

Monster Maker 3 (Import) FAQ/Walkthrough

by ritchie

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Monster Maker III -Hikari no Majutsushi-

Monster Maker III -The Magician of Light-

(c) SOFEL, 1993

(c) U-KIKUKA, 1993

(c) KAGATSU HIME, 1993

(C) SHOW-KIKAKU, 1993

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Guide

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VERSION HISTORY

v1.0 (10/03/04) - Initial release.

***I added some cheat codes.

Please use these cheat codes.

Infinite D	7E0BA43F
	7E0BA542
	7E0BA60F
EXP After Battle	7E00FCFF
	7E00FDFF
No encounter	7FE9AA00 (Optional)

About the game

Super Famicom version of the familiar RPG of the Famicom and Game Boy. The story has 5 chapters in all, and you go on an adventure while operating a different character in each chapter. The battle is not a card battle but a side view.

Chapter 1 Camelot's Warrior

Camelot Castle

Search the jar in the pup & inn for a green fruit on 2F. Leave the pup & inn, and go to the castle to 2F. On 2F, go to the throne room, and speak to King Camelot. Search the jars in the castle for a green fruit (1F), green milk (2F), green milk (3F), and D100 (3F). After that, leave, and go west to Glasston Town.

Glasston Town

Go to the pup-inn, and search the jar for antidote grass. Go to the top left house, and search the jar for D64. Go to the weapon and protector shop to buy equipment for Arusharuku. After that, leave, and go north to the Cave. Recommend LV6 for Arusharuku.

Cave

On 1F, search the two gargoyle statues, and choose yes to get the ancient statue & D200. After that, go up the stairs until you reach the outside of

the cave. Go to Fuln Castle which is nearby.

Fuln Castle

On 1F, search the treasure chest for a blue key (left) & a freeze power (right). Go up the stairs which is nearby to 2F. On 2F, go to the upper left, and go thru the door into a room. In this room, search the treasure chest for D81. Now, go back to 1F. On 1F, go thru the white door at the top, and go into the small room on the left side. In this small room, pull the arrow out to open a section of the wall. (There is a jar in the small room on the right side with an antidote grass). After that, go thru the open wall, and go down the stairs to B1. On B1, when the alarm goes off, go into the room on the right, and pull the switch down to turn off the alarm. After that, go into the room on the left. Walk along the right side of the wall to avoid the poison arrow, and search the treasure chest for D225. Go in front of the blue door that is nearby, and choose yes to use the blue key to unlock the door. Now, go thru that door, and walk along the right side of the wall to avoid the poison arrow. Search the treasure chest for a bronze armor. After that, go to the lower left, and go up two-flights of stairs to 2F. On 2F, go thru the door at the bottom, and go to the lower right. Go down the stairs into a small room, and search the treasure chest for the silver key. After that, return back to 1F. On 1F, go to the far right, and go down the stairs into B1. On B1, go in front of the silver door, and choose yes to use silver key to unlock the door. After that, go thru the door, and go up the stairs to 2F. On 2F, go thru the door at the top, and go into a room. In this room, go down the stairs, and pick (#3) to take the ?medicine bottle. After that, go up the stairs to 3F. On 3F, go all the way to the far upper left into a room. In this room, go down three-flights of stairs into a room with a treasure chest and a peddler. Search the treasure chest for a green extract. The peddler is only selling green milk and antidote. After that, go back to 3F. On 3F, go thru the big brown double doors, and speak to Wolfy. Choose yes to fight Wolfy. After defeating Wolfy, Arusharuku gets EXP55 & D53. After the scene, speak to the elf Roryeen, and choose yes. Then, the elf Roryeen becomes a friend. The elf Roryeen is LV6. Now, leave the castle, and return back to Camelot Castle.

Camelot Castle

Go to the castle to 2F. On 2F, go to the throne room, and speak to the King Camelot. Choose yes to get D3041. After the scene, leave, and go south to Kyubikku Village.

Kyubikku Village

Go to the house that is nearby the entrance, and search the jar for a green extract. After that, leave, and go further south to Ester Barrier.

Ester Barrier

Go to the timekeeper's house which is on the right side of the entrance for D144. Go to the weapon and protector shop to buy equipment for the duo. After that, leave, and go west to Kobold Cave. Recommend LV10 for Arusharuku and LV7 for the elf Roryeen.

Kobold Cave

On 1F, go to the upper left. Walk along the left side of the wall to avoid the poison arrow, and search the jar for a poison fang. Search the gargoyle statue for D80. There is a spring in the lower right area that can fully recover the duo's HP. Now, pull the switch up to reveal the arrow traps, and

go down the stairs to B1. On B1, search the three treasure chests for D324, red key, and iron helm. Now, go in front of the red door, and choose yes to use red key to unlock the door. After that, go thru the door, and fight the Kobold soldier x4. After defeating the Kobold soldier x4, go thru the white door into Kobold Village.

Garurao Village

Go to the house that's behind the weapon shop, and search the jar for poison fang. There is a spring in the upper right area that will fully recovers the duo's HP. Go to the castle to 1F. On 1F, search the jars in the castle for a green milk and magic grass. After that, go upstairs to 2F. On 2F, go to the throne room, and speak to King Galk. After speaking to King Galk, fight the Kobold soldier x6. After defeating the Kobold soldier x6, fight King Galk. After defeating King Galk, the duo gets EX142 & D121, and choose yes. Go back downstairs to 1F. On 1F, go to the left, and speak to the guard who is blocking the door. Go thru that door into a small room with a time keeper & five treasure chests with the items of draieureka, master bow, taima no kane (bell of repel evil), demon claw, skull. Go to the weapon shop to buy equipment for Arusharuku. After that, go to the top area of the village, and speak to the guards to get into Kobold Cave.

Kobold Cave

On B1, go to the upper right, and search the two jars for thunder power & green milk. Go further to the upper right, and go up two-flights of stairs to 3F. On 3F, leave the cave, and go southeast to Ronal.

Ronal

Go upstairs to 2F, and speak to the man that is nearby the counter. Choose yes to pay him D50 to use the gondola to cross over to the other side of the waterfall. On 2F, search the jar for a green fruit. After that, leave, and go north to Risuteru Village.

Risuteru Village

Go to the house in the center of the village, and search the jar for a green extract. In that same house, speak to the elder. After the scene, it will say, "Chapter 1 Ends," and choose yes to save the game.

Chapter 2 The Elf Prince

Erushiita Kindom

After the scene, leave the throne room, and go thru the door on the right to a small room. In that small room, search the jars for green fruit x3. Now, go down the stairs to 1F, and go thru the door on the bottom right into a room with four treasure chests. Search the treasure chests for amulet, talisman, aquamarine, amurita. Go thru the door on the bottom left into a bookroom, and search the two jars for magic grass and green milk. Leave the castle, and go into the town area. In the town area, choose yes to make Sarla becomes a friend. Now, go to the elder's house which is in the upper left, and speak to the three elders. In that same house, search the jars for green extract, magic grass, D529. Go to the curio dealer, buy flame power x5. After that, leave the town, and go into Esuiru Forest.

Esuiru Forest

Search the two treasure chests for fairy bow (lower left) and blocker (upper

right). Search the gargoyle statue for aquamarine (far lower left). There is an evil god statue in the lower right side of the forest that will fully recover one's HP for D208 or more. Search the two log for D121 (center) and green fruit (lower left). From Erushiita, go all the way down (passing the logs & the evil god statue), right, and then down to leave the forest. Now, go northwest to Empushaa Town.

Empushaa Town

Go to the inn, and search the jar for benzoin. Go to the house that's behind the inn, and search the jar for D169. Go to the protector shop to buy equipment for the duo. After that, leave, and go west to Hasuko Village.

Hasuko Village

Go to the inn, and search the jar for green fruit. Go to the elder's house which is in the upper left, and search the jar for ghost grass. After that, leave, and go west to Dragon's Peak. Recommend LV7 for Erusaisu and LV8 for Sarla.

Dragon's Peak

Go into the cave, and go to the upper right. Go up the stairs, and search the jar for D225. After that, go thru the door at the bottom, and go upper left side of the mountain. There is an evil god statue that will fully recover one's HP for D225 or more. On the left side of the mountain, speak to the dragon, Iriga. After that, leave, and go northwest to the Monster Maker's Hut.

Monster Maker's Hut

On the right side of the hut, push the stone to the right, and go down the stairs into the Secret Underground Passage to B1. Recommend LV8 for Erusaisu and LV9 for Sarla.

Secret Underground Passage

On B1, go to the upper right, and search the treasure chests for D625, gradius, aquamarine. Now, go to the left, and pull the switch up to reveal the trap of the poison arrow. After that, go to upper left, and go thru the door into a prison room area. In this room, search the jars for D196 & benzoin. Now, go into cell that is in the far left side of the room, and pull the arrow out to show a treasure chest. After searching the treasure chest for the copper key, go to the front of the cell that has the baby dragon, and choose yes to use the copper key to open the door. Speak to the baby dragon, Mito, and choose yes. After that, leave the underground passage, and go back to the Monster Maker's Hut.

Monster Maker's Hut

Outside the hut, fight the riru-harpy x3. In battle, choose servant (shimobe) + decide (kettei) to summons Mito to fight the riru-harpy x3. After defeating the riru-harpy x3, fight the pixies x3. After defeating the pixies x3, fight Boogieman. After defeating Boogieman, leave, and go back to Dragon's Peak.

Dragon's Peak

Go back to where the dragon, Iriga was at, and go into the cave. In the cave, search the jar for benzoin, and go up the stairs. Now, go thru the door at the bottom, and go upper right side of the mountain. There is a spring that

will fully recover one's HP. In a nearby cave, walk along the right side of the wall to avoid being hit by a laser beam to get ghost grass from the treasure chest. After that, go to the upper left into the Dragon's Nest Hole.

Dragon's Nest Hole

Go to the left, and search the jar for green extract. Go to the upper right, and fight the dragon, Iriga. In battle, try to run away, and wait for Mito to dispel Iriga's misapprehension. After that, go back to Hasuko Village.

Hasuko Village

Go to the elder's house which is in the upper left, and speak to the elder to get hama whistle. After that, leave, and go back to Dragon's Peak.

Dragon's Peak

Go back to the area where you first met the dragon, Iriga. That area has changed a little so go downward, and then go all the way to the left to leave the mountain area. After that, go all the way south to Kobold Cave.

Kobold Cave

Go thru the cave to Garurao Village.

Garurao Village

Go thru the village to Kobold Cave.

Kobold Cave

Go thru the cave, and go southeast to Ronal.

Ronal

Go upstairs to 2F, and speak to the man that is nearby the counter. Choose yes to pay him D50 to use the gondola to cross over to the other side of the waterfall. After that, leave, and go north to Risuteru Village.

Risuteru Village

Go to the upper left, and speak to Arusharuku. After that, Erusaisu and Sarla join Arusharuku. Nearby, speak to one of the guards who are blocking the path. After the scene, speak to one of the guards again. After the scene, the group will automatically sneak to the front of the Sacrifice Small Shrine. Recommend LV11 for the group.

Sacrifice Small Shrine

Go all the way up to the back area. On the way, there is an evil god statue that will fully recover one's HP for dalto. At the back area, fight the lord of the swamp, Barbara who is the elder sister of the 3 black witches. After defeating Barbara, the group gets EXP166 & D326, and Roryeen rejoins the group. After that, leave the shrine, and go back to Risuteru Village.

Risuteru Village

Outside the village, choose yes, and the horse, Pegasus will take the group back to Erushiita to see the three elders.

Erushiita

After speaking to the three elders, Roryeen and Sarla leave the group. Now, exit the town, and it will say, "Chapter 2 Ends." Choose yes to save the game.

Chapter 3 The Princess of Aringam

Aringam Castle

After the scene, go thru the door on the right, and search the three jars for green fruit (2F), D225 (2F), D64 (2F). Now, go down the stairs to 1F, and go thru the door that's nearby the stairs on the left. Search the five treasure chests for extract, ancient statue, ghost grass, talisman, green milk. Leave the castle, and go into the timekeeper's house. In the timekeeper's house, search the jar for green milk. After that, go into the temple which is nearby, and speak to the priest. Choose yes to learn baitaru. Go back to the castle to 3F. On 3F, go to the private room on the right, and fight Robber who is one of the monsters of the thief system. After defeating Robber, Diaane can summoned Robber to fight in battle. Now, leave the town, and go south to Gandawolf's Tower.

Gandawolf's Tower

Go upstairs to 2F, and search the two jars for magic extract and green extract. Now, speak to Gandawolf. After that, leave, and go southwest to Monsoon Forest. Recommend LV5 for Diaane.

Monsoon Forest

Search the treasure chest for thunder power, and three of the five logs for D324, green fruit, D49. Search the two statues for D300 and an ancient statue. There are two spring. The spring nearby the entrance will give you poison, and the spring nearby Ghost Tower will complete recovers your HP & MP. Now, from the entrance area, go left, up, right, up, up, right, down, right, down, right, down, right, all the way up to front of Ghost Tower. Recommend LV8 for Diaane.

Ghost Tower

Go to the upper left, and search the treasure chest for D64. After that, go up the stairs to 2F. On 2F, go to the right, and go upstairs to 3F. There is an evil god statue on 3F that will give you the power of humble if you pay D194 or more. On 3F, go to the left, and choose yes to fall thru the trap into 2F. On 2F, search the treasure chest for water of life. After that, pull the switch up to reveal the two traps. Now, go to the upper left, and go up the stairs to 3F. On 3F, go to the lower left, and go up the stairs to 4F. On 4F, search the gargoyle statue for D550. After that, go to the upper right, and go up the stairs to 5F. On 5F, Link becomes a friend. Now, fight Geldor. After defeating Geldor, the duo gets EXP138 and D251. Now, search the treasure chest for green extract. After that, leave the tower, and go back into Monsoon Forest.

Monsoon Forest

Leave the forest, and go back to Gandawolf's Tower.

Gandawolf's Tower

Go upstairs to 2F, and speak to Gandawolf. After that, leave, and go east to

Marushia Village.

Marushia Village

After that, leave, and go further east to Port Town Harietta.

Port Town Harietta

Go to the weapon & protector shop, and buy new equipment for Diaane. Go to the left to Lewis' house, and search the two jars for D196 and amulet. After that, speak to Mei. Now, go to the right to the shipyard, and search the jar for green extract. After that, leave, and go north to Hansberg Town.

Hansberg Town

Go to the inn & bar, and search the jar to get green milk. Go to the left to the private house, and speak to the blonde-haired woman to get the boat. After that, leave the town, and go north to cross over the river on the boat to the other side. Now, go northeast to Enfis Town.

Enfis Town

Go to the house in the lower right, and search the jar for D256. Go to the house on the middle right, and search the jar for D289. Go to the house in the upper right, and search the jar for magic grass. Go to the weapon & protector shop, and buy new equipment for Diaane. After that, leave, and go east to the cave called the Goddess Shrine.

Goddess Shrine

In the cave, there are four goddess statues. Search the goddess statues in the order of (counting from left to right) 1, 3, 4 to make a path appear nearby Enfis Town. After that, leave the shrine, and go north to the Goddess Cave. Recommend LV9 for Diaane, and LV8 for Link.

Goddess Cave

Go up the ladder, and go thru the white door into 1F. On 1F, go to the upper right (try to avoid the traps), and search the treasure chests for haubaagu (pull the arrow out that's in the upper left to remove the trap), hatchet, bell to repel evil. Now, go to the upper left, and go thru the door into the room with the engraver Lewis. Go back to the entrance of the cave. After the scene, Arusharuku and Erusaisu join Diaane and Link. Leave the cave, and go back to Port Town Harietta.

Port Town Harietta

Go to the shipyard, and speak to the engraver Lewis who is standing nearby the two sacred goddess statues. After that, leave the shipyard, and go to the port where the ship is at. Speak to the captain, and choose yes to pay D30. Link leaves the group. After the scene, it will say, "Chapter 3 Ends," and choose yes to save the game.

Chapter 4 The Witch of Branseal

Fiinesu Village

Search the jars for flame power, green milk, bolt power x3, D121 in Lufia's house. After that, go to the timekeeper's house (lower left), and search the two jars for flame power and D64. Go to the shrine, and speak to Vishunasu to

get the magic book. After that, go back to Lufia's house to 2F. On 2F, go to the bed, and choose yes. At night, go outside the house. After the scene, Lufia goes into Branseal Forest.

Branseal Forest

Search the statue for aquamarine, and the logs for green fruit, green milk x2, D64, fur coat, magic grass, D25, green extract. In the forest, follow after Raul. Recommend LV4 for Lufia. At the forest entrance, go left, up, right, down, right, up, left (all the way to the left, and go thru a bunch of trees to the left), up to where Raul is at. After the scene, fight Scylla x6. After defeating Scylla x6, Lufia gets EXP126 & D186. The scene changes to the shrine in Fiinesu Village.

Fiinesu Village

After the scene, leave the village, and go south to Port Town Laurie.

Port Town Laurie

Go to the weapon and protector shop, and buy equipment for three members of the group. After that, leave, and go further north to Ballguard Tower. Recommend LV8 for Lufia, and LV13 for the three members of the group.

Ballguard Tower

Go inside the tower. On 1F, there is a barrier around the stairs. Go upward, and speak to Ballguard to remove the barrier around the stairs. Go up the stairs to 2F. On 2F, go to the bottom area, and defeat Brownny x8. Go up the stairs (bottom) that's nearby to 3F. On 3F, go into the room on the left, and fall thru the square hole to 2F to remove the trap. On 2F, go up the stairs (top) to 3F. On 3F, search the two jars for ghost grass and Gorgon's blood. Go up the stairs to 4F. On 4F, speak to Ballguard to teleport to the bottom area of 4F. Speak to Ballguard on the bottom left, and choose yes to teleport to the left side of 4F. Search the treasure chest for the golden key. Go to the upper left, and speak to Ballguard to teleport to the top area of 4F. Speak to Ballguard to teleport to 3F. Search the treasure chest for platinum ring. On 3F, go to the upper right, and speak to the Ballguard to teleport to 2F. Search the treasure chest for talisman. On 2F, pull the arrow out to open the wall, and go back up the stairs to 4F. On 4F, speak to Ballguard to teleport to the bottom area of 4F. (To get to the treasure chest on the right side of 4F with the item of magic grass. Speak to Ballguard on the right to teleport to the top area of 4F. Speak to Ballguard to teleport to the bottom right area of 4F where the treasure chest is at). On 4F, go to the front of the golden door, and choose yes to use the golden key to open the door. Go thru that door, and speak to Ballguard who will teleport the group to 5F. On 5F, search the eight mirrors, and fight a mirror image of Diaane. After defeating the mirror image Diaane, the barrier around the stairs is removed. Go upstairs to 6F. On 6F, speak to Ballguard. After talking to Ballguard, go to the top area where the switch is at, and hop onto the elevator. Push the down button to 4F. On 4F, search the treasure chest for wind wand. To get the 2 treasure chests on the left side of 1F. First, go to 3F. On 3F, go back up the stairs to 4F. On 4F, speak to Ballguard to teleport to the bottom area of 4F. Speak to Ballguard on the bottom left, and choose yes to teleport to the left side of 4F. Go to the upper left, and speak to the Ballguard to teleport to the top area of 4F. Speak to Ballguard to teleport to 3F. On 3F, go to the upper right, and speak to Ballguard to teleport to 2F. On 2F, go to the upper left (dead end), and fall thru the hidden square hole to 1F. On 1F, search the two treasure chests for scale shield & magic extract, and then pull the arrow to remove the wall nearby. To get the 2 treasure chests on the

right side of 1F. First, go to 4F. On 4F, speak to Ballguard to teleport to the bottom area of 4F. Speak to Ballguard on the top left to teleport to 3F. On 3F, search the mirror, and fight the mirror image of Lufia. After defeating the mirror image of Lufia, the group goes thru the mirror. Go to the upper left, and speak to Ballguard to teleport to 2F. On 2F, go to the upper right (dead end), and fall thru the hidden square hole to 1F. On 1F, search the two treasure chests for life ball & green extract, and then pull the arrow to remove the wall nearby. After that, leave the tower, and go east to Finn Village.

Finn Village

After that, leave, and go northwest to Wind Tower.

Wind Tower

Go upstairs to 2F, and speak to the magician Fiona. After that, leave, and go southeast to Yuritos Town.

Yuritos Town

Go to the magic shop which is in the upper right, and buy some equipment for Lufia. At the inn & pub, there is a checkroom where you can deposit items. At the temple, the priest can remove a curse or cure an abnormal status for a member of the group or thief. After that, leave, and go southwest to Daruuan's Hut. Recommend LV14 for Lufia and LV16 for the three members in the group. Nearby the bridge area, there will be a scene.

Daruuan's Hut

After the scene, the group will go into the hut, and fight Gedousa and Vindorasu. In battle, use Lufia's magic of windcutter, Erusaisu's magic of bolt missile on Gedousa & Vindorasu. After defeating Gedousa & Vindorasu, the group gets EXP344 and D302. After the scene, the group gets Solomon's ring which can make a person to to animal and monsters. Go down the stairs to B1. On B1, go to the upper right, and pull out the arrow on the right to remove the wall. Go down the stairs to B2. Make sure that Lufia is equipped with Solomon's ring. On B2, go into the prison on the far right with a goblin. Fight the goblin but do not kill him. In battle, choose talk (#6), then persuasion (#1) & calm (#2), and yes twice to make the goblin become a servant (one of the monsters of the thief system). You need the goblin in order to enter the Goblin Market. After that, go into the other prison on the right, and remove the stone from the stairs. Go down the stairs to B3, and pull the arrow out to open a hidden door. After that, go back upstairs to B2. On B2, go into the room at the bottom, and go down the stairs to B3. On B3, go upward thru the hidden door into a small room with an arrow. (The arrow is basically for resetting the reversible doors that are in the large room). In this small room, go thru the top door into a large room with reversible doors. Go upward to the right, and search the reversible door on the right. Go upward, and search the reversible door on the left. Go to the lower right, and search the jar for magic grass. Search the reversible door on the left that's nearby to open the path. Go all the way up, and then to the left. When you step into a trap, a wall will push the group downward. First. go further down, and search the treasure chest for D1600. After that, pull the arrow out to remove the wall on the right, and search the reversible door that's nearby on the right. Go thru that door, and go to the lower right thru the open path. From there, go all the way to the upper left to a room with four statues. In the room with four statues, search the two jars for charm & green extract, and then speak to a blue slime called pururu. After that, go all the way to the lower right thru the open path, and go back to B2. After that,

leave the underground area, and return back to the hut. Now, leave the hut, and go back to Finn Village. (Along the way, try to make the enemy robber into a servant. The monsters of the thief system such as Robber and goblin are good servants for the group because they can tell where a trap is at, and sometimes they can open a switch to remove a trap).

Finn Village

Go west of the village into a long area with trees that is facing north of a small island to search for the hidden entrance of Goblin Market.

Goblin Market

Go to the weapon and protector shop, and buy equipment for the group. After that, leave, and go northeast of Yuritos Town to Monster Maker's Hut.

Monster Maker's Hut

Speak to Heath. After that, use Lufia's magic of teleport to warp to Yuritos Town.

Yuritos Town

Go southeast of Daruuan's Hut to Fetoland Castle.

Fetoland Castle

Go to the castle, and search the jars for rest incense (1F), magic grass (2F), green extract (3F), and aquamarine (3F). After that, leave, and go east to Shiora Forest. Recommend LV20 for the group.

Shiora Forest

Search the treasure chest for gold ring & estoc, and the logs for ghost grass, D289, green milk, D484, bell of repel evil. Make a pixie and a shirukiimau into a servant. There is a monster maker that can combine two different monsters into one, a spring (to the right from Eruudo entrance) will fully recover HP & MP, and the evil god statue will warp you to the field area for D170. At the forest entrance, go up, right, up, right, down, right, down, right, up (take the path on the left but keep a look out for the trap), left, up to the center of the four small trees to warp into Eruudo Kingdom.

Eruudo Kingdom

After the scene, search the jars that are inside the castle for rose quartz (2F) and magic grass (1F). After that, use Lufia's magic of teleport to warp to Fetoland Castle.

Fetoland Castle

Go to the castle to 2F. On 2F, speak to the king, and choose yes to get the passing certificate. After that, leave, and go south passing by Cromus Barrier to Kanzaru Village.

Kanzaru Village

Go to the timekeeper's house, and search the jar for charm. After that, leave, and go southwest to Heart Tower.

Heart Tower

Go upstairs to 2F, and speak to the female magician Gloria. After that, use Lufia's magic of teleport to warp to Kanzaru Village.

Kanzaru Village

Leave, and go northwest to Cromus Barrier.

Cromus Barrier

Go to the timekeeper's house, and search the jars for Gorgon's blood and poison tusk. Now, go thru the south exit, and speak to the guard on the left to open the gate. After that, leave, and go west to Miruka Village.

Miruka Village

Go to the magic weapon shop, and search the jar for skull. Go to the inn & pub, and search the jar for Gorgon's blood. Go to the weapon & protector shop, and buy equipment for the group. After that, leave, and go further west to Balt's Castle. Recommend LV21 for the group.

Balt's Castle

Go inside the castle, but try to avoid Balt's soldiers. If the group is found by Balt's soldiers, they will be thrown out of the castle. On 1F, go to the far upper left, and go up the stairs to 2F. On 2F, walk pass the sleeping soldier, and go thru the door on the right into the minister's room. After speaking to the minister, fight the dark soldiers x5. After defeating the dark soldiers x5, leave that room, and go downward. When you step on the trap, choose yes to make the servant goblin open the switch. After that, go further down to the bottom area where there are two arrows. Search the reversible door, and pull out the arrow on the right to remove a wall that's nearby. Search the reversible door on the left, and go to the upper right where Dark Knight is at. Fight Dark Knight. After defeating Dark Knight, go up the stairs to 3F. On 3F, go the lower left to the magician Dioshieriru's room. When you step on the trap, choose yes to make the servant goblin open the switch. Try not to get caught by Balt's soldier while trying to get into Balt's room. Once the group sneak safely into Balt's room, search the treasure chest to get the silver key. Now, leave that room. After that, the group will be caught by Balt's soldier, and put into the underground prison area. After the scene, go to the front (right) side of the prison bar, and use the magic of sleep on the prison guard who is walking back and forth. After that, choose yes to steal the prison key from the sleeping guard. Go to the top area into the room of Balt's soldiers. Fight dark soldiers x4 and dark knight. After defeating the dark soldiers x4 and dark knight, pull the switch up to remove the trap on the left. Now, go up the stairs to 1F. On 1F, fight dark soldier x2. After defeating dark soldier x2, go thru the door into the next room. In the next room, go thru the top door into the main room. In the main room, go to the lower left area to where the silver door is at. Fight Balt's soldier x2. After defeating Balt's soldier x2, go to the front of the silver door, and choose yes to use the silver key to open the door. Go thru that door, and go down the stairs to B1. On B1, go quickly to the door on the right, and step on the trap. Choose yes to make to the wall push the group to the right. Now, jump into the square hole that's nearby to B2. On B2, fight Balt's soldiers. After defeating Balt's soldiers, leave that room. Now, go to the lower right, and go up the stairs to B1. On B1, go up the stairs to 1F. On 1F, fight golem. After defeating golem x2, go back to where the silver door is at, and go downstairs to B1. On B1, go quickly thru the door on the right, and search the five treasure chests for white key,

turquoise, amulet, rose quartz, ?medicine bottle. After that, leave that room. Now, go downward, and fight the dark knight & meiji dog x2. After defeating the dark knight and meiji dog x2, go to the bottom right to where the white door is at. When you step on the trap, choose yes to make the servant goblin open the switch. Go to the front of the white door, and choose yes to use the white key to open the door. Go thru that door, and pull the arrow out to make to the wall push Balt's soldier to the left. Go thru that door which the soldier was blocking into a small room with four gargoyle statues and a treasure chest. Please ignore that treasure chest because there is a monster, mimic, inside it. Just push the top left gargoyle statue to the left to reveal a stairs. Go down the stairs to B2. On B2, fight orga. After defeating the orga, go thru the door, and search the three treasure chests for flying stone, sacred stone, water of life. After that, go back to 1F. On 1F, go to the far upper left, and go up the stairs to 2F. On 2F, go to the upper right, and fight Balt's soldier. After defeating Balt's soldier, go up the stairs to 3F. On 3F, go the lower left, and fight Balt's soldier. After defeating Balt's soldier, go into Balt's room, and go to the front of the door to overhear the conversation between Balt and the magician Diosheriru. Now, leave that room, and go thru the door at the bottom to the outside area. In the outside area, go to the upper left, and go thru the door into a room with a treasure chest. Search the treasure chest for D961. After that, leave the castle, and use Lufia's magic of teleport to warp to Eruudo Kingdom.

Eruudo Kingdom

Go to the castle to 2F. On 2F, speak to the queen, and give her the sacred stone. After that, use Lufia's magic of teleport to warp to Fetoland Kingdom.

Fetoland Kingdom

Go to the castle to 2F. On 2F, speak to the king. On 3F, choose yes to Garla, and speak to her again to warp to the forest area of Dream World.

Dream World

Search the logs for rose quartz & D225. After that, go upward into Shadow Tower to 1F.

Shadow Tower

Search the two jars for bell to repel evil (left) and D529 (right). Search the treasure chest in the room on the right for magic extract. When you step on the trap, choose no to the servant goblin. Go thru the door on the left, and go up the stairs to 2F. On 2F, speak to Yuriishika, and choose yes to play a game of hide and seek. The group has 10 seconds to hide from her. (If the group is caught, she will teleport them to another area of 2F). When Yuriishika has her back turned while counting, run quickly (dash) to the right, and then all the way to the lower right until you reach the stairs. Go up the stairs to 3F. Search the gargoyle statue for aquamarine. On 3F, go to the upper right, and pull the arrow out to fall into 2F. On 2F, go thru the door, and go up the stairs to 3F. The items found on 3F are ?medicine bottle x2. On 3F, run quickly (dash) all the way to the lower left, and go thru the door into a small room with stairs. Go up that stairs to 4F. Now, go into a small room that's in the center of 4F, and fight Yuriishika (Paryu). After defeating Paryu, the group gets EXP173 & D286, and the shadow key. Search the jar for rest incense and glass staff. Go to the bottom area, and go up the stairs to 5F. On 5F, go to the front of the prison door, and use the shadow key to open the door. After the scene, search the treasure chest on the top right for a life ball. Now, go to the top left, and go down the stairs to 3f. On 3F, search the jar for ghost grass, and go down the

stairs to 1F. On 1F, speak to Yuriishika to get the dark key. After that, go to the left. Pay the evil god statue D220, and choose yes to warp out of the tower back into the forest area of Dream World.

Dream World

Use Gala's bell to teleport back to Fetoland Kingdom.

Fetoland Kingdom

After the scene, leave the castle, and go to the inn to recover HP & MP. After that, go back to the castle to 3F. On 3F, speak to Garla to warp to the forest area of Dream World.

Dream World

Go to the upper right into Dark Tower. Recommend LV22 for the group.

Dark Tower

Go inside, and go to the front of the door to 1F. Choose yes to use the dark key to open the door. Search the gargoyle statue for ancient statue (right) and the jar for antidote (left). On 1F, go to the left, and go up the stairs to 2F. On 2F, go to the lower left, and fall into the hidden square hole to 1F. When you step on the trap, choose yes to make the servant goblin open the switch. On 1F, go to the lower left, and search the treasure chest for aquamarine. Go to the upper left, and pull out the arrow to remove the wall nearby. Now, go back up the stairs to 2F. On 2F, go thru the narrow path to the bottom left, and the alarm will go off. Go thru the door into the small room nearby, and pick up the ?medicine bottle. Leave that room, and go to the right. Go thru the door into another small room, and pick up the ?medicine bottle. Leave that room, and go to the upper right. Choose yes to fall into the hidden square hole to 1F. When you step on the trap, choose yes. On 1F, go to the lower right, and search the treasure chest for high shield. When you step on the trap, choose yes to make the servant goblin open the switch. Go to the upper right, and pull out the arrow to remove the wall nearby. Now, go back up the stairs to 2F. On 2F, go thru the narrow passage to the bottom left (the alarm goes off), and go thru the narrow path to the upper right (the group gets hit by a laser beam). Go up the stairs at the bottom to 3F. On 3F, go to the lower right, and search the jar for rest incense. Go thru the door that's nearby, and go down the stairs to 2F. On 2F, go into the room where there are two switches, and pull both switches up to remove the traps. After that, return back to 3F. On 3F, go back into the room at the top, and go down the stairs to 2F. On 2F, go up at the top to 3F. On 3F, pick up the ?medicine bottle, and go to the lower left. Go thru the door into a small room with a gray tile. In this small room, step on the gray tile to remove all of the thorn traps on 3F. After that, leave that room, and search the treasure chest for demon claw. Now, go to the far right, and go thru the top door into a small room with a mirror. In this room, search the mirror, and the group will warp to 1F. On 1F, speak to the Princess' mother to fully recover the group's HP & MP. Walk back into the blue warp to teleport back to 3F. On 3F, go thru the bottom door that's nearby into a small room with a stairs. In this room, go up the stairs to 4F. On 4F, there are two evil god statues. First, go to the far left. When you step on the trap, choose no. Search the treasure chest for pentacle. After that, search the evil god statue on the right, and choose yes to pay it D260 to warp to another room on 4F. Fight the monsters in that room, and then search the treasure chest for the red key. After that, pull the arrow out to fall into 3F. On 3F, go all the way to the right, and go thru the bottom door into a small room with a stairs. Go up the stairs back to 4F.

On 4F, search the evil god statue on the left, and choose yes to pay it D260 to warp to another room on 4F. Search the treasure chest for the green key. After that, walk back into the blue warp to teleport to a small room on 4F with a stairs. Go up the stairs to 5F. On 5F, go to the upper left. Go to front of the red door, choose yes to use the red key to open the door. Go thru that door, and search the two treasure chests for flying stone and magic extract. Leave that room, and go all the way to the upper right. Go to front of the green door, choose yes to use the green key to open the door. Go thru that door, and search the two treasure chests for airo mail and silver key. After that, go back downstairs to 4F to where the blue warp is at. Walk back into the blue warp to teleport to a small room on 3F. On 3F, go all the way to the right, and go thru the bottom door into a small room with a stairs. Go up the stairs back to 4F. On 4F, go to front of the silver door, and choose yes to use the silver key to open the door. Go thru that door, and walk into the blue warp to teleport to 5F. On 5F, fight Pajoo. After defeating Pajoo, the group gets EXP184 & D308. After that, the group will automatically teleport back to Fetoland Kingdom.

Fetoland Kingdom

After the scene, the king gives the group D3900 as gratitude. Now, leave the castle, and go to the temple. In the temple, speak to the priest, and Diaane will learn the priest's magic of dispel and seal. After that, use Lufia's magic of teleport to warp to Cromus Barrier.

Cromus Barrier

Leave thru the north exit, and go all the way east to Garla's Tower.

Garla's Tower

Go upstairs to 2F, and speak to Garla who will tell the group that she will prepare the items of mixed medicine when the required materials are bought. The required materials are written on the poster on 1F. After that, use Lufia's magic of teleport to warp to Miruka Village.

Miruka Village

Leave, and go southwest from Balt's Castle to Invitation Tower.

Invitation Tower

On 1F, search the jar for magic grass. Now, go upstairs to 2F, and speak to the female magician Zelda. After that, use Lufia's magic of teleport to warp to Miruka Village.

Miruka Village

Leave, and go southeast to Bandit's Cave.

Bandit's Cave

On B1, search the treasure chest for charm. Now, go to the lower left, and fight the bandit x6. After defeating the bandit x6, follow the bandit to Gil Town.

Gil Town

After the scene, go to the weapon & protector shop, and buy equipment for the group. After that, leave, and go back into Bandit's Cave.

Bandit's Cave

On B1, go to the right, and go upstairs to 1F. There is a monster maker in a room that's in the top left area. On 1F, search the gargoyle statue for rose quartz, and go to the left. When you step on the trap, choose yes to fall into the hidden square hole to B1. On B1, pick up the ?medicine bottle, and pull the arrow out to remove the wall nearby. After that, go to the right, and go upstairs to 1F. On 1F, go around to the left, and push the stone to the left. Now, go to the lower left, and go down the stairs to B1. On B1, search the treasure chest (avoid the trap on the left side) for amulet, and go downward. When you step on the trap, choose yes to make the servant goblin open the switch. Go up the stairs that's nearby to 1F. On 1F, go to the upper right, and go down the stairs to B1. On B1, go walk around, and go to the upper left. Search the two jars for return honey and Gorgon's blood. After that, go back up the stairs to 1F. On 1F, go all the way to the lower left, and search the treasure chest for green milk. Now, go downward, and push a rock to the left. Search the treasure chest (bottom) for full armor. After that, go to the left, and push a rock to the left. Now, go to the left. When you step on the trap, choose yes to make the servant goblin open the switch. Go down the stairs to B1. On B1, go to the upper right, and push the three rocks to the right. Go to the lower right, and go up the stairs to 1F. When you step on the trap, choose yes to make the servant goblin open the switch. On 1F, go around to the left, and then go to the lower right. Pull the arrow out to remove a wall that's nearby. Now, go to the lower left, and exit the cave. After that, go southwest to Port Town Shirubaata.

Port Town Shirubaata

Go to the magic weapon shop, and buy aura robe for Lufia. First, go to the inn & bar, and speak to the person (walking) on the right side of the room that will mention something about a big bird. Then, go to Shanaku's house which is in the upper left, and speak to Shanaku. After that, leave, and go southwest to Harudin Mountain.

Harudin Mountain

Go to the upper left, and search the gargoyle statue for ancient statue. Go to the upper left, and go into the cave into the mountain path. In the mountain path, search the jar for D81. There is a monster maker in a room nearby. Go to the right, and go up the stairs. Go to the top area, and step on the brown tile that's between the four gargoyle statues to remove the wall that's nearby. Go to the right, and search the jar for D841 & the gargoyle statue for D1250. Go downward to exit the mountain path, and go to the left into another mountain path. In this mountain path, search the treasure chest for spirit shield. Go all the way back to the entrance area of the mountain. Now, go to the top upper right, and go cross over the bridge. Go all the way up, and go to the left to the mountaintop where the big ship is at. After the scene, try to enter the big ship. After that, use Lufia's magic of teleport to warp to Finn Village.

Finn Village

Leave, and go all the way southwest to Port Town Laurie.

Port Town Laurie

Go to the upper left, and speak to boatman. After that, the boat sails to Port Town Harietta.

Port Town Harietta

Speak to the boatman who is blocking the way, and leave the town. Now, go all the way west to Gandawolf Tower.

Gandawolf Tower

Go upstairs to 2F, and speak to Gandawolf to make him write ice magic in the magic book. After that, leave, and go north to Aringam Castle.

Aringam Castle

Go to the castle to 2F. On 2F, go to the throne room, and speak to King Aringam. Leave, and go north to Ester Barrier.

Ester Barrier

Leave thru the north entrance, and go northeast to Camelot Castle.

Camelot Castle

Go to the castle to 2F. On 2F, go to the throne room, and speak to Camelot. Leave, and go east to the mountain called Dragon's Peak.

Dragon's Peak

Go all the way around to the lower right, and exit the mountain. After that, go east to Hasuko Village.

Hasuko Village

Leave, and go southeast to Esuiru Forest.

Esuiru Forest

From the forest entrance, go left, up, right, up, left to the center of the six small trees to warp to Erushiita Kingdom.

Erushiita Kingdom

Now, go to the elder's house which is in the upper left, and speak to the three elders. After that, use Lufia's magic of teleport to warp to Hasuko Village.

Hasuko Village

Leave, and go west to Dragon's Peak.

Dragon's Peak

Go all the way up to the top of the mountain to the Dragon's Nest Hole.

Dragon's Nest Hole

Speak to the dragon, Iriga. After that, Iriga will fly the group to Harudin Mountain.

Harudin Mountain

Iriga and Mito will remove the big ship from the mountaintop, and put it into

the riverside area. After that, hop into the ship, and sail north to Port Town Shirubaata.

Port Town Shirubaata

Go to Shanaku's house which is in the upper left, and speak to Shanaku. After that, go back on the ship, and sail northwest to Undine Cave. Recommend LV25 for the group.

Undine Cave

The items found along the way are D784 (jar), funbaba (jar), thunder power (treasure chest), amutita (treasure chest). From the entrance, sail to the far upper right, and get off the ship. Now, go further up, and pull the arrow out to remove a wall nearby. Go to the left, and pull the other arrow out to remove a wall nearby. After that, hop back into the ship, and sail to the left all the way around upward to where the sea serpent Karyubudesu is at. Fight Karyubudesu. In battle, use Lufia's flame magic on Karyubudesu. After defeating Karyubudesu x3, the group gets EXP294 & D3831. Now, get off the ship on the top left or the top right side, and go up into another area of the cave. The item found along the way is fast ring (treasure chest). In this area of the cave, speak to Queen Undine, and choose yes. Queen Undine gives the group heat amulet, and writes the water magic named woodcutter in the magic book. Speak to one of the undine that's on the left lower side of the throne to get aquamarine. After that, hop back into the ship, and leave the cave. Now, sail south to Bondi Town.

Bondi Town

Go to the weapon and protector shop, and buy equipment for the group. Go to the magic weapon shop, and buy fairy cape for Lufia. Leave, and go west to Desubiosu Volcano. Recommend LV27 for the group.

Desubiosu Volcano

The items found along the way are talisman (treasure chest), dry eureka (jar), flame power (jar). Go to the upper left, and go down the stairs to B1. On B1, go to the left, and walk along the left side of the wall to avoid the trap of poison gas. Go all the way around to upper right. When you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch. Search the treasure chest for flame bow, and then go down the stairs on the left to B2. On B2, go to the lower left, and search the gargoyle statue for ancient statue. Go to the right, and search the jar for D961. When you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch. Now, go upward, and go down the stairs to B3. On B3, go downward thru the poison gas, and search the treasure chest for Lodoss wand. Go to the right, and search the jar for D576. Go to the lower right, and search the gargoyle statue for ancient statue. Go to the lower left, and go up the stairs to B2. On B2, go upward, and search the jar for magic extract. Now, go down the stairs to B3. On B3, go around to the bottom area, and walk into the blue warp to teleport to B4. On B4, go around to the center of B4, and fight Zakkarif. After defeating Zakkarif, the group gets EXP304 & D298. Fight Dioshieriru & the Black Dragon. During the battle, there will be an earthquake, and Dioshieriru & the Black Dragon will retreat. After the scene, the dragon Iriga will come by, and fly the group out of the volcano. After that, go back to Port Town Shirubaata.

Port Town Shirubaata

Go to the pub, and speak to Kimaaru who is on the right side of the counter.

Choose yes to buy the 7 tools for D20000. After that, use Lufia's magic of teleport to warp to Camelot Castle.

Camelot Castle

Go to the castle to 2F. On 2F, go to the left. Go to the front of the red door, and choose yes to open the door. Go thru that door into a small room with four treasure chests. Search the treasure chests for durandaru, iron pot of hell, life ball, ?medicine bottle. After that, use Lufia's magic of teleport to warp to Fetoland Castle.

Fetoland Castle

Go to the castle to 1F. On 1F, go into the room at the top. Go to the front of the red door, and choose yes to open the door. Go thru that door into a small room with four treasure chests. Search the treasure chests for fubbaba, silver guard, sleeping flute, topaze. After that, use Lufia's magic of teleport to warp to Eruudo.

Eruudo

Go to the castle to 2F. On 2F, go thru the door on the left. Go to the front of the red door, and choose yes to open the door. Go thru that door into a small room with four treasure chests. Search the treasure chests for aqua ring, pentacle, talisman, magic extract. After that, use Lufia's magic of teleport to warp back to Port Town Shirubaata.

Port Town Shirubaata

Leave the town, and hop into the ship that's nearby. After that, sail west, and the group's ship will encounter Captain Nora's pirate ship. Captain Nora will guide the group's ship to the pirate's hideout, Shahha.

Shahha

After the scene, search the three treasure chests for aqua ring, amulet, high shield inside of the inn. At the inn, speak twice to Shan who is in the lower left, and choose yes. At night, leave inn, and go to Nora's mansion. In Nora's mansion, speak to Nora. After that, return back to the inn to rest. Leave, and go to the weapon and protector shop, and buy equipment for the group. After that, go to the harbor, and speak to Nora. After the scene, Captain Nora will guide the group's ship back to Fiinesu Village.

Fiinesu Village

After the scene, leave the village, and it will say, "Chapter 4 Ends." Choose yes to save the game.

Chapter 5 The Ancient Dragon

Fiinesu Village

Use Lufia's magic of teleport to warp to Marushia Village.

Marushia Village

Leave the village, and go south to where the ship is at. Hop into the ship, and sail southwest to a small island with a tower called Protection Tower.

Protection Tower

Go upstairs to 2F, and speak to the magician Zarusai to make him write defense magic in the magic book. After that, use Lufia's magic of teleport to warp to Kanzaru Village.

Kanzaru Village

Leave the village, and hop into the ship. Now, sail all the way south to a long island with a tower called Quiet Tower.

Quiet Tower

Go upstairs to 2F, and speak to the female magician Shieffiirudo to make her write the magic of recovery state in the magic book. After that, use Lufia's magic of teleport to warp to Port Town Shirubaata.

Port Town Shirubaata

Leave the town, and hop into the ship. Now, sail south to Port Town Sorute.

Port Town Sorute

Go to the magic weapon shop, and buy equipment for Lufia. Go to the weapon shop & protector shop, and buy equipment for the group. After that, leave, and go southeast to Aldam Town.

Aldam Town

Go to the inn & pub, and search the jar for charm. Go to the house in the upper left, and search the jar for D289. Go to the magic weapon shop, and buy equipment for the group. Go to the weapon shop, and buy equipment for the group. After that, leave, and go west to Runosu Castle.

Runosu Castle

Search the main front door once, and go thru it into 1F. On 1F, go into the room in the upper right, and search the jar for water of life. Go into the room at the top. Go to the front of the red door, and choose yes to open the door. Go thru that door into a small room with three treasure chests. Search the treasure chests for silver helm, ring of protection, turquoise. Go up the stairs to 2F. On 2F, go into the throne room, and speak to Montazuna and his two hostages Sarla & Rorieen. After the scene, leave, and go southwest to Ruins of Agataru. Recommend LV31 for the group.

Ruins of Agataru

When you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch. Search the gargoyle statue (right) in the upper left for D310, and the gargoyle statue (left) in the upper right for poison+D3100 on 1F. Search the treasure chest in the far upper right for D625. On 1F, go to the right, and go thru the door into a room with two reversible doors. In this room, search the two reversible doors to get to where the jar is at. Search the jar for charm, and then go upward to where the stairs is at. Go up the stairs to 2F. On 2F, go thru the door at the bottom into a room. In this room, when you step on the trap, choose yes to fall down into 1F. On 1F, pull out the arrow on the right to remove a wall nearby, and go thru the door. Go to the upper left, and go up the stairs to 2F. On 2F, search the treasure chest on the right for D1681, and go thru the door at the bottom. Search the gargoyle statue in the lower left for poison+ancient statue, and pull out the arrow on the right to remove a wall

nearby. Go to the far upper left to a small room with two treasure chests. When you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch. Search the treasure chest on the right for D1936. Leave the small room, and go upward to fall into the hidden square hole to 1F. On 1F, go to the left, and go up the stairs to 2F. On 2F, go downward to where the two arrows are at. When you step on the trap, choose yes, and a wall will push the group to the left. Now, jump into the hole to 1F. On 1F, go upward, and go up the stairs to 2F. On 2F, go back to where the two arrows are at, and pull out the arrow on the left to open a door nearby. After that, go to the lower right, and pull out the arrow to open a wall nearby. Now, search the evil deity statue on the right. Pay the evil deity statue D320, and choose yes to warp to another area of 2F. Search the treasure chest for green extract. After that, go thru the door on the left. Go upward, and walk into the blue warp to teleport back to 2F. Go thru the door that's nearby, and search the evil deity statue. Pay the evil deity statue D320, and choose yes to warp to the lower left side of 2F. Search the evil deity statue on the right. Pay the evil deity statue D320, and choose yes to warp to the lower left side of 1F. On 1F, search the treasure chest for magic extract, and then go thru the door. Now, go upward, and go up the stairs to 2F. On 2F, go downward, and go thru the door. Go thru the door that's nearby, and search the evil deity statue. Pay the evil deity statue D320, and choose yes to warp to the lower left side of 2F. Search the evil deity statue on the left. Pay the evil deity statue D320, and choose yes to warp to the upper left side of 1F. On 1F, step on the gray tile on the right to open a door nearby. After that, push the stones aside, and go thru the door that's nearby the altar. Search the mirror, and the group will warp to B1. On B1, go to the right, and go downward to the lower right where there are two switches and a evil deity statue. When you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch. Just go around the evil deity statue, and pull out the arrow on the left to remove a wall nearby. Go to the left to a small room with three gargoyle statues, and push the gargoyle statue on the top left to the left to open a door at the bottom right. Go thru that door into a room with six flames. In this room, go thru the door at the top. After the scene, fight Montazuna. After defeating Montazuna, the group gets EXP213 & D521. After the scene, use Lufia's magic of exit to warp to the entrance of the ruins. After that, leave the ruins, and go southwest to Henruuta Town.

Henruuta Town

Go to the magic weapon shop, and buy equipment for Lufia. Go to the protector shop, and buy equipment for the group. Go to the house in lower left, and search the jar for the bell to repel evil. After that, go southwest to Terumaa Town.

Terumaa Town

Go to the weapon shop, and buy equipment for the group. Go to the curio dealer, and search the jar for skull. Go to the house that's behind the inn & pub, and search the jar for water of life. Go to the upper left, and speak to the boatman. Choose yes to sail in the wind powered boat for D100 to Shasutar Town.

Shasutar Town

After speaking to boatman, go to the weapon & protector shop, and buy equipment for the group. After that, use Lufia's magic of teleport to warp to Henruuta Town.

Henruuta Town

After that, leave, and go north to Mountain Path of Wisdom. Recommend LV32
for the group.

Mountain Path of Wisdom

Go into the cave. In the cave, go upward, and pick up ?medicine bottle x2. Go to the right, and go up the stairs. Go all the way down, and go outside the cave. Go up, and then go to the right. Fight the spirit. After defeating the spirit, search the treasure chest for the white key. Now, go further up, and go into the cave. In the cave, go to the upper left, and go up the stairs. Go down, and fight the crap slime. After defeating the crap slime, go to the left, and search the treasure chest for D324. After that, go back to the right, and go down the stairs. Go to the lower right, and when you step on the trap, choose yes to fall into the hidden square hole into another area of the cave. In this area, go to the lower left, and go outside the cave. The items found along the way are magic grass, D1089, green extract, D3600, flying stone, iron pot of hell. Go up, and go into the cave nearby. In the cave, go to lower left, and go up the stairs. The door that's nearby take you to an area with a spring that recovers HP and two treasure chests with the item of D841 & desfarnes. I would suggest that you thru the door that's nearby to collect those two items from the treasure chest. Pull the arrow out that's nearby to remove the trap at the bottom, and go to the upper left. Go to the front of the white door, and choose yes to use the white key to open the door. Go thru that door. Go thru the door on the left, and go outside the cave. Go to the top area, and go into the cave. Inside the cave, go upward, and go up the stairs. Go down, and search the treasure chest for magic grass. Now, go to the lower left, and go thru the door to go outside the cave. Go to the left, and fight Centaur. After defeating Centaur, go thru the cave that's nearby. Inside the cave, go to the upper right, and go up the stairs. Go down, and fight the enemy. After defeating the enemy, go to the upper left, and go thru the door to go outside the cave. Now, go all the way up to the top of the mountain, and go to Magic Town Grimm.

Magic Town Grimm

Go to the magic weapon shop, and buy equipment for Lufia. Go to the protector shop, and buy equipment for the group. Go to the inn, and search the jar for magic grass. Go to the temple, and speak to the priest to make Diaane learn the priest's magic. Go to the magic school which is in the upper right. In the magic school, go to the principal's office on 2F, and speak to Link and Principal Danunchio. After that, search the jar for magic grass, and use Lufia's magic of teleport to warp to Marushia Village.

Marushia Village

Leave the town. Now, go all the way west to Gandawolf Tower.

Gandawolf Tower

Go upstairs to 2F, and speak to Gandawolf & Link. After that, use Lufia's magic of teleport to warp back to Magic Town Grimm.

Magic Town Grimm

Go to the magic school to 2F, and speak to Principal Danunchio to get the small boat called makayakku. After that, use Lufia's magic of teleport to warp back to Aldam Town.

Aldam Town

Leave the town. Now, go east, and then go north across the lake to Lake Tower.

Lake Tower

Go upstairs to 2F, and speak to the magician Nuuto to make him write earthquake magic in the magic book. After that, use Lufia's magic of teleport to warp back to Henruuta Town.

Henruuta Town

Leave the town. Now, go north across the lake, and go all the way north to Dantarla Town.

Dantarla Town

Go to the magic weapon shop, and buy equipment for the group. Go to the inn & pub, and speak to the lady who is behind the counter on the right to get green milk. Go to the big temple which is at the top, and speak to the great priest to make Diaane learn the priest's magic. Then, the priest will lend the group the spirit's soul. After that, use Lufia's magic of teleport to warp back to Henruuta Town.

Henruuta Town

Leave the town. Now, go west across the lake to Death Swamp.

Death Swamp

Try to avoid the green portion of the swamp. Along the way, search the logs on the land area for green extract, orgon's blood, demon claw, and the item of ?medicine bottle. From the entrance, go left, up, right, all the way up, left, down, left, all the way up (when you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch) to enter Morugu Village.

Morugu Village

Open the item menu, and use the spirit's soul to transform the villagers into dead people. Go to the house in the upper left, and speak to the old woman who will transform into Sharuroote. Fight Sharuroote who is the second sister of the 3 black witches. After defeating Sharuroote, the group gets EXP163 & D481. Leave the house, and go to the top area to exit the village into the Black Forest. Recommend LV36 for the group.

Black Forest

Along the way, search the item of ?medicine bottle, and the logs on the land area for D841, Gorgon's blood, D1000. From the entrance, go to the lower left, and defeat the enemy who is blocking the green switch. After defeating the enemy, step on the green switch to remove the light balls (barrier) that are blocking the path. There is a spring that fully recovers HP that's nearby, and a treasure chest with aquamarine (push the reddish brown rock to the side in the order of up, down, right, and go thru the trees nearby). After that, go to up to where the monument is at. Read the monument, and choose yes & Lufia to warp to the right side of the forest. Search the log for D729. Now, go to the upper left, and defeat the enemy who is blocking the green switch. After defeating the enemy, step on the green switch to remove the light balls (barrier) that's blocking the path nearby. Go thru that path,

and go upward to where the old man is at. Speak to the old man who will transform into Mirenshe. Fight Mirenshe who is the younger sister of the 3 black witches. After defeating Mirenshe, the group gets EXP501 & D172. After that, step on the green switch to remove the light balls (barrier) that are blocking the path nearby. There is a spring that fully recovers MP that's nearby. Go thru that path, and go to the top area to where the Black Tower is at. Go inside the Black Tower.

Black Tower

On 1F, go to the room at the top, and go up the stairs on the left to 3F. On 3F, go down to the lower left, and go down the stairs to 1F. On 1F, go up, and pull out the arrow on the left to open a door that's nearby. After that, go down, and go up the stairs to 3F. On 3F, go up, and go down the stairs to 1F. On 1F, go up the stairs on the right to 2F. On 2F, go to the right into the room with a stairs, and go down that stairs to 1F. On 1F, pick up the ?medicine bottle. After that, go back up the stairs to 2F. On 2F, go to the left, and go thru the door into a room with two arrows. In this room, pull out the arrow on the right to fall thru the hidden square hole to 1F. On 1F, search the treasure chest for skull. Go thru the door, and pull out the arrow to remove a wall that's nearby. Go down, and go up the stairs to 2F. On 2F, search the mirror on the left to warp to another area of 2F. Defeat the enemy, and go up the stairs to 3F. On 3F, pull out the arrow to remove a wall that's nearby. Now, go up, and go up the stairs to 4F. On 4F, go to the lower right, and go up the stairs to 5F. On 5F, go into the room, and search the mirror. Lufia fights a mirror image of herself. In battle, use Lufia's magic of miraaajo on each members of the group to rebound the magic of the mirror image of Lufia. After defeating the mirror image of Lufia, the group will warp to the other side of the mirror into another room. In this room, fight enemy. After defeating the enemy, go to the left, and go down the stairs to 4F. On 4F, pull out the arrow on the left, and go back upstairs to 5F. On 5F, go up, and pull out the arrow to fall thru the hidden square hole to 4F. On 4F, go down the stairs to 3F. On 3F, search the treasure chest on the left for the black key. After that, go back upstairs to 4F. On 4F, go to the lower left, and go down the stairs to 3F. On 3F, go thru the door, and go up the stairs that's nearby to 4F. On 4F, go to the lower right, and go down the stairs to 3F. On 3F, go to the front of the black door, and choose yes to use the black key to open the door. Go thru that door, and go up the stairs to 4F. On 4F, go thru the door on the left, and fight the enemy. After defeating the enemy, go up the stairs to 5F. On 5F, search the treasure chest for the red key. After that, go back down the stairs to 4F. On 4F, go thru the door on the right, and go up the stairs to 5F. On 5F, go downward, and fight the enemy. After defeating the enemy, search the two jars for magic grass and D1024. Now, go to the lower right, and when you step on the trap, choose yes to fall into the hidden square hole to 4F. On 4F, go thru the door on the left, and search the gargoyle statue on the top right for D1900. Now, push the gargoyle statue on the bottom left to the left to reveal a stairs. Go down that stairs to 3F. On 3F, fight the enemy. After defeating the enemy, go up to the front of the red door, and choose yes to use the red key to open the door. Go thru that door, and search the three treasure chests for D3136, amurita, cane of destruction (cursed). Leave, and go back up the stairs to 4F. On 4F, go down the (top) stairs to 3F. On 3F, when you step on the trap, choose yes to fall into the hidden square hole to 2F. On 2F, go to the left, and go thru the door into a room with two arrows. In this room, fall thru the hidden square hole to 1F. On 1F, go down, and go up the stairs to 2F. On 2F, search the mirror on the left to warp to another area of 2F. Go up the stairs to 3F. On 3F, go up, and go up the stairs to 4F. On 4F, go to the lower right, and go down the stairs to 3F. On 3F, go thru the black door, and go up the stairs to 4F. On 4F, go thru the door on the right, and go up the stairs to 5F. (To get to the treasure chest on 3F with the item of

flying stone, there is a hidden square hole in the bottom right on 5F). On 5F, go to the lower right, and go thru the big door into a room with three gray tiles & two arrows. First, step on the gray tile that's in the lower left side of the room. Now, step on the tile on the left to make a path appear on the left, and then pull out the arrow. Now, step on the tile on the right to make a path appear on the right, and then pull out the arrow. After that, go up the stairs to 6F. On 6F, go thru the door on the left, and step onto the gray tile to open a door nearby. Go thru that door into Mondooru's room, and speak to Mondooru. After the scene, use Lufia's magic of exit to warp to the entrance of the tower. After that, leave the tower, and use Lufia's magic of exit to warp to the entrance of the Black Forest.

Black Forest

Leave the forest, and go into Morugu Village.

Morugu Village

Leave the village, and go into the Death Swamp.

Death Swamp

Now, use Lufia's magic of exit to warp to the entrance of the swamp. After that, leave, and use Lufia's magic of teleport to warp to Marushia Village.

Marushia Village

Leave the town. Now, go all the way west to Gandawolf Tower.

Gandawolf Tower

Go upstairs to 2F, and speak to Gandawolf & Link. After that, use Lufia's magic of teleport to warp back to Magic Town Grimm.

Magic Town Grimm

Go to the shrine, and then equip Lufia with the cane of destruction which is cursed. After that, speak to the priest to remove the curse from the cane of destruction which becomes the earth staff. Go to the top area of the town, and go thru the door into a small room with stairs. The item found along the way in the jar is dry eureka. In this room, go all the way down into B1 of the Nome's Cave.

Nome's Cave

On B1, go to the left, and go thru the door at the top that's nearby into a room. In this room, go to the left. Go thru the poison trap, and search the treasure chest for topaz. Now, leave that room, and go around to the lower right. Pick up the ?medicine bottle, and search the jar for demon claw. After that, go down the stairs that's nearby to B2. On B2, go around to the upper right, and go thru the arrow trap. Go to the left, and go thru the door into a room with a spring that fully recovers HP & a treasure chest. Search the treasure chest for the green key. After that, leave that room. Go to the lower right, and go across the trap. Go further to the lower right, and pick up the ?medicine bottle. Now, go to the left, and go down the stairs to B3. On B3, go to the upper left to the front of the green door, and use the green key to open the door to the elevator room. After that, go thru the big white door at the top into Gishisu Village.

Gishisu Village

Go to the house in the lower left, and search the jar for dry eureka. There is a spring that fully recovers HP. Go to the elder's house which is in the upper right, and search the jar for life ball. After that, speak to the elder. Now, leave the village, and go back into Nome Cave.

Nome Cave

Go thru the green door on the left, and pull the switch up to bring down the elevator. Go on the elevator, and go to B2. The door on the left will take you into a room that has a monster maker. On B2, go to the right, and search the treasure chest for full helm. After that, go all the way to up, and speak to the Nome who is blocking the door on the right. Now, go thru that door, and go up the stairs to B1. On B1, go to the upper left, and search the jar for ghost grass. Now, go to the top area, and fight the bronze dragon. After defeating the bronze dragon, the group gets EXP144 & D3038. Go to the right, and search the two treasure chests for mega shield and turquoise. After that, go to the upper left, and go thru the door into another area. In this area, go all the way to the left. Go thru the door, and go outside to a bridge area. Now, go across the bridge, and go all the way to left to leave the cave. After that, go west to Harushuna Town.

Harushuna Town

Go to the weapon & protector shop, and buy equipment for the group. After that, leave the town, and go northwest to the grass slope. Now, go west to Ruins of Gimuru. Recommend LV39 for the group.

Ruins of Gimuru

Go all the way up, and go into the ruins. On 1F, go thru the white door. Go to the lower right, and go up the stairs to 2F. On 2F, go all the way to the upper right, and pull out the arrow on the right to remove a wall that's nearby. After that, go to the right, and then go all the way down. Along the way, the wall will close behind the group. Now, go further down, and go down the stairs to 1F. On 1F, search the treasure chest for aquamarine. Now, go to the right side of the treasure chest, and walk to the right to step on a hidden gray tile to reveal a stairs. Go down that stairs to B1. On B1, go to the left, and go up the stairs to 1F. On 1F, go to the right, and pull out the arrow to remove the wall that's nearby. Go up, and search the treasure chest for dry eureka. Push the rock on the left to the right, and go thru the door. Now, go to the lower left, and go up the stairs to 2F. On 2F, go to the upper right, and then go all the way down. Step on the gray tile to remove the wall that's nearby. Go down the stairs to 1F. On 1F, go up, and pull out the arrow to remove the wall that's nearby. Go thru that wall, and search the treasure chest for turquoise. Now, go further to the left, and go thru the door. Go down the stairs on the left to B1. On B1, go all the way to the left, and go up the stairs to 1F. On 1F, go to the left. Now, go thru the door that's nearby into a room, and search the treasure chest for D2704. After that, go down, and go thru the door. Go to the left, and pull out the arrow on the left to remove the wall that's nearby. Now, go to the lower left, and go up the stairs to 2F. On 2F, go to the upper left, and pull out the arrow to remove the wall that's nearby. Go up, and the wall will close behind the group. Search the treasure chest for demon claw. Go to the right, and step on the two gray tiles to remove two walls that are nearby. Go further to the right, and step on the three gray tiles to remove three walls that are nearby. Go to the upper right, and step on the gray tile to remove the wall that's nearby. Now, go down, and pass by the brown rocks. Search the treasure chest for flying stone. After that, go all the way around back to the lower left, and pass by the locked door. Now, go down, and step on the

two gray tiles. (The step on the left removes a wall that's nearby, and the step on the right reveals a small hidden square hole). Jump thru that hole to 1F. On 1F, go to the left, and go up the stairs to 2F. On 2F, go down, and search the treasure chest for iron key. Now, go up, and go down the stairs to 1F. On 1F, go to the upper right, and go down the stairs to B1. There is a spring that fully recovers HP on the right. On B1, go to the lower left, and push the bottom rock onto the gray tile to remove the wall that's nearby. Go around to the lower right, and pick up the ?medicine bottle. After that, go up the stairs that's nearby to 1F. On 1F, go thru the door that's nearby, and then go thru the white door into a room with a strange man. In this room, speak to the man (worm maker) that's behind the altar, and then go thru the door on the left into a room with six gargoyle statues. In this room, go to the top, and go thru the white door into Gumuru Forest.

Gumuru Forest

The items found in the logs are Gorgon's blood, topaz, dry eureka, talisman, honey of return. Also, pick up the ?medicine bottle x2. From the entrance, go up, right, right, up (go thru the trap, and pass by the log that has topaz), left, up, right, right. There is a spring that fully recovers HP at the top area. Now, push the rock to the right, and go further to the right. There is a spring that fully recovers MP in the upper right. Search the gargoyle statue for D3900. After that, go to the lower right until you reach two evil god statues. Just walk between the two evil god statues to enter the area surrounded by trees where the big flower is at. In this area, search the big flower, and choose yes to pick up the ekusaria honey. After that, use Lufia's magic of exit to warp to the entrance of the forest. Leave, and go back into Ruins of Gimuru.

Ruins of Gimuru

Go back to the area where the strange man is at, and speak to the man (worm maker). After that, use Lufia's magic of exit to warp to the entrance of the ruin. Leave the ruins, and go northwest. Then, go southwest, and cross over the river that's near the waterfall with the boat to get to Sansarla Town.

Sansarla Town

Go to the protector shop, and buy equipment for the group. Go to the magic weapon shop, and buy equipment for Lufia. After that, leave the town, and go northwest to Borubora Town.

Borubora Town

After the scene, go to the house on the lower left, and search the jar for ghost grass. Go to magic weapon shop, and buy equipment for the group. At the magic weapon shop, search the jar for dry eureka. Go to the protector, and buy equipment for the group. Go to the weapon shop, and speak to Tamuroon who will take the group to the black market which is in the basement of the inn. At the black market, there is a magic weapon shop, a protector and weapon shop. After that, leave the town, and go north to mountain called Boger's Peak. Recommend LV40 for the group.

Boger's Peak

Go to the upper left, and then go all the way to the right side to the entrance of a cave. Inside the cave, go to the upper right, and search the jar for skull. Now, go to the left, and go up the stairs into another area. In this area, the stairs on the right will take you to a log that has dry eureka. Now, go to the lower left, and go thru the door at the bottom to go

outside the cave. Go to the upper left, and then go to the right. Cross over the bridge, and go to the lower left to the entrance of the cave. Inside the cave, go to the upper left, and go up the stairs into another area. The stairs on the right will take you to a spring that fully recovers HP & MP. In this area, go to the lower left, and go up the stairs into another area. In this area, go to the upper right, and go up the stairs into another area. In this area, go to the upper right, and go thru the door at the bottom to go outside the cave. Go to the upper right, and cross over the bridge. Fight the enemy. After defeating the enemy, go further to the right, and go the entrance of the cave. (The other cave below will take you to a treasure chest with the item of madness [equip Lufia with it]). Inside the cave, go to the upper right, and go thru the door to go outside the cave. Speak to the three female dark knights (Menandouusa, Ifinu, Doroone) who will summons three groups of monsters (okyupete, chaos pudding, and gorgon hound). Now, fight those monsters three times. After defeating those monsters, fight the three female dark knights (Menandouusa, Ifiinu, Doroone). After defeating the three female dark knights (Menandouusa, Ifiinu, Doroone), the group gets EXP471 & D1563. After the scene, the group gets Solomon's ring. Now, go to the right, and go thru the door at the bottom to go into the cave. Inside the cave, go to the right, and go thru the door at the bottom to go outside the cave. Go to the lower right, and go to the entrance of the cave. Inside the cave, go to the upper left, and go down the stairs into another area of the cave. In this area, go all the way to the bottom area, and go thru the door to go outside the cave. First, go to the lower left, and then go to the lower right to the entrance of the cave. Inside the cave, go to the upper left, and go down the stairs into another area of the cave. (There is a door at the bottom that takes you outside the cave where there are three logs, and search the log on the right for honey of return). In this area, go to the upper left, and go up the stairs into another area of the cave. In this area, go all the way down, and go thru the door at the bottom to go outside the cave where the big flower is at. In this area, search the big flower, and choose yes to pick up the makusaria honey. After that, go back inside the cave. In the cave, go all the way up, and go down the stairs into another area of the cave. In this area, go to the lower right, and go down the stairs that's nearby into another area of the cave. In this area, go all the way down, and go thru the door at the bottom to the outside of the cave. Go down to exit the mountain, and go west to Ragard Town.

Ragard Town

After the scene, go to the elder's house which is at the top, and search the jar for magic extract. After that, speak to the elder. After the scene, use Lufia's magic of teleport to warp back to Harushuna Town.

Harushuna Town

After that, leave the town, and go northwest to the grass slope. Now, go west to Ruins of Gimuru.

Ruins of Gimuru

Go all the way up, and go into the ruins to 1F. On 1F, go thru the white door, and go up. Go thru the door on the left, and go up. Go thru the white door. Speak to the man (worm maker), and choose yes twice to get the kaka spice, and the worm flute. After that, use Lufia's magic of exit to warp to the entrance of the ruin. Leave the ruins, and use Lufia's magic of teleport to warp back to Ragard Town.

Ragard Town

Leave, and go south to the desert. Open the item menu, and use the worm flute to summons the worm. In battle, choose fight (tatakau), and then strategy (sakusen) + defend (mamoru) for all four members of the group. When the worm becomes gentle, press the B button to remove the "A," and use the kaka spice on the worm. After the worm becomes a servant, use Lufia's magic of teleport to warp to Shasutar Town.

Shasutar Town

Leave the town. Then, open the item menu, and use the worm flute to summons the worm. Now, hop onto the worm, and go a little to the north to Goblin Market which is hidden on the lower right side of the two big rocks. You need the goblin or a hobgoblin in order to enter the Goblin Market.

Goblin Market

There is a weapon, protector, magic weapon, and item shop. After that, leave the town. Then, open the item menu, and use the worm flute to summons the worm. Now, hop onto the worm, and go further north to Cassis Town.

Cassis Town

After that, leave the town, and use Lufia's magic of teleport to warp to Borubora Town.

Borubora Town

Leave the town, and go south to the desert. After that, open the item menu, and use the worm flute to summons the worm. Now, hop onto the worm, and go south to the Monster Maker's Hut.

Monster Maker's Hut

After that, leave the hut. Now, hop onto the worm, and go further south to the Ruins of Ashutaru.

Ruins of Ashutaru

Go to the upper right, and go up the stairs to 2F. On 2F, go all the way to the left (when you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch), and go to the front of the mirror. Search the mirror, and fight a mirror image of Diaane. After defeating the mirror image Diaane, the group will warp to the otherside of the mirror into another room. In this room, go to the upper right (when you step on the trap, choose yes to make the servant goblin/bandit/robber open the switch), and go search the jar for D1849. After that, go down the stairs that's nearby to 1F. On 1F, go to the right, and fall thru the hidden square hole to B1. On B1, go down, and go thru the door at the bottom into a room with rocks. In this room, go thru the door at the bottom into another room. In this room, go to upper right. Search the monument, and choose yes + Diaane to warp to a small room with a stairs. Go down that stairs to B2. On B2, go to the lower right, and go thru the do at the top into a small room with a treasure chest. Search the treasure chest for iron key, and leave that room. Now, go down, and go up the stairs to B1. On B1, go all the way to the left, and go up the stairs to 1F. On 1F, go to the lower right, and fall thru the small square hole to B1. On B1, go thru the door at the bottom into the room with rocks. In this room, go to the lower left, and go thru the door at the bottom into another room. In this room, go to the far left, and go thru the door into another room with stones & two treasure chests. First, search the top treasure chest, and choose yes to fight the mimic that's inside the chest. After defeating the

mimic, search the other treasure chest for golgol helm. Now, go thru the door on the right into another room. In this room, go all the way to the upper left, and go up the stairs to 1F. On 1F, go down to a room with a small square hole & a stairs, and go down that stairs to B1. On B1, go thru the door that nearby into another room. In this room, go up to the left, and go up the stairs to 1F. On 1F, go down, and search the treasure chest for honey of return. After that, go up, and go down the stairs to B1. On B1, go down, and go thru the door at the bottom into the room with rocks. Go up the stairs that's nearby to 1F. On 1F, go to the right. Go to the front of the iron door, and choose yes to use the iron key to open the door. Now, go thru that door, and pick up the ?medicine bottle which is nearby in a small room. After that, go to the upper left, and go up the stairs to 2F. On 2F, go the lower right, and walk along the right side of the wall to avoid fallen into the hidden square hole. Search the treasure chest that's nearby for talisman. After that, go to the left into a room with six square holes. In this room, fall thru the middle square hole that's at the bottom to 1F. On 1F, go down the stairs that's nearby to B1. On B1, go up, and go down the stairs that's nearby to B2. On B2, go up, and pick up the ?medicine bottle. After that, go down, and go up the stairs to B1. On B1, go up, and go thru the door at the top into a small room. In this room, search the monument to warp to 1F. On 1F, go all the way down, and fall thru the hidden square hole to B1. B1, search the treasure chest for dark blade. After that, fall thru the square hole that's nearby to B2. On B2, go to the right, and search the treasure chest on the right for earth garudo. Now, go to the left, and pull the arrow out to remove the wall nearby. Go further to the left, and go up the stairs to B1. On B1, go thru the door at the bottom into another room. In this room, go to the far left, and go thru the door into another room with stones & two treasure chests. Now, go thru the door on the right into another room. In this room, go all the way to the upper left, and go up the stairs to 1F. On 1F, go down to a room with a small square hole & a stairs, and go to the right. Now, go thru the iron door. Go to the upper left, and go up the stairs to 2F. On 2F, go the lower right, and walk along the right side of the wall to avoid fallen into the hidden square hole. After that, go to the left into a room with six square holes. In this room, fall thru the middle square hole that's at the bottom to 1F. On 1F, go down the stairs that's nearby to B1. On B1, go to the upper left, and go down the stairs to B2. On B2, go up, and then go to the lower right. Now, go thru the poison gas, and go up the stairs to B1. On B1, go thru the door at the bottom into another room. In this room, go to the right, and search the treasure chest for the silver key. After that, go thru the door on the left, and go down the stairs to B2. On B2, go to the upper left, and go up the stairs to B1. On B1, go to the far lower right, and go up the stairs to 1F. On 1F, go to the lower right, and fall thru the square hole to B1. On B1, push one of the rocks on the bottom right downward, and go thru the door at the bottom into a room with the silver door. Go to the front of the silver door, and choose yes to open the door. Go thru that door, and go up to the left side of the white door. On the left side of that door, pull out the arrow on the right to open the door on the left. Go thru that door into a small room with two treasure chests. In this room, search the treasure chest on the left for thunderbolt. Leave that room, and go thru the white door. Go all the way up, and go to the left side. On the left side, fall thru the square hole to B2. On B2, go to the lower left where the two gargoyle statues are at. Search the gargoyle statue on the left for D2250, and push the gargoyle statue on the right to the right to step on the gray tile to open a wall nearby. Go up to the front of the mirror. Search the mirror, and fight a mirror image of Diaane. After defeating the mirror image Diaane, the group will warp to the other side of the mirror into a small room. In this small room, search the monument, and choose yes + Diaane to warp to B1. On B1, go to the upper left, and go down the stairs to B2. On B2, go straight to the right into a hidden dark passage to a small room with a monument. In this small room, search the monument,

and choose yes + Diaane to warp to another area of B2. In this area, search the treasure chest for golden key. After that, go all the way down, and step on the hidden gray tile to remove the wall nearby. Go to the lower right, and go up the stairs to B1. On B1, go to the upper left, and go up the stairs to 1F. On 1F, go to the lower right, and fall thru the square hole to B1. On B1, go thru the door at the bottom into the room with rocks. In this room, go to the lower left, and go thru the door at the bottom into the room where the silver door is at. Go thru the silver door, and go up to where the white door and the arrows are at. On the left side of white door, pull out the arrow on the right to open the door on the right. Go thru that door into another room. (There are two separate rooms in the top area that have a spring. One spring fully recovers HP, and the other fully recovers MP). In this room, go down the stairs which is nearby to B2. On B2, go to the lower right, and search the jar for honey of return. After that, go to the left. Now, go to the front of the golden door, and choose yes to open the door. Go thru that door, and go all the way up to the room at the back. In the room at the back, go to the front of the monument, and fight Jenuun. After defeating Jenuun, the group gets EXP35 & D526. Search the monument, and choose yes + Diaane to make Diaane decodes the stange letters on the monument. After the scene, Lufia mastered the magic of mite and megamite. Now, use Lufia's magic of exit to warp to the entrance of the ruins. Leave the ruins, and hop back onto the worm, and go east to the land area where Krito Castle is at. Get off the worm, and go into Krito Castle.

Krito Castle

Go to the house in the upper left, and search the jar for charm. Go to the protector shop, and search the jar for amulet. Go into the castle to 1F. On 1F, search the jars on the left and right side of the room for Gorgon's blood and honey of return. After that, go upstairs to 3F. On 3F, and speak to King Krito. After the scene, go upstairs to 3F, and speak to King Krito. After the scene, go down the stairs to 2F. On 2F, go thru the door in the upper left into another area. In this area, go thru the door at the bottom into another area. In this area, go all the way down, and go down the stairs to 1F. On 1F, go down the stairs that's nearby to B1. On B1, fight Diosheriru's monsters. After defeating Diosheriru's monsters, the group gets the prison key. Go to the front of the prison door to open it to free the women that are inside. After the scene, go up the stairs to 1F. On 1F, go up, and go thru the door at the top into a small room. In the small room, go thru the door on the right into the main area. In this area, go thru the door at the top, and go down the stairs to B1. On B1, go up, and speak to the guard. The guard will let the group into a small room with a treasure chest. Search the treasure chest for the water dragon sword. After that, use Lufia's magic of teleport to warp to Sansarla Town.

Sansarla Town

After that, leave the town, and sail north into the Water Dragon's Waterfall. Recommend LV46 for the group.

Water Dragon's Waterfall

Go all the way up, and go to the front of the monument. Now, open the item menu, and use the water dragon sword on the monument to remove the waterfall from the Water Dragon's Cave's entrance. After that, go all the way to the right, and search the treasure chest for water of life. Now, go into the Water Dragon's Cave.

Water Dragon's Cave

Inside the cave, go all the way around to the upper left. Then, go to the lower right, and search the treasure chest for green extract. Go to the upper right in the waterway (the stairs is nearby), and go thru the hidden rock on the left. Go up, and go thru the hole in the waterfall into a small room. In this small room, search the treasure for diamond (sell it for D12000). After that, leave that small room, and go to the far upper right to where the stairs is at. Go up the stairs to 2F. On 2F, go thru the door at the bottom. Now, go to the left, and search the treasure chest for magic grass. Go further up, and search the two jars for D289 & water of life. After that, go around to the upper right, and go thru the waterway to the left. Go thru the middle door on the far left into a room with a troll. Fight the troll. After defeating the troll, go upward, and go up the stairs to 3F. On 3F, go up, and search the treasure chest for flute of breaking evil. Go down, and go thru the door at the bottom. Now, go down the stairs to 2F. On 2F, go down, and go thru the door at the bottom. Now, go all the way to the right, and go thru the door into another area. In this area, go to the upper right, and search the jar for iron pot of hell. Go thru the door that's nearby, and go up the stairs to 3F. On 3F, go to upper left, and go thru the door at the bottom into another area. In this area, go down, and go to the right. Fight the enemy who is blocking the door. After defeating the enemy, go thru that door, and search the treasure chest for iron key. After that, go thru the door at the bottom. Now, go up, left, and then downward into the strong water current which will take the group to 2F. On 2F, go thru the door that's behind the waterfall into another area. In this area, go all the way up, and search the treasure chest on the right for D4900. After that, go to the right, and go down to where the iron door is at. Go to the front of the iron door, and choose yes to use the iron key to open the door. Go thru that door into a room with an enemy and a treasure chest. In this room, fight the enemy. After defeating the enemy, search the treasure chest for iron key. Go thru the door on the bottom left into another area. In this area, search the two treasure chests for kings ring & amurita. Now, go to the lower right, and go thru the door into another area. In this area, go down, and go to the right to where the door is at. Go thru that door into another area. In this area, go thru the waterway, and go to the upper right to where the door is at. Go thru this door, and go up the stairs to 3F. On 3F, go to upper left, and go thru the door at the bottom into another area. In this area, go down, and go to the left to where the door is at. Go thru that door, and pick up ?medicine bottle x3. After that, go thru the door at the bottom, but don't go into the waterway. Just go up, and then go left. Now, go into the waterway, and the strong water current which will take the group to the left side. Now, go up, and go to the front of the iron door. Choose yes to use the iron key to open the door. Go thru that door into a room with four switches & a monument. In this room, pull the switch in the order of up, down, up, up, and then pull out the arrow to stop the flow of water. After that, go to the lower left, and go thru the door into a room with a treasure chest. In this room, search the jar for funbaba. Now, leave that room, and go to the upper right. Fight the enemy who is blocking the door. After defeating the enemy, go thru that door, and go up the stairs to 4F. On 4F, go thru the door at the bottom to exit the cave. After that, go across the lake, and go to Karura Castle which is nearby.

Karura Castle

After the scene, the elder will give the group the curse spell ball (kaiju no tama). Now, search the treasure chest for heal ring. Go thru the door at the bottom, and go upstairs to 3F. On 3F, search the two jars for magic extract & green extract. Now, go downstairs to 1F. On 1F, go up, and go thru the middle door at the top into a room with three treasure chests. In this room, search the treasure chest for diamond (sell it for D12000), amurita, life ball. After that, leave the castle area. Now, go to the magic weapon shop, and buy

equipment for Lufia. Go to the protector & weapon shop, and buy equipment for the group. At the weapon shop, search the jar for topaz. Now, use Lufia's magic of teleport to warp to Aringam Castle.

Aringam Castle

Leave, and go east across the lake to the Sacred Shrine.

Sacred Shrine

Go inside, and search the treasure chest for Nei's robe. After that, use Lufia's magic of teleport to warp to Kanzaru Village.

Kanzaru Village

Leave the village. Now, hop into the ship, and sail southeast to the Sacred Shrine which is on an island.

Sacred Shrine

Go inside, and search the treasure chest for Nei's hood. After that, use Lufia's magic of teleport to warp to Terumaa Town.

Terumaa Town

Leave the town. Now, open the item menu, and use the worm flute to summons the worm. After that, hop onto the worm, and go all the way south to where the ship is at. Hop into the ship. Now, sail east, and then north to the Sacred Shrine.

Sacred Shrine

Go inside, and search the treasure chest for Nei's ring. Make sure to equip Lufia with Nei's equipment. After that, use Lufia's magic of teleport to warp to Karura Castle.

Karura Castle

Leave the castle. Now, go up across the lake, and search the small group of trees on the top left side of the castle to enter Goblin Market. You need the goblin or a hobgoblin in order to enter the Goblin Market.

Goblin Market

There is a weapon, protector, magic weapon, and item shop. After that, use Lufia's magic of teleport to warp to Hasuko Village.

Hasuko Village

Leave, and go west to Dragon's Peak.

Dragon's Peak

Go all the way up to the top of the mountain to the Dragon's Nest Hole. Recommend LV47 for the group.

Dragon's Nest Hole

Go to the upper left, and search the four treasure chests for sapphire, life ball, dragon ax, amurita. After that, go to the upper right, and speak to the

dragon, Iriga. Choose yes. After that, Mito will give the group dragon ball to summon him. Make sure to stock up on items such as magic grass, water of life, amulet, bell to repel evil, and pentacle. Now, fly all the way south to the desert area, and fly into floating castle called Kibera Castle.

Kibera Castle

On the roof, go thru the door into 5F. On 5F, go thru the door on the left, and go down the stairs to 3F. On 3F, go thru the door at the bottom to go outside the castle. Go right, down, right, down, right, up, and go thru the door into 3F. On 3F, go to the upper left thru the poison gas, and go down the stairs to 2F. On 2F, go to the right, and go up the stairs to 3F. On 3F, go thru the reversible door on the left, and go to the upper right. Go thru the reversible door that's nearby, and go all the way down to where the treasure chest is at. Search the treasure chest for talisman. Now, go all the way up, and go down the stairs to 2F. On 2F, go thru the door at the bottom, and go all the way down into the next room. In this room, go to the left (and go thru the door at the bottom to avoid being hit by several traps) to reach the far left side of the room. On the left side of the room, go thru the door on the right, and go all the way up into the next room. In this room, go down the stairs to 1F. On 1F, go to the lower right, and search the treasure chest for amulet. After that, go to the upper right, and go thru the door at the bottom into another room with a silver & golden door. In this room, go to the right, and go thru the door into another room. In this room, go to the lower left, and pick up the ?medicine bottle x2. After that, go to the upper right, and push the gargoyle statue (on the right) upward to remove the barrier that's nearby. Now, go thru the door that's nearby into another room. In this room, fight the enemy. After defeating the enemy, search the treasure chest for silver key. Now, leave that room, and go to the lower left, and go thru the door into the room with the silver & golden door. Go to the front of the silver door, and choose yes to use the silver key to open the door. Now, go thru that door, and go thru the door at the bottom to go outside the castle. Outside the castle, go all the way down. Go to the upper left, and go thru the door into 1F. (There is a spring that fully recovers MP thru the door on the right, and a timekeeper thru the door on the left). On 1F, go the lower right, and go down the stairs to B1. On B1, go thru the door at the top into a small room. In this small room, pull out the arrow to open all the prison doors. Now, leave that room, and go to the lower left, and go into the prison with the gargoyle statue. In this prison, push the gargoyle statue upward, and go down the stairs to B2. On B2, go to the upper left, and search the jar for funbaba. Go to the upper right, and go up the stairs to B1. On B1, go to the left, and go up the stairs to 1F. On 1F, go to the lower left, and go up the stairs to 2F. On 2F, go to lower right, and search the treasure chest on the left for red key. Go to the bottom area where the long narrow hole & gargoyle statue are at. Search the gargoyle statue for ancient statue, and then fall thru the middle of the long narrow hole so that the group will land on the gray tile on 1F to remove a wall that's nearby. On 1F, go upward, and go up the stairs to 2F. On 2F, go up, and fight Duraharn, Necromancer & Ritchie. After defeating Duraharn, Necromancer & Ritchie, the barrier on the left and right side on 2F will disappear. Now, go downward, and go down the stairs to 1F. On 1F, go the lower right, and go down the stairs to B1. On B1, go to the lower left, and go down the stairs to B2. On B2, go to the upper right, and go up the stairs to B1. On B1, go to the left, and go up the stairs to 1F. On 1F, go to the lower left, and go up the stairs to 2F. On 2F, go to the upper left, and go thru the door into a small room with a treasure chest. Search the treasure chest for rukifegaruda (a cursed weapon). After that, leave that room. Go to the upper right, and go thru the door into a small room with a treasure chest. Search the treasure chest for saint ark (equip Erusaisu with it). After that, leave that room, and go to the bottom area where the long narrow hole & gargoyle statue are at. Now, fall thru the

long narrow hole to 1F. On 1F, go thru the door at the bottom, and go back outside the castle. Outside the castle, go all the way down. Go to the right, and go thru the gate. Now, go all the way up, and go thru the door into 1F. On 1F, go to the left, and go thru the door into another room. In this room, go thru the door that's near by into the elevator room. In the elevator room, go onto the elevator, and go up to 3F. On 3F, go thru the door at the bottom. Now, go to the upper right, and go thru the door into a room with two treasure chests. In this room, search the treasure chests for life ball and golden key. After that, leave that room. Now, go to the upper left, and go down the stairs to 2F. On 2F, go to the right, and search the treasure chest for dragon mail. After that, go further to the right, and go up the stairs to 3F. On 3F, go to the lower left, and go thru the door into a room with two treasure chests. In this room, search the treasure chests for phantom grass & red key. After that, leave that room. After that, go to the upper right, and go down the stairs to 2F. On 2F, go thru the door at the bottom, and go all the way down into the next room. In this room, go to the left (and go thru the door at the bottom to avoid being hit by several traps) to reach the far left side of the room. On the left side of the room, go thru the door on the right, and go all the way up into the next room. In this room, go down the stairs to 1F. On 1F, go to the upper right, and go thru the door at the bottom into the room with a silver & golden door. In this room, go to the right, and go to the front of the golden door. Choose yes to use the golden key to open the door. Now, go thru that door into a room with three doors. Go thru the door on the left, and pick up the ?medicine bottle. After that, go thru the middle door into the elevator room. In the elevator room, go onto the elevator, and go down to B1. On B1, go thru the door at the bottom into a big room with a loop. In this room, go thru the door that's below, and search the treasure chest for dragon guard. After that, go thru the door that's nearby on the left, and go down the stairs to B2. On B2, search the reversible door that's nearby to open a path. Now, go all the way up to the left side, and then go to the right side to where the arrow is at. Go into the waterway, and fight the enemy. After defeating the enemy, pull out that arrow to remove the trap that's nearby. After that, go to the left, and go thru the open path of the reversible door. Now, go all the way up to the left side, and then go to the right side to where the door is at. Go thru that door into a room with a treasure chest. In this room, search the treasure chest for the spell key. Now, leave that room. Go all the way thru the waterway to the right, and then go all the way down. Go thru the door at the bottom into another area. In this area, go to the right, and search the treasure chest. Now, fight the four magicians of light, Ritchie. After defeating the four magicians of light, search the treasure chest for Nei's rod (equip Lufia with it). Go to the left, and go thru the door back into the other area. Now, go all the way thru the waterway to the lower left, and go thru the door into the elevator room. In the elevator room, pull the switch on the left up to bring down the elevator. Now, go onto the elevator, and go up to 2F. On 2F, go thru the door at the bottom into another room. (The spring on the right fully recovers HP). In this room, go thru the door on the right or left into another room. In this room, fight Link. After defeating Link, fight Doroone. After defeating Doroone, the group gets EXP194 & D1298, and the dark key. After the scene, choose yes to Link's question to get the magic grass. Go downward, and go back into the elevator room. In the elevator room, go onto the elevator, and go down to 1F. On 1F, go thru the door at the bottom into the room where the silver & golden door are at. Now, go thru the silver door, and go thru the door at the bottom to go outside the castle. Outside the castle, go all the way down. Go to the upper left, and go thru the door into 1F. On 1F, go the lower right, and go down the stairs to B1. On B1, go to the lower left, and go into the prison on the left that has a crow. Speak to the crow who is actually Diosheriru. After the scene, use Lufia's magic of exit to warp to the roof area where Mito is at. On the roof, go thru the door into 5F. On 5F, go thru the door on the left, and go down

the stairs to 3F. On 3F, go to the upper right, and go down the stairs to 2F. On 2F, go to the left, and go down the stairs to 1F. On 1F, go to front of the red door on the right, and choose yes to open the door with the red key. Now, go thru that door, and pick up the ?medicine bottle x3. Go to the front of the red door on the left, and choose yes to open the door with the red key. Now, go thru that door, and search the treasure chest for iron pot of hell & magic extract. After that, go back upstairs to 3F. On 3F, go thru the door at the bottom to go outside the castle. Go right, down, right, down, right, up, and go thru the door into 3F. On 3F, go thru the door that's nearby into the elevator room. In the elevator room, go onto the elevator, and go down to 1F. On 1F, go thru the door at the bottom. Now, go thru the door on the bottom right that's nearby into the room with the silver & golden door. In this room, go thru the golden door into the room with three doors. Go thru the middle door into the elevator room. In the elevator room, go onto the elevator, and go up to 2F. On 2F, go thru the door on the right or left. Then, go to the front of the spell door, and choose yes to use the spell key to open the door. Now, go thru that door into another room. In this room, go up the stairs to 3F. The last gargoyle statue on the bottom left of the second row has a ancient statue with a curse. On 3F, go up, and fall thru the small square hole to land on the gray tile on 2F in order to open a door that's nearby. On 2F, go thru that door into the elevator room. In the elevator room, pull the switch on the left up to bring up the elevator. Now, go onto the elevator. On the elevator, push the hidden button on the left, and go down to 1F. On 1F, go thru the door, and search the three treasure chests that are nearby for diamond, amurita, iron pot of hell. After that, go back onto the elevator. On the elevator, push the hidden button on the left, and go down to B1. On B1, go thru the door into the room with a treasure chest. In this room, search the treasure chest for holy ax (equip Diaane with it). Now, go thru the hidden dark passage that's in the middle right side of the wall into a small room with a treasure chest. In this room, search the treasure chest for desu deribaa (a very powerful weapon that is cursed). Now, go back to the elevator room, and go up to 3F. On 3F, go to the upper left, and go thru the door at the top into a room with three mirrors. In this room, fight the three mirror images of Diaane, Erusaisu and Arusharuku. After defeating the mirror images of Diaane, Erusaisu and Arusharuku, go thru the mirror on the right, and search the two treasure chests for amurita & Gaia's key. Now, go thru the mirror on the left, and search the two treasure chests for green secret medicine & medicine bottle. After that, go thru the middle mirror. Then, search the other mirror at the back, and fight four mirror images of Lufia. In battle, use Lufia's magic of miraajio on each members of the group to rebound the magic of the mirror image of Lufia. After defeating the four mirror images of Lufia, the group will warp to the other side of the mirror into another room. In this room, go up the stairs to 4F. On 4F, go to the lower left, and search the barrier. Diosheriru will comeby. After the scene, go thru the door into the elevator room. In the elevator room, pull the switch on the left up to bring up the elevator. Now, go onto the elevator, and go up to 5F. Recommend LV51 for the group. On 5F, go thru the white door into the room where the three final bosses are at. After the scene, fight Neferuuda. After defeating Neferuuda, the group gets EXP1238 & D58. After the scene, fight the Black Dragon. In battle, don't use any magic on the Black Dragon. After defeating the Black Dragon, the group gets EXP70 & D301. Then, the Dark Queen Gaiaane fuses with the Black Dragon to become the Dark God. Now, fight the Dark God. In battle, use Lufia's magic of megamite, and let the other members attack the Dark God's head since it will continuously revive both arms.

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THE END

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Version 1.5

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