of vision and not near him. He runs at you and slashes you with his sword. You can't block the attack so you have to move out of the way before he gets to you. The best bet here is to use the regular hit and run move. It's just a strike to an enemy's blind spot and run before they get a chance to react. You can go head to head with the Prison Guard provided that you have a weapon in your hands and can take a couple blows from his sword.

Toad: 12,14 HP: Leap Frog: Prison B1, Islet

-It's attack are a little more quicker than the Beetle and Blue Sludge but it's has the same attack pattern.

Centipede: 16 HP: Claw Hit: Prison B1, Islet

-Basically, all the Prison enemies have the same moves except for the flying Moth.

Rakshahsa (Boss): 60 HP: Sword 2x/Block, Whip Strike: Prison

-This guy is tough because you are in a small area to fight in and one of its attacks ignores defense. Its sword slashes are pretty powerful and its whip attacks push you back one space and hurt you a lot. You have to use calculated hit and run attacks here a lot to take it down. If you can go head to head with Rakshahsa then go for it, other wise just keep attacking and running before it strikes you.

Lizard: 18 HP: Bite: Islet

-This guy is somewhat smarter compared to the other inhabitants of Islet. It may do a hit and run attack sometimes so kill it quick.

Skeleton: 30 HP: Sword/Block, Revives when defeated: Cave B1,B2,B3

-The Skeleton will keep coming back so just take it down the first time and leave it alone unless you want to gain some levels and arm strength. It can be killed permanently with the saint weapons.

Bat: 16 HP: Repeated Attacks: Cave B1,B2,B3

-It flies and when it spots you, will can attacking you until you die. Just strike it when it flies in front of you or avoid the Bat if it annoys you.

Three-Legged Beast: 26 HP: Leg Attack: Cave B1,B2,B3

-You can attack it or use magic to defeat this monster.

Thunder Goddess (Boss): 80 HP: Thunder Shock(Close), Thunder Blast(Far), Warps when hit: Cave B1

-The boss of the Cave. She utilizes thunder based magic attacks and warps when she gets hit. Not a tough boss, but the magic attacks may hurt since this is the first time you come across an enemy that use magic instead of physical attacks. You can take some time to gain Magic Endurance here if you wish. Just stand by the entrance of the door and when she strikes you with the Thunder Blast one or twice, move before you die and use the Rest command to recover your HP. Do this ten to twenty times and you should have some magic defense to help you out for the future. Attack her and move to where to warps and attack her again until she's defeated. Defeating the Thunder Goddess lets you move on to the next floor of the Cave.

Magic Floor Tile: 16 HP: Floor Hit: Cave B2

-When you get close to this, it will fly at you to hurt you and crash into a wall and break. You can quickly attack it to destroy it or leave it alone and take the hit.

Ghoul: 24 HP: Club Hit: Cave B2,B3

-The Ghoul reminds me of the two Prison Jailers in that they both wield clubs

as weapons. This could be them right here, undead though. Well like the Prison Jailers, just keep attacking the Ghoul until it dies.

Squid (Boss): 200 HP: Ink Blast: Wharf

-This is probably one of the hardest bosses in the game, due to many things. One, the area you are fighting in is very much restricted. Two, the tentacles the Squid has are a pain in the ass. Three, this boss is just annoying. If you manage to survive all the hits from the tentacles, the Squid will blow some ink at you for some damage as well. The best thing I can tell you is that you should keep jumping around the rocks so that the Squid doesn't entrap you and hurt you if you stay in one spot. If you stay idle as it goes underwater, chances are that it will resurface around you and kill you. Fire and Thunder magic work against the boss only if you have been using it to gain some magic attack otherwise stick to your attacks. This may prove to be a long fight if you really haven't been doing much leveling up so be patient and try to not make a careless mistake. You can slow the game speed down if it helps and try changing the L/R button to Lateral instead of Rotate. This way you won't have to Press either L or R and left or right to change perspectives. You just press left or right to change directions which makes moving around much easier I believe because all you can do here is jump and change perspectives. When you finally beat this hard son of a gun, take the key from the top of the Squid's head and leave the Wharf.

Tentacles (Boss): 40 HP: Repeated Strikes: Wharf

-The tentacles of the Squid boss. When you get near one of them, you will get hit many times before the Squid surfaces into the water. My advice here is to avoid the tentacles and focus on the Squid itself. You can kill the tentacles, but they will come back when the Squid resurfaces to attack you. You can freeze them too if you want.

Spear Soldier: 80 HP: Spear Hit/Block, drops Great Swords: Castle Wall A,B,C,D, Tower 1,2

-One of the easier enemies to deal with in the Castle Wall. Just hit this guy after he strikes you or do Hit and Run tactics to defeat him.

Archer: 80 HP: Arrow Shot: Castle Wall A,B,C,D, Tower 1

-The Archer only shoots at far range, so you must follow this guy to strike him down.

Knight: 80 HP: Sword Strike/Shield: Castle Wall A,B,C,D, Castle 1,2, Tower 1,2

-One of the stronger Hit and Block attackers. You can do Hit and Run or attack the Knight after he attacks.

Fire Demon (Boss): 100,140 HP: Fire Breath, Fire Frenzy!: Arena, Tower 2

-You fight this guy on two separate occasions, in the Arena and the Tower. When you fight this guy in the Arena, you have to deal with two of them so be careful. Take on one Fire Demon at a time and keep moving around. If you stay in one place trying to rest using L/R, they will attack with their Fire Breath attack. If you strike one, it will retaliate with Fire Frenzy! That move turns the demon into fire (literally!) and it will chase you down and burn your HP slowly. To make it revert back to its form, you have to run away for a while until the demon stops chasing you. Once you defeat one in the Arena, taking down the other will be easier. The Fire Demon in the Tower is pretty easy as well since there is only one demon and you can use the door near the stairs to heal yourself. Just close the door and use the Rest command.

Umber (Boss): 200 HP: Kick/Punch/Jump: Arena

-The champion of the Arena, Umber. She also is a playable character in

Brandish 3 along with Varik, Alexis and Jinza (supposedly the Master Ninja in this game). She's pretty quick on her feet so you have to move around and use Hit and Run attacks to take her down. You can also freeze her to do some damage there as well. It's best to try to attack her when your back is against the wall so she doesn't jump over you and attack you from behind. Also note that she does not stop attacking either like other enemies. She shows no mercy so you shouldn't either. After defeating her, you can go to the Wood to save the mayor's grand daughter.

Castle Wall Guard: 120 HP: Sword Dash, Invincible: Castle Wall C

-There is no way to hurt the Guard here. You have to use the switch on the wall to freeze the Guard, jump over him and repeat this process until you make it to the end.

Bandit: 50 HP: Sword Hit/Block: Wood (West)

-Not as strong as the Knight, so wait to attack him after he attacks or use Hit and Run

The Kidnapper (Boss): 80 HP: Sword/Block: Wood (West)

-This boss is just like his Bandit lackeys, only stronger. Use Hit and Run to bring him down to his knees. You can jump out of the area and recover HP if you need to. Because of this, this boss is pretty easy to defeat.

Grizzly Bear: 80 HP: Claw Hit: Wood (East)

-Just keep hitting it until it dies. Use Hit and Run if its attacks hurt you too much.

Green Ninja: 50 HP: Sword/Block/Vanish: Wood (East), Ninja Yashiki

-Avoid or attack him, that's my advice. I usually leave the ninja enemies alone for many reasons. They are fast, they hit from afar and they hurt pretty badly. Though the weakest ninja out of the four, the Green Ninja can use his Vanish to hide and make it hard to find him. You can only see his eyes in his Vanish skill. To make him appear, hit him and he will show up.

Ninja Girl-Kunoichi: 70 HP: Throw Stars (Far), Sword/Block (Close), Disappear/Reappear: Ninja Yashiki

-This female ninja can throw stars at you so it's best to avoid her altogether. If you try attacking her head on, she may disappear completely and reappear somewhere else.

Blue Ninja: 90 HP: Suicide Attack: Ninja Yashiki

-Unless you equip on a strong weapon or have lots of Arm Strength, the Blue Ninja will probably blow up before you can kill him. His Suicide Attack will usually take half or more of your HP, so two of these attacks will probably kill you. Just avoid him before he blows up. You will know when he is about to detonate so you have ample time to get away from the attack.

Master Ninja (Boss): 200 HP: Throw Stars (Far), Sword/Block/Back Flip (Close), Create Clones: Ninja Yashiki

-This is much harder only because the room you are in is very limited, so healing using L/R button is out of the question unless you are willing to take that chance. Most of the time, the Master Ninja will throw stars at you. If you want to attack him, try using Freeze Magic or Ring of Ice to freeze him, then strike. Otherwise use Hit and Run. Be careful that if you strike him in this manner, he may block and make clones of himself, which means more ninjas to deal with. Kill the clones since they have little HP and focus on the Master. If you have trouble with him still, try slowing the game speed down. This might help to slow down his speed as well as Varik's of course, but you want to slow down his attacks so you know when he is blocking and attacking you. The only other advice I can give is to not stay

in one spot for long, always move around since the Ninja can strike from a distance.

Ninja Clone (Boss): 2: Throw Stars (Far), Sword/Block/Back Flip (Close):
Ninja Yashiki

-The same as the Master Ninja, only with little HP.

Dark Warrior: 100 HP: Sword Attack: Dark Zone 1

-Equip on your Tools of Darkness or you will die against the Dark Warrior. All he does is strike you with his sword, so Hit and Run or attack him after he does. He usually strikes more often so it might be difficult to hit him after he attacks, since he does a follow up attack.

Dark Minion: 90 HP: Whip : Dark Zone 1

-The same strategy applies for the Minion as the Warrior. Put on your Dark equipment if you are fighting the Dark Zone enemies. Like the Dark Warrior, the Dark Minion usually attacks quickly and does a follow up. Since it doesn't block your attacks, it can do unpredictable attacks so the best strategy to deal with it is to use Hit and Run. You can try freezing the Minion if you want to.

Fighter: 80 HP: Sword/Shield: Castle 1,2,3

-Improved version of the Knight. She attacks quicker and fiercer. You can freeze her, Hit and Run attacks or take her head on.

Berserker: 80 HP: Shield Strike/Shield: Castle 1,2,3

-Improved version of the Fighter. He attacks slower, but his attack is stronger than the Fighter and has more defense. Freeze him or use Hit and Run.

Fire Spark: No HP: Blow Up: Tower 1

-All this enemy does is move around and then blow up after it follows you. This attack is like the Blue Ninja's Suicide attack, only weaker.

Liquid Beast (Mini Boss): 160 HP: Liquid Breath (Far), Liquid Knock Back (Close), Creates Clones in Liquid Form: Tower 3

-Another boss to fight your way through the Tower. Similar to Rakshahsa and the Master Ninja in that it knocks you back when you get close to it and can make clones of itself when struck in its liquefied form. You can freeze it for a little while, but it probably won't last long if you have low Knowledge. The best way to go about fighting this thing is one at a time. That means you hit it once close up, get knocked back by the beast, then go to a safe spot and heal your HP back up. This may take some time, but it's the safest way to fight this thing. Do not try to hit it when it stops moving and looks like a geyser type thing. That is its Liquid Form and if you attack it in that state, it may duplicate more Liquid Beasts and that's not good at all. Hit and Run may not work very well either, since the monster has quick reflexes.

Axe Warrior: 90 HP: Axe Hit (Close), Magic Whirl Blast (Far): Tower 3

-UNDER CONSTRUCTION (wait until next update, sorry)

Part K: SPECIAL THANKS

First off, I thank Ivan Ferrel for his Save State Hacking guide and all his help. Without it, I wouldn't have finished, thanks man.

One of my online buddies, Laurence Dimacali who helped me beat the game. If

it weren't for him, I would have never beaten Brandish 2, much thanks to you.
You can contact him if you need help in Brandish or Brandish 2 at
epic88@aol.com

Wanderer's Lodge for helping me with pretty much everything. A map of each
level, names of the items, and help with the plaques. You can use a search
engine like Google to find the website and translate the site with
Altavista's Babelfish.

Team ZSNES who made an excellent emulator because that's how I played
Brandish 2!

Dark Gaia from Gamefaqs, who emailed me various tips for Brandish, including
where the Crescent Key was hidden in the Wood (West).

And of course the person who made it...

Until next update! This is Jax saying keep on playing Brandish 2. 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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