

# Breath of Fire FAQ/Walkthrough

by Zenalasca

Updated to v1.8 on Apr 6, 2009

This walkthrough was originally written for Breath of Fire on the SNES, but the walkthrough is still applicable to the GBA version of the game.

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Walkthrough for GBA and SNES by Zenalasca  
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#### PREFACE

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You take the role of a young man [Ryu or Zack depending on whether you are playing on SNES or GBA] who comes from the Light Dragon clan. The Dragon clans of Light and Dark have been fighting for many years and while the Dark Dragons reign supreme the Dragons of Light are forced to lie low. Ryu's only hope of finding his abducted sister is to find all the Goddess Keys for which the Dragons' power comes from...

Breath of Fire was originally published in Japan by Capcom in 1993 as Buresu obu Faia: Ryu no Shenshi [Dragon Warrior]. Squaresoft licensed the game and released it in the US. In 2001 Capcom released it for Game Boy Advance, making it the company's first RPG.

For those of you who've played the other BoF games, the first game can be a little disappointing. In ways it's better than BoF2, but some of the things are less developed, like Ryu's fishing game. But it helps you to understand the story of the rest of the series.

BoF is nowhere near as good as any of the Final Fantasies, though I must admit the simplicity of the game is a nice change to all that character development stress-material you tend to find in the FF games. I like to think of it as a simpler yet more developed FF1, though there is little replay value.

The story is pretty simple, in fact I would go so far as to say it's like a cheap imitation of the Dragon Quest/Warrior series that had been released in Japan and America at that point. Though for Square (which hadn't merged with Enix at that time) I guess it was better than no dragon games at all.

The characters, monsters and story are all childlike and the translation isn't that great (as was the rule with those early Japanese RPGs,

on top of being toned down for the American Audience). In Japan the childlike element is expounded upon, in America it is seen as immature and not worthy of much thought.

I don't know how basic a game can get in terms of sheer ease of play; pretty much the hardest things are knowing where to go next and fighting battles at a low level. I have tailored my walk-through to that.

The abilities and characters that you get throughout the game are cool but since I hate really long dungeons I used a couple of cheats to speed things up a bit.

It's nice having so many characters, not so good that so many of them are so unlikeable. Gobi and Mogu are wierd, Bo isn't much better. Capcom experimented in too many things with this game and characterisation was one of them.

My preferred version of Breath of Fire is the GBA one terms of a better general layout and the fact that you can pretty well play it anywhere you want to [with a DS you don't even need to worry about AA batteries anymore]. And really this is the ideal kind of game to play when you've got a spare moment with nothing else to do.

Lastly, there are two completely horrible things in this game; the music and the ending. The combination of those two along with me playing the game all day and feeling a bit sick made me have horrible night mares half the night, going on some wierd quest with Bleu through a maze of hex code in search for some special number with that dungeon music in the background. DO NOT make the same mistake!

Yet I continue to play the game. Why? It has something. This game has something.

#### AUTHOR'S NOTE

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- If you have any questions that aren't answered in the guide send me an e-mail to ze\_faq [at] yahoo [dot] com [dot] au (I wrote the address in that way to help avoid spam).
- The differences between the GBA and SNES versions are rather sparse [in comparison to other remakes] but I will mention them when they come up.
- For everything you need to know about enemies in BoF see the monster list by Novalia\_Spirit at GameFAQs.

#### DISCLAIMER

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Copyright to Breath of Fire is owned by Capcom and the SNES release in America is owned by Squaresoft [or Square-Enix as it's called now].

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## CHAPTER 1

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1:01A For SNES

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D-Pad: Move cursor or character

A: Examine an object, talk or select an option

B: Cancel an option/action or run (while holding B down)

X: Programmable from options menu

Y: Programmable from options menu

L: Change character order (field); see Defence Commands (battle)

-- also programmable from options menu

R: Change character order (field); see Defence Commands (battle)

-- also programmable from options menu

Start: While on world map it toggles the map on/off

Select: See menu screen in field mode; return to field in battle

1:01B For GBA

-----

D-Pad: Move cursor or character

A: Examine an object, talk or select an option

B: Cancel an option/action or run (while holding B down)

L: Change character order (field); see Defence Commands (battle)

R: Change character order (field); see Defence Commands (battle)

Start: While on world map it toggles the map on/off

Select: See menu screen in field mode; return to field in battle

1:02 SCREEN MAPS

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1:02A Field & Over-world

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- You can talk to people, open chests and enter buildings in field and world map modes.
- In most cases the two modes are exactly the same except that time doesn't pass in field mode.

1:02B Menu

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- The first option is the item menu. You may store and use up to 48 types of items and 99-100 of each. That's a total of 4800 items! You can discard some items if you have too many, though. In the SNES version you can sort the items manually, whereas the GBA version has an automatic system and a special compartment for "vital" items that are crucial to the story. The SNES version has a special option that gives you information about each item when you choose it, but the GBA only gives limited information when you choose it the normal way.
- In the GBA version, the magic menu is next (whereas it's the armour menu in SNES BoF). You may use any outside-of-battle-spells that a character knows in the magic menu and assign fighting equipment in the categories of weapon [WPN], armour [ARM], shield [SHD] and helmet [HLM]. [ETC] is for accessories. The different types of equipment will effect certain stats as ATCK (damage potency using a physical weapon), DEF

- (how much damage will be inflicted by enemies' attacks), ACT (how many turns the party member will get in battle), INT (how proficient the character is using magic), FATE (how lucky the character is) and MAG DEF (how well the character can defend against sorcery and magical attacks).
- The status menu elaborates on stats even further. See the glossary for more information on game terms.
  - You will have to press the L and R shoulder buttons to move your players back/forward a row and go into defensive mode respectively.

#### 1:02C Battle

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The top of the screen shows the participants in the battle. The enemies are on the left side while your allies are on the right. Battle in Breath of Fire is similar to Dragon Quest because you must choose actions for all of your party members before they'll carry them out.

On the bottom of the screen is a status window and actions menu. First, there is an starting battle menu...

- The picture of a sword allows you to individually choose each party member's actions.
- AB stands for Automatic Battle. Your characters will attack the enemy until someone wins.
- RUN allows your party to escape the battle (if possible).
- ST will allow you to check your party members' status, just like the status screen in the main menu. Because there is a blank space where your hero's name should be, his status screen is somewhat hidden, but selectable none-the-less.
- The vertically running arrows will move your leading party member forward or back into the front or back row. In the front row melee attacks will be more powerful, but projectile type weapons and any magical spells are not effected when in the back row, so it is advisable to keep there if your party member is not the close-combat type.
- The horizontally running arrows allow you to change your party leader (if it is possible).

Now I will list the secondary, individual action that can be made in battle...

- The unsheathing sword: attack using equipped weapon.
- Shield: guard against attacks (they will cause less damage and there is a greater chance of evasion).
- Magic Staff: use any magic the character knows (if they have enough MP).
- Bag: use an item you have in your inventory that can be brought into battle.

#### 1:03 GAME TERMS

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##### 1:03A Battle

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HP (hit points): Life force.

AP (ability points): Points that control the use of abilities.

EXP (experience): For every battle that is won a certain amount of EXP [pertaining to the particular enemy/ies] is shared out between the acting party members [those who've not been KO'd]. The maximum experience you can have is 9,999,999...

The quicker you defeat enemies, the more EP you'll get from them. Do it in one round to get 50% more EP! Do it in up to 6 turns for up to 20% more as well.

Level: For characters and enemies alike, battle competency is largely based on their level. While enemies have fixed lvs and will become really easy for a while, you can level each of your characters up to 99; not only will they become stronger in their individual ways they will learn new abilities on the way. To find out how much EXP is needed for each level up see the characters' respective stat screens in the menu.

1:03B Status

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I have separated the stats in RPGs into two distinct categories. Natural stats are gained by levelling up and taking items while equipment values are merely the stats of the equipment brought out to their full potential only by having good natural stats.

	GBA	SNES	FULL	MAX
	---	----	----	---
	HP	H P	Hit Points	999
	AP	A P	Ability Points	999
Natural Stats:	STRNGTH	Str.	Strength	255
	VIGOR	Vigor	Vigour	255
	AGILITY	Agil.	Agility	255
	WISDOM	Wisdom	Wisdom	255
	LUCK	Luck	Luck	255
Equipment Values:	ATTACK	ATK	Attack	999
	DEFENSE	DEF	Defence	999
	ACTIVE	ACT	Activity	255
	INTLGCE	INT	Intelligence	255
	FATE	FATE	Fate	255
	MAGE DEF	MAG	Magic Defence	255
	Wt.	WGHT	Weight	16

Strength: The higher this stat is the less the weight of a weapon will be and the higher its potential for causing damage.

Attack: These values control how strong the person will be when they attack using their weapon.

Vigor & Defence\*: These stats are what effect the damage done by physical attacks from enemies. Armour that gives Defence and takes away from other stats is most common, but you'll need to walk a fine line between choosing these and drawing



the full potential of your characters [rather than making them all tanks].

Agility: The higher a characters' agility is the more they'll be able to evade attacks from enemies.

Active\*: In each battle line up there is an order of turns depending on who has the highest Active value.

Wisdom & Intelligence\*: These values determine how well a character can cast magic. For characters like Mogu who are not magic users it doesn't matter so much. I don't know if these values effect special abilities like Mogu's Dig.

Luck & Fate\*: As there are few items that give Fate when equipped these values often stay the same

Magic Defence: Determine how much damage a character recieves from special enemy abilities and spells.

#### 1:03C Status Ailments

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Sometimes an enemy will afflict one of your characters with a "status ailment," all of which have teltales & must be cured. There are a wide range of status ailments in Breath of Fire. To explain what they are I will have to explain what each of them does, so here goes.

Ailment	Symptom	Remedy
-----	-----	-----
Poison	Gradual loss of HP	Antdt,Antler,Mackrl,Trout,Tonic
Curse	Unknown	Tonic
Paralyse	Unknown	Tonic
Zombie	Unknown	T.Drop, Drop, Tonic
Stun	HP at 0, can't move	Renew/RenewX, Life/Life2

#### 1:04 ADVICE

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##### 1:04A General

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- Save and rest at inns often to keep healthy and happy.
- Stock up on healing and support items as often as you can.
- Put weak or dying characters in the back row.

##### 1:04B Battles

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A big part of your fight in any game is analysing it from all points of view before you begin. There are many factors you have to consider and plans of action you have to prioritise.

Breath of Fire is one of the easiest RPGs in history. In fact all you really need is the patience to level up and explore every little bit of the map.

Later on you'll have the opportunity to choose various party members for your line-up. You'll need tank-types with heavy constitutions who can man the the front line so that the faster and weaker combatants can sneak over and dislodge some crack in the enemy's plan...or complete a battle objective.

Medic types such as Nina and Bo will always be in high demand when the fighting starts but depending on the toughness of a battle you will need to take extra precautions to defend them. Well, Bo's not entirely weak but he's in the middle.

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CHAPTER 2

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When the Dragon Family was at the peak of its power, a goddess of desire, Tyr, appeared who granted wishes. The Dragons fought for this power. Tyr encouraged the fighting and watched the war of the Dragons escalate. When the world was at the brink of destruction a warrior and his 7 companions stepped forth and locked the goddess up after defeating her in battle. The "Goddess Keys" were hidden throughout the world. The Dragons of Light balanced the power of the family and peace reigned again.

2:00 WALK-THROUGH

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The boss battles are easy enough and don't require much strategy. As long as you level up plenty the game should be a breeze in terms of battles. In fact, I don't see the point in levelling up anyway, so I use cheat codes in that area. There seems to be a taboo against cheating, but the cheats I use are only to save time that would otherwise be spent in mindless levelling up.

Notes: - # indicates it's to do with the GBA version.

2:00A Drogen: An Unfortunate Beginning

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MONSTER	HP	EP	GP	PLACES
Slime	12	1	3	Drogan, Camlon*, Romero
Bulla	20	3	4	Drogan, Camlon*, Romero

When you first start the game and are in your hot, smoking room, stop an' take the time to open your chest to take out Ryu's most valuable possession; a V.Ptn! You won't be able to go back to that room so that's why I'm telling you about the item.

When you enter the floor below, talk to the girl on the left (there are only three girls there), then the one next to her to continue the game.

There are a couple of shops in Drogen but there isn't a lot to choose from. The equipment sucks, but the prices on normal items are very cheap for a long while yet, so stock up! Especially on Antdts, Herbs and Mrbl3. 18x Antdts, 'cos poison is a very common and annoying ailment.

You might want to stick around for a while, levelling up, saving at the shrine and talking to one of the NPCs in Ryu's burned house to heal. You're on a quest to destroy the evil empire of Zog and rescue your sister, so you'll need to be strong!

Though it's probably better to avoid fighting altogether until you reach the dungeon in Nanai, as there are many healing springs in it. The monsters on the world map are tough and offer lousy EP.

It may help to note that those trees with apples on them, roaming animals and fish in the sea aren't just ornaments! They are to do with abilities later on in the game.

#### 2:00B Camlon Castle: Your First Dungeon!

MONSTER	HP	EP	GP	PLACES
TREASURE	HP#	EP#	GP#	
P.Bug	8	5	12	Camlon, Nanai, Karma Forest
Slime	12	1	3	Drogan, Camlon*, Romero
Gloom	12	5	12	Camlon, Nanai, Aura Cave, Karma Tower Forest, Tantar/Tunar
Beak	14	8	8	Camlon, Nanai, Aura Cave, Karma Forest
Flea	15	3	4	Drogan, Camlon*, Romero
Bulla	20	3	4	Drogan, Camlon*, Romero

To prevent premature game over I advise you stay close to the healing springs at first.

P.Bugs are the safest enemies to start off with, being the weakest enemies so far with the best EP and GP on offer. The only danger you face from P.Bugs is being poisoned, so you heal ASAP (I'm assuming you brought plenty of Antdts).

Creeps yield good EP, but not a lot better as they're considerably tougher. Beaks are half-way there. But if you find yourself in front of a monster who's as tough or tougher than you are, all you can do is defeat the thing (or escape if you're \*really\* lucky). Glooms offer lousy EP / great GP and are easy unless you find yourself on the receiving end of their powerful spells.

Don't be dismayed if there are various parts of a floor you can't reach yet (unless you go to open a door and it doesn't work--highly unlikely). Many Breath of Fire Dungeons are designed in such a way that you'll return to a single level many times via stairways.

Don't just equip all the new gear you pick up. For instance, the BronzSD is less better overall than your starting weapon even though its Attack is superior Ryu may not have enough Strength to carry such a heavy weapon and it ends up being less effective than your old one. To see more information see the weapons and equipment ratings list in the appendices.

There are two chests near the end of the dungeon area; one that heals you and the other that damages AP (which doesn't matter because Ryu won't have any use for AP until much later anyway).

2:00C Boss: Frog

-----  
After this battle you'll no longer be fighting battles in Camlon's castle any longer (you were there to get rid of them remember?), though P.Bugs and Beaks will become more common on the world map as you continue.

- Has 180 HP (169 for GBA), 12 AP, 20 Atk/Def, 25, Act, 60 Wis...
- Don't go into auto, but attack constantly and eat a herb if your HP goes down to 50%.
- I Defeated Frog at level 5 in the GBA version and levelled up 3 times.
- Winnings (GBA): 600 EP, 300 GP; (SNES) 500 EP, 350 GP; F.Stn [13.28%].

2:00D Sneaking into Nanai

-----

MONSTER	HP	EP	GP	PLACES
-----	--	--	--	-----
TREASURE	HP#	EP#	GP#	
-----	--	--	--	
P.Bug	8	5	12	Camlon, Nanai, Karma Forest
Slime	12	1	3	Drogan, Camlon*, Romero

	??	1	4	
Gloom	12	5	12	Camlon, Nanai, Aura Cave, Karma Tower Forest, Tantar/Tunar
Beak	14	8	8	Camlon, Nanai, Aura Cave, Karma Forest
Flea	15	3	4	Drogan, Camlon*, Romero
	??	3	5	
Bulla	20	3	4	Drogan, Camlon*, Romero
	??	3	5	
Creep	25	8	8	Camlon, Nanai, Aura Cave, Karma Forest, Tantar/Tunar

On the way to Nanai you might see a big claw in the earth (this is for an ability near the end of the game). Head strait south of the claw to find the town.

As for monsters, nearly all of them are fair game except Slimes (a waste of time to begin with, save them for Dragon Quest!).

Nanai is closely guarded by day...and not so closely once it hits nightfall. Provided you can sneak past the guards that \*are\* awake [which is no feat], at least you have a place to save.

If you played Metal Gear Solid, ever, it should be dead easy to sneak past a couple of sleepy guards or be thrown out temporarily. Go too close to any guards and you'll be thrown out. it there's a guard right next to a door it'll be unsafe to go near that door. one on them is semi-hidden behind a house on the north-eastern corner of town, so watch out! There is a house you can enter above him that contains 2x Herb.

The town has a few shops with a couple of items, but all overpriced and nothing worth it. If you want items go back to Drogan (you'll level up anyway, so much for new equipment). Get your items from the drawers and stuff found in houses.

Gaia Temple is in the Centre of town.

#### 2:00E Gaia Temple

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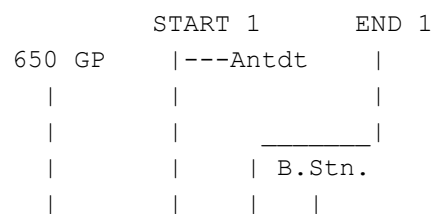
-----
TREASURE      HP#      EP#      GP#      DROPS#
-----
Beak          14        12       12       ?
Gloom        12         7       18      Antdt

```

Make sure you bring plenty of Herbs for the dungeon, for the Glooms' thunder attacks more than anything.

There's more treasure in this dungeon and the enemies are a little tougher. It doesn't start being a dungeon until you go into the central staircase; the rest is like a combination between a normal house and castle.

Here is a layout of the turns you should take in the maze-like area beneath the temple.



```

START 2
|   ___   ArmPad
|__|
|  |           END 2
|__|-70 GP   |__
|
|_____   |
|
|           |
|   Cure   |
F.Stn. -|_____|_____

```

#### 2:00F Boss: Knight

-----

HP: 390 | EP: 700 | GP: 500

Note that when you defeat the Knight you will never be able to visit Nanai again. At level 10 you'll probably have this battle underhand, Though I could manage it at 8. The lower the level is the more strategy you need.

You should need about 9x Herb for this battle, because the boss will use T.Bolt to gradually decimate your HP (but only use a herb at half HP).

When the boss gets its second wind you'll need to heal more often. The Knight's attacks will be weaker but he doesn't have a lot of HP left. In this period he'll also heal himself a lot -- but don't let this change your behaviour as it's a sign that you're nearly there!

There is a 13.28% chance of the Knight dropping an F.Stn.

#### 2:00G Travelling to Winlan

-----

To reach this city you will need to head far west, past the ruins of Nanai, then north. There is a cave nearby but you will have to speak with the royalty of Winlan to gain admission there.

#### 2:00H Winlan Shops & Exploring

-----

For equipment the best is Bronze Sword and Chain Mail; at the item shop you should probably get your basic healing gear. Search the drawers in houses to get some items. And DON'T go in the river unless you want to swept outta the city pronto!

#### 2:00G Winlan Castle

-----

Save before you do anything in here, for you won't be playing as Ryu for a while, but Princess Nina. Talk to the guards on either side of the woman to get some chests that are locked up; walk past them to leave the castle. You might want to purge the castle of chests before you leave as the dungeons ahead are pretty gruelling. You'll also want to buy some new equipment. PS: You'll be getting 2 new temporary party members who use the same equipment as Ryu in the next section.

#### 2:00H Aura Cave

-----

I have a few tips about this dungeon; leave bridges and stairs for last and it'll take less long to realise that you need to go back for certain chests. Oh, and make sure you get an item called Iron Ore [or I.Ore for SNES version]; you'll need it later on.

2:00I Going through Romero

-----  
For the jar puzzle in the hideout make sure you push the first jar to the right and the rest should be easy; the Map is in the barrel. You need to get on the other side of the town and to do that, take the westernmost exit; you'll on the world map and be able to continue left.

2:00J The Ramui Woods Maze

-----  
This er...dungeon can be the most befuddling in RPG history, but it's not even a maze! If you stick to the main path and go pretty much in a strait line through the forest you'll get through fine. Think of it as being divided into two distinct east and west sections; the east section contains a chest in its north; the west section has four sub-sections, three contain a chest and in one there is the exit...there's more to it than that... There quite a few chests to be found if you want to stick around and level up a bit.

2:00K Karma Tower Entrance

-----  
It first it may seem confusing where you should go first; there are stairs going up and down as well as a boss blocking the passage; do the stairs first.

2:00L Boss: Morte

-----  
HP: 120 | EP: 280 | GP: 200

Give the boss a caution-attack combination (but not so much caution, as there's a healing spring nearby and you don't want to use too many items!) -- don't get the girl to attack as her weakling moves aren't worth the time wasted on them.

2:00M Climbing Karma Tower

-----  
The maze has onion-like structure where you will be moving up and down stairs all the time; when you enter a floor all the leads on your side will lead nowhere; there are two floors that are like this. There are holes that fall through to the bottom of the tower but only one of them leads anywhere useful -- where there are four holes, enter the on the upper right.

2:00N Boss: Mortea

-----  
HP: 230 | EP: 280 | GP: 200

Like last time Nina should be in supportive or defensive position. Be very wary of Mortea whittling down your HP and taking advantage of an [even momentarily] weakened character. Don't think you've won when the boss's HP is nearly out -- at this point he'll get a second wind; he'll take quite long to flick off and also be twice as damaging to your characters.

2:00O Twin Tower

-----  
At the top of the twin tower are a save statue and healing spring, so take advantage of those. You'll need to step on one of those buttons before you go down too.

2:00P Boss: Wizard

You can't win this. This is a dead end in the game. No go.  
Thankfully, you can have one of your party members go for help  
if you choose the escape option...

2:00Q Humanity Saves the Day!

-----  
As Ryu you'll be able to go back to the same place; note that  
if you go west of where you can see the boss there's a chest  
there that heals HP and MP and gives you a Rang; kind chest,  
isn't it.

2:00R Boss: Wizard

-----  
HP: 180            Like the Knight before him, Wizard knows the All  
AP: Infinite    Powerful 10 HP expelling thunder bolt spell, but  
Atk: 40           don't let that perturb you, you're doin' great!  
Def: 24           He has more HP than the last boss, but Ryu is  
Act: 60           much stronger than the soldiers you used to  
Wis: 128          fight the morte brothers.  
EP: 1,000  
GP: 700

2:00S Back in Winlan.....for the Last Time?

-----  
If you explored the castle you should know where the king is.  
Nina is beside his bed you you'll have to talk to her to cont-  
intue the story (not that there are any side-plots to be conc-  
erned with anyway, Breath of Fire being a simple RPG and all).  
Now you can take the eastern exit to the bridge. I don't  
think you can take those chests now.

2:00T Tantar the Remote

-----  
Go south along the road that you meet upon leaving the bridge.  
There is a forest along the way but you can't enter it yet.  
Tantar is the only place worth going at the moment. If you've  
go Iron Ore [which is found in Aura Cave if you haven't got it  
already] the smith in Tantar will trade it for a Saw.

2:00U Lament Woods

-----  
Go to that forest you couldn't enter before... Now you have  
the saw, that stupid tree is no problem [no offence to trees].  
What you have here is a short maze with three chest areas, one  
to the south-east, one to the north-west and another to the  
west mid-range. To get to the end you'll have to take the path  
to the very north and follow it east; it's quite close to the  
chest in the north-west as well.

2:00V How to Survive Dark Dragon's Fort

-----  
There are various traps throughout this dungeon which will  
take you to rooms with treasure chests in them [which may  
become annoying after you've opened all the chests]. Most of  
the time it happens when you walk under one of those bat  
things but it'll also happen without a bat if you take the  
lower routes in the entrance floor. Keep your HP up, as there  
are easy yet frequent semi-bosses in this fort, and there's  
even a chest that takes 50 HP from your whole party [I was  
killed by this once, no kidding].



2:00W Boss: Pog

-----

HP: 280 | EP: 1,400 | GP: 800

The red head shoots balls of flame and the blue one is charged with electricity! Ryu's a fighter, Nina's a healer, so the assumption is logical.

If you want you can skip the battle if you answer "no" to the imposter chief's question enough times, but the next boss battle will be harder.

2:00X Filler 1: Names, names, names

-----

You'll notice that the names in Breath of Fire seem to have very obvious meanings. Winlan is simply a shortening of "wind land." Morte, Morteo and Mortea all come from the same French word "morte," meaning "death" [which doesn't seem that obvious but you would see if you looked in any decent dictionary].

2:00Y Boss: General

-----

HP: 250 | EP: 1,120 | GP: 300

Not another battle! This time you get support, and he can use a spell that the enemy is weak to! Be careful to have Nina keep Bo's HP up though...

2:00Z Investigating Romero

-----

With Bo in the lead, you can \*walk through\* most forests. That means you can get to Romero without having to go through Winlan and Aura Cave [for those who don't know where to go, it's the forest north of Winlan which you must enter from the east. The folks of Romero will tell you how to reach Agua [which is the floating tower west of Romero...] ...if you get rid of their zombie problem. There's a cave to the south west which is surrounded by forests and a moat where you can get the water, but you need a jar first! That you can get from the old geezer standing around in Romero cemetery...but! [there's always a trick] you must talk to him in day-time, \*then\* night-time.

2:01A The Ease Cave Water Spring

-----

Directly south of Karma Tower [that place where you fought the wizard who used Zeon Gas] is your next dungeon [beware the Mages!]. Like other BoF mazes it seems the direct approach will get you through to the end the quickest way with all cardinal turn-offs leading to chests with dead ends except in the third floor where you must choose between two sets of stairs; the northern one leads to a chests and the south stair to the springs.

2:01B Going to Agua...or is it...Agua Tower!

-----

Now you have the Tablet you can use it on that place west of Romero and east of Karma Tower where nothing happened before. Of course, nothing's as easy as it seems and you have a whole tower-maze before you. Though it's done in a fun way and the monsters aren't too tough. It's easy to predict where the moving platforms go and so where to move.

2:01C Boss: Wisp

Stronger and quicker than your last boss, the only difference is that you'll need to be well stocked with curing items and have full AP. Nina can use her supportive spells on Ryu and Bo while they attack and cast offensive spells. After this battle you will be able to operate the stone robot over east-way.

2:01D Enter the Giant

The giant is located about as far north above Tantar and Tuntar as you can go in this continent. This is no maze, and as such there is no need to give you a stratagem for it.

2:01E Boss: General & Lancer 2x

Look who's at it again! And they're just as weak as they were last time you fought them. It's no reason to be too complacent though.

2:01F The Giant's Teleport Platforms

The first teleport other than the one right in front of the giant's heart leads you to a place with three teleport units. Every time you see three units it will be the same story; the first one takes you back to the beginning again, the second leads to a chest and the third to a new set of teleports.

2:01G The Lake Caves

You can't really enter the Lake Cave until you get the key for it; that you can get from the Elder of Tantar village. In these caves you'll have to go down a series of waterfalls to get the key.

2:01H The Wedding Crusher

Everyone's in Tantar, ready to celebrate Terry and Amelia's union as soon as you enter the mayor's house -- Tuntar is totally empty! Well, enjoy...

2:01I Boss: Gremlin

HP: 1,200 | EP: 1,400 | GP: 800

You will need to do the teleport maze again and confront the General [who it seems is your rival...but why?]. Gremlin is weak to Fire type attacks. Bo is usually weaker than the other two, so cast protective magicks on him. Gremlin is much stronger in his limit break form, so be careful of that.

2:01J Boss: Talon <side-quest>

HP: 700 | EP: 400 | GP: 190

There's a Dragon Training Hall just south of the Volcano where Ryu can gain three shiny new spells! Even though it's a one-on-one battle you'll probably find that it's not hard. I won at level 17 and Ryu was twice as strong as his enemy.

2:01K Under Lock and Key in Auria

What a weird town. Every time a soldier sees you you get thrown in jail and have to talk to the sleeping guy to get out again [there's an item in the sink btw]. If you give the guy

in the second floor of the itemshop an vitamin he gives you loads of money [must've been a pretty \*bad\* illness \*snicker\*] You also get a lot of money from getting Nina to heal the man in the north-western house; you'll also have to get her to open the chest there or you'll be thrown in jail \*again.\* And you'll get ill if you eat those potatoes! In the house opposite there's an accessory in the closet which gives its wearer 10+ intelligence. Oh, and if you talk to the man who owns the mansion to the north after talking to the guy at the dock you'll see a scene [sorta].

#### 2:01L The Fairies and the Cutting of their Trees <side-quest>

-----

This will involve quite a lot of to-ing and fro-ing from Auria to the fairy woods near the dragon training centre. 1) Talk to the fairies in their wood [you'll need Bo to get there] and the pattern of flowers on the world map that looks like a square; 2) Talk to the woman in the mansion to the north-west in Auria; 3) Go back to the fairy woods and tell them you'll revert that bad boy's habits for good; 4) Go and talk to the boy; 5) Return to the mother; she'll give you 20,000 G.

#### 2:01M Getting the Icicle in Bleak

-----

To cross the next geological barrier in this game you need something cold to survive the heat of the dessert at the end of the cave south-west of Bleak. Quest mostly spent in Auria. There's this guy in the main building of Bleak who'll give you the Icicle if you give him a Gold Bar first. G.Bars can be bought in the shop in Auria, but at a premium. I'll give you an overview of good ways to earn money... 1) In Bleak, accept the offer from the man at the inn for a free night's lodging & he'll try to steal your Pouch [which you have to buy from Auria item shop] but end up giving compensation; 2) Give Vitamin to man on second floor of item shop in Auria; 3) Have Nina cure a man in one of the Auria mansions; 4) Sell the Gold Tiara you found in the rich man's house as it's useless anyhow....

#### 2:0AA See Chun-Li from Street Fighter <side-quest>

-----

There's a guy in Bleak you offers to show you a magic trick for 100 G. Say YES to him the first 2 times and every other option say NO and you'll see Chun-li doing her "Lightening Kick."

#### 2:01N Boss: Sand Worm

-----

HP: 1,600 | EP: 1,200 | GP: 1,200

What you really want to do is enter the building just south of the dessert village but first you need the Fife, and the mayor of Arad is only willing to give it to you if you defeat a monster that has been plaguing the village at night [yes, I know they say the full moon but sound familiar don't it?]. So you have to mosey up to the conspicuous stone tablet at night and fight the damn thing.

It's amazing how weak the Sand Worm is to magic, especially of the thunder variety. Ryu's dragon form really made this battle work for me.

#### 2:01O Uncovering the Krypt

-----  
This is a rather curious dungeon; in the first major floor you are likely to fall into an expansive room the size of the whole dungeon with nothing but a couple of staircases you can not go on. My tip is to hug the sides of the platforms and avoid going into open spaces. Every chest has a trap in it, so come prepared with heaps of curing items. The rest of the dungeon is made easier with a new party member in the lead. Or you could just investigate the locations of the chests later [with Karn in the lead you won't be falling into traps without meaning to]. In the final chamber there are many caskets that need to be tested for the scroll. The one you need is on the bottom left hand corner of the chamber.

2:01P Boss: Eye Spy

----- HP: 1,600 | EP: 2,800 | GP: 2,800  
Al-righty, start the routine; Ryu transforms into thunderdrake Nina casts support spells, Bo casts Fry, etc. When Bo has run out of AP just go into Automatic Battle and Ryu will kill the beast for you.

2:01Q New Doors to Open <side-quest>

- 
- The locked chamber in Winlan castle just before the bridge.
  - On the top floor of Agua Tower there's a section you could not go to before. In the chamber with the statues of dragons you can examine them to get some really awesome equipment.
  - Various doors in the Bleak-Auria Passageway.

2:01R L. Keep [east of Bleak]

-----  
This tower has a lot of treasure but your main headache [other than monsters] will be knowing where to go. Clues can be taken from what kind of stair you see near a chest, whether it goes up or down. That helps a lot.

2:01S Boss: Cloud

----- HP: 1,400 | EP: 4,800 | GP: 1,200  
Name sound familiar? Hehe. Anyhow, your only chance against this enemy is turning Ryu into a Snow Dragon. After the battle you'll be able to get the Mirror item.

2:01T Boss: Knight & Archer

-----  
With Karn on board you can finally get into that safe in the big mansion. You'll find the long awaited Lt.Key at the top of the tower. The battle takes place at the dock but is easy; Thunder Dragon and Fry should work fine.

2:01U The Rocks of North Peninsula Cave [north of Auria]

-----  
If you give Gobi on the dock a gold bar, in return he'll give you an item that will allow you to blow up the rocks in the cave to the north. You should have found a gold bar in a chest up to this point.

Note: You might want to deposit all your money at this point, as not far in the distant future you will be in control of a single character who dies very easily and the easiest way of getting to the next town is dying [but

you lose 25% of your money].

2:01V Battles in the Secret Base & Dark Dragon Ship

To continue the story you'll have to fight ever boss here. Most are easy mini-bosses and there's a formal boss who is weak to thunder. Boss: Squid.

HP: 1,000 | EP: 6,000 | GP: 4,200.

2:01W Boss: Octo

HP: 1,000 | EP: 6,000 | GP: 1,500

After taking the ship from the dock in Auria you have to fight a series of easy battles, then fight the boss. Keep your strength up and don't waste any MP! Like Squid [or any aquatic creature] the octopus is weak to thunder.

Note: Don't worry about the money Gobi charges, you'll get it later.

2:01X Hunting for Gills

With Gobi you can enter the ocean via beaches, and you can't go far. To the west is Prima and the north, a volcano dungeon that's not worth breaking your teeth on at the moment. Prima has many shops with some things at different prices [so it pays to shop around and be cautious with your gold].

To get to the town of Gant go south of Prima and continue south over land until you reach the town [if you go north at that juncture there's only a weapons collector who says he's never seen the B.Rang]. There's a man in Gant who'll ask you to deliver some Goods to Prima and when you do so, you are given the gills. Congratulations!

When you get back you'll have to fight Mortea [an easy boss] then you'll get a new party member that can break down weak rock walls.

2:01Y Gobi's Shop <side-quest>

Unless you already know, you can actually get Gobi to trade his wares at a shop in Prima! The following is a chart of all the things on offer and how many offers given (though the availability will change throughout the game):

	Rarity	1st	2nd	3rd	Usual Price
F.Stn	?	12	11	10	?
LightRP	?	48	36	28	?
Smoke	?	60	45	35	?
Antdt x9	?	80	60	45	?
ProtnB	?	180	165	150	?
Rod2	?	1,200	1,100	1,000	?
Cure2	?	1,950	-	-	?
SteelBW	?	2,400	2,200	-	?
HuntGL	?	2,700	2,475	2,025	?
MetalAR	?	5,400	4,050	3,150	?
ThundrRP	?	5,400	4,050	3,150	?
SilverDR	?	6,000	5,550	5,000	?
AngleRP	?	18,000	16,500	-	?

2:01Z Rock Walls to Break after You've got Oxi <side-quest>

- First floor of Agua Tower [you need Tablet].
- Auria-Bleak Passageway.
- Third floor of Krypt where you can get the B.Rang [erm, just don't forget the Fife!].

#### 2:02A Hidden Fort

-----

You can now go to that place that was completely blocked by rocks. This dungeon is full of mini-bosses yet you can still avoid them by breaking down certain walls.

#### 2:02B Just Use Your Head and an Egg!

-----

Nabal is your next primary destination but you can't enter until your forces have strengthened. If you got the B.Rang from Krypt using Ox's breaking ability all that can be sorted out! But its broken, so take it to the blacksmith's in Gant [you may have to talk to that old guy in the settlement a long way east of Gant first] then talk to the weapon collector. Or you may only have to repair the weapon.

#### 2:02C Boss: Grim Fowl

-----

HP: 2,000 | EP: 4,200 | GP: 4,800

In the forest between the hidden fort and Nabal is an egg that you can examine to initiate a fight. Basically what you're doing here is taming a bird, and an easy boss at that.

#### 2:02D Herding a Flock of Birds to Nabal

-----

When you take the egg and leave the birds you may notice that they seem to \*follow\* you! And they do! Make sure they are at the end of your current party; only a couple will join at first but the other two will follow if you go slowly; and take a step or two back if they appear to be separating.

#### 2:02E Nabal Fort

-----

You don't need to worry much, because most enemies have their full concentration on attending to their guests, your new pets -- but it's helpful to note that if you push the right pot of two just before the staircase; hidden where it was is an item and there's another in the other pot if you push it down.

#### 2:02F Boss: Slime X

-----

The only thing I need say that's any different about this is that it will be useful to have Ryu equipped with B.Rang, as it can hit multiple enemies.

#### 2:02G Oh, so that moving town in the Dessert is Wisdon is it?

-----

Yes it it, first you need a certain statue, which, after talking to the laid up guy in Prima can be found under his bed. The dungeon on the way to the sleeping sorceress is easy, only I got stuck in the big chamber with four sub-chambers -- I did not realise the exit was right above where you enter until I went to Auria and back.

#### 2:02H Boss: Wisp, Cloud, then Myst

-----

Boss: Wisp | HP: 730 | EP: 1,200 | GP: 300

Boss: Cloud | HP: 1,400 | EP: 4,800 | GP: 1,200

Boss: Myst | HP: 1,100 | EP: 4,000 | GP: 3,600

Wisp and Cloud are easy as they were last time, but Myst is a certifiable toughie -- with 1/10 of his HP left he'll cure himself 2/10; luckily, his HP will disappear if you attack him consistently.

2:02I Undersea Volcano

-----

This place is quite far north from Prima.

In the first floor you need to go all the way east, opposite for second floor and again east for third. Each floor seems to go in a circuit, so be careful to note where certain weeds are so you don't go back to one place too many times.

2:02J Boss: Pincher

-----

One major advantage you have with this battle is Bleu's Boom spell which takes over 100 from Pincher's HP [and there's not much of it, so all you need is three hits]. Though Ryu in his dragon form can take \*far\* more. You will need to take nearly 400 HP to get this boogie over the brink.

2:02K The Sphere of the Ocean

-----

Talk to the guy in the Prima guild and he'll give you such a great item. Now whenever Gobi presses A you can go anywhere in the ocean, even across the big void next to the undersea volcano. By the way, after you do this you'll get different items via Gobi's shop.

2:XXA Back to Gobi's <side-quest>

-----

Take Gobi behind the counter of his shop in Prima or Tunlan and you can find some great bargains, but you better hurry 'cos there's limited time. Hold your horses, however, as most of the time you can get a better deal by refusing the first time; this seems to most frequently the case with Cure 2.

- DarkDR: Decent weapon for Karn and Ryu/Zack. If you don't need it you can still make a profit when it's sold.
- Sleeper: Gobi's best weapon.
- AgileHT: Okay equipment for the moment.
- AngleAR: Get it for Nina [and Bleu when whe joins].
- Cure 2: My personal favourite item! You can get great deals on these.
- G-Tiara: Refuse three times. Lowest price is 7,000 GP which you can exploit in some of the more expensive shops in Prima or Tunlan.

2:02L Tulan and the Best Rod Ever!!! <side-quest>

-----

Tulan is on an island almost directly west of the gap in the ocean next to the undersea volcano. One [rather odd] thing you will encounter in the town's mansion is a whole lotta treasure surrounded by guards who'll throw you into holes if you try to get at it. It's not what it used to be like for thieves! Take the left one [you'll get nothing with the right]. In this room you \*can\* push a crate to fall down yet another hole, but if

you examine the crate on the bottom right hand corner of the place you'll get a Rod5!

2:0XA Fishing Spots and their Catches <side-quest>

-----  
Bay east of Tunlan [lots of fish varieties available to catch]  
Hole east of Tunlan [nothing special]  
Hole east of Arad and Wisdon [nothing special]  
Hole past mountains east of Romero [Dragon Shield found here!]  
Pond in Spring [Dragon Armour found here!]  
Stone well west of Tantar [contains Slab].

2:0XB More training for Ryu <side-quest>

-----  
Below the mountains south-east of the hidden fort and Nabal castle is another Dragon training centre where you fight a similar enemy you did last time [but only if you've got the Dragon Shield].

2:02M Gust: A Bridge to Scande...not yet!

-----  
To get to gust from the ocean deep, just swim west until you reach the other side of the continent and follow the coast north until you get to a beach. The weapon shop in Gust has some great buys including a Moon Bow for Bo.

2:02N Karn learns Gebo <side-quest>

-----  
One of the houses in Gust have a crate that if you push it, you fall into a hole. There's a wizard there you will teach Karn a unique spell if you can push the pots out of the way to get to him. First you should get the first two of them out of the way by pushing them left or right. The three pots in a row all need to be pushed out of the way, but how? You need to push two while also making room for the third; the way you do this is push the ones on the left and right sides forward then push the one in the middle to the left or right.

2:02O Curse of the Dark Dragon Flower

-----  
North of Gust is a dungeon where you'll have to fight heaps of Rogues and finally their boss. You'll also have to fight some cockroaches to help the mice and revert to your usual form.

2:02P Exchange between Human and Frog

-----  
You need the oil of a frog and I know where you can get it, but before you rush off to the little cave not far away from Tulan island consider this; \*what do the frogs want from you?\* There's a small cave in Gust where a Giant Fly lives, and if you can kill it I'm sure those frogs would be in your debt! It is not a very easy monster [even using cheats, the game froze up...] as each of its hits will take most of a character's HP but if you heal and attack often you're sure to succeed!

2:02Q Destruction of the Poison Flower

-----  
Once you take the oil to Bleu and go towards the "lab." again you'll have to fight yet another boss. FlowerX is Pretty hard considering; have antidotes on hand and throw all the fire you



can at the fiend!

2:02R The Old Man's Flute

-----  
In one of the houses is an old man who's just been cured of the illness of the death flower and if you talk to him you can get a special item from "underneath" his bed!

2:02S Mogu's Curse

-----  
There will be a few fights on the way out of Gust but you'll get there...eventually. West of Gust bridge is a village of moles. They request that you take a certain item to Tulan [first I think you need to get a special flute called the Maestro from some old geezer in Gust you won't be able to understand the people of Tulan, or maybe it's the Cowl that does it...]

2:02T Getting the Bolster

-----  
The Princess of Tunlan has an item that'll enable you to enter Mogu's dreams and help him, but she's not willing to help you! Ironically she has some markings on her shoulders that will help you do it anyway, and the only way of seeing those markings is watching her bathe at night. The small chamber with the two sets of stairs in it contains a crack, luckily, which you can use to slip into the princess' chamber at night and take a peek. "Blue, red and white from left to right," it says when you do. When you go back to the old woman a fight ensues, but after that you can take the Bolster from the chest farthest the right [just be careful -- there's a trap right in front of it that not even Karn can avoid so take it from the left].

2:02U Mogu's Chaotic Dream World and the Tower

-----  
This is a pretty cool place. Items and healing are really cheap and there's a house full of food [not that you can get to it...or that it'd be useful anyway.] The tower has green and pink switches that change the way you see the dungeon. The pink ones allow you to see it as it really is rather with the green ones you only see the floor. To get to the boy take your first left and continue until you meet the green switch and to make it easy, continue until you meet the pink switch then go back to the turn-off you went past; it will lead you to the boy more or less. Even if you accept to fight the him [and you can't win] you can still run from the battle.

2:02V Turning the Mindless Group into the Resolved Individual

-----  
South of the dream town is a cave where Courage is hidden. You will need to cross a minefield of bones and ghosts to get there though.

2:02W Facing his Demons

-----  
The second and third floor mazes are a little tougher. For the second there are two main chambers with staircases in them and you begin in the one to the right. In the third floor you'll need to follow a path to the east, making sure that you enter

a [slightly] disguised path to the right which will take you where you need to go.

2:02X Boss: Mothro

----- HP: 3,500 | EP: 6,000 | GP: 8,000

With this enemy's poison and stop attacks as well as the occasional killer attack you really need to supervise this battle.

2:02Y Places to Dig

-----

- Gramor plains [mostly worms but you get a few Lifes too].
- On the hills near Camlon you'll another guy to teach Karn.
- In the hills north-east of Tantar you'll find some items.
- A digging site just north of Auria with worms and charms.
- Quite a few places east of Carmen.

2:02Z About to Spring and Spyre Tower

-----

South of Gramor is a cave that leads to a town and a tower [you have to dig to get into the tower]. It's an easy dungeon in terms of maze cracking until you get near the very top with the single line in darkness... It's hard to give a guide but I can give you advice; Every button will have a little moving thing to help you get your bearings as well and where your character is pointing helps too. In the next puzzle maze follow these steps (there are traps all over the place, so use Karn); [1] take the right set of stairs, [2] walk to the eastern wall, one step away from the south-easternmost corner; [3] take the bottom right stair of the four grouped here.

2:02Z Boss: Mote

-----

HP: 3,500 | EP: 5,400 | GP: 6,000

His worst attack is Inferno, so try to use equipment that protects against fire. One thing you should use to your advantage is that this boss's image can become clearer or more grainy at various stages; when clear he is weak against magic, when blurry only attacks will work. So you should have a balanced team for this.

2:03A Tick Tock

-----

Your next area is accessible via the waterfall in Spring. The tower on the big hill east of Carmen is one big puzzle area and you'll have to go to the top twice. Those arrows are funny ...

2:03B Boss: Cerl [the Surly ^\_^]

-----

HP: 3,500 | EP: 8,000 | GP: 9,000

Yeah whatever... This boss is so easy that you can probably even put your characters on auto-pilot. For any battle my personal favourites are Ryu, Nina, Bleu and Karn.

2:03C Softening Cerl's Heart with an Apple

-----

Alan speaks of a town he and Cerl used to live in and a fruit that she liked. Using Ox one can get this fruit from the tree next to the ruined village south of Carmen. Upon taking this to Cerl you can finally get the Time Key! Woo hoo!

2:03D Saving Carmen & the NinaEffect

-----  
After going up the blasted Tock tower \*again,\* you'll find that there is a strange guy in Tunlan and Carmen, one next to the dragon Shrine and other next to the easternmost house. After the one in Carmen disappears examine where he stood. Talk to the old man in one of the houses with the windmills in them, exit, re-enter and talk again; he'll tell you to collect some items for a special tonic which will be useful in curing Nina's amnesia [she's the little girl who fell from the sky in Tunlan]. When you've come back and got the tonic from him you can give it to Nina in Tunlan!

2:03E Collecting items for a Tonic

-----  
P.Fish: Fish on the end of the bridge in lake south of Carmen.  
W.Ant: Find in the chest of drawers at Carmen inn.  
C.Nut: Have Ox knock the palm trees surrounding Tunlan.  
Root: Have Mogu dig under weird plants surrounding Gramor.

Note: After you give the tonic to Nina in Tunlan the old items you got at Gobi's shop will mostly be replaced with new ones, so organise your affairs in that area before you continue please...

2:XXB Back to Gobi's Again <side-quest>

-----  
You should know by now about Gobi and his shops in Tunlan and Prima. This is the final stage.

- PowerRP: Nina's most powerful weapon, yipee!
- MaskSH: One of better shields on offer.
- EvilRB: Good armour for Nina or Bleu.
- Mallet: Ox's best weapon.
- GlowCN: Bleu's best weapon.
- DwarfBW: Bo's best weapon.
- G-Tiara: Good for money-making.
- Cure 2 x9: This is actually Life x9.

2:03F New Places you can Fly <side-quest>

- 
- Islands north of Romero.
  - Dragon Shrine north of Gust.
  - Mole hole on peninsula south of Scande.
  - The home of a female weapon collector directly north of the male one and on an island west of Tantar.

2:03G Ryu learns Rudra Spell <side-quest>

-----  
If you've fished out the Dragon Armour from the pond in Spring you will now be able to go to the Dragon Shrine north of Gust and put Ryu into some more training. I would suggest Bolt Dragon for this [though even at level 25 it's cutting it close].

2:03H Get the Iron Claw

-----  
Remember that guy who was a weapon collector. Well, if you go directly north of where he lives until you come to an island that you couldn't reach until now you'll meet his female counterpart! Go between them for a while [the chests must be

got via both their beds and by moving pots] and eventually you will be given the I.Claw.

#### 2:03I Fixing the broken parts

-----

You'll be able to get into Scande if you have the Pass, which is found in Carmen next to a water trowel. The elevator in the tower is broken, but some guy in Spring has the parts and another in Gant can fix them.

#### 2:03J Getting the D.Hrt

-----

You will need to get this item from a girl in Tunlan [her house is directly north from the entrance of the town] after talking to the guy at the entrance of the tower. Hearing the song will reduce Ryu's HP to 1 btw.

#### 2:03K Climbing Scande Tower

-----

This is a creepy place in terms of aesthetics but easy in term of game-play. Chairs everywhere, evidence that people obviously visit...yet with the prison-like surroundings and levered gaol bars all over the place...

#### 2:03L Boss: Zog

-----

HP: 16,000 | EP: 7,000 | GP: 7,000

My favourites for this battle are Ryu and Karn; the others I merely use as Cure jockeys, because you do need to heal quite often to win. I reckon Zog has over 3,000 HP in desperation mode.

#### 2:03M Agua Tower and Beyond

-----

Now you can go past that area you that was barred before! How Exciting! There'll be a teleport to a new dungeon which you have to explore...

#### 2:03N Boss: Sara

-----

HP: 15,000 | EP: 8,000 | GP: 8,000

In her Dragon form Sara is one hellava monster! Keep strong, heal often and you'll get there.

#### 2:03N Teaching Mogu to use the Iron Claw

-----

If Mogu speaks with the master digger in Gramor he will learn how to use the I.Claw [and so let you finish the game]. This will be useful for the excavation cave in Scande and getting into the obelisk [erm...they are the same place...]

#### 2:03O Ryu's Agni Spell <side-quest>

-----

After fishing in the well west of Arad and getting the Dragon Hat you can enter the Ease Cave to find a Dragon Shrine and gain the ultimate power!

#### 2:03P Obelisk Maze

-----

You'll come to a place where you'll have to choose right or left [choose the former rather than the latter]. In the next juncture use the bottom one unless of course you want a Flame

HR. Where you meet that guy take the left turn.

2:03Q Boss: Goda

-----  
HP: 11,000 | EP: 6,000 | GP: 6,000  
With Ryu's ultimate form you're virtually a boss-like monster yourself; his desperation mode takes \*ages\* to overcome, about 6,000 extra HP you need to get rid of.

2:03R Obelisk Maze continued

-----  
You'll come to a platform where all transports lead to the same place. The path is reasonably straightforward and your target is the staircase in the middle of the room; go down the next set of steps you find.

2:03S Boss: Jade

-----  
HP: 25,000 | EP: 8,000 | GP: 8,000  
If you answer "yes" to Jade's question he'll get you to fight a monster, after each battle if you press a button he'll ask again and make you fight another monster if you say "yes." I don't see the point of doing this other than getting 9,999 EXP from M.Slime.

2:03T Boss: Goddess

-----  
HP: 16,000 | EP: 10 | GP: 12  
The ending of the game depends on how you play this battle. Before it starts she'll ask if you came here to have a wish granted, so say yes to get healed.

During the battle, if you use Agni to defeat her you will win the battle. The Goddess you defeat must look like a mutated alien, her true form.

If you fail to use Agni and the Goddess still looks like a deranged girl when you defeat her you'll get the bad ending.

This is one of those games where the end boss is actually the hardest, especially after having fought a couple of toughies beforehand... She becomes much easier when you use Agni on her and she turns into her ugly form.

CONGRATULATIONS! YOU'VE COMPLETED THE FIRST OF THREE BREATH OF FIRE GAMES!  
WILL YOU TRY YOUR LUCK AT THE NEXT ONE?? I KNOW I WON'T.

2:00 SIDE-QUESTS

-----  
2:01J Boss: Talon

-----  
There's a Dragon Training Hall just south of the Volcano where Ryu can gain three shiny new spells! Even though it's a one-on-one battle you'll probably find that it's not hard. I won at level 17 and Ryu was twice as strong as his enemy.

2:01L The Fairies and the Cutting of their Trees

-----  
This will involve quite a lot of to-ing and fro-ing from Auria to the fairy woods near the dragon training centre. 1) Talk to the fairies in their wood [you'll need Bo to get there] and the pattern of flowers on the world map that looks like a square; 2) Talk to the woman in the mansion to the north-west in Auria; 3) Go back to the fairy woods and tell them you'll

revert that bad boy's habits for good; 4) Go and talk to the boy; 5) Return to the mother; she'll give you 20,000 G.

2:0AA See Chun-Li from Street Fighter

-----  
There's a guy in Bleak you offers to show you a magic trick for 100 G. Say YES to him the first 2 times and every other option say NO and you'll see Chun-li doing her "Lightening Kick."

2:01Q New Doors to Open

- 
- The locked chamber in Winlan castle just before the bridge.
  - On the top floor of Agua Tower there's a section you could not go to before. In the chamber with the statues of dragons you can examine them to get some really awesome equipment.
  - Various doors in the Bleak-Auria Passageway.

2:01Z Rock Walls to Break after You've got Oxi

- 
- First floor of Agua Tower [you need Tablet].
  - Auria-Bleak Passageway.
  - Third floor of Krypt where you can get the B.Rang [erm, just don't forget the Fife!].

2:02L Tulan and the Best Rod Ever!!!

-----  
Tulan is on an island almost directly west of the gap in the ocean next to the undersea volcano. One [rather odd] thing you will encounter in the town's mansion is a whole lotta treasure surrounded by guards who'll throw you into holes if you try to get at it. It's not what it used to be like for thieves! Take the left one [you'll get nothing with the right]. In this room you \*can\* push a crate to fall down yet another hole, but if you examine the crate on the bottom right hand corner of the place you'll get a Rod5!

2:0XA Fishing Spots and their Catches

-----  
Bay east of Tunlan [lots of fish varieties available to catch]  
Hole east of Tunlan [nothing special]  
Hole east of Arad and Wisdon [nothing special]  
Hole past mountains east of Romero [Dragon Shield found here!]

2:0XB More training for Ryu

-----  
Below the mountains south-east of the hidden fort and Nabal castle is another Dragon training centre where you fight a similar enemy you did last time [but only if you've got the Dragon Shield].

2:02N Karn learns Gebo

-----  
One of the houses in Gust have a crate that if you push it, you fall into a hole. There's a wizard there you will teach Karn a unique spell if you can push the pots out of the way to get to him. First you should get the first two of them out of the way by pushing them left or right. The three pots in a row all need to be pushed out of the way, but how? You need to



	28	?	?	?	?	?	?	?	Hush
	29	?	?	?	?	?	?	?	-
	30	?	?	?	?	?	?	?	Dispel
	31	?	?	?	?	?	?	?	-
	32	?	?	?	?	?	?	?	-
	33	?	?	?	?	?	?	?	-
	34	?	?	?	?	?	?	?	RenewX
	41	?	?	?	?	?	?	?	Wall
	46	?	?	?	?	?	?	?	ZomX
<hr/>									
Bo	8	61	20	38	37	38	30	8	-
	17	-	2	3	4	4	1	1	Life2
	24	-	3	3	3	4	2	1	-
	25	13	1	5	4	5	3	2	-
	26	-	3	-	4	3	3	3	-
<hr/>									
Karn	12	116	53	38	34	69	42	51	-
	13	?	?	?	?	?	?	?	-
	22	-	3	1	3	6	4	5	-
	23	-	3	-	2	6	2	5	-
<hr/>									
Gobi	15	90	48	35	40	32	49	69	-
	16	?	?	?	?	?	?	?	Eco
	17	?	?	?	?	?	?	?	EcoX
	19	-	1	2	4	1	4	2	-
	20	-	3	1	2	3	4	4	-
	21	-	3	-	4	3	4	3	-
<hr/>									
Ox	16	168	30	73	71	14	40	21	-
	19	-	2	4	4	2	2	-	-
	20	-	2	5	3	3	2	1	-
<hr/>									
Bleu	19	119	159	28	38	59	75	41	F.Ball
	21	-	11	2	3	2	5	1	LStorm
	22	-	11	3	1	4	4	2	Chill
	23	-	9	3	3	3	5	2	Flee
	24	-	11	2	1	2	4	1	9.5
	25	-	15	3	2	3	6	4	Blast
	26	-	15	3	1	3	5	4	Gale
	27	-	13	-	1	4	5	4	-
	28	-	13	-	3	5	5	4	Ice
	29	?	?	?	?	?	?	?	Char
	20	?	?	?	?	?	?	?	Nova
	31	?	?	?	?	?	?	?	IceX
	32	?	?	?	?	?	?	?	FireX
	33	?	?	?	?	?	?	?	Drain
	35	?	?	?	?	?	?	?	BoltX
	37	?	?	?	?	?	?	?	NovaX
	40	?	?	?	?	?	?	?	Comet
<hr/>									
Mogu	22	91	54	80	52	76	45	22	-
	23	-	3	4	3	3	2	2	-

Ratings out of Five

Character	HP	MP	Str	Vig	Agi	Wis	Lck	=
Ryu/Zack	4	3	5	4	4	2	4	26
Nina	2	5	1	2	4	5	4	23



Bo	5	2	4	5	4	2	1	23	
Karn	3	3	3	4	3	3	4	23	
Gobi	4	3	4	3	3	3	3	23	
Ox	5	3	5	3	1	3	3	23	
Bleu	2	5	1	3	3	5	5	24	
Mogu	5	3	3	3	4	3	3	24	
_____	____	____	____	____	____	____	____	____	

A:00A Ryu/Zack

-----

The hero can learn his spells at various stages of the game and only after completing certain requirements and defeating the challenge in a Dragon shrine [Ryu only!]. They must be done in order btw.

1. After you defeat Talon you can get SnoDr, FlmDr and ThrDr.
2. After you defeat Bain you can get IceDgn, FirDgn, BltDgn and GldDgn.
3. After you defeat Avian you can defeat Rudra.
4. In Ease Cave you can find the shrine in the underwater part and get Agni.

Ryu can also go fishing, as long as he's got a rod equipped as a weapon and is in the lead of the party when you examine a fishing well or beach with fish in it.

A:00B Nina

-----

This princess is a heavy magic-user and all her spells are got via levelling up. Towards the end of the game she'll magically grow up so you can fly on her!

A:00C Bo

-----

Bo learns virtually no new spells when you get him and though he's useful at times to go through forests his main power will be via Karn later in the game.

His special ability is to hunt all those animals that appear on the world map at certain times of the day, netting you meat and a couple of other things.

You can also go through forests with him in the front of the party.

A:00D Karn

-----

Karn's spells involve transforming into two or more other members of the party, giving all the weak characters except Mogu a use... You can get the spells from side-quests only... Everyone still gets the same EP at the end of the battle, and while transformed outside of battle, Karn can use the other characters' special abilities.

- Shin [Bo + Gobi]: Man in Gant.
- Debo [Ox + Gobi]: Man in Gust.
- Doof [Bo + Ox]: Man in dirt patch north of Camlon. Talk to him with Mogu in the lead.
- Puka [Bo + Ox + Gobi]: House north of the Dragon Shrine near bleak. Use Doof to push a big crate out of the way and talk to the man there.

With Karn at the lead of the party you won't fall into any traps or have to use keys to open doors/chests.

A:00E Gobi

-----  
All of Gobi's significant abilities are non-battle related, like being able to set up shop in Prima and Tunlan (just walk up to the empty counter and press A), and being able to turn into a big fish that everyone travels while in the ocean after getting the crystal sphere.

A:00F Ox

-----  
A physically strong character, Ox may have the might of the aforementioned animal, but he also has the agility and intelligence of one.

His special abilities involve knocking things down, like earthen walls in dungeons and fruit trees (coconut, apple...).

A:00G Bleu

-----  
Bleu is the opposite of Nina, meaning the more you level her up the more her repertoire of powerful offensive spells grows. She's so good she doesn't need any special abilities, or maybe Capcom were just lazy.

A:00H Mogu

-----  
This character is like Gobi in the way he isn't great in battle, but his dig abilities allow him to find items under the earth (anywhere there are claw marks) and escape battles easily.

A:01 Magic

-----  
A:01A Magic Damage Ratings

-----  
Note: Holy spells will only give damage if the enemy is undead

+30	- Cure
+100	- Cure2
+250	- Cure3
+250	- CureX*
+All HP	- Cure4
-20	- Flare
-20	- Flare (fire**)
-25	- Spark
-30	- Ebb*, Cold, 3.5
-35	- Bomb
-37	- Spark (thunder**)
-40	- Flame (fire**)
-45	- Cold (water**), 3.5 (earth**)
-50	- EbbX*, 5.5
-52	- Bomb*
-60	- Flame (fire**), Frost
-70	- Eco*, Boom
-75	- 5.5 (earth**)
-80	- Fry, 9.5
-90	- Frost (water**), F.Ball

-95 - LStorm  
 -100 - EcoX\*, Chill, SnowDr (1)  
 -105 - Boom (fire\*\*)  
 -110 - Blast  
 -115 - FlmDr (1)  
 -120 - Zom (holy\*\*), Fry (thunder\*\*), 9.5 (earth\*\*)  
 -130 - Gale, FlmDr (2), ThnDr (1)  
 -135 - F.Ball (fire\*\*)  
 -142 - LStorm (thunder\*\*)  
 -150 - Chill (water\*\*), Ice (water\*\*), SnowDr (4)  
 -165 - Blast (fire\*\*)  
 -180 - Char (fire\*\*)  
 -190 - ThnDr (2), IceDgn (1)  
 -195 - Gale\* (thunder\*\*)  
 -200 - Nova\*  
 -210 - FirDgn (1)  
 -225 - Ice\* (water\*\*)  
 -230 - BltDgn (1)  
 -250 - IceX  
 -260 - FlmDr (fire-3)  
 -270 - Char\* (fire\*\*)  
 -285 - IceDgn (2)  
 -300 - ZomX (holy\*\*), Nova\* (fire\*\*), NovaX, SnowDr (water-3)  
 -320 - Rudra (1)  
 -315 - FirDgn (2)  
 -345 - BltDgn (2)  
 -350 - FireX  
 -375 - IceX (water\*\*), GldDgn (1)  
 -380 - ThnDr (thunder-3)  
 -400 - BoltX, Comet  
 -450 - NovaX (fire\*\*)  
 -480 - Rudra (2)  
 -525 - FireX (fire\*\*)  
 -570 - IceDgn (water-3)  
 -600 - BoltX (thunder\*\*)  
 -630 - FirDgn (fire-3)  
 -690 - BltDgn (thunder-3)  
 -750 - GldDgn (2)  
 -960 - Rudra (thunder-3)  
 -999 - Agni  
 -\*\*\* - Sap (to HP)  
 -\*\*\* - Drain (to MP)

\* Effects whole party

\*\* Effects enemies who have a weakness to the element shown

\*\*\* Damage is random

(1) Normal damage

(2) Normal damage & critical hit

(3) Normal damage, critical hit & enemy weakness

A:02 Special Abilities

A:03 Background (spoiler alert!)

-----

A:03A Ryu

-----

Height: 160 cm (5'3")

Weight: 52 kg (114 lbs.)

Hobby: Fishing  
Hometown: Drogan (change the "o" into an "a" and whaddya get?)  
Past: He and his sister have lived in the town of Drogan Ryu's whole life. Their parents had died in the Goddess War that saw Zog take control of the world.  
Now the ruling clan of Dark Dragons have their sights set on defeating the clan of Light Dragons, who Ryu and his sister belong to.  
When they arrive they cast impenetratable fire on Drogan and the only person there with the power of the dragon is Ryu's sister.  
She turns everyone into stone so they can survive the burning flames and turn back to find their town in ruins but at least not to be captured by Zog's men ... but to draw their attention away from the others she had to allow herself to be captured.  
As the only Light Dragon left capable of taking on the Dark Dragons Ryu is the world's only hope of defeating Zog...

A:03B Nina

-----

Height: 158 cm (5'2")  
Weight: 45 kg (99 lbs.)  
Hobby: Eating  
Hometown: Winlan (wind land -- I can see it miles off)  
Past: Nina is princess of the Wing Clan, which was peaceful and hid itself during the Goddess War. When she gets caught up in Ryu's quest she wants to come too!

A:03C Bo

-----

Height: 182 cm (6'0")  
Weight: 87 kg (191 lbs.)  
Hobby: Travelling  
Hometown: Tantar/Tuntar  
Past: Leader of the armies of the Forest Clan, Bo has fought the Dark Dragons on many occasions and been forced to retreat, and that is why he will join Ryu.

A:03D Karn

-----

Height: 154 cm (5'1")  
Weight: 48 kg (105 lbs.)  
Hobby: Collecting shoes  
Hometown: Bleak  
Past: As a young boy Karn was found and raised by the leader of the thieves in Bleak and has strived to become the best thief since then. That's how he met and joined Ryu, Nina and Bo.

A:03E Gobi

-----

Height: 173 cm (5'8")  
Weight: 110 kg (242 lbs.)  
Hobby: Making money  
Hometown: Prima  
Past: Gobi's clan is the Manillos, who are fishlike and have a goal to take over the world in commerce. Gobi joins you in order to be able to get a sphere and be

able to transform into a big fish so he can travel the ocean more quickly, for he was barred from using them by the clan, who agreed to lift it if he helped Ryu.

A:03F Ox

-----

Height: 250 cm (8'2")

Weight: 200 kg (440 lbs.)

Hobby: Cooking

Hometown: Gust?

Past: Ox's clan is the Iron Ogres, a large and powerful people who use their dextrosity to make weaponry and armour, although they are peaceful and would prefer making things like food implements.

A:03G Bleu

-----

Height: ??

Weight: ??

Hobby: Dreaming

Hometown: Unknown

Past: A sorceress famed by all the clans for being very powerful, yet she spends most of time in a deep coma, in a sleep she seems to enjoy greatly. Though she had to awake to lend her ability to Ryu.

A:03H Mogu

-----

Height: 83 cm (2'9")

Weight: 32 kg (70 lbs.)

Hobby: Ancient Studies

Hometown: ?

Past: Mogu comes from a clan of creatures who can...uh, dig really well. Ryu and co. come accross him because of a curse Mogu is facing that is related to their quest and after that Mogu is a lot of help when they're in Scande, for they have to deal with his secretive clan members.

=====

APPENDIX B

=====

B:00 Bestiary Index

-----

Note: Monsters are ordered in range of how their HP, EP and GP stack up. For the sake of brevity any area on the world map that is found to a near a town is referred to by that town. \* Denotes a dungeon within a town (which is often cleared of monsters when you defeat the boss).

NORMAL MONSTERS	HP	EP	GP	AREAS	WEAKNESS
P.Bug	8	5	12	Camlon, Nanai, Karma Forest	

-----

Slime	12	1	3	Drogan, Camlon*, Romero	
-----					
Gloom	12	5	12	Camlon, Gaia Temple, Aura Cave, Karma Forest, Tantar/Tunar	
-----					
Beak	14	8	8	Camlon, Gaia Temple, Aura Cave, Karma Forest	
-----					
Flea	15	3	4	Drogan, Camlon*, Romero	
Bulla	20	3	4	Drogan, Camlon*, Romero	
Creep	25	8	8	Camlon, Nanai, Aura Cave, Karma Forest, Tantar/Tunar	
Stool	25	40	20	Tantar/Tunar, Forest of Despair	
Zombie	25	70	36	Tantar/Tunar, Forest of Despair	
Spider	40	20	40	Karma Forest & Tower	
S.Rider	45	120	90	Forest of Despair	
Blurb	50	40	20	Tantar/Tunar	
WarHog	50	160	80	Tantar/Tunar	
G.Knight	50	100	200	Forest of Despair	
Fishy	65	360	300		Thunder
CactusX	70	360	270	Prima	Thunder
Ameblob	75	60	45	Cleansing Water Cave	Thunder
CreonX	120	600	400	Prima	Thunder
DogFish	140	560	160	Prima	Thunder
Frog	180	500	350		
Archer	180	560	180		
AmeblobX	400	640	240	Underwater Volcano	Thunder
Blaze	400	860	360		
Pincher	1,000	4,800	4,800		Thunder
BlazeX	2,400	840	200		
BowMan	180	200	140		
BowmanX	110	280	90		
Bully	45	120	60		
Cactus	54	130	50		
Chimera	180	560	180		
Chopper	100	480	300		
Claw	250	1,200	400		
Crab	300	1,020	360		
CrawlerX	25	250	150		
Creon	100	220	120		
D.Flea	200	280	90		
D.Rider	44	50	30		
D.Knight	180	780	300		
DogFishX	300	560	180		
E.Chest	45	860	360		
Entity	700	1,680	800		
FireHead	240	1,400	1,000		
Flower	700	1,800	600		
Fly	45	40	20		
Fungus	80	240	120		
G.Slime	120	800	300		
Gargoyle	2,200	1,200	400		

Ghoul	280	700	300
Golem	3,000	1,290	540
ICU	2,500	1,290	540
Lancer	100	120	100
LancerX	300	500	340
M.Scorp	65	640	240
M.Slime	2,000	5,400	6,000
M.Flea	100	1,680	400
Mage	85	140	70
Midget	55	80	40
Mimic	300	800	3,000
Nautilus	200	700	300
Peril	2,800	460	200
Phoenix	240	720	360
PincherX	1,700	1,800	600
Prickle	90	40	20
R.Slime	66	240	160
Roach	180	460	200
Rogue	2,000	6,520	1,200
Ruga	3,500	2,520	1,200
SandClod	100	430	120
Scorp	70	120	60
Shadow	100	340	60
SlimeX	2,000	9,999	9,999
Soldier	600	1,320	720
Sorcerer	200	600	200
SpearMan	150	500	340
Tentacle	60	240	150
Tronk	40	140	72
WarHogX	280	1,360	480
Warlock	250	1,020	360
Widow	300	1,400	450
Wraith	220	600	300
WraithX	320	480	240
Zard	35	60	45
Zoom	300	800	200

BOSSSES	HP	EP	GP	AREAS	WEAKNESS
Frog	180	500	350	Camlon Castle	Dark
Wizard	180	1,000	700	Wizard's Tower	
Morte	120	280	200	Karma Tower	
Mortea	230	280	200	Karma Tower	
General	250	1,120	300		
Pog	280	1,400	800		
Knight	390	700	240	Nanai	
Knight	450	2,800	2,000		
Talon	700	400	190		
Wisp	730	1,200	300		
Pog	280	1,400	800		
G.Fly	1,000	5,600	6,400		
Squid	1,000	6,000	4,200		
Octo	1,000	6,000	1,500		
Myst	1,100	4,000	3,600		
Gremlin	1,200	1,400	800		
Cloud	1,400	4,800	1,200		
RugaX	1,400	3,200	2,400		
SandWorm	1,600	1,200	1,200		
Morteo	1,500	3,200	3,000		
EyeSpy	1,600	2,800	2,800		
Bain	1,800	1,020	360		

GrimFowl	2,000	4,200	4,800
Toad	2,300	6,000	1,500
K.Roach	2,800	460	200
FlowerX	2,900	3,200	3,000
Avian	3,000	1,400	1,800
Mote	3,500	5,400	6,000
Mothro	3,500	6,000	8,000
Cerl	3,500	8,000	9,000
HornToad	4,000	6,800	7,000
Goda	11,000	6,000	6,000
Sara	15,000	8,000	8,000
Goddess	16,000	10	12
Zog	16,000	7,000	7,000
Jade	25,000	8,000	8,000

B:01 Stats

-----

ENEMY	ATK	DEF	ACT	WIS	
Entity	120	152	85	2	= 357
Icu	120	120	80	2	= 362
D.Knight	148	180	40	2	= 368

B:02 Strategies

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=====

APPENDIX C

=====

C:02 Items

-----

-----

Item: 1. Apple  
2. C.Nut (Coconut)  
3. Cure  
4. Herb  
5. Melon  
6. Sole  
7. Srdine [Sardine]  
Use: Recover 20 HP  
Found: Defeat Avian (very rare)

-----

Item: Sole  
Use: Recover 100 HP

-----

Item: Cure2  
C.Fish [Cat Fish?]  
Use: Recover all HP

-----

Item: Meat  
Use: Party recovers 70 HP  
Found: Hunt boar.

-----

Item: WMeat [White Meat]  
Use: Party Recovers 100 HP  
Found: Hunt birds [that's why it's white meat]

-----

Item: Acorn



W.Ant

Use: Recover 20 AP

Found: Dark D. Fort, Agua, The Giant, Lake Shrine, Auria, Dark  
D. Ship, bought

---

Item: W.Ant [White Antler]

Use: Recover 100 AP

Found: Auria, Bleak, Carmen, hunting white deer [very rare]

---

Item: Life

Use: Revive stunned character with 1 HP left

---

Item: Life2

Use: Revive stunned character with all HP

---

Item: 1. Antdt [Antidote]

2. Antler

3. Mackrl [Mackerel]

Use: Heal Poison status ailment

Found: 1. Flea Market [46-80 GP], most shops, Camlon Castle,  
Gaia Temple, Winlan Castle, Romero, Auria, Krypt  
2. Hunt Deer

---

Item: Trout

Use: Heal Poison and 150 HP

---

Item: T.Drop

Use: Heal Zombie status affliction

---

Item: Charm

Use: Heal any status affliction except stun

---

Item: M.Drop

Use: Heal party of all status affliction except stun

---

Item: Snapr [Snapper]

Tuna

Use: Heal all HP and status ailments

---

Item: A.Ptn [Attack Potion]

Use: Increase Attack by 1 permanently

Found: Ramui Woods, Gant, digspot northeast of Tantar, Spyre,  
dogspot southeast of Scande.

---

Item: L.Ptn [Luck Potion]

Use: Increase Luck by 1 permanently

---

Item: S.Ptn [Strength Potion]

Use: Increase Strength by 1 permanently

---

Item: V.Ptn [Vigour Potion]

Use: Increase Vigour by 1 permanently

---

Item: W.Ptn [Wisdom Potion]

Use: Increase Wisdom by 1 permanently

---

Item: C.Stn [?]

Use: Cast ice magic in battle

---

Item: B.Stn [?]

Use: Cast thunder magic in battle

Item: F.Stn [Flame Stone]

Use: Cast fire magic in battle

Item: Mrbl1~2

Use: Gives one critical hit in battle

Item: Mrble3

Use: Stop encountering monsters temporarily

### C:03 Weapons

I'll list these in order of Attack. All weapons are one handed in exception of those designed for Bo and Ox. All Rang weapons attack all enemies at once, as well as Foil.

WEAPON	ATT	WGT	CHRS	Location
-----	---	---	----	-----
EmporSD	255	1	Ryu/Zack	Search Jade's Throne after battle
Mallet	255	1	Ox	Flea market stage3 (12,000~18000)
HeroBW	220	8	Bo	Dig spot northeast of Carmen
StarHR*	210	8	Ox	Obelisk
DwarfBW	150	1	Bo	Flea Market stage 3 (7,000~12,000)
Tri-Rang	150	2	Ryu/Zack	Near Pagoda behind tower
DarkDR	140	1	Ryu/Zack, Karn	16,000~24,000 GP (Flea Market, 2)
FlameSD	122	10	Ryu/Zack	Buy in Carmen for 20,000 GP
MystCW	120	1	Mogu	Dig spot southeast of Scande
FlameHR*	120	8	Ox	Obelisk
SpineHR	120	15	Ox	Buy at Gant for 27,000 GP
DragonSD	110	20	Ryu/Zack	Use Rod5 in the well W of Romero
MystSD	100	3	Ryu/Zack	?
Sleeper	100	8	Gobi	Flea Market stage 2 (1,600~2,400)
GlowCN*	100	8	Bleu	Flea Market stage 3 (27k~36k)
WingSD	96	8	Ryu/Zack	10,000 GP at Gust & Spring
Tri-BW	96	12	Bo	10,000 GP at Carmen
IcyCW	88	3	Mogu	Buy for 15,000 at Carmen
PowerRP*	82	0	Nina	12,000~18,000 at Flea Market
JadeBW	80	8	Bo	Mare Tower
RageHR	75	8	Ox	Wisdon
IcyDR*	75	9	Karn	Agua
IronCW	74	3	Mogu	Buy in Sping for 1,000 GP
Trident	74	6	Gobi	Mare Tower
FlameDR	74	7	Karn	Pagoda
MoonBW	66	1	Bo	Buy at Gust for 8,000 GP
PowerDR	66	7	Karn	Sea Volcano; 5,500 GP at Spring
LoyalRP*	64	6	Nina	Buy at Carmen for 25,000 GP
PowerSD	62	8	Ryu/Zack	Buy at Prima for 10,400 GP
B.Rang	60	2	Ryu/Zack	Krypt (repaired in Gant)
RustCW	60	4	Mogu	Buy at Spring for 7,000 GP
GiantHR	60	12	Ox	Hidden Fort, at Gant for 4,050 GP
HeroSP	56	4	Gobi	Buy at Gant for 6,750 GP
EvilRP	55	7	Nina	Flea Market 2 (8,000~12,000 GP)
Tri-DR	54	6	Karn	Buy at Gust for 4,000 GP
SharpBW	54	7	Bo	Sea Volcano
Sickle	50	6	Ryu/Zack	Buy at Prima for 6,500 GP





SuedeGN	10	6	YES	YES	YES	YES	YES	YES	YES	YES	YES
Robe	2	1	YES	-	-	-	-	-	-	YES	-
Cloth	1	1	YES	YES	YES	YES	YES	YES	YES	YES	YES

C:06 Helms

HELMET	DEF	WGT	RY	NI	BO	KA	GO	OX	BL	MO
-----	----	----	--	--	--	--	--	--	--	--
DragonHT	80	1	YES	-	-	-	-	-	-	-
LoveHT	64	10	-	YES	-	-	-	-	-	-
CursedHT	62	25	YES	YES	YES	YES	YES	YES	YES	YES
StoneHT	48	16	-	-	-	-	-	-	-	YES
PowerHT	44	3	-	-	-	YES	YES	-	-	-
AgileHT	42	1	YES	YES	YES	YES	YES	YES	YES	YES
Domino	42	7	-	YES	-	-	-	-	YES	-
HornHT	37	6	YES	-	YES	YES	YES	YES	-	YES
GaiaMask	36	4	YES	-	-	-	-	YES	-	YES
FaceMask	35	6	YES	-	-	YES	-	-	-	YES
IronHT	32	6	YES	-	YES	YES	YES	YES	-	YES
DivingHT	32	6	-	-	-	-	YES	-	-	-
IronMask	30	7	-	-	-	-	-	YES	-	-
EchoHT	28	3	YES	YES	YES	YES	YES	YES	YES	YES
ShellHT	25	1	-	-	-	-	YES	-	-	-
ChainHT	25	8	YES	YES	YES	YES	YES	YES	YES	YES
SkullHT	25	10	YES	YES	YES	YES	YES	YES	YES	YES
HeadGear	16	5	YES	YES	YES	YES	YES	YES	YES	YES
IcyHT	16	6	YES	YES	-	-	-	YES	-	-
GoldHT	14	6	YES	YES	YES	YES	YES	YES	YES	YES
SunHT	12	8	YES	-	YES	YES	YES	YES	-	YES
WolfHT	12	4	-	-	YES	-	-	-	-	-
Turban	11	1	YES	YES	YES	YES	YES	YES	YES	YES
BronzHT	10	4	YES	-	YES	YES	YES	YES	-	YES
Tiara	10	2	-	YES	-	-	-	-	YES	-
Hairband	8	2	-	YES	-	-	-	-	YES	-
NiceHT	6	3	YES	YES	YES	YES	YES	YES	YES	YES
SuedeHT	6	3	YES	YES	YES	YES	YES	YES	YES	YES
Visor	6	2	YES	-	YES	YES	YES	YES	-	YES
Bandana	5	1	YES	YES	YES	YES	YES	YES	YES	YES
G.Tiara	5	2	-	YES	-	-	-	-	YES	-
StrawHT	2	1	YES	YES	YES	YES	YES	YES	YES	YES
TideHT	0	0	YES	YES	YES	YES	YES	YES	YES	YES

C:07 Other Equipment

ETC. Info

-----  
Clog - Increases ACT by 10 and M.DEF by 2  
Sash - All can equip

-----  
Sash - Increases ATT by 10  
- All can equip

-----  
SkullRG - Increases DEF by 10  
- All can equip

-----  
DarkBR - Increases ACT, FATE [20] and M.DEF [5]  
- Karn can equip

-----  
WindBR - Increases ACT [20] and M.DEF [5]  
- Nina and Bleu can equip  
-----

DreamRG - Does nothing  
SilverBR - All can equip  
- This is like the TideHT, why is it even in the game?  
-----

LoveBR - Regenerate HP slowly  
- Nina and Bleu can equip  
-----

MystSF - Does nothing  
Ruby Ring - Nina and Bleu can equip  
-----

Ring - Attack increased by 10  
- Ryu can equip it  
- Equip with the DarkDR for great performance!  
-----

Rod1~5 - Enables you to go fishing on beaches and in wells  
- Ryu can equip it  
- Locations  
1. Buy in Prima or Agua  
2. Buy in Prima or Flea Market  
4. Find at Lab  
5. Find at Tunlan  
-----

Shell - Equip along with one of the rods and it'll act as a bait  
Shrimp - Like with the rods, only Ryu can equip  
Urchin - Bought in Auria and Prima  
Worm - Shell & Urchin dropped by Dogfish  
Worm2 - Shell found at Spyre  
-----

C:08 Locations of Armour, etc.  
-----

[ ] LifeAR & IcyDR: Two of the dragon statues in Agua Dragon Temple.  
These are the best armours for Ryu and Karn.

C:09 Locked Doors List  
-----

C:10 Breakable Walls List  
-----

C:11 Fishing Spots & Catches  
-----

C:11 Places to Fish  
-----

- South of Drogan  
- South of Camlon  
- East of Camlon  
- East of Tantar  
- North of Gramor  
- North of Scande

C:12 Hunting Guide  
-----

C:12A How to Hunt  
-----

- You need Bo or Karn to be able to hunt, as they can shoot

- arrows at those animals on the world map.
- If you shoot just as the animal is about to jump, the animal will jump underneath the arrow and you can get its spoils without killing it, so you can get unlimited spoils.

C:12B Spoils of the Hunt

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Appendix D  
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D:01 Maps

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D:02 Shops

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- Notes: - Camlon only has shops after you've defeated Zog
- When I say "best" and "worst" it refers to the fact that you can get the item from more than one shop in that town.

D:02A General Price Index for Items

-----

Acorn	X1	20G	Camlon
		30G	Winlan, Winlan, Romero, Tuntar, Tunlan [best], Gust, Dream Town, Spring, Mare Town
		36G	Bleak
		29G	Tunlan [worst]
Antdt	X1	12G	Camlon, Prima [best], Gant
		13G	Drogen, Prima [average]
		15G	Winlan, Romero, Tuntar, Prima [worst], Tunlan [best], Gust, Dream Town, Spring, Mare Town
		18G	Bleak
		19G	Tunlan [worst]
Apple	X1	80G	Camlon
		90G	Drogen, Winlan
		100G	Romero
Charm	X1	120G	Prima [best], Gant
		135G	Prima [average]
		150G	Winlan, Prima [worst], Gust, Spring
		180G	Bleak
Cure	X1	1,600G	Camlon, Gant
		1,800G	Drogen, Prima [best]
		2,000G	Winlan, Romero, Tuntar, Prima [worst], Tunlan [best], Gust, Spring
		2,400G	Bleak
Herb	X1	8G	Camlon, Prima [best], Gant
		9G	Drogen, Prima [average]
		10G	Winlan, Romero, Prima [worst], Tunlan [best], Gust, Dream Town, Spring, Mare Town
		12G	Bleak
		13G	Auria, Tunlan [worst]
		16G	Tuntar
Herb	X9	72G	Camlon, Winlan, Romero
Life	X1	400G	Camlon
		450G	Drogen, Prima [best]

		500G	Winlan, Romero, Dream Town, Mare Town
		550G	Prima [average]
		600G	Bleak
		650G	Auria, Prima [worst]
T.Drop	X1	18G	Drogen
		20G	Romero, Winlan, Tuntar, Tunlan [best], Spring
		24G	Prima
		26G	Tunlan [worst]
Vitamn		650G	Prima
Mrbl1	X1	1,000G	Prima, Tunlan [best], Gust
		1,300G	Auria, Tunlan [worst]
Mrbl3	X1	8G	Prima [best], Gant
		9G	Drogen, Prima [2nd best]
		10G	Winlan, Romero, Tuntar, Prima [average], Tunlan [best], Gust, Dream Town, Spring, Mare Town
		12G	Bleak, Prima [2nd worst]
		13G	Prima [worst], Tunlan [worst]
G.Bar		65,000G	Auria, Prima
Pouch	X1	1,300G	Auria, Prima
Rod1		1,000G	Prima
		1,300G	Auria
Rod2		2,000G	Prima
Worm	X1	50G	Prima
		65G	Auria
Worm2	X1	100G	Prima
Srdine	X1	60G	Prima
Mackrl	X1	100G	Prima
Sole	X1	250G	Prima
Trout	X1	500G	Prima
B.Stn	X1	22G	Prima, Gant
F.Stn	X1	22G	Prima, Gant
C.Stn	X1	44G	Prima, Gant

D:02B General Price Index for Equipment

WEAPON	PRICE	TOWN/S	RANKING
Dirk	50G	Drogen	
Sabre	400G	Drogen, Camlon, Winlan, Romero, Tantar	
BronzSD	700G	Camlon	
	400G	Winlan	
BroadSD	5,000G	Bleak, Prima	
LongSD	2,250G	Nanai	
PowerSD	10,400G	Prima	
WingSD	10,000G	Spring	
FlameSD	20,000G	Carmen	
Scythe	1,200G	Tantar	
Sickle	6,400G	Prima	
ShortRP	400G	Romero	
BronzRP	800G	Camlon, Winlan, Romero, Tantar	
IronRP	1,800G	Nanai	



EvilRP	18,000G	Tunlan
	20,000G	Prima
PoisonRP	2,700G	Tunlan [best]
	3,300G	Prima, Tunlan [worst]
LoyalRP	25,000G	Carmen
ShortBW	1,000G	Tantar
LongBW	2,600G	Bleak
	2,280G	Prima
	2,860G	Tunlan
SteelBW	4,000G	Prima [best]
	4,400G	Prima [worst]
PoisonBW	5,500G	Prima
Tri-BW	12,000G	Carmen
Dagger	2,000G	Bleak
	2,200G	Tunlan
Dart	3,000G	Prima [best]
	3,300G	Prima [worst]
Tri-DR	4,400G	Prima, Tunlan
PowerDR	5,500G	Spring
Pike	2,750G	Prima
Javelin	4,400G	Prima
HeroSP	6,750G	Prima
Club	3,250G	Prima
IronHR	3,150G	Gant
	4,550G	Prima
GiantHR	4,050G	Prima
SpineHR	27,000G	Prima
Cane	5,400G	Tunlan
	6,600G	Prima
BoneCN	2,412G	Tunlan
RustCW	7,000G	Spring
	7,700G	Prima
IronCW	10,000G	Spring
	11,000G	Prima
	15,000G	Carmen

ARMOUR	PRICE	TOWN/S	RANKING
--------	-------	--------	---------

Cloth	9G	Nanai
	10G	Drogen
HuntCL	1,500G	Bleak
	1,650G	Tunlan
ThiefCL	2,750G	Tunlan
SpineCL	8,000G	Spring
LightCL	30,000G	Carmen
ChainML	2,000G	Camlon, Romero
IronML	5,000G	Prima, Spring
SuedeGN	500G	Camlon, Winlan
	2,520G	Nanai
Dress	900G	Tunlan
Gown	1,800G	Tunlan

	2,000G	Romero
SilkGN	2,800G	Drogen, Romero
SuedeAR	750G	Tantar
BronzAR	3,600G	Bleak
PlateAR	3,740G	Prima
MetalAR	8,100G	Gant
QuartzAR	10,000G	Spring
WorldAR	12,000G	Carmen
IronSL	1,800G	Gant
	2,000G	Bleak
MetalSL	2,700G	Gant
	3,300G	Prima
	3,930G	Prima
WoolRB	5,000G	Bleak, Prima
MystRB	5,400G	Tunlan
GuruCT	18,000G	Tunlan
RangerVT	5,500G	Prima, Tunlan

SIELD	PRICE	TOWN/S	RANKING
-------	-------	--------	---------

---

ArmPad	300G	Drogen
WoodSH	300G	Drogen, Camlon, Winlan
	270G	Nanai
SuedeSH	135G	Nanai
BronzSH	500G	Romero, Tantar
MetalSH	1,400G	Bleak
Glove	3,900G	Prima
IcySH	5,200G	Prima
Gauntlet	880G	Tunlan
MystSH	20,000G	Carmen

HELM	PRICE	TOWN/S	RANKING
------	-------	--------	---------

---

HairBand	1,000G	Drogen, Nanai*
SuedeCP	216G	Nanai
	240G	Drogen
SuedeHT	200G	Camlon, Winlan
Visor	800G	Camlon, Winlan, Tantar
	880G	Prima
BronzHT	1,200G	Romero
Bandana	400G	Tantar, Prima
HornHT	6,500G	Prima
FaceMask	7,800G	Prima
GoldHT	26,000G	Prima
NiceHT	600G	Prima
ChainHT	2,750G	Prima
IronMask	4,400G	Prima
G.Tiara	22,000G	Prima
IronHT	6,300G	Gant
GaiaMask	8,000G	Spring
PowerHT	20,000G	Carmen

D:02C Inns and Other Places of Respite

---

Drogen: - Talk to the old man in the man building to rest up

Camlon: - There are many healing springs in the castle  
 - Towards the end of the game the inn costs 1G  
 Winlan: - Rest at the inn for 80G  
 Romero: - The inn costs 60G  
 Tantar: - The inn costs 60G  
 Auria: - The inn costs 200G

D:02D Services Available

-----  
 All: Dragon Shrine  
 Drogen: Item Shop, Equipment Shop  
 Camlon [before defeat of Zog]: Nothing  
 Camlon [after you defeat Zog]: Item Shop, Equipment Shop, Bank  
 Winlan: Inn, item shop, equipment shop, bank  
 Romero: Inn, item shop, equipment shop, bank  
 Tantar: Inn, item shop, equipment shop  
 Auria: Inn, item shop  
 Prima: 2x weapon shop, 2x item shop, 2x inn, name changer

D:02E Flea Market

-----  
 In Prima and Tunlan there are shops that apparently have no proprietors, only if Gobi is at the head of your party and he is allowed to trade again you can walk behind the counter and begin working with customers. There are various items you can get depending on what part of the game you're in.

When they're driving "a hard bargain" it means you can go no further the sale.

Note:

Stage 1 Lasts until you get the sphere for Gobi  
 Stage 2 Lasts until you cure Nina's amnesia  
 Stage 3 Lasts until you finish the game

Buying - Stage 1				Selling - Stage 1			
ITEM	1ST	2ND	3RD	ITEM	1ST	2ND	3RD
----	---	---	---	----	---	---	---
F.Stn	12	11	10	B.Stn	5	7	-
LightRP	48	36	28	F.Stn	5	8	-
Smoke	60	45	35	Acorn	7	13	-
Antdt x9	80	60	45	LightRP	20	32	44
ProtnB	180	165	150	Pole	20	36	-
Rod2	1,200	1,100	1,000	Apple	25	45	55
Cure2	1,950	-	-	Antler	25	45	55
SteelBW	2,400	2,200	-	SuedeSH	37	52	67
HuntGL	2,700	2,475	2,025	ProtnA	75	105	135
MetalAR	5,400	4,050	3,150	IronSH	250	300	-
ThundrRP	5,400	4,050	3,150	HuntGL	1,125	1,575	2,025
SilverDR	6,000	5,550	5,000	Sleeper	1,000	1,600	-
AngleRP	18,000	16,500	-	ThunderRP	2,250	3,600	-
				Life2	250	-	-
				ChainML	500	900	-
				TideHT	277	444	610
				FlameRP	1,250	1,500	-

STAGE 2 1ST 2ND 3RD  
 ----- --- --- ---

Antdt	x9	80	60	46
Cure	x9	2,700	2,475	2,250
Tuna		1,200		
Smoke		60	80	

## Selling Guide

### STAGE 2

Life                    125    200~225

#### Advice:

- Store all your items while you're trading, you'll find the trading process gets easier whilst your inventory is empty.
- Be persistent and aim to get a minimum number of items in one sitting as things will be more efficient this way.
- Only ever accept an offer when they're driving a "hard bargain," not only will you have more kudos as a tough salesman but you won't fill up your inventory unnecessarily -- I know it sounds counter-intuitive to the sort of hording you tend to do with games -- but you'll end up getting more and better items if you're patient anyway.
- Keep a close eye on the offers they've made and comparisons, because the game will sometimes make an offer on the same item that's worse than the last...

## Appendix E

E:01 General Advice

E:02 Secrets

E:03 Game Enhancer Codes

Warning: All these codes are tested on an emulator and may be dangerous to a real SNES system.

### Useful Item Code Info

Like with most Square games for SNES, the item codes tend to begin with 7E [actually, this seems to be the case with most of the useful codes]. You add any number from 00 to 8D to the address 7E5140 and there's a second code whose address is 7D5141 determines the type and volume of the item. 01 added to the end says that it's a normal item, 11 for weapons and 21 for all other equipment; the number at the end of the address decides the volume of items there are so you can only put in 1~9].

### Character Stat Codes

I have to be honest, these are the codes that made Breath of Fire worthwhile for me to play [along with unlimited HP, AP and GP]. Codes such as these tend to be all the same except for a single HEX value [as pretty much all codes are hexadecimal, meaning that numbers go in increments of 16 rather than 10].

If one is familiar with the HEX order of numbers they'll know that the next group of codes are all the same except the final value in the address segment of the code going from 57 to 63 on the hex scale [that's 57 for Str, 58 for Vig, 59 for Wis, 5A for Agi, 5B for Mag, 5C for luck, 5D and 5E for Att, 5F and 60 for Def, 61 for Int, 62 for Fate, 63 for Act...and the numbers continue for the rest of your party until they run out].

7E1057 FF : 1st Character has max Str.

#### Miscellaneous

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7E1090 00 : No random battles

7E0FB1 FF : 65,535 EXP per battle

7E104C E7 : 1st Character has max HP

7E104D 03

7E1050 E7 : 1st Character has max AP

7E1051 03

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Appendix F  
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F:01 Breath of Fire Sequels  
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I have both Breath of Fire I & II; they are both available for Game Boy Advance and Super Nintendo. I'm also aware there's a Breath of Fire III for PlayStation, though I've never seen in myself. What's weird about the first sequel is that it seems that all of the characters have the the same names -- yet they're very different. But I haven't got far in my game, only "Ryu" and "Bow" (as in Bow Wow) are in the party.

F:02 The Meanings Behind the Names  
-----

Bleu

----

The French word for blue. Explains her hair I guess.

Ryu

---

The Japanese word for dragon; that's why Street Fighter's Ryu has an affinity with dragons too. And all the other Ryus...

Tyr

---

In Viking Mythology he is the god of war, and where we get Tuesday from. Tyr's Day, or Tiw's Day.

F:03 How BoF for GBA is Different  
-----

Interface

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- Not as much abbreviation is needed as in the SNES version, partic-

ularly when it comes to item names. The menus are more cramped looking though.

- You can do a quick save anywhere you like outside of battle and story scenes. When you've done a quick save the game resets, prompting you to choose whether or not you'll load the quick save at the title screen; load it and it's automatically deleted after loading, press "NO" and it'll be deleted without loading (so take care).
- When buying you can trade in equipment, meaning that if you're buying a weapon the game will show the price of the weapon, buy your old weapon and replace it with the new.

The wierd thing is When the game prompts a "yes" or "no" to the deal you cannot avoid it even if you say "no," you can only press B to see how much your old weapon is being sold for. So be careful.

- The EP and GP you get from monsters is always higher.
- Brighter colours.
- It's easier to play overall.

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YOU HAVE REACHED THE END. THANK YOU FOR READING & GOOD LUCK

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SNES FAQ/Walkthrough by PeaceNLove  
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#### VERSION LOG

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- 0.8 (11/08/07)-
- \* Began the project. Laid out the contents and set to work on filling them out.
  - \* Wrote the default controls for SNES and GBA versions.
  - \* General content for guide laid out.
  - \* Wrote about the main menu and battle screen.
  - \* Finished Walk-Through, then modified boss entries at leisure.
  - \* Added side-quests.
  - \* Added notes of spells gained at certain levels.
  - \* Added HP, EP and GP for monsters.
  - \* The Olympics hysteria is underway, and I've just entered the details for Gobi's shops!
  - \* Added HP, EP and GP for bosses.
  - \* Added a weapons list ordered in the strength of Att.
  - \* Added shields list order in strength of Def.
  - \* Added armour list in order of Def strength.
  - \* Added list of all other equipment.
  - \* Added list of ordinary items and their uses.
  - \* Finished general price index.
  - \* Wrote info about pro action replay codes.
  - \* Did work on the flea market chapter.
  - \* Added battle advice.

- 1.8 (27/03/09)- \* Guide has been released on GameFAQs.
  - \* Touched up on walk-through and added many things besides.
  
- 1.9 (04/04/09)- \* Added some maps to the walk-through.

#### TO DO LIST

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- Finish off flea market guide.
- List strategies for end bosses. \*Yawn\* battles are REALLY boring in Breath of Fire, just be patient and you'll get there.
- Finish playing GBA version of game.
- Type in the other stat bonuses from level ups.
- Use following codes in SNES version:
  - 7e1056 ff = Character position 1 level 99 1 battle
  - 7e10f6 ff = Character position 2 level 99 1 battle
  - 7e1196 ff = Character position 3 level 99 1 battle
- Do fishing, hunting and digging guides.
- Ascertain what all of Karn's special abilities do.
- Check if Sap and Drain are spells that absorb 1/15 of enemy's max HP/MP.

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