

Ruin Arm (Import) FAQ/Walkthrough

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RUIN ARM

(c) PLEX 1995

(c) BANDAI 1995

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GUIDE

Please use these cheat codes.

VERSION HISTORY

v1.0 (02/08/04) - Initial release.

***I added some cheat codes and about the game.

Please use these cheat codes.

Infinite Gold
7E17D67F
7E17D796
7E17D898
99 POINTS of Distribution
7E136A63
(for HP, MP, Physical Strength, Defense, Speed)

About the game

An RPG where you can enjoy a three-dimensional dungeon with vertical interval and a puzzle game like trap. A real-time assistance play system introduction where you can operation a sub character at the same time. Two persons play simultaneously is also possible.

Arff Village

After choosing the names of the two heroes, the game starts. I choose Rick and Maria. Now, go up to the area of the cliff which is at the north side of this village, speak to the younger sister Maria, and choose "of course (#1)" to make her become a friend. Now, return back to the village, speak to the bird Lucia who becomes a friend, and then speak the father, Borgan. Then, Torlan comes by the village to tell his story to Borgan. After Borgan asked his son Rick to take the sword from the cave, he will give Rick the short sword (80 hits), dirk (50 hits), fire (3MP), cure (4MP), heal (3MP), marker (1), medical herb (5), and 100G. Maria who can use magic will accompany Rick on the journey. Make sure to equip the short sword on Rick and the dirk or magic on Maria. After that, leave the house, and go thru the gate that is on the southeast side of the village. Now, go all the way east to Arff Cave. To make the world map appear, first press the SELECT button to pause the game, and then the press the A button.

Arff Cave

Notes: To make the dungeon map of the cave appear, first press the SELECT button to pause the game, and then the press the A button. Also on the dungeon map, press the up or down button to see each of the floors that's on the map. To power up a weapon, just press and hold down the B button. If you get stuck in a room, first press the SELECT button, then press the START button to re-enter the room. Also to make the computer character come near

you, just press the R button. Please remember to recover a character from swoon, first open the menu, then equip the character that doesn't have the swoon with a medical herb, then go to auto, and put the two characters on COM. After that, remove the menu, and the character that has the medical herb will automatically revive the character that had the swoon.

Go inside the cave. On 2F, here are the items along with their location on the dungeon map which are sleep (9 across 6 up), thunder (7 across 5 up), and a yellow star x1 (9 across 5 up). On 2F (9 across 7 up), destroy the two enemies in order to open the doors. On 2F (9 across 5 up), there is a treasure chest on a small stand which cannot be reached for now, because the jump shoes are required to get that treasure chest. [Basically, I didn't bother to get the yellow star on 2F (9 across 5 up)]. On 2F (8 across 5 up), if you move onto the top of the stand, you can jump down to where the stairs is at, and go down to 1F. The stairs locations on the map of 2F are (6 across 6 up), (8 across 5 up). On 1F, here are the items along with their location on the dungeon map which are dungeon key (7 across 6 up), a yellow star x1 (7 across 9 up), Kizuna sword (7 across 9 up), and Borgan's Letter (7 across 9 up). On 1F (8 across 5 up), destroy the two enemies in order to open the doors. The stairs locations on the map of 1F are (6 across 6 up), (8 across 5 up). Please use the dungeon map frequently to know where you are at in order to find those important items. After getting the dungeon key on 1F (7 across 6 up), equip the key, then go in front of the locked door on 1F (7 across 8 up), and press the B button to open that door. Now, go thru that door into the room, and search the treasure chest for a yellow star x1. After that, pick up Kizuna's sword (infinite) and Borgan's letter. Then, leave the cave and return back to Arff Village.

Arff Village

Go back to house where Rick and Maria live, and search the cooking stove on the left to find Lucia. After speaking to Lucia, choose "let's go now (#1)." Then, Lucia who also becomes a friend will give Maria the emerald of Dahlia. Now, go up to the cliff area, and fight against Neil in an auto battle. Rick will lose the fight. After that, give Rick a couple of medical herb to recover his HP, and also equip him with the short sword. On the way back to the village, Roa and Sara will come by to ask Rick and Maria's for help. Then, Roa will give Rick a short sword and a medical herb. Now, go and fight the two Raidroid Empire soldiers who attack the village. After defeating the two Raidroid Empire soldiers, Roa will give Rick a small shield (99 hits) and 200G. Now, go back to the house where Rick and Maria live to 2F, and then search the drawers for a ring mail. After that, leave, and go thru the gate that is on the southwest side of the village. Now, take the path all the way to Londium Kingdom.

Londium Kingdom

After showing the 2 guards Kizuna's sword, Gallzack will take Rick and Maria into the castle to see the King. After that, leave the throne room, and go to the stairs area. Then, go thru the door to the room on the right. Now, speak twice to the Court Magician Mefaus, and choose "yes (#1)" to make him look at the emerald of Dahlia. After regaining the powers of the emerald of Dahlia, the Court Magician Mefaus will give it to Rick. Basically, the emerald of Dahlia recovers HP little by little when it is equipped on the body. After that, leave the castle, and go into the town area of Londium where the duo will see Borgan from a distance. Go inside the private house that is in the upper right corner, and search the treasure chest for 200G. Go inside the inn that is in the lower right corner, then go thru the hidden passage beside the counter and the bedroom, and search the treasure chest for a recovery medicine. At the inn, you can also deposit an item or retrieve an item. Now,

go into the house that is in the lower left corner, and speak to Borgan who has amnesia. After that, go back to the castle to 2F, and speak to the Court Magician Mefaus, and choose "to know (#1)" to hear the story of the medicine call mind which cures amnesia. Now, leave the castle, and go thru the gate that is on the southwest side of the town area to Londium Cave. On the way to the cave, you can pick up the grass by pressing the A button or use the sword to cut away the grass that is blocking the path. Also to make the computer character come near you, just press the R button or put both characters on COM.

Londium Cave

Notes: To make the dungeon map of the cave appear, first press the SELECT button to pause the game, and then the press the A button. Also on the dungeon map, press the up or down button to see each of the floors that's on the map. To power up a weapon, just press and hold down the B button. If you get stuck in a room, first press the SELECT button, then press the START button to re-enter the room. Also to make the computer character come near you, just press the R button. Please remember to recover a character from swoon, first open the menu, then equipment the character that doesn't have the swoon with a medical herb, then go to auto, and put the two characters on COM. After that, remove the menu, and the character that has the medical herb will automatically revive the character that had the swoon.

Go inside the cave. On 1F, here are the items along with their location on the dungeon map which are dungeon key (7 across 9 up), freeze (8 across 8 up). The treasure chest containing the dungeon key will appear when the two sword ghosts in this room 1F (7 across 9 up) are defeated. The stairs locations on the map of 1F are (7 across 7 up), (8 across 8 up), (9 across 7 up). After getting the dungeon key, go to 1F (9 across 6 up), equip the key, then go in front of the locked door, and press the B button to open that door. Now, go thru that door into the room, and go down the stairs to B1F. On B1F, here are the items along with their location on the dungeon map which is a yellow star x1 (8 across 6 up). The stairs locations on the map of B1F are (7 across 7 up), (8 across 6 up), (8 across 8 up), (9 across 6 up), (9 across 7 up). On B1F (9 across 6 up), destroy the two enemies in order to open the doors. On B2F, here are the items along with their location on the dungeon map which is 300G (8 across 7 up). The stairs locations on the map of B2F are (7 across 7 up), (8 across 6 up), (9 across 6 up), (9 across 7 up). If you fall in some of the open holes in the cave, you will receive damage of 10. On B1F, here are the items along with their location on the dungeon map which are falchion (7 across 6 up), a yellow star x3 (6 across 7 up), homesick stone (6 across 8 up). On B1F, the door (6 across 6 up) that goes to the boss's room (6 across 7 up) does not open unless you step onto the switch that's on the stand. The stairs that's is on B1F (9 across 6 up) will take you all the way to the stand area where the switch is at. After stepping the switch that's on the stand, jump down, and go into the boss' room B1F (6 across 7 up). Fight the giant spider. In battle, just continuously attacking the back of the giant spider. After defeating the giant spider, open the treasure chest to get three yellow stars. Now, go thru the door into the next room, and search the treasure chest for the homesick stone. Then, walk onto the warp tile to warp back to 1F. After that, leave the cave, and return back to Londium Kingdom.

Londium Kingdom

Go back to the castle to 2F, and speak to the Court Magician Mefaus who will tell you how to make call mind. Leave the castle, and go back to the town area of Londium. Go to the house that is in the upper left with the cane sign. Now, go around the table to where the Alchemist is at, then speak to

her, and choose "yes (#1)." After giving the homesick stone to the Alchemist, go to the inn and take a rest for 10G. The next day, return back to the Alchemist's house. Now, go around the counter, and speak to the Alchemist who will give Maria the CALL MIND. Go back to the house where the duo found Borgan, and speak to Edia. After speaking to Edia, she will give Maria three bombs. Now, go thru the gate that is on the southeast side of the town area to Whaial Village. You will also pass by Beach Cave which has a treasure chest (with a yellow star) in the water but the tool to dive into the water is required in order to get it. Further along on the way to Whaial Village, you can pick up the grass by pressing the A button or use the sword by pressing the B button to cut away the grass that is blocking the path. Also to make the computer character come near you, just press the R button.

Whaial Village

At the inn, go thru the hidden passage beside the counter and the bedroom, and search the treasure chest for two recovery medicines. Go thru the gate that is on the southeast side of the village area to Tunnel Cave. At the cave, equip the bomb, then go in front of the entrance, and press the B button to place the bomb near the rocks. Carefully move to the side a little before the bomb detonates. After the rocks have been destroyed, go inside the cave.

Tunnel Cave

Notes: To make the dungeon map of the cave appear, first press the SELECT button to pause the game, and then press the A button. Also on the dungeon map, press the up or down button to see each of the floors that's on the map. To power up a weapon, just press and hold down the B button. If you get stuck in a room, first press the SELECT button, then press the START button to re-enter the room. Also to make the computer character come near you, just press the R button. Please remember to recover a character from swoon, first open the menu, equipment the character that doesn't have the swoon with a medical herb, then go to auto, and put the two characters on COM. After that, remove the menu, and the character that has the medical herb will automatically revive the character that had the swoon.

On 1F, here are the items along with their location on the dungeon map which are dungeon key (6 across 7 up), recovery medicine (5 across 8 up), a yellow star x1 (8 across 8 up). On the stand 1F (6 across 7 up), first open up the menu, and put Maria on CONTROLLER 2. Rick should already be on CONTROLLER 1. Then, press the A button to make Rick pick up Maria, and throw her to the left side of the stand where the other switch is at. Now, move Rick onto the switch that's on the right. After that, open up the menu again, put Rick on CONTROLLER 2, and then put Maria on CONTROLLER 1. Now, move Maria onto the switch that's on the left. After stepping on the two switches, the treasure chest containing the dungeon key will appear. Now, go back to 1F (5 across 7 up), equip the key, then go in front of the locked door, and press the B button to open that door. On 1F (5 across 8 up), use the same technique that you used in 1F (6 across 7 up) to get the recovery medicine. On 1F (7 across 8 up), there are two switches. Please ignore these two switches for now. When you get the jump shoes, you can return back to this location of the dungeon. The stairs locations on the map of 1F are (7 across 6 up), (7 across 8 up), (8 across 5 up), (8 across 7 up), (9 across 5 up), (9 across 6 up), (10 across 6 up). On B1F, here are the items along with their location on the dungeon map which are dungeon key (8 across 7 up), dungeon key (9 across 6 up), 500G (8 across 5 up), a yellow star x1 (7 across 7 up). The stairs locations on the map of B1F are (7 across 6 up), (7 across 8 up), (8 across 5 up), (8 across 7 up), (9 across 5 up), (9 across 6 up), (10 across 6 up). On B1F (9 across 7 up), be sure to search under the wooden stand for

opening areas to walk thru, destroy the four enemies in order to make the treasure chest appears in (9 across 7 up). Now, open that treasure chest to get the dungeon key. Then, go back to 1F (7 across 7 up), and go in front of the locked door, equip the dungeon key, and press the B button to open that door. Go thru that door into 1F (7 across 6 up), and go down the stairs to B1F. On B1F (7 across 6 up), step on the switch to make a path appear in the lava room on B1F (7 across 7 up) so that you can get to the treasure chest that has a yellow star. After finding the dungeon key in the treasure chest on B1F (9 across 6 up), go to 1F (9 across 6 up), and go in front of the locked door, equip the key, and press the B button to open that door. On 1F, here are the item along with their location on the dungeon map which are dungeon key (8 across 6 up), recovery medicine (8 across 5 up). After finding the dungeon key in the treasure chest on 1F (8 across 6 up), go to B1F (10 across 4 up), and go in front of the locked door, equip the key, and press the B button to open that door. On B1F, here are the items along with their location on the dungeon map which are claymore (9 across 5 up), a yellow star x3 (10 across 5 up). Go thru that door into the boss' room B1F (10 across 5 up), and fight the giant monster. In battle, open up the menu, and put Maria on CONTROLLER 2 in the front of the door. Rick should already be on CONTROLLER 1. And, just make Rick go to the left side of the room and continuously attacking the long body of the monster. After defeating the monster, open the treasure chest to get three yellow stars. On 1F, here is the item along with its location on the dungeon map which is a leather whip (10 across 5 up). Now, go thru the door into the next room, and go up the stairs to 1F (10 across 5 up), and search the treasure chest for leather whip. Now, go thru the door in that room in order to exit the cave, and go southwest to Mary Village.

Mary Village

Go to the inn which is in the southwest side of the village, go thru the hidden passage beside the counter and the bedroom, and search the treasure chest for a recovery medicine. Go to the south gate, speak to the beast girl named Meiya, and choose "yes (#1)" to get the flower of life for her. After that, go thru that gate, and go along the path on the west side to the Forest.

Forest

Along the way, you can pick up the grass by pressing the A button or use the sword by pressing the B button to cut away the grass that is blocking the path. Just watch out for those holes. Also to make the computer character come near you, just press the R button. Go to a grassy area that has many small tree stumps and stairs to find a treasure chest that has a yellow star. Then, go towards to the far lower left area, and continue going west until you reach an area that has four small tree stumps, two rocks, and three grass stubs. Just carefully search along the tree line in the upper right area where there is a grass stubs, and look for a hidden passage that will take you to an area with a treasure chest. After opening the treasure chest to get the 200G, go back thru the hidden passage again, and continue going west until you reach a dead end area that has a stairway with four small tree stumps and two rocks above it. Just carefully look for a small path with one grass on the left side of that stairway. Now, walk around that grass or cut it away, and continue to go left until you reach a high area where the flower of life is at. After that, picking up the flower of life, return back to Mary Village.

Mary Village

Now, speak to Meiya to give her the flower of life. After that, Meiya will

take the duo to the village where she lives. Incidentally, this village is well hidden in Welder's Great Forest.

Raw Village

Now, exit the village thru the gate that you just came thru to go back into Welder's Great Forest, and please remember the entrance area where there are three small rocks and five grass stubs. Also, look at the location occasionally on the world map in order to know if you are nearby that entrance of the village. To make the world map appear, first press the SELECT button to pause the game, and then the press the A button.

Welder's Great Forest

In the forest, jump down from the ledge and pick up the recovery medicine that's inside the treasure chest. Continue to go down, then all the way to the right, then up until you reach a stairs. Go up that stairs, and search along the tree lines on the right side of that stairs to find a hidden passage. Please remember this hidden passage. After coming out of the other side of the hidden passage, go all the way down, then right and pick up the yellow star that's inside the treasure chest. Now, return back to the area where the hidden passage is at. Go thru that hidden passage again, then go all the way up, then take the path all the way to the left. Now, jump down twice from the ledges until you reach the entrance area where there are three small rocks and five grass stubs. Look at the location on the world map to see if you are close by that entrance of Raw village. After finding the entrance, go into Raw Village.

Raw Village

Go to the blacksmith's house that is nearby the entrance, and go upstairs to 2F. Speak to Gilm, and choose "yes (#1)" and "it is a wish (#1)" to make him forge the Kizuna's sword. After forging the Kizuna's sword, Gilm will come back up the stairs, and give Rick the sword. Rick can now equip Kizuna's sword. After that, leave the blacksmith's house and continue to follow Meiya to the Mayor's house. Now, go upstairs to 2F, and speak to the Mayor who will give Rick a yellow star for helping his daughter. You can rest at the Mayor's house by speaking to Meiya. Now, go thru the path on the far left side of the Mayor's house to the Ruins.

The Ruins

Search at the back of the giant statue's head for Titan's fang. After that, return back to Raw Village.

Raw Village

At the south side of the village, go thru the gate, then go all the way down, and continue to walk until you reach the entrance of Stelm Dukedom.

Stelm Dukedom

At the entrance, speak to the two Raidroid Empire soldiers, and choose "we are them (#3)." Then, the duo will be thrown into a prison room on B1F (9 across 9 up) of Fifth Castle. Sieg is also in that prison room. After speaking to Sieg, go all the way to the right until you reach a stairs B1F (11 across 8 up). Go down that stairs into B2F. On B2F, there is a treasure with a recovery medicine, but you need the jump shoes to get to it. Go all the way to the lower right until you reach a stairs. Go up that stairs to B1F. On B1F (8 across 6 up), search the treasure chest for a recovery

medicine. Go thru the door on the right, and go up the stairs to exit the underground. On the right side of the big hole, there is a hidden passage along the tree line where there is a rock and a grass stump. Just go along thru that passage until you reach the treasure chest that has a yellow star. After that, go back to where the big hole is at, and go further left thru hidden passage along the tree line. Now, leave Fifth Castle area, and go into the town area of Stelm which is occupied by Raidroid Empire Soldiers. Go to the inn, and go thru the hidden passage beside the counter & the bedroom, and search the two treasure chests for two recovery medicines. After that, go all the way to left side of town, and go to Sieg's House.

Sieg's House

Go down the basement, and remove the two jars that are on the right side of the stairs, and then go thru the hidden passage which will take you to a small room with two treasure chests. Search those two treasure chests for a yellow star and quick parts. After that, go back upstairs, and speak to Sieg who needs your help to get back the Morse's topaz that was stolen. Choose "please let me help (#2)" to make Sieg become a friend. Sieg who has jump shoes will give Rick a jump shoes also. When the jump shoes are equipped on the body, just press the X button to jump. Maria will be left behind. [If you speak to Maria and choose "I understand! (#1)" to make her become a friend again, Sieg will give her a powerful attack magic called blast]. With Sieg as a companion, go back into Stelm Dukedom.

Stelm Dukedom

Now, go up to the front gate of Fifth Castle, and fight the two Raidroid Empire soldiers who are guarding the entrance. After defeating the two Raidroid Empire soldiers, go in front of the gate, open the menu, and put Rick & Sieg both on CONTROLLER 1 or COM. Now, remove the menu, and press to hold down the B button to power up Rick & Sieg's weapon at the same time. After powering up those two weapons, release the B button to fire a hyper-shot to destroy the castle gate. [If Maria is Rick's companion, equip her with blast, put her on CONTROLLER 1 while Rick is on CONTROLLER 2. Press to hold down the B button to power up Maria's blast. After powering up her weapon, release the B button to fire a mega blast to destroy the castle gate]. With Sieg as a companion, go back thru the tree lines on the right side of the entrance to where the big hole is at, and go down into the underground to B2F. On B2F (6 across 7 up), go up the stairs to the top of the stand, open the menu, and make sure to equip Rick with the jump shoes also, and then put Rick on CONTROLLER 1 & Sieg CONTROLLER 2. Please remember to use the X button to jump with a direction button (of up, down, left or right), and use the A button to throw. Now, remove the menu, and let Rick pick up Sieg. Then, throw Sieg carefully so that he will land on the middle stand. After Sieg lands on the middle stand, let Rick jump off the stand on the right. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the middle stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick on to the middle stand. After pulling up Rick onto the middle stand, let Sieg pick him up. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Now, remove the menu, and throw Rick carefully so that he will land on the left stand. After Rick lands on the left stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, open the treasure chest to get the recovery medicine. After that, go back to the area of Fifth Castle, and go thru that gate into the castle.

Fifth Castle

Notes: To make the dungeon map of the castle appear, first press the SELECT

button to pause the game, and then the press the A button. Also on the dungeon map, press the up or down button to see each of the floors that's on the map. To power up a weapon, just press and hold down the B button. If you get stuck in a room, first press the SELECT button, and then press the START button to re-enter the same room which is called "redo." Also to make the computer character come near you, just press the R button. Please remember to recover a character from swoon, first open the menu, then equipment the character that doesn't have the swoon with a medical herb, then go to auto, and put the two characters on COM. After that, remove the menu, and the character that has the medical herb will automatically revive the character that had the swoon. Please remember to use the X to jump with a direction button (of up, down, left or right), and use the A button to throw.

On 1F, go to the room (6 across 6 up), and go up stairs to the 2F. On 2F (6 across 6 up), let Rick pick up Sieg, and go a little to the corner edge of the center stand, and press the X button to jump across to the nearby stand on the left. Once the duo is safely on that nearby stand on the left, open the menu, put Rick on CONTROLLER 1 & Sieg CONTROLLER 2. Now, while jumping off the nearby stand on the left, quickly throw Sieg to the other stand that is on the far left. Now, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Then, go and open the treasure chest to get 800G. After that, press the SELECT button, and then press the START button to re-enter that room. Now, let Sieg pick up Rick, and go a little to the corner edge of the center stand, and press the X button to jump across to the nearby stand on the right. Once the duo are safely on that right nearby stand, open the menu, put Sieg on CONTROLLER 1 & Rick CONTROLLER 2. Now, while jumping off the right nearby stand on the right, quickly throw Sieg to the other stand that is on the far right. Now, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Then, go and open the treasure chest to get the recovery medicine. After that, press the SELECT button, and then press the START button to re-enter that room 2F (6 across 6 up). Now, go down the stairs to exit this room. Then, go to room 1F (6 across 7 up), and go up the stairs thru the door into the next room 1F (6 across 8 up). With Rick and Sieg are on the stand, open the menu, put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Now, let Rick pick up the barrel, and go a little toward the front edge on the right corner of the center stand. Now, while jumping off that center stand, quickly turn right to throw that barrel to the stand on the right with a switch. Once the barrel is safely on that stand on the right, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the center stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that center stand. After pulling up Rick on to the center stand, let Sieg pick him up. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the front edge on the right corner of the stand. Now, while jumping off that stand, quickly turn right to throw Rick to the stand on the right with a switch and barrel. Once Rick is safely on that stand on the right, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, let Rick pick up that barrel, and then go in front of that switch while facing the wall, and throw that barrel onto that switch. Once the barrel is safely on the switch, let Rick go a little bit toward the edge of the stand on the right. Now, hold down the R button, and press the A button repeatedly to pull up Sieg on to the stand on the right. After pulling up Sieg on to the stand on the right, let Rick pick him up. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the edge of the stand on the right. Now, while jumping off that stand on the right, quickly turn left to throw Sieg to the center stand. Once Sieg is safely on the center stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the center stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick on to that center stand. After pulling up Rick on to the center stand,

let Sieg pick him up. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the front edge on the left corner of the center stand. Now, while jumping off that center stand, quickly turn left to throw Rick to the stand on the left with a switch & barrel. Once Rick is safely on that stand on the left, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Now, let Rick pick up that barrel, and then go in front of that switch while facing the wall, and throw that barrel onto that switch. Once the barrel is safely on the switch, the door will open. Now, search the treasure chest for a recovery medicine, and then jump off that stand on the left, and go up the stairs to 2F. On 2F (6 across 8 up), let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the edge on the right side of the center stand. Now, while jumping off the center stand, quickly throw Sieg to the stand on the right. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick on to the stand, go thru the door. On 2F (7 across 8 up), there is only one enemy and please do not kill this enemy. Let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the front edge on the center stand. Now, while jumping off the center stand, quickly turn right to throw Sieg to the stand on the right. Once Rick is safely on the stand on the right, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand on the right. Now, hold down the R button, and press the A button repeatedly to pull up Sieg on to the stand on the right. After pulling up Sieg on to the stand, let Rick pick him up. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the front edge on the stand on the right. Now, while jumping off the stand on the right, quickly throw Sieg to the stand that is in front. Once Sieg is safely on the stand that is in front, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand that is in front. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand on the right. After pulling up Rick onto the stand, let Sieg pick him up. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the front edge on the stand on the right, and throw Rick to the stand on the left. Once Rick is safely on the stand on the left, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, search the treasure chest for the dungeon key. Then jump off the stand to the center area where the switch and the statue are at. Do not go onto the warp tile because it will send you right back to beginning of that room. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 1. Now, press the down button to push the statue out downward to that center area of the room. Pick up Rick, and bring the enemy into the area where the switch and warp tile is at. When the enemy steps on that switch, a treasure chest will appear on a small stand on the left. Now, go back to the center stand. Let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the front edge on the center stand. Now, while jumping off the center stand, quickly turn left to throw Rick to the stand on the left. Once Rick is safely on the stand on the left, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand on the left. Now, hold down the R button, and press the A button repeatedly to pull up Sieg on to the stand on the left. After pulling up Sieg on to the stand, let Rick pick him up. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the left edge on the stand on the left. Now, while jumping off the stand on the left, quickly turn up to throw Sieg to the small stand with the treasure chest. Once Sieg is safely on the small stand with the treasure chest, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Now, remove

the menu, and search the treasure chest for two yellow stars. After that, press the SELECT button, and then press the START button to re-enter that room. Now, go to 2F (6 across 7 up). Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little toward the far corner area of the stand on the right in this room. Now, while jumping off the stand, quickly turn left to throw Sieg to the small stand with a treasure chest. Now, search the treasure chest for chemical X. After that, go to 1F (8 across 8 up) and go up the stairs to 2F (8 across 7 up). In this room, search the treasure chest for a recovery medicine, and then, go in front of the locked door, equip the key, and press the B button to open that door. Go up the stairs to 3F. On 3F, here are the items along with their location on the dungeon map which are recovery medicine (6 across 7 up), long sword (7 across 7 up), long sword (7 across 7 up), a yellow star x5 (7 across 8 up), topaz of Morse (7 across 8 up). Now, go into the boss's room 3F (7 across 8 up). Fight the Earth Magic General Goldor. Be careful of the Earth Magic General Goldor's earthquake which stops movement. First, go to the top of the stand on the right and left, and destroy the boss's arms. When both arms are destroyed, the boss's main body will attack. You should attack when Goldor opens his mouth while avoiding his earthquake attack by jumping (with the jump shoes on) since he opens his mouth to shoot a laser. After defeating the Earth Magic General Goldor, pick up the topaz of Morse which is nearby the throne, and go to the stand on the right, and search the treasure chest for five yellow stars. Incidentally, the enemies had also disappeared when the Earth Magic General Goldor was defeated. After that, leave the castle area, and go back to Sieg's House.

Sieg's House

Read the letter from Maria that's on the bed. After reading the letter, go back into Stelm Dukedom.

Stelm Dukedom

Go to the curio dealer, and buy about fifteen mebius ring (50G each) and one diving suit (100G each). The mebius ring basically can teleport you out places such as villages, kingdom, or caves. The diving suit will let you go under water. Also, you have to pay money to repair weapons at any of the curio dealer. Return to Fifth Castle.

Fifth Castle

Go back to 3F (7 across 8 up), and speak to the Feudal-Lord Volsamlee who will give Rick the GOLDEN CROWN. After that, leave the castle area, and go back to Stelm Dukedom.

Stelm Dukedom

First, go to the inn, and deposit the golden crown. Then, go thru the gate on the right to exit the town, and walk all the way east until you reach an area with a long stairs. Go up that stairs, and go to the upper left side and search for a hidden passage along the tree line to find a treasure chest with a recovery medicine. Continue going east until you reach a riverside area that has a stand with a treasure chest. Go onto the stand on the right. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little toward the left edge on the stand. Now, while jumping off that stand, quickly throw Sieg to the left to the stand that's there. Once Sieg is safely on the stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Now, remove the menu, and search the treasure chest for a recovery medicine. After that, open the menu, and equip Rick with the mebius ring. Remove the menu, press the B button, and the world

map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose "Whaial Village" + "yes."

Whaial Village

Go thru the gate that is on the southeast side of the village area to Tunnel Cave.

Tunnel Cave

Go to 1F (7 across 8 up) where there are two switches and a locked door. Go up onto the wooden stand on the right. Let Rick pick up Sieg and walk onto the switch. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little toward the left edge on the wooden stand. Now, while jumping off that stand, quickly throw Sieg to the left to the other wooden stand that's there. Once Sieg is safely on the stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg walk onto the other switch to make the door. After the door opens, jump down from the stand. Then, go thru that door, and go down the stairs to B1F. Go to B1F (8 across 8 up), and walk onto the warp tile to warp to 1F (8 across 8 up). In this room, search the treasure chest for a yellow star. After that, open the menu, and equip Rick with the mebius ring. Remove the menu, and press the B button to teleport out of the cave. Now, press the B button again, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose "Londium Kingdom" + "yes."

Londium Kingdom

Go to the castle to 2F, speak to the Court Magician Mefaus, and choose "yes (#1)" to make him look at the topaz of Morse. After regaining the powers of the topaz of Morse, the Court Magician Mefaus will give it to Rick. Basically, the topaz of Morse protects the person from getting any abnormal status when it is equipped on the body. [If Maria who is with Rick speaks to Mefaus, she will get the magic of mind]. After that, leave the castle, and go thru the gate that is on the southeast side of the town area to Beach Cave.

Beach Cave

Go into the cave, open the menu, and equip the diving suit on Rick's body. Go into the water, and press the X button to dive under the water. While under the water, search the treasure chest for a yellow star. After getting the yellow star, press the X button again to go above the water. After that, leave the cave. Then, open the menu, and equip Rick with the mebius ring. Remove the menu, press the B button, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose "Stelm Dukedom" + "yes."

Stelm Dukedom

Now, go thru the gate that is on the left side of the curio dealer to exit the town, and walk until you reach a bridge. Jump off that bridge, and go downward along the riverside until you reach an area with a treasure chest. Search the treasure chest for a recovery medicine. After that, press the SELECT button, then press the START button to go re-enter the gate area. Now, go all the way southwest until you reach a area with several stands. Go onto the stand on the left, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the right edge on the stand, and throw Sieg to the right to the stand that's there. Once Sieg is safely on that stand, open the menu, put Sieg on

CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, let Sieg pick him up. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go a little toward the front edge of the stand. Now, while jumping off that stand, quickly throw Rick up to the stand that is in front. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto that stand. After pulling up Sieg onto the stand, go left to exit this area. Now, go all the way northwest to Godthab Cape.

Godthab Cape

Here, there will be a tragic event which involves Borgan. Also, the Magic General who kidnapped Maria will take away the emerald of Dahlia and the topaz of Morse. After that event ends, Rick will wake up in Warse Village which is at the bottom of the sea.

Warse Village

While speaking to the mermaid Posen, choose "who are you (#1)" - "what on earth is this place (#2)" - "where is Lucia (#2)" - "why am I in such a place (#1)." After Posen gives Rick the breath ring, please recover Rick's HP with a recovery medicine or two medical herbs. The breath ring basically makes it possible for Rick to breathe under water. Now, go in front of the table, and press the A button to pick up Kizuna's sword. Then, go upstairs to 2F, and try to speak to the seriously injured Lucia. After that, leave Posen's house, and speak to the guard who is blocking the doorway of the conference hall. Now, go inside to hear the conversation. Back at Posen's house, choose "of course! (#1)" to make her become a friend. After Posen gives Rick the dungeon key, leave the house. Please remove the dungeon key from Posen's inventory, and put it into Rick's inventory. Press the A button to make Rick ride on Posen, then go the upper right corner, and speak to the guards who are blocking the gate. After speaking to the guards, they will give Rick a teleporter. Press the B button to make Rick use his sword while riding on Posen. Now, go thru the gate, and go northeast to Marthnal Kingdom.

Marthnal Kingdom

Go to the curio dealer, and search the two treasure chests for a recovery medicine and 1000G. After that, go thru the east gate, and go all the way east until you reach Submarine Cave. This cave will take you into Sarai Castle.

Submarine Cave

Notes: To make the dungeon map of the cave appear, first press the SELECT button to pause the game, and then press the A button. Also on the dungeon map, press the up or down button to see each of the floors that's on the map. To power up a weapon, just press and hold down the B button. If you get stuck in a room, first press the SELECT button, and then press the START button to re-enter that same room which is called "redo." Please remember to recover a character from swoon, first open the menu, then equip the character that doesn't have the swoon with a medical herb, then go to auto, and put the two characters on COM. After that, remove the menu, and the character that has the medical herb will automatically revive the other character that had the swoon. Please remember to use the X to jump with a direction button (of up, down, left or right), and use the A button to throw.

Press the A button to get on or off Posená. You can get anti-poison after defeating the anemones.

Go into the cave to B1F. On B1F (11 across 3 up), open the menu, and equip Rick with the diving suit & the dungeon key. Now, go into the water, press the A button to make Rick ride on Posená, and press the X button to make them dive under the water. Go in front of the locked door, and press the B button to open that door. On B1F, here are the items along with their location on the dungeon map which are recovery medicine (10 across 4 up) and recovery medicine (9 across 6 up). If a character gets poisoned, used anti-poison or equip Posená who is on COM with cure magic. On B2F, here are the items along with their location on the dungeon map which are recovery medicine (10 across 7 up), a yellow star x1 (10 across 8 up), recovery medicine (8 across 7 up). On B3F, here are the items along with their location on the dungeon map which are 500G x5 (7 across 8 up) and spear (8 across 8 up). To get the spear from the treasure chest on B3F (8 across 8 up), go onto the stand on the left, and let Rick pick up Posená. Now, open the menu, equip Rick and Posená with the jump shoes, and put Rick on CONTROLLER 1 & Posená on CONTROLLER 2. Remove the menu, and go a little toward the right side of the stand on the left. Now, quickly throw Posená to the middle small stand. Once Posená is safely on that stand, open the menu, put Posená on CONTROLLER 1 & Rick on COM. Remove the menu, and let Posená go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, let Posená pick him up. Then, open the menu, and put Posená on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go a little toward the right side of the middle stand. Now, while jumping off that stand, quickly throw Rick to the right to the stand with the treasure chest. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Posená on COM. Remove the menu, and search the treasure chest for the spear. After that, re-equip Rick with the diving suit. On B1F, here are the items along with their location on the dungeon map which are recovery medicine (8 across 8 up) and the dungeon key (6 across 8 up). After getting the dungeon key on B1F (6 across 8 up), go to B2F (6 across 7 up), and go in front of the locked door, equip the dungeon key, and press the B button to open that door. Go thru that door into B3F. On B3F, here are the items along with their location on the dungeon map which are recovery medicine (6 across 7 up), trident (8 across 6 up), dungeon key (8 across 5 up). On B3F (8 across 5 up), go onto the stand with the small rectangular square with water, and press the X button to diving under the water, and walk downward at the bottom to step onto the switch to make a treasure chest appear near the entrance of this room B3F (8 across 6 up) to get the trident. The trident is the most powerful weapon in the game for Posená, and make sure to equip Posená with the trident. After getting the dungeon key on B3F (8 across 5 up), go to B3F (7 across 6 up), and go in front of the locked door, equip the dungeon key, and press the B button to open that door. Go thru that door into B4F. On B4F (7 across 9 up), go to the stand in the upper right, and let Rick pick up Posená. Now, open the menu, equip Rick and Posená with the jump shoes, and put Rick on CONTROLLER 1 & Posená on CONTROLLER 2. Remove the menu, and go a little toward the right side of the stand. Now, while jumping off the stand, quickly throw Posená onto the stand. Once Posená is safely on that stand, open the menu, put Posená on CONTROLLER 1 & Rick on COM. Remove the menu, and let Posená go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, go to the next room of B4F (7 across 8 up). On B4F (7 across 8 up), go to the stand, and let Rick pick up Posená. Now, open the menu, and put Rick on CONTROLLER 1 & Posená on CONTROLLER 2. Remove the menu, and go a little toward the left side of the stand. Now, while jumping off the stand, quickly throw Posená onto the stand so that she will land directly on the switch. Once Posená is safely on that switch, open the menu, put Rick

on CONTROLLER 1 & Posen on COM. Remove the menu, and go back into the next room B4F (7 across 9 up). After that, re-equip Rick with the diving suit. Now, go to B4F (6 across 9 up), and go up the stairs until you reach the inside of Sarai Castle.

Sarai Castle

The items found inside the treasure chests are recovery medicine x3, long sword, and pike. Go to the boss room on 2F. Fight Lamia Warrior. Lamia Warrior only moves on the water surface. Just go onto the stand that's on the left or right and continuously attack Lamia Warrior, but be careful of her electric shock and shield attack which can give damage. After defeating Lamia Warrior, the duo will automatically re-enter that room. Now, search the treasure that's in the upper right for three yellow stars. Go into the throne room, and search the two treasure chests for a recovery medicine and 800G. Leave the castle, and go back to Marthnal Kingdom.

Marthnal Kingdom

Go to the blacksmith's house which is in the upper left, speak to Hantou, and choose "it is a wish (#1)" to make him forge the Kizuna's sword for the second time. After forging the Kizuna's sword, Hantou will come back up the stairs, and give Rick the sword. Now, go thru the north gate to the Ruins, and go all the way north to Kemul Submarine Base.

Kemul Submarine Base

Notes: To make the dungeon map of the cave appear, first press the SELECT button to pause the game, and then press the A button. Also on the dungeon map, press the up or down button to see each of the floors that's on the map. To power up a weapon, just press and hold down the B button. If you get stuck in a room, first press the SELECT button, and then press the START button to re-enter that same room which is called "redo." Please remember to recover a character from swoon, first open the menu, then equipment the character that doesn't have the swoon with a medical herb, then go to auto, and put the two characters on COM. After that, remove the menu, and the character that has the medical herb will automatically revive the other character that had the swoon. Press the A button to get on or off Posen. You can get anti-poison after defeating the anemones.

Defeat the two Raidroid Empire soldiers who are guarding the entrance. Now, go thru door into the submarine base. On 1F, here is the item along with its location on the dungeon map which is a recovery medicine (8 across 7 up). On 2F, here is the item along with its location on the dungeon map which is a bomb (9 across 7 up). On 1F, here is the item along with its location on the dungeon map which is a bomb (6 across 7 up). On 3F, here is the item along with its location on the dungeon map which is a glass whip (7 across 7 up). Posen's mother, the Queen, is in the same room along with the glass whip, but the glass whip is underneath the ice water inside a treasure chest. On 2F, here are the items along with their location on the dungeon map which are a yellow star 71 (6 across 7 up), recovery medicine (8 across 6 up), dungeon key (8 across 7 up). After getting the dungeon key on 2F (8 across 7 up), open the menu, equip a bomb on Rick, and then remove the menu. Now, go to the right side of that same room where you will see a door that's underneath the ice water, and press the B button to place a bomb on the ice surface. After the bomb detonates making a opening on the ice surface, dive into the water, and go under thru the door into 2F (9 across 7 up). Open the menu, and equip the key, then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door to 3F (9 across 7 up). On 3F, here is the item along with its location on the dungeon map which is a

recovery medicine (8 across 5 up). Now, go into the boss room 3F (8 across 6 up). Fight the Water Magic General Dine. First, you need to ride on the dolphin that is nearby to fight the Water Magic General Dine. Please do not stay in one position while riding on the dolphin because the Water Magic General Dine will put on a very powerful blue flame barrier and shoot fireballs at you. When the blue flame barrier is not around the Water Magic General Dine, just quickly attack her. After defeating the Water Magic General Dine, go to the upper left in this room 3F (8 across 6 up), and search the treasure for five yellow stars. Now, go thru the door at the top into the next room 3F (7 across 7 up), and rescue the Queen. The duo will automatically end up at Sarai Castle.

Sarai Castle

After speaking to the Queen, Lucia comes by to join Rick again. Leave the castle, and return back to Kemul Submarine Base.

Kemul Submarine Base

Go inside, and walk onto the warp tile on 1F (8 across 6 up). This warp tile will warp the duo to 3F (8 across 7 up). Now, go into the next room 3F (8 across 8 up), and take the stairs all the way down to 1F (8 across 8 up) until the duo has exit the submarine base. Now, go north to the Submarine Ruins.

Submarine Ruins

Posena who parts from Rick will give him the sapphire of gulf. Then, Rick will automatically warp back to the land area of the Ruins. Leave, and go southwest to Ravenna Village.

Ravenna Village

First, go to the curio dealer shop, and search the treasure chest for a yellow star. Then, go to the inn, go thru the hidden passage beside the counter & the bedroom, and search the treasure chest for a recovery medicine. Now, go and speak to the villager who nearby the gate entrance. Then, two Imperial Special-Forces will come by and attack the duo. After defeating the two Imperial Special-Forces, Rick will automatically re-enter the village. Now, return back to the inn, and go upstairs to 2F. Speak to either Sieg or Torlan, and choose "it is of course (#1)" because you will need to make one of them into a friend. If you speak to the female proprietor who is on 1F of the inn, you can change friends. I choose Sieg as a friend since I am familiar with his techniques. After that, make sure to equip Rick with the jump shoes, leave the inn, and go thru gate that is on the southwest side of the village to a riverside area with two bridges and several stands. On the top of the stand, let Rick pick up Sieg, then go a little toward the left edge of the stand, and press the X button with the left button to make Rick jump left while holding Sieg to the other stand that's on the left. After crossing the two bridges, go northeast to another riverside area with several stands. Go onto the stand. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little toward the left edge on the stand. Now, while jumping off that stand, quickly throw Sieg to the left to the stand that's there. Once Sieg is safely on the stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the stand, go west until you reach an area with a big bridge. Jump off the bridge, and go south along the riverside until you reach the Mysterious Cave.

Mysterious Cave

Go on the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the front edge of the stand. Now, while jumping off the center stand, quickly turn left to throw Sieg to the stand on the left. Once Sieg is safely on the stand on the left, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Now, remove the menu, and search the treasure chest for a yellow star. After that, exit the cave, and return to the area where the big bridge is at. Cross over that bridge, and go northwest. After cutting the grass away to reveal a small hole along the narrow path, pick up Sieg, go a little toward the left edge of the hole, and press the X button to jump over each of the small holes while holding Sieg. After that, go all the way south to Lutea Dominion.

Lutea Dominion

After briefly seeing the feudal lord Margarita at the inn, go thru the hidden passage beside the counter & the bedroom, and search the treasure chest for a recovery medicine. Now, leave the inn, and go to the west side of the town to Lutea Mansion.

Lutea Mansion

Along the left side of the tree line, there is a hidden passage. Go thru that hidden passage until you reach the yard area with a statue of Hyudo. First, open the menu, equip the bomb on Rick, and then remove the menu. Now, go in front of the statue, and press the B button to place a bomb near the statue of Hyudo. Carefully move to the side a little before the bomb detonates. After the statue of Hyudo has been destroyed, go down the stairs into B1F of the mansion, and then jump off the stand. On B1F, here are the items along with their location on the dungeon map which are recovery medicine (4 across 5 up), recovery medicine (5 across 6 up). To get the recovery medicine (5 across 6 up) from the treasure chest that's on the stand in the far upper right, go onto the stand on the left, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the right edge of the stand. Now, jump and throw Sieg to the middle stand. Once Sieg is safely on the middle stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the middle stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the middle stand. After pulling up Rick onto the stand, let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the right edge of the middle stand. Now, jump and throw Rick to the other stand on the right. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, remove the menu, and search the treasure chest for a recovery medicine. After that, go upstairs to 1F of the mansion. On 1F of the mansion, here are the items which are 1000G x2, recovery medicine. Also, try to get the dazzle sword after defeating the blue sword ghost because the dazzle sword is rare weapon with an additional effect of confusion. Now, go to the room that's in the far upper right, and go down the stairs to B1F. On B1F, here are the items along with their location on the dungeon map which are 2000G (6 across 8 up), dungeon key (8 across 8 up), a yellow star (8 across 7 up). On B1F, go to room (6 across 8 up). Go onto the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the left edge of the stand. Now, jump and throw Sieg left to the stand on the left. Once Sieg is safely on the stand on the left, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand on the left. Now, hold down the R button, and press the A button

repeatedly to pull up Rick onto the stand on the left. Now, let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the left edge of the stand. Now, while jumping off the left side of the stand, quickly turn down to throw Rick to the next stand. Once Rick is safely on the stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto the stand. Now, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the left edge of the stand, and jump to the left to the other stand while holding Sieg. Once Rick who is holding Sieg is safely on that stand, let Rick go very close toward the upper left corner edge of the stand. Now, while jumping off the left corner side of the stand, quickly turn upward to throw Sieg to the next stand. Once Sieg is safely on the stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. Now, let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go very close toward the edge of the stand. Now, while jumping off the bottom side of the stand, quickly turn left to throw Rick to the stand with the treasure chest. Once Rick is safely on the stand with the treasure chest, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, remove the menu, and search the treasure chest for 2000G. After that, go back to the stand that's in the far upper right corner. Let Rick pick up Sieg, and go a little toward the right edge of the stand, and jump to the right to the other stand while holding Sieg. Once Rick who is holding Sieg is safely on that stand, go into the next room B1F (8 across 8 up), and open the treasure chest on the small stand to get the dungeon key. After that, go to B1F (8 across 7 up). Go onto the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the left edge of the stand. Now, while jumping off the edge of the stand, quickly turn downward to throw Sieg to the stand with the treasure chest. Once Sieg is safely on the stand with the treasure chest, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Now, remove the menu, and search the treasure chest for a yellow star. Now, go to B1F (9 across 5 up). Go onto the stand that's in the lower right corner, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the left edge of the stand, and jump to the left to the small stand while holding Sieg. Once Rick who is holding Sieg is safely on that stand, let Rick go very close toward the lower left corner edge of the stand. Now, while jumping off the lower left corner edge of the stand, quickly throw Sieg to the other stand. Once Sieg is safely on the stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand, and go down the stairs to B2F. On B2F, here is the item along with its location on the dungeon map which is a recovery medicine (6 across 6 up). Now, go to B2F (8 across 6 up) where the rotation bridge is at, and step on the switch to rotate the bridge to the left once. [Please remember that "redo" cannot be done in the room with the rotation bridge]. After rotating the bridge to the left once, go to B2F (6 across 6 up), and search the treasure chest for a recover medicine. Walk onto the warp tile to warp back to B2F (7 across 5 up). Now, go back to B1F (8 across 8 up). Go on the stand, open the menu, and equip the dungeon key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door, and go to B2F. On B2F, here is the item along with its location on the dungeon map which is chemical X (8 across 9 up). Just ignore this treasure chest for now since the jumping distance is a little too far from the small stand. Now, on that small stand, let Rick pick up Sieg. Go a little toward the left edge of the small stand, and jump to the left to the other stand while holding

Sieg. Once Rick who is holding Sieg is safely on that stand, go down the stairs to B3F. Go to B3F (6 across 9 up), and go up the stairs to B2F. On B2F (6 across 9 up), let Rick pick up Sieg, and go to the right side of the stand. Now, go closer to edge of the stand, jump all the way to the right while holding Sieg, and go into the next room (7 across 9). On B2F (7 across 9 up), go very close to the side & front corner edges on each of the six stands, and jump while holding Sieg until you reach the stand with the stairs. If you fall off any of the stands, first press the SELECT button, then press the START button to re-enter that room. Now, go down the stairs to B3F. On B3F, here are the items along with their locations on the dungeon map which are recovery medicine (7 across 9 up) and dungeon key (6 across 9 up). On B3F (7 across 9 up), please go to far lower left area of the long stand to face the treasure chest. Now, let Rick pick up Sieg, and go very close to the front edge of the stand. While jumping off the stand, quickly throw Sieg to the stand with the treasure chest. Once Rick is safely on the stand with the treasure chest, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for a recovery medicine. Now, first press the SELECT button, then press the START button to re-enter that room. After that, continue to walk on the stand, and go into B3F (6 across 9 up) to pick up the dungeon key. After getting the dungeon key, jump off that stand, and go back up the stairs to B2F. On B2F, here are the items along with their locations on the dungeon map which are dungeon key (7 across 8 up), and recovery medicine (8 across 8 up). On B2F (6 across 9 up), let Rick pick up Sieg, and go to the left side of the stand. Now, go closer to edge of the stand, and jump all the way to the left while holding Sieg until you reach a locked door. Open the menu, and equip the dungeon key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door, and go into the next room. On B2F (6 across 8 up), let Rick pick up Sieg, go very close to the side & front corner edges on each of the stands, and jump while holding Sieg until you reach a stand that leads to a door B2F (7 across 9 up). First, go thru that door into B2F (8 across 9 up), then go right back thru the same door into B2F (7 across 9 up). On that stand that is nearby the door, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the front edge of the stand. While jumping off the stand, quickly throw Sieg to the small stand. Once Sieg is safely on the small stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the small stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go a little toward the front edge of the small stand. Now, jump and throw Rick to the other stand. Once Rick is safely on that stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the other stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto that stand. After pulling up Sieg onto the stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go a little toward the front left edge of the other stand. Now, while jumping off the other stand, quickly turn left to throw Sieg to the stand with the treasure chest. Once Sieg is safely on the stand with the treasure chest, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, remove the menu, and search the treasure chest for the dungeon key. After getting the dungeon key, first press the SELECT button then press the START button to re-enter that area of the room which is the stand that leads to the door. After that, go thru the door again into B2F (8 across 9 up), and search the treasure chest for recovery medicine B2F (8 across 8 up). In the same room, open the menu, and equip the dungeon key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into the rotation bridge area of B2F. Go to the lower right area into B2F (9 across 6 up), and go onto the stand. Let Rick

pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little closer to the left side of the stand. Now, jump and throw Sieg to the left onto the stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. Let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go a little closer to the front edge of the stand. Now, while jumping off the stand, quickly throw Rick downward onto the stand. Once Rick is safely on that stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little closer to the right side of the stand. Now, while jumping off the stand, quickly throw Sieg to the right to the stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little closer to the right side of the stand, and jump to the right while holding Sieg. On the next stand, go a little closer to topside of the stand. Now, while jumping off the stand, quickly throw Sieg upward onto the stand with the stairs. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand with the stairs. Now, go up the stairs to B1F. On B1F, here is the item along with its locations on the dungeon map which is a dungeon key (9 across 6 up). On the small stand on B1F (9 across 6 up), let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go a little closer to the left side of the stand, and jump to the left while holding Sieg to the middle stand. On the middle stand, go a little closer to bottom side of the middle stand. Now, while jumping off the middle stand, quickly throw Sieg to the left to the stand with the treasure chest. Once Sieg is safely on that stand with the treasure chest, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for a dungeon key. After getting the dungeon key, first press the SELECT button then press the START button to re-enter that area of the stand with the stairs. Now, go down the stairs back to the rotation bridge of B2F, and go to the lower left area into B2F (6 across 7 up). In this room, let Rick pick up Sieg, and go closer to the corner edges of the tiles to make Rick jump from tile to tile diagonally while avoiding the ones with the holes. Once the duo has safely reached the warp tile. Walk onto the warp tile to warp to B1F (6 across 5 up). Now, open the menu, and equip the dungeon key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door to the rotation bridge on B1F. After stepping on the switch once, go back to B1F (6 across 5 up), and then walk onto the warp tile on B2F (6 across 7 up). Now, let Rick pick up Sieg, and go closer to the corner edges of the tiles to make Rick jump from tile to tile diagonally while avoiding the ones with the holes. Once the duo has safely reached the door, go back thru that door into the rotation bridge of B2F. Now, in the room of the rotation bridge, go thru the door at the top into B2F (8 across 8 up). Now, jump off the stand in that room, and go down the stairs to B3F (8 across 8 up). Go onto the stand that is in the top area of the room B3F (8 across 9 up), and go upstairs all the way back to B1F (8 across 6 up). Now, go to the rotation bridge of B1F, and go to B1F (5 across 7 up). Now, go up the stairs in this room to 1F of the mansion. On 1F of the mansion, here is the item

which is a recovery medicine. Go up the stairs to 2F. On 2F of the mansion, here are the items which are bomb x2. Now, go thru either of the doors that are close by the two treasure chests, and go into the boss's room. Fight the Wind Magic General Hyudo. Hyudo's machine moves very quickly while attacking from left and right usually launching a lot of homing missiles or throwing many bombs. The homing missile can be destroyed by the sword, and just pick up the bombs throwing it to front of Hyudo's machine. When Hyudo's machine receives a blast from the bombs, the machine's hatch will open for a short time. Now, use Rick's Kizuna sword to attack the opened hatch while standing underneath the machine before the hatch closes again. Do this repeatedly to quickly beat this boss. After defeating Hyudo's machine, search the treasure chest for five yellow stars. Go into the room at the top, and talk to the three females who were kidnapped. The duo will automatically end up at the front entrance of the mansion. Now, go back into the mansion, and go to B2F. On B2F, here is the item along with its locations on the dungeon map which is chemical X (8 across 9 up). On the stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the right edge corner of the stand. Now, while jumping off the corner edge of the stand, quickly throw Sieg downward to the stand with the treasure chest. Once Sieg is safely on the stand with the treasure chest, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for Chemical X. Now, and press the SELECT button then press the START button to re-enter that room. After that, go to B1F (9 across 5 up), and go down the stairs to B2F (9 across 5 up). Go onto the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the left edge of the stand. Now, jump and throw Sieg to the left to the middle stand. Once Sieg is safely on the middle stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the middle stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the middle stand, and let Rick pick up Sieg again. Go a little toward the left edge of the middle stand, and jump to the left to the other stand while holding Sieg. Once Rick who is holding Sieg is safely on that stand, go up the stairs to B1F. On B1F, here is the item along with its locations on the dungeon map which is a yellow star (7 across 5 up). Go onto the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge of the stand. Now, while jumping off the edge of the stand, quickly throw Sieg to the right to the stand on the right. Once Sieg is safely on the stand on the right, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand on the right. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand on the right. Now, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge of the stand. Now, jump and throw Sieg downward to the stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the left edge of that stand, and jump to the left to the other stand while holding Sieg. Once Rick who is holding Sieg is safely on that stand, go very close toward the left edge of that stand. Now, while jumping off the edge of the stand, quickly throw Sieg to the left to the stand on the left. Once Sieg is safely on the stand on the left, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of the stand on the left. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. Now, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on

CONTROLLER 2. Remove the menu, and go very close toward the edge of the stand. Now, while jumping off the edge of the stand, quickly throw Sieg upward to the other stand. Once Sieg is safely on the other stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the left edge of that stand. Now, while jumping off the edge of the stand, quickly throw Sieg to the left to the stand on the left. Once Sieg is safely on the stand on the left, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. Now, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the left edge of that stand. Now, while jumping off the edge of the stand, quickly throw Sieg to the left to the small stand on the left. Once Sieg is safely on the small stand on the left, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of the small stand on the left. Now, hold down the R button, press the A button repeatedly to pull up Rick onto that small stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge of that small stand. Now, while jumping off the edge of the small stand, quickly throw Sieg to the left to the stand on the left. Once Sieg is safely on the stand on the left, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. Now, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the bottom right corner edge of that stand. Now, while jumping off the bottom right corner edge of that stand, quickly throw Sieg to the right to the stand with the treasure chest. Once Sieg is safely on the stand with the treasure chest, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for a yellow star. After that, leave the mansion, and go back to Lutea Dominion.

Lutea Dominion

Go to the inn to 2F, and speak to the feudal lord Margarita who will give Rick the sword named estoc as gratitude. After that, go thru the south gate. Then, let Rick pick up Sieg, go very close toward the edge, and jump onto the grass stand. As Rick continues to hold Sieg, go very close toward the left edge of each of the stands, and continue to jump across to the left until you reach the path that goes into the next area. Please ignore the treasure chest with the recovery medicine for now. [Basically, I didn't bother to get the recovery medicine because the jumping distance is a little too far to reach the stand with that treasure chest]. In the next area, go all the way to the lower left since there is also another treasure chest on a small grass stand with the recovery medicine, but you will have to use the jump & throw technique to get to that small grass stand. After getting the recovery medicine, go all the way to the upper right area until you reach a grass stand with six rocks and a stairs nearby. Now, let Rick pick up Sieg, go very close toward the upper right edge of the grass stand, and jump upward diagonally while holding Sieg to the other side of the grass stand where there are two stumps, two rocks, and two grass stubs. Once Rick who is holding Sieg is safely on the other side of that grass stand, continue to go east, then southwest thru the woods until you reach Tifnu Area.

Tifnu Area

Go to the inn which is in the lower right, and go thru the hidden passage beside the counter & the bedroom, and search the treasure chest for recovery medicine x2. Now, go and speak to the man who hiding nearby the south gate entrance. After choosing "I understand (#1)," the man will tell you the password which is "GUNDAM." After that, go to the bar which is in the upper left, and speak to the man who is sitting by a table. After choosing "GUNDAM (#2)," the man will move away from that table. Go to the top area of the table, then open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 1. Remove the menu, and press the down button to push the table downward to reveal a hidden stairs. Go down that stairs into the Resistance Hideout.

Resistance Hideout

Go and speak the Leader Robert Eisod of the Resistance "Thunder of Gundam." After that, go to the room that's on the far left, and speak to Eisod's daughter, Rainer. Then, go to the inn which is the room in the lower left, and rest. The next day, go and speak to Eisod. After choosing "OK (#1)," leave the room, and then follow Eisod & the others to Tifnu Area.

Tifnu Area

Now, go to the path that's on the west side of Tifnu Area to Tifnu Mansion.

Tifnu Mansion

Go into the mansion. On 1F, here is the item which is a dungeon key (9 across 6 up). Go to 1F (8 across 7 up) where there are two warp tiles. Walk onto the top warp tile to warp to 1F (9 across 5 up). Go onto the stand that is on the far right. Make sure that the duo is wearing their jump shoes. Now, let Rick pick up Sieg, and jump diagonally across the floating tiles. As Rick jump from tile to tile while holding Sieg, be very careful because these floating tiles will disappear after stepping on each of the tiles only once. If you mess up, just always remember to first press the SELECT button, then press the START button to re-enter that room. Once Rick has safely reach the stand in the upper left with a treasure chest. Search that treasure chest for a dungeon key. After getting the dungeon key, walk onto the warp tile that's in the lower left to warp back to 1F (8 across 7 up). Now, go to 1F (6 across 7 up), open the menu, and equip the key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into 1F (6 across 8 up) where there are two warp tiles. Walk onto the left warp tile to warp to 2F. On 2F (10 across 8 up), go onto the stand. Let Rick pick up Sieg, and jump across the floating tiles that's on the right to the lower right area of the room where there is a stand. Once Rick has safely reached that stand, walk onto the warp tile to warp to 1F (6 across 5 up). On 1F, here is the item which is a crescent ax (6 across 5 up). Go onto the stand that is nearby by the warp tile you just came thru. Let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Now, jump across the floating tiles sideways, upward, and diagonally from tile to tile while holding Sieg. Once Rick is very close to the big stand that surrounds the warp tile, quickly throw Sieg to the right to the big stand. When Sieg is safely on the big stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the big stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the big stand. After pulling up Rick onto the big stand, walk onto the warp tile to warp to 2F (10 across 5 up). On 2F, here is the item which is a dungeon key (10 across 6 up). Go onto the stand that is in the far upper left corner of the room. Now, let Rick pick up Sieg, and jump across the floating tiles that are around the room while holding Sieg but be very careful while jumping because it can be

tricky sometimes while jumping diagonally. Once Rick has safely reach the stand with the treasure chest. Search that treasure chest for a dungeon key. After getting the dungeon key, walk onto the warp tile to warp back to 1F (6 across 5 up). To get the treasure chest that's in this room, let Rick pick up Sieg, and just jump across the collapse floating tiles to the treasure chest with the crescent ax. After that, walk onto the warp tile that's nearby to warp back to 2F (10 across 8 up). Now, go onto the stand in the upper area of the room. Then, let Rick pick up Sieg, and jump across the collapse floating tiles that's on the left to the lower left area of the room where there is a stand. Once Rick has safely reached that stand, walk onto the warp tile to warp to 2F (5 across 5 up). On 2F, here are the items which are a recovery medicine (5 across 6 up), and the sword of drowsiness (5 across 8 up). Ignore this treasure chest with the recovery medicine for the time being. [Basically, I didn't bother to get the recovery medicine 2F (5 across 6 up) because the jumping distance is a little too far to reach the stand with that treasure chest]. Go onto the stand that's in lower left area of the room, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Now, jump across the collapse floating tiles upwards, sideways, and diagonally from tile to tile while holding Sieg. Once Rick is very close to the big stand, quickly throw Sieg upward to the big stand. When Sieg is safely on the big stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the big stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the big stand. After pulling up Rick onto the big stand, open the menu, and equip the key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into 2F (5 across 7 up). In this room, go onto the stand on the left, and let Rick pick up Sieg. Now, jump across all of the collapse floating tiles. Once this is done correctly the door will open in the upper right corner. Go thru that door into 2F (6 across 7 up). In this room, first defeat the three monsters, then go onto the stand, and let Rick pick up Sieg. Now, jump across the collapse floating tiles while holding Sieg to the small stand that's in the far lower corner. Once Rick is safely on that small stand, go thru the door into 2F (6 across 5 up). On 2F, here is the item which is a dungeon key (6 across 5 up). In this room, jump across the collapse floating tiles while holding Sieg to the small stand with the treasure chest. Once Rick is safely on that small stand, search that treasure chest for a dungeon key. After getting the dungeon key, first press the SELECT button, then press the START button to re-enter that room. Go back thru the door, and go to back 2F (5 across 7 up). Now, open the menu, and equip the key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into 2F (5 across 8 up). On 2F, here is the item which is the sword of drowsiness (5 across 8 up). In this room, go onto the stand, and let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Now, remove the menu, go very close toward the left edge of the stand, and jump to the left to the other stand while holding Rick. Go to the left edge of the other stand, and jump & throw Rick onto the collapse floating tile on the far left. When Rick lands onto the collapse floating tile, quickly press the start button to open the menu, then put Rick on CONTROLLER 1 & Sieg on COM. Now, remove the menu. As the menu screen turns black, continue to press the X button so that Rick can jump quickly to the next collapse-floating tile. Continue to jump across those tiles until Rick reach the stand with the treasure chest. Once Rick is safely on the stand with the treasure chest. Search the treasure chest for the sword of drowsiness. After that, walk onto the warp tile to warp to 1F (9 across 7 up). In this room, go onto the stand that's in the upper left corner, and let Rick pick up Sieg. Now, jump across many of the collapse floating tiles to reach the small stand that's in the upper right corner with a stairs while holding Sieg. Once Rick is safely on that small stand with the stairs, go up the stairs to 2F (9 across 8 up). In

this room, go to the stand that's in the lower left corner. Let Rick pick up Sieg, and jump over the two holes that's in front of the stairs. Once Rick is safely on the stairs, go onto the stand. Now, jump across many of the collapse floating tiles to reach the stand that's in the upper right corner with a door while holding Sieg. Once Rick is safely on that stand with a door, go thru the door to 2F (8 across 8 up). In this room, walk onto the warp tile to warp to 1F (6 across 6 up). In this room, let Rick pick up Sieg, and jump diagonally across the room to the left side where the other warp tile is at. Once Rick is safely nearby the other warp tile. Walk onto that warp tile to warp to 2F (7 across 8 up). In this room, go thru the door that's in the upper left corner to 2F (6 across 8 up). In this room, there are two warp tiles. First, walk onto the warp tile that is at the bottom to warp to 2F (9 across 6 up). On 2F, here is the item which is a flame sword (9 across 6 up). In this room, to get to this treasure chest, go on the stand in the lower left. Let Rick pick up Sieg, and jump across along the edges of the collapse floating tiles (bottom, left, right, top) so that each of the four iron spikes that are between the collapse floating tiles won't knock the duo off those tiles. After getting the flame sword, walk onto the warp tile that's in lower right to warp to 1F (5 across 7 up). On 1F, here is the item which is a dungeon key (5 across 8 up) and yellow star x1 (5 across 8 up). In this room, go on the stand, and let Rick pick up Sieg, and jump across many of the collapse floating tiles to reach the small stand that's in the far upper left corner with a treasure chest & switch while holding Sieg. Once Rick is safely on that small stand with the treasure chest & switch, search the treasure chest for the dungeon key. Please ignore the treasure chest with the yellow star for the time being since the jumping distance is a little too far to reach the other stand. After getting the dungeon key, go back to 2F (6 across 8 up). In this room, walk onto the warp tile that is at the top to warp to 1F (10 across 6 up). In this room, go on the stand to the right side, and let Rick pick up Sieg, and jump across many of the collapse floating tiles to reach the small stand that's in the far upper right corner with a door while holding Sieg. Once Sieg is safely on the stand with the door, open the menu, and equip the key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into 1F (10 across 9 up). In this room, jump down from the stand, and walk onto the warp tile that is at the top to warp to 2F (7 across 7 up). In this room, step on the two switches to open the door. Now, go thru that door into the throne room 2F (7 across 7 up) where the boss is at. While the Wind Magic General Hyudo is speaking to the duo, Rainer will come into the throne room. Then, the Wind Magic General Hyudo takes Rainer as an hostage, and will go thru the door on the right. Just quickly defeat the four soldiers, and go thru the door on the right to 2F (8 across 9 up). In this room, follow after the Wind Magic General Hyudo by walking onto the warp tile to warp to 1F (8 across 8 up). In this room, go on the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Now, remove the menu, and jump across many of the collapse floating tiles to reach the small stand that's in the far upper right corner with a door while holding Sieg, but watch out for the small fire shooting ball that can knock the duo from off the floating tiles. Once Rick is very close to the small stand with a door, quickly throw Sieg to the right to the small stand with a door. When Sieg is safely on the small stand with a door, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and go thru that door to 1F (9 across 9 up). On 1F, here is the item which is a recovery medicine x2 (9 across 9 up). In this room, ignore those two treasure chests for the time being, and walk onto the warp tile to warp to 1F (6 across 9 up). In this room, go thru the door into the next room 1F (6 across 9 up) where the Wind Magic General Hyudo and Rainer are at. Eisod and Torlan will also come into that room. After that, follow the Wind Magic General Hyudo thru the door at the top into the backyard of the mansion. During the conversation with the Wind

Magic General Hyudo, choose any of the giving selections because it doesn't matter since the Dark Princess Knight Myria will appear and also kill the Wind Magic General Hyudo with her magic. After that event, the duo will automatically warp back to the throne room with Eisod. After speaking to Eisod, go thru the door on the right, and go all the back to the backyard of the mansion. In the backyard, here is the item which is a yellow star. In the backyard of the mansion, go to the upper right to the stairs. Go up the stairs to where the treasure chest is at. Search the treasure chest for a yellow star. Go back inside the mansion, and go back to 1F (9 across 9 up). In this room, put Rick and Sieg in the center of the room nearby the warp tile. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Now, remove the menu, go on the stand, and jump across the collapse floating tiles to reach the small stand on the right with the two treasure chests. Jumping across the corners can be very tricky sometimes. Once Rick is safely on that stand, search the treasure chests for the two recovery medicines. After that, go back to the throne room 2F (7 across 7 up), and walk onto the warp tile to warp to 1F (7 across 7 up). Now, leave the mansion, go back to Tifnu Area.

Tifnu Area

Now, go thru the south gate, and go along the path until you reach a grassy area that has a stand with seven trees on it. Just go around the right side of that stand until you reach an area that has five cross like grass shrubs in a circle. Cut away the center grass shrub, and jump in that hole into Kirakira Cave.

Kirakira Cave

Search the treasure chest for the most powerful sword in the game the Kirakira sword. Then, walk onto the warp tile to warp back to the area where the five grass shrubs are at. After that, go around the left side of that stand, and go west until you reach a grassy stand with a stairs and eight small rocks. Now, go to the right side of the grassy stand where there are five rocks, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Now, remove the menu, and let Rick pick up Sieg. Then, go toward the edge of the grassy stand. Now, while jumping off the edge of that stand, quickly throw Sieg to the left to the other side of the stand. Once Sieg is safely on the stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. Now, go east until you reach a treasure chest. Search the treasure chest for a recovery medicine. After getting the recovery medicine, go south until you reach an area with three stands. Incidentally, after defeating the knight enemies, the duo can ride separately on their horses. On one of the stands, there is a treasure chest with a recovery medicine, but you will have to use the jump & throw technique to get from stand to stand to reach this treasure chest. After getting the recovery medicine, go south until you reach a stand with a stairs and lots of small rock along the sides. Let Rick pick up Sieg, and jump diagonally along the left side of that stand while holding Sieg. Now, go west until the duo reach Mediom Kingdom.

Mediom Kingdom

First, go to the center of the town, and read the signboard. Then, go to the inn, and go thru the hidden passage beside the counter & the bedroom, and search the treasure chest for a recovery medicine. After that, take a rest at the inn for three days. On the third day, there will be an event, and the duo will rush into Mediom Castle.

Mediom Castle

On 1F, go into the room on the right, and search the treasure chest for 1000G. After that, go upstairs to 2F, and go into the room on the left. In this room, go down the stairs into B1F (8 across 8 up). Now, go to B1F (9 across 6 up), and go down the stairs to B2F (9 across 6 up). Go thru the door into B2F (9 across 7 up). In this room with a seesaw, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and make Sieg jump onto the left side of the seesaw. Open the menu again, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and make Rick jump onto the right side of the seesaw. The seesaw is moving up and down as Sieg and Rick are standing on opposite sides of the seesaw. Make sure that Rick is facing upward while standing on the top edge of the moving seesaw. As Rick jumps in the air, quick press the UP button to jump over onto the stand with the stairs. Once Rick is safely on that stand, go up the stairs into B1F (9 across 7 up). Ignore this treasure chest with the silver snow shield for the time being since the distance is a little far to jump. Now, let Rick pick up Sieg, and go very close toward the edge on the left side of the stand. Jump across to the other stand while holding Sieg. Once Rick is safely on that stand, go thru the door into B1F (8 across 7 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge on the left side of the stand. Jump diagonally across to the other stand while holding Sieg. Once Rick is safely on that stand, go very close toward the edge on the left side of that stand. Jump and throw Sieg to the middle stand. Once Rick is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge on the left side of the stand. Jump across to the other stand while holding Sieg. Once Rick is safely on that stand, go very close toward the edge on the lower side of that stand. Jump and throw Sieg to the stand with the door. Once Rick is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the stand, go thru the door into B1F (8 across 6 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge on the right side of the stand with the door. Now, jump across to the middle stand while holding Sieg. Once Rick is safely on the middle stand, go very close toward the edge on the right side of the stand. Now, while jumping off the edge on the right side of the stand, quickly throw Sieg to the right to stand with a stairs. Once Sieg is safely on the stand with a stairs, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the stand, go down the stairs, and go into B2F (9 across 6 up). On B2F, here is the item which is a dungeon key (9 across 6 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close toward the edge on the upper right side of the stand. Jump diagonally across to the other stand while holding Sieg. Once Rick is safely on that stand, go very close toward the edge on the lower right side of that stand. Now, while jumping off the edge on the lower right side of the stand, quickly throw Sieg to the right to stand with the treasure chest. Once Rick is safely on the middle stand, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for the dungeon key. After getting the dungeon key,

first press the SELECT button, then press the START button to re-enter that room. Now, go back thru the door into B2F (8 across 6 up), jump off the stand, and go to B2F (7 across 5 up). In this room, open the menu, and equip the key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into B2F (7 across 6 up). On B2F, here is the item which is a recovery medicine (7 across 6 up). To get this item, go onto stand, and let Sieg pick up Rick. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go very close toward the left edge of the stand, and jump & throw Rick to the small stand on the left. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Let Rick go very close toward the edges on each of the stands, and jump diagonally to reach the stand that is nearby the treasure chest. Now, let Rick go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto the stand. After pulling up Sieg onto the stand, let Sieg pick up Rick. Then, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go very close toward the edge on the bottom side of the stand. Now, while jumping off the edge of the stand, quickly throw Rick to the left to stand with the treasure chest. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and search the treasure chest for a recovery medicine. Now, jump off the stand, and go thru the door on the left to B2F (6 across 6 up). In this room, there are four musical notes on the floor. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and search the green lithograph to hear the order of the four musical notes. After that, let Rick step on the four musical notes in the order of top, left, right, bottom. After doing it correctly, the three doors will open. The three doors goes into the same room B2F (6 across 7 up). Just ignore the middle door, and go thru the door on the left to get the dungeon key from the treasure chest, and the door on the right to get a recovery medicine from the treasure chest, but you'll have to step on the four musical notes again in the same order as before to get the second treasure chest. After getting the dungeon key, go back to B2F (7 across 6 up), and go down the stairs to B3F (7 across 6 up). In this room, open the menu, and equip the key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into B3F (7 across 7 up), and walk onto the warp tile to warp to B3F (8 across 5 up). Now, go into the next room B3F (8 across 6 up). In this room, go onto the stand, and go to the big jar in the middle. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 1. Remove the menu, and press the directional button so that Rick and Sieg can push the big jar (up, left, up, right) to the middle switch. To get to the big jar on the left, go onto the stand to where the left switch is at, and let Rick pick up Sieg. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the edge of the stand where the left switch is at. Now, while jumping off that stand, quickly throw Sieg downward onto the stand with the big jar that's on the left. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 1. Remove the menu, and press the directional button so that Rick and Sieg can push the big jar (down, down, right, up, left, up, left) to the switch on the left. To get to the big jar on the right, go onto the stand to where the right switch is at, and let Rick pick up Sieg. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the edge of the stand where the left switch is at. Now, while jumping off that stand, quickly throw Sieg downward onto the stand with the big jar that's on the right. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let

Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 1. Remove the menu, and press the directional button so that Rick and Sieg can push the big jar (down, down, left, up, right, up, right) to the switch on the right. After placing the three jars correctly onto the three switches, the door on the top left will open. Now, go thru that door into B3F (8 across 8 up). In this room, let Rick pick up Sieg, and jump across the stands that's on right side of the room to the stand with a stairs. Once Rick is safely on that stand, go up the stairs to B2F (8 across 8 up). In this room, there is a seesaw and a barrel. Now, put the barrel on the right side of the seesaw. Then, let Rick pick up Sieg, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and make Rick jump onto the left side of the seesaw while holding Sieg. The seesaw is moving up and down as the barrel and Rick with Sieg are standing on opposite sides of the seesaw. Make sure that Rick with Sieg is facing left while standing on the top edge of the moving seesaw. As Rick with Sieg jumps in the air, quick press the A button to throw Sieg to the left onto the stand on the left with a door. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand on the left with a door, go thru that door into B2F (8 across 7 up). On B2F, here is the item which is a recovery medicine (8 across 7 up). In this room, there is a switch on a small stand on the right. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Let Rick jump off the stand on the left, and search the treasure chest for a recovery medicine. After getting the recovery medicine, let Rick go further to the right so that the switch on the stand on the right can be seen clearly. After that, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg align himself while he is on the stand on the left with the switch on that stand on the right. Make sure that Sieg is equipped with his Sieg launcher which is a long range shooting weapon. Press the Y button to make Sieg's weapon shoot horizontally so that it will hit the switch on that stand on the right. After hitting the switch, the door on the stand on the left will open. Now, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and go thru that door into B2F (7 across 7 up). On B2F, here is the item which is a recovery medicine (7 across 8 up). In this room, just use the jump & throw technique to get to the stand on the left with the treasure chest. Use the corner edges to jump to the other stands. After getting the recovery medicine from the treasure chest, first press the SELECT button, then press the START button to re-enter that room. After that, use the jump & throw technique to get to the stand on the right with a stairs. Use the corner edges along with the diagonally jump-to-jump from stand to stand to reach the stand on the right with a stairs. Once Rick has safely reached that stand, go up the stairs to B3F (7 across 8 up). On B3F, here is the item which is a recovery medicine (7 across 8 up). In this room, jump across several stands to get to the stand with the treasure chest. Use the corner edges to jump. After getting the recovery medicine from the treasure chest, walk onto the warp tile to warp to B1F (8 across 5 up). Go into the next room B1F (7 across 5 up). In this room, there are seven musical notes on the floor. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and search the green lithograph to hear the order of the seven musical notes. After that, let Rick step on the seven musical notes in the order of upper left, left, bottom left, center, upper right, right, and bottom right. After doing it correctly, the door will open. Go thru that door into B1F (7 across 6 up). On B1F, here is the item which is the dungeon key (7 across 6 up). In this room, search the treasure chest for the dungeon key. After getting the dungeon key, go back to B1F (8 across 5 up), and go down the

stairs to B2F (8 across 5 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the edge of the stand. Now, while jumping off that stand, quickly throw Sieg to the right to the other stand on the right that has a stairs. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling up Rick onto the stand, go down the stairs B3F (8 across 5 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the edge of the stand. Jump diagonally to the left onto the other stand on the left. Once Sieg is safely on that stand, go toward the edge of the stand. Now, jump & throw Sieg to the left to the other stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling Rick onto that stand, let Rick pick up Sieg, go toward the edge of the stand. Jump diagonally to the left onto the other stand on the left with a door. Once Sieg is safely on that stand, go thru the door to B3F (7 across 5 up). On B3F, here is the item which is chemical X (7 across 5 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the edge of the stand. Jump diagonally to the left onto the other stand on the left. Once Sieg is safely on that stand, go toward the edge of the stand. Now, jump & throw Sieg to the left to the other stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling Rick onto that stand, let Rick pick up Sieg, go toward the edge of the stand. Jump diagonally to the left onto the other stand on the left with a door. Once Sieg is safely on that stand, go thru the door to B3F (7 across 5 up). On B3F, here is the item which is chemical X (7 across 5 up). In this room, there is a seesaw and a barrel. Now, put the barrel on the left side of the seesaw, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and make Rick jump onto the right side of the seesaw while holding Sieg. The seesaw is moving up and down as the barrel and Rick who is holding Sieg are standing on opposite sides of the seesaw. Make sure that Rick who is holding Sieg is facing right while standing on the top edge of the moving seesaw. As Rick who is holding Sieg jumps in the air, turn downward and quick press the A button to throw Sieg onto the stand with the treasure chest. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM and search the treasure chest for the chemical x. After getting the chemical x, put the barrel on the right side of the seesaw, and let Rick pick up Sieg. Then, make Rick jump onto the left side of the seesaw while holding Sieg. As Rick with Sieg jumps in the air, quick press the A button to jump onto the stand with a door. Once Sieg is safely on that stand, go thru that door into B3F (7 across 6 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and make Rick jump & throw Sieg upward onto the other stand in the upper left with a door. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling Rick onto that stand, go thru the door into B3F (6 across 6 up). In this room, go onto the stand that's on the left, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the right edge of the stand, and jump to the right to the small stand while holding Sieg. Once Rick who is holding Sieg is safely on the small stand, go

very close the edge of the small stand. Now, while jumping off the edge of that stand, quickly turn to the right to throw Sieg to the other stand with a locked door. Once Sieg is safely on the stand with the locked door, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand with the locked door. After pulling up Rick onto that stand, open the menu, and equip the dungeon key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door into the next room to B3F (6 across 7 up). On B3F, here is the item which is the fire god armor Zeno (6 across 7 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the left edge of the stand, and jump diagonally to the left to the other stand while holding Sieg. Once Rick who is holding Sieg is safely on the other stand, go very close the top edge of that stand. Now, while jumping off the top edge of that stand, quickly throw Sieg upward to the stand on the top left. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto that stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the right edge of the stand, and jump to the right to the middle stand while holding Sieg. Then, go very close to the lower right edge of the middle stand. Now, while jumping off the edge of the middle stand, quickly turn to the right to throw Sieg to the small stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the small stand. After pulling up Rick onto that stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the edge of the small stand. Now, while jumping off the edge of the small stand, quickly turn to the right to throw Sieg to the small stand with the treasure chest. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Search the treasure chest for the fire god armor Zeno. After getting the fire god armor Zeno from the treasure chest, jump off that small stand, and walk onto the warp tile to warp to B1F (6 across 7 up). In this room, go onto the stand that's on the lower left side of the room, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the lower right edge of the stand. Now, while jumping off the lower right edge of the stand, quickly throw Sieg to the stand on the right. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto that stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the right edge of the stand, and jump to the right to the small stand with a locked door while holding Sieg. Once Rick who is holding Sieg is safely on the small stand with a locked door, go very close the edge of that small stand. Now, jump & throw Sieg to the other stand with another locked door. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand with the locked door. After pulling up Rick onto that stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go to the upper corner of that stand where the locked door is at, and go very close to the left corner edge of the stand. Now, while jumping off the left corner edge of the stand, quickly turn to throw Sieg upward to the stand in the upper

right. Once Sieg is safely on that stand, let Rick go nearby the warp tile so that the switch on the stand on the left can be seen clearly. After that, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg align himself while he is on the stand on the right with the switch on the stand on the left. Make sure that Sieg is equipped with his Sieg launcher which is a long range shooting weapon. Press the Y button to make Sieg's weapon shoot horizontally so that it will hit the switch on that stand on the left. After hitting the switch, the two doors on the stand on the left will open. Now, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and go back onto the stand that's on the lower left side of the room, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the lower right edge of the stand. Now, while jumping off the lower right edge of the stand, quickly throw Sieg to the stand on the right. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto that stand, let Rick pick up Sieg. Go very close to the right edge of the stand, and jump to the right to the small stand with the unlocked door while holding Sieg. Go thru that door into the next room B1F (7 across 6 up). On B1F, here is the item which is a frail (7 across 6 up). In this room, just use the jump & throw technique to get to the treasure chest with the flare. After getting the frail from the treasure chest, first press the SELECT button, then press the START button to re-enter that room. Go back thru that door into B1F (6 across 6 up). Now, the doors will be locked again. Just go thru the same jumping procedures as before to open the other door that's on the stand in the upper right. Once that is done, go thru the same jumping procedures as before to reach the stand in the upper right with the unlocked door. When the duo is safely on the stand in the upper right with the unlocked door, go thru that door into the next room B1F (7 across 7 up). In this room, there are seven musical notes on the floor. Let Rick pick up Sieg, and jump off the stand. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and search the green lithograph to hear the order of the seven musical notes. Try to avoid the holes and the two orbs that shoots fireball. Now, let Rick step on the seven musical notes in the order of bottom right, bottom left, right, center, top right, top left, left. After doing it correctly, the door at the top will open. Go thru that door into B1F (7 across 8 up). In this room, go onto the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the right edge of the stand, and jump diagonally across to the right to the stand on the far right with a door while holding Sieg. Once Sieg is safely on that stand, go thru that door into the next room B1F (8 across 8 up). On B1F, here is the item which is a dungeon key (8 across 8 up). In this room, go very close to the right edge of the stand. Now, while jumping off the right edge of that stand, quickly throw Sieg to the right to the stand on the right. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto that stand, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the edge of the stand, and jump diagonally across to the right to the other stands while holding Sieg until you reach the stand with the treasure chest. Once Rick who is holding Sieg is safely on that stand, search the treasure chest for the dungeon key. After getting the dungeon key from the treasure chest, first press the SELECT button, then press the START button to re-enter that room. Go back thru that door into B1F (7 across 8 up). In this room, jump off the stand, open the menu, and equip the dungeon key. Then remove the menu, go in front of the locked door, and press the B button to open that door. Now, go up the stairs to 1F

(7 across 8 up). In this room, go up the stairs to 1F, and go into the room on the left. In this room, there is a big red carpet. Please ignore the door at the bottom for now since it is where the Imperial-Guard Magic General Sein, the Dark Princess Knight Myria, Neil, and Torlan are at. Now, go thru the door at the top left into the other room. Go thru a series of rooms until you reach a small room with a stairs. Go down that stairs to 1F (5 across 8 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Go very close to the lower left corner edge of the stand, and jump diagonally across to the left to the stand on the left. Once Sieg is safely on that stand, go very close to the edge of the stand. Now, jump & throw Sieg downward to the other stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling Rick onto that stand, let Rick pick up Sieg. Open the menu, put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, go toward the lower right corner edge of the stand. Now, jump & throw Sieg to the right to the big stand with a door. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Please ignore the treasure chest with the recovery medicine for the time being, and go thru the door into the next room 1F (6 across 7 up). On 1F, here are the items which are a recovery medicine (6 across 7 up) and yellow star x3 (6 across 8 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the top edge of the stand. Now, jump & throw Sieg upward to the other stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling Rick onto that stand, let Rick pick up Sieg. Go very close to the upper right corner edge of the stand, and jump diagonally across to the other stand while holding Sieg until you reach the stand with a treasure chest. Once Rick who is holding Sieg is safely on that stand, search the treasure chest for three yellow stars. After getting the three yellow stars from the treasure chest, jump off that stand, and go to the lower left area of the room, and search the other treasure chest for a recovery medicine. After getting the recovery medicine, first press the SELECT button, then press the START button to re-enter that room. Go back thru that door into 1F (5 across 7 up). On 1F, here is the item which is a recovery medicine (5 across 7 up). In this room, let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go toward the left edge of the stand. Now, jump & throw Sieg to the left to the stand with the treasure chest. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for a recovery medicine. After getting the recovery medicine, go back upstairs, and go back to room with the big red carpet. Make sure to equip the fire god armor Zeno on Rick. Now, go thru the door at the bottom into the outside area of the castle. There will be an event between the duo & the Imperial-Guard Magic General Sein, the Dark Princess Knight Myria, Neil, and Torlan. After that event, follow the Imperial-Guard Magic General Sein into the room with the big red carpet. As the Imperial-Guard Magic General Sein and Neil escape thru the top door, the Dark Princess Knight Myria will appear in the room with the big red carpet to prevent the duo from going thru the top door. Fight the Dark Princess Knight Myria. Since Myria moves and attacks in a straight line, be careful of her whip and magic such as fire, sleep, and mega freeze. After defeating the Dark Princess Knight Myria, she will transform into Maria (Rick's sister). After that, the trio rushes thru the top door into the next room where Neil is at, but Rick has to fight Neil by himself in a one-on-one battle. Since Neil moves and attacks in a straight line, be careful of his wave sword. After defeating Neil, he becomes a

friend.

Mediom Kingdom

At the inn on 2F, Sieg will tell the story about his connection with Borgan, Torlan, and Sein. After that, Posena will come by. Now, choose a friend (Maria, Posena, Sieg or Neil) to go with Rick. First, choose Neil, then remove Neil's armor (the ruby of Lullus), and give it (#5) to Rick. After that, speak to the female proprietor who is on 1F of the inn, and change friends again. This time I choose Sieg as a friend since I am familiar with his techniques. After that, open the menu, and equip Rick with the mebius ring. Remove the menu, press the B button, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose Londium Kingdom, and reply with "yes."

Londium Kingdom

Go to the castle to 2F, speak to the Court Magician Mefaus twice, and choose "yes (#1)" twice to make him look at the sapphire of gulf & the ruby of Lullus. After regaining the powers of the sapphire of gulf & the ruby of Lullus, the Court Magician Mefaus will give them to Rick. Basically, the sapphire of gulf recovers MP little by little when it is equipped on the body, and the ruby of Lullus gives +100% of power when it is equipped on the body. After that, press the B button, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose Mediom Kingdom, and reply with "yes."

Mediom Kingdom

Now, go back into Mediom Castle.

Mediom Castle

On 1F, go thru the door in the far upper right corner. Now, go down the stairs, and go all the way to the right to B1F (8 across 8 up). On B1F, here is the item which is a recovery medicine (8 across 7 up). In this room, search the treasure in the lower right side of the room for a recovery medicine. After getting the recovery medicine, go onto the stand on the left with a door. Go thru that door into B1F (8 across 6 up). On B1F, here is the item which is a recovery medicine (8 across 6 up) and recovery medicine (8 across 6 up). In this room, jump off the stand, and search the treasure chest for a recovery medicine. After getting the recovery medicine, first press the SELECT button, then press the START button to re-enter that room. Make sure Rick is equip with the jump shoes. Then, let Rick pick up Sieg, and go very close to the right corner edge of the stand, and jump diagonally across the other stands, then jump off. After that, go to the far right side of the room, and go onto the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, go very close toward the right edge of the stand. Now, while jumping off the edge of that stand, quickly turn upward to throw Sieg to the other stand. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto that stand. After pulling Rick onto that stand, let Rick pick up Sieg, go toward the upper right corner edge of the stand. Jump diagonally to the right onto the other stand. After getting the recovery medicine, first press the SELECT button, then press the START button to re-enter that room. Now, go back up the stairs to 1F of the castle. Once you reach 1F, go to 3F to the throne room, and speak to Princess Farlar to get the password of the Ruins which is "ra-i-do-ro-i-do-tei-koku." (Please look carefully at the

password that Princess Farlar tells you). After that, go back into Mediom Kingdom.

Mediom Kingdom

Now, go thru the south gate, and go west along the path until you reach the Ruins.

The Ruins

Search the front of the lithograph, and type in the Kana (Katakana) word for "ra-i-do-ro-i-do" first, then type in the Kan (Kanji) 2 character for "tei" (it is in the "TE" row number 4), and type in the Kan (Kanji) 1 character for "koku" (it is in "KO" row number 30). After that, choose "end" and "yes." Once the password has been type in correctly, the duo will warp to another Ruins which is on a small island nearby Mediom Kingdom. Now, go north thru Raidroid Empire which is destroyed all the way to Baldoa's Castle.

Baldoa's Castle

When you go thru the castle gate, you will see three doors. Just ignore the two doors that are on the middle and the right side of the castle for the time being. First, go thru the door on the left. On 1F (7 across 7 up), go all the way to the left until you reach 1F (4 across 7 up). In this room, go thru the door at the bottom which will take the duo outside of the castle. Now, continue to go left until you reach another door. Just go thru that door into the tower 1F (2 across 6 up).

Baldoa's Castle Left Tower

Now, go to 1F (3 across 7 up). On 1F, here is the item which is a diving suit (3 across 7 up). In this room, search the treasure chest for the diving suit. After getting the diving suit, give it to Sieg, and then go thru the door to 1F (3 across 6 up). In this room, ignore the treasure chest for the time being, and go up the stairs on the left to 2F (3 across 6 up). In this room, ignore the two treasure chests for the time being, and go thru the middle stairs to 3F (3 across 6 up). On 3F, here is the item which is a recovery medicine (3 across 6 up). In this room, search the treasure chest from a recovery medicine. After getting the recovery medicine, go up the stairs on the left to 4F (3 across 6 up). On 4F, here is the item which is a bomb (3 across 6 up). In this room, search the treasure chest from a bomb. After getting the bomb, open the menu, equip Rick with the bomb, and then remove the menu. Now, go to the left side of that same room where you see a door underneath the ice water, and press the B button to place a bomb on the ice surface. After the bomb detonates making an opening on the ice surface, open the menu, and equip Rick & Sieg with the diving suits on their bodies. Then, remove the menu, go into the water, press the X button to dive into the water, and go thru the door into 4F (2 across 6 up). In this room, the duo will still be underneath the ice water. Now, go thru the door that's in the top left corner to 4F (2 across 7 up). In this room, the duo will still be underneath the ice water. Now, go up the stairs that's in the top left corner to 5F (2 across 7 up). In this room, go thru the door at the bottom all the way to 5F (3 across 6 up). In this room, go up the stairs at the top to 6F (3 across 6 up). On 6F, here is the item which is a recovery medicine (3 across 6 up). In this room, open the menu, equip Rick with a bomb, and then remove the menu. Now, go to the area where the treasure chest is underneath the ice water, and press the B button to place a bomb on the ice surface. After the bomb detonates making a opening on the ice surface, open the menu, equip Rick and Sieg with the diving suits on their bodies. Then, remove the menu, go into the water, press the X button to dive into the

water, and search the treasure chest for a recovery medicine. After getting the recovery medicine, go to where the open area is at, press the X button to swim back up to the top of the ice surface. After that, go up the stairs on the left to 7F (3 across 6 up). In this room, go up the stairs on the right to 8F (3 across 6 up). In this room, go thru the door in the upper left corner all the way to 8F (2 across 7 up). On 8F, here is the item which is a recovery medicine (2 across 7 up). In this room, open the menu, equip Rick with a bomb, and then remove the menu. Now, go to the area where the treasure chest is underneath the ice water, and press the B button to place a bomb on the ice surface. After the bomb detonates making a opening on the ice surface, open the menu, equip Rick and Sieg with the diving suits on their bodies. Then, remove the menu, press the X button to dive into the water, and search the treasure chest for a recovery medicine. After getting the recovery medicine, go to where the open area is at, press the X button to swim back up to the top of the ice surface. After that, go thru the door in the upper right corner to 8F (3 across 7 up). In this room, go down the stairs at the top to 7F (3 across 7 up). In this room, the duo will be underneath the ice water. Now, go thru the door on the left all the way to 7F (2 across 6 up). In this room, swim to where the open area is at, press the X button to swim back up to the top of the ice surface. After that, go thru the door at the top, and go all the way to 7F (3 across 7 up). In this room, go down the stairs at the top to 6F (3 across 7 up). In this room, go thru the door on the left all the way to 6F (2 across 6 up). In this room, swim to where the open area is at, press the X button to swim up to the top of the ice surface. After that, go thru the door at the top, and go all the way to 6F (3 across 7 up). In this room, go down the stairs at the top to 5F (3 across 7 up). On 5F, here is the item which is a recovery medicine (3 across 7 up). In this room, open the menu, equip Rick with a bomb, and then remove the menu. Now, go to the area where the treasure chest is underneath the ice water, and press the B button to place a bomb on the ice surface. After the bomb detonates making a opening on the ice surface, open the menu, equip Rick and Sieg with the diving suits on their bodies. Then, remove the menu, press the X button to dive into the water, and search the treasure chest for a recovery medicine. After getting the recovery medicine, swim to where the open area is at, press the X button to swim back up to the top of the ice surface. After that, go thru the door on the right to 4F (3 across 7 up). In this room, go thru the door in the upper left corner all the way to 4F (2 across 6 up). In this room, step on the switch. After stepping on the switch, go down the stairs to 3F (2 across 6). In this room, the duo will be underneath the ice water. Now, go thru the door at the top left corner all the way to 3F (3 across 7 up). In this room, swim to where the open area is at, press the X button to swim up to the top of the ice surface. After that, go thru the door in the top left corner to 3F (2 across 7 up). In this room, go down the stairs at the top to 2F (2 across 7 up). In this room, the duo will be underneath the ice water. Now, go thru the door on the right to 2F (3 across 7 up). In this room, swim to where the open area is at, press the X button to swim up to the top of the ice surface. After that, go thru the door in the upper left corner to 2F (3 across 6 up). On 2F, here are the items which are chemical X (3 across 6 up), and a yellow star x1 (3 across 6 up). In this room, search the two treasure chest for chemical x and a a yellow star x1. After that, jump off the stand, and make sure that Rick and Sieg are wearing their jump shoes. Now, go down the stairs on the left to 1F (3 across 6 up). On 1F, here is the item which is a dungeon key (3 across 6 up). In this room, search the treasure chest for a dungeon key. After getting the dungeon key, go thru the middle, and go all the way back to the castle gate area where the three doors are at. Next, go thru the door on the right. On 1F (10 across 7 up), go all the way to the right until you reach 1F (13 across 7 up). In this room, go thru the door at the bottom which will take the duo outside of the castle. Now, continue to go right until you reach another door. Just go thru that door into the tower

1F (15 across 6 up). In this room, go thru the door into the next room 1F (14 across 6 up). In this room, open the menu, and equip the dungeon key. Then, remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door all the way to 1F (15 across 7 up). In this room, go up the stairs to 2F (15 across 7 up). In this room, go onto the stand at the bottom, and go thru the door into 2F (15 across 6 up). On 2F, here is the item which is a recovery medicine (15 across 6 up). In this room, jump off the stand, and search the treasure chest for a recovery medicine. After getting the recovery medicine, first press the SELECT button, then press the START button to re-enter that room back onto the same stand. Now, let Rick pick up Sieg, and go very close to the left edges of each of the stands, and continue to jump all the way to the left until Rick reaches the stairs. Now, go up the stairs to 3F (14 across 6 up). In this room, let Rick pick up Sieg, and go very close to the right edges of each of the stands, and continue to jump diagonally all the way to the right until Rick reaches the stand with a barrel. Pick up that barrel, and throw it off the stand onto the ground. Now, jump off that stand, pick up the barrel again, and go to where the seesaw is at. Put the barrel on the left side of the seesaw. Then, let Rick pick up Sieg. Remove the menu, and make Rick jump onto the right side of the seesaw while holding Sieg. The seesaw is moving up and down as the barrel and Rick with Sieg are standing on opposite sides of the seesaw. Make sure that Rick with Sieg is facing upward while standing on the top edge of the moving seesaw. As Rick with Sieg jumps into the air, quick press the UP button to make Rick with Sieg lands on the stand with a stairs. Once Sieg who is holding Sieg is safely on that stand, go up the stairs to 4F (15 across 6 up). In this room, do not jump off the big stand. Just open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Let Rick jump diagonally by himself across the floating tiles (at the top left side of the big stand) to the switch on the stand on the left. Once Rick has safely reach the stand with the switch. Step on that switch. Now, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the big stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the big stand. After pulling up Rick onto the big stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Let Rick pick up Sieg, and jump across the floating tiles (at the bottom left side of the big stand) all the way to the left until Rick who is holding Sieg reaches the stand with a stairs. Go up the stairs to 5F (14 across 6 up). In this room, let Rick pick up Sieg. Try to dodge the fireballs which the two blue orbs (on the left and right stands) shoot while jumping diagonally across the floating tiles all the way to the right until Rick who is holding Sieg reaches the stand with a stairs. Once Rick has safely reach the stand with the stairs. Be very careful on this stand because it is very difficult to pass by the blue orb that shoots fireballs which can quickly knock the duo off the stand with the stairs. Just go to the top right corner of the stand with the stairs. Now, while jumping off the edge of that stand, quickly throw Sieg to the right to the other side of the stand with the stairs. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the big stand, go up the stairs to 6F (15 across 6 up). In this room, let Rick pick up Sieg, and jump across the floating tile to the stand on the left with the sensor. Once Rick who is holding Sieg has safely reach the stand on the left with the sensor. Be careful of the sensors because it shoots arrows. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Let Rick jump across the floating tile by himself to the stand on the left with a barrel. Once Rick has safely reach the stand on the left with the barrel. Let Rick pick up the barrel, and use the jump & throw technique to toss the barrel onto the stand with the sensor. Once the

barrel has safely landed on the stand with a sensor. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go very close toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the big stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Let Rick pick up the barrel, and use the jump & throw technique to toss the barrel onto the stand with the switch. Once the barrel has safely landed on the switch, let Rick pick up Sieg, and jump diagonally across the floating tile to the other stands on the left. Once Rick who is holding Sieg has safely reach the stand with the stairs, go up the stairs to 7F (15 across 6 up). In this room, jump off the stand, and go thru the door at the top into the next room 7F (14 across 7 up). In this room, go on the stand. Let Rick pick up Sieg, and jump across the stand to reach the stand on the right with a door. Once Rick is safely on the stand with the door, go thru the door into the next room 7F (15 across 7 up). On 7F, here is the item which is a dungeon key (15 across 7 up). In this room, let Rick pick up Sieg, and jump across the floating tile to the stand on the right with a treasure chest. Once Rick who is holding Sieg is safely on that stand, search the treasure chest for the dungeon key. After getting the dungeon key, jump off that stand, and go down the stairs all the way to 2F (15 across 7 up). In this room, go back all the way up from 3F to 7F again. Once you reach 7F (15 across 6 up) again, do not jump off the stand, just walk along the stands to the right until you reach a stairs. Go up the stairs to 8F (15 across 6 up). In this room, go thru the door into the next room 8F (14 across 6 up). In this room, open the menu, and equip the dungeon key. Then, remove the menu, go in front of the locked door, and press the B button to open that door. Please make sure to equip Rick with the fire god armor Zeno, kirakira sword, and ruby of Lullus. Now, go thru that door into the boss room 8F (14 across 7 up), and fight the Fire Magic General Freed. On 8F, here is the item which is a yellow star x5 (14 across 7 up). Freed's robot will shoot fireball, and then transform into a ball of flames dashing towards the duo. Since Rick is equipped with the fire god armor Zeno which will absorb the flames, he won't receive any damage from the flames. Use the kirakira sword to attack the Fire Magic General Freed. After defeating the Fire Magic General Freed, search the treasure chest for five yellow stars, and go into the next room 8F (15 across 7 up). In this room, walk onto the warp to warp to the central part of the castle 2F (11 across 9 up).

Baldoa's Castle Central Part

Go thru the door into the next room 2F (11 across 10 up). On 2F, here is the item which is a recovery medicine (11 across 11 up). In this room, go on the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, go toward the left edge of the stand, and jump all the way across the floating tiles to the stand on the left with a switch. Once Rick who is holding Sieg is safely on the left stand with the switch. Let Rick hit the switch with his sword, jump off that stand, and go to the right side of the room so that the switch on the stand on the right can be seen clearly. After that, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg align himself while he is on the stand on the left with the switch on the stand on the right. Make sure that Sieg is equipped with his Sieg launcher which is a long range shooting weapon. Press the Y button to make Sieg's weapon shoot horizontally so that it will hit the switch on that stand on the right. After hitting the switch, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and go on the stand, and let Rick pick up Sieg. Then, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, go toward the right edge of the stand, and jump all the way across the floating tiles to the stand at the top with a stairs. Once Rick who is holding Sieg is safely on the stand at the top with a stairs. Now, jump &

throw Sieg to the stand on the left with a treasure chest. Once Sieg is safely on the stand on the left with a treasure chest, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and search the treasure chest for a recovery medicine. After getting the recovery medicine, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go very close toward the edge of that stand. Now, hold down the R button, press the A button repeatedly to pull up Sieg onto the stand. Go down the stairs to 1F (11 across 11 up). In this room, go thru the door at the bottom all the way to 1F (11 across 8 up). In this room, go to the lower left corner, and let Rick pick up Sieg. Go very close toward the edge on the right side, and jump carefully across the conveyor belts all the way to the right side of the room while holding Sieg. Once Rick who is holding Sieg is safely on the right side of the room, go thru the door into the next room 1F (13 across 8 up). The ogre fly (blue) sometimes drops a rare item of "cure-all." In this room, go all the way to 1F (12 across 7 up). In this room, let Rick pick up Sieg, and jump carefully across the conveyor belts all the way to the left side of the room while holding Sieg. Try to avoid the orb that shoots fireball. Once Rick who is holding Sieg is safely on the left side of the room, go thru the door into the next room 1F (11 across 7 up). In this room, go up the stairs to 2F (11 across 7 up). In this room, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and go very close toward the right edge of the stand, and jump off the stand onto the small narrow floor below. Once Rick who is holding Sieg is safely on that small narrow floor. Jump carefully across the conveyor belts all the way to the right side of the room to the stand with a switch. Once Rick who is holding Sieg is safely on the stand with a switch. Step on the switch to unlock the door on the right, and jump off the right side of the stand, and go thru that door into the next room 2F (13 across 7 up). In this room, go on the stand, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg step on the switch. Open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Let Rick jump across to the left side of the stand. Once Rick is on the left side of the stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, remove the menu, and let Rick go thru the door on the left into the next room 2F (11 across 8 up). In this room, go up the stairs to 3F (11 across 7 up). In this room, there are two switches on the lower right and lower left corner. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, let Sieg pick up Rick, and go close to the right edge of the floor, and jump & throw Rick onto the switch on the right. Once Rick is safely on the switch on the right, let Sieg walk onto the switch on the left. When the two switches are step on, a floor will rise up. After the floor rises up, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, let Rick go very close to the corner edges and jump diagonally onto the small floor, then onto the other floor where Sieg is at. Once Rick is safely on the other floor where Sieg is at, let Rick pick up Sieg, and go onto the stand. Go very close to the right edge of the stand. Now, jump & throw Sieg onto the small stand on the right. Once Sieg is safely on that small stand, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Now, remove the menu, and go thru the door into the next room 3F (12 across 8 up). In this room, let Rick pick up Sieg, and jump diagonally across to the right to the stand with a stairs. Once Rick who is holding Sieg is safely on the stand with the stairs. Go up the stairs to 4F (12 across 8 up). In this room, go thru the door at the bottom all the way to 4F (13 across 8 up). In this room, go up the stairs all the way to 8F (13 across 8 up). In this room, walk onto the warp tile to warp to 8F (2 across 8 up). In this room, go down the stairs all the way to 4F (2 across 8 up). In this room, go thru the door at the bottom all the way to 4F (3 across 8 up). In this room, go down the stairs to 3F (3 across 8 up). In this room, go thru the door on the right into the next room 3F (4 across 8 up). In this room, go thru the door at the bottom to 3F (2 across 7 up). On 3F, here is the item

which is a yellow star (2 across 8 up). In this room, let Sieg pick up Rick. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go very close to the left edge facing the bottom part of the stairs. Now, jump & throw Rick to the left onto the bottom part of the stairs. Once Rick has safely landed on the bottom part of the stairs, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and wait for Sieg to kill himself. After Sieg kills himself, let Rick go onto the stand. Try to doge the sensor that shoots arrow. Once Rick has safely reach the top area of the stand, open the menu, and equip Rick with the medical herb, and then put Rick on COM & Sieg on COM. After Rick revive Sieg with the medical herb, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg pick up Rick. Go close toward the top edge. Now, jump off the stand, and throw Rick upward onto the other stand. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto the stand. After pulling up Sieg onto the stand, let Sieg pick Rick up. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, go to the center of the stand, and jump & throw Rick to the middle stand. Once Rick is safely on the middle stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and wait for Sieg to kill himself. After Sieg kills himself, open the menu, and equip Rick with the medical herb, and then put Rick on COM & Sieg on COM. After Rick revive Sieg with the medical herb, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg pick up Rick. Jump & throw Rick to the stand with the treasure chest. Once Rick is safely on that stand, search the treasure chest for a yellow star. After getting the yellow star, first press the SELECT button, then press the START button to re-enter that room. Now, go back thru the door to 3F (4 across 7 up). In this room, go to where the top door is at. Let Sieg pick up Rick. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go very close to the left edge facing the bottom part of the stairs. Now, jump & throw Rick to the left onto the bottom part of the stairs. Once Rick has safely landed on the bottom part of the stairs, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go onto the stand. Now, jump all the way to the left from stand to stand until Rick reaches the stand with a stairs. Once Rick is safely on that stand, go down the stairs to 2F (3 across 7 up). On 2F, here is the item which is a yellow star x2 (2 across 7 up). In this room, let Sieg pick up Rick. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Go very close to the bottom left corner edge of the stand. Now, while jumping off the bottom left corner edge of the stand, quickly turn left to throw Rick to the next stand. Once Rick is safely on that stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto the stand. After pulling up Sieg onto the stand, let Sieg pick Rick up. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go to the bottom edge of the stand. Now, while jumping off the bottom edge of the stand, quickly turn left to throw Rick to the next stand. Once Rick is safely on that stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and wait for Sieg to kill himself. After Sieg kills himself, open the menu, and equip Rick with the medical herb, and then put Rick on COM & Sieg on COM. After Rick revive Sieg with the medical herb, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg pick up Rick. Go very close to the left edge of the stand. Now, while jumping off the left edge of the stand, quickly turn upward to throw Rick to the next stand. Once Rick is safely on that stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and wait for Sieg to kill himself. After Sieg kills himself, open the menu, and equip Rick with the medical herb, and then put Rick on COM

& Sieg on COM. After Rick revive Sieg with the medical herb, open the menu, put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg pick up Rick. Go very close to the bottom edge of the stand. Now, while jumping off the bottom edge of the stand, quickly turn left to throw Rick to the next stand. Once Rick is safely on that stand, open the menu, put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and let Rick go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Sieg onto the stand. After pulling up Sieg onto the stand, let Rick pick Sieg up. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go very close to the upper left edge of the stand. Now, jump diagonally while holding Sieg to the other stand with the stairs. I have no idea how to reach to the treasure chest with the two yellow stars in this area of the room. Now, go down the stairs to 1F (2 across 7 up). In this room, go thru the door on the right to 1F (3 across 7 up). In this room, go thru the door on the right to 1F (4 across 7 up). On 1F, here is the item which is the crystal sword (4 across 7 up). In this room, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick jump onto the top switch to remove some of the iron spikes that are blocking the way on the some of the stands. Once Rick is safely on that switch, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg go onto the stand in the upper left corner. Go very close to the bottom right edge of the stand, and jump diagonally across to the next stand. Once Sieg is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick very close toward the edge of the top switch, then jump onto the bottom switch to remove some of the iron spikes that are blocking the way on the some of the stands. Once Rick is safely on that switch, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg go very close to the top right edge of the stand, and jump diagonally across to the next stand. Once Sieg is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick very close toward the edge of the bottom switch, and then jump onto the top switch. Once Rick is safely on that switch, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg go very close to the bottom right edge of the stand, and jump diagonally across to the next stand. Once Sieg is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick very close toward the edge of the top switch, and then jump onto the bottom switch. Once Rick is safely on that switch, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and let Sieg go very close to the bottom right edge of the stand, and jump diagonally across to the next stand with the treasure chest. Once Sieg is safely on that stand, search the treasure chest for the crystal sword. After getting the crystal sword, first press the SELECT button, then press the START button to re-enter that room. Now, go back to 1F (3 across 7 up). In this room, let Rick pick up Sieg. Now, go to stand at the top of the room, and go up the stairs to 2F (3 across 8 up). In this room, go to the top left side of the room where the stairs is at. Go down the stairs to 1F (2 across 8 up). In this room, let Sieg pick up Rick. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and go toward the edge facing the left side of the stairs. Now, jump & throw Rick to the downward onto the left side of the stairs. Once Rick is safely on the left side of the stairs, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove, the menu, let Rick jump across the conveyer belts to hit the four switches. After hitting the four switches, the two iron spikes that were blocking the way on the stand will disappear. Now, let Rick pick up Sieg, and go onto that stand. Go close to the right edge of the stand, and jump to the right to the stand with a door. Once Rick is safely on that stand, go thru that door into the next room 1F (3 across 8 up). In this room, let Rick pick up Sieg, and jump off that

stand. Now, go onto the middle stand below. Open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and jump & throw Sieg onto the switch that's on the left of the small stand. Once Sieg is safely on that left switch, let Rick jump onto the switch that's on the right of the small stand. Once Rick is on the right switch, the floor will raise. First press the SELECT button, then press the START button to re-enter that room. Now, go across the stand to 1F (4 across 8 up). On 1F, here is the item which is Diana's bracelet (4 across 8 up). In this room, go to the lower right side of the room where the barrel is at. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, let Rick pick up the barrel, and go all the way around to the topside of the room where the door is at. Let Rick facing the left side of the seesaw while holding the barrel. Now, jump & throw the barrel onto the left side of the seesaw. Once the barrel is safely on the left side of the seesaw, let Rick go back to the lower right side of the room, and pick up Sieg. Jump across the conveyor belt to the center of the seesaw. Once Rick who is holding Sieg is safely on the center of the seesaw, jump onto the right side of seesaw. The seesaw is moving up and down as the barrel and Rick with Sieg are standing on opposite sides of the seesaw. The conveyor belts also make it difficult for the duo to stay on the seesaw. Make sure that Rick with Sieg is facing right while standing on the moving seesaw. As Rick with Sieg jumps in the air, quick press the A button to throw Sieg upward onto the stand with a treasure chest. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for Diana's bracelet. After getting Diana's bracelet, jump diagonally off the stand with the treasure chest, and go thru the door at the top of the room all the way to 1F (4 across 11 up). In this room, go up the stairs to 2F (4 across 11 up). In this room, there are seven musical notes on the floor. Let Rick pick up Sieg, and go onto the stand. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, go very close toward the front edge, and jump across the floating tiles to the next stand. Leave Sieg on that stand, and let Rick jump off to the other side of the stand where the green lithograph is at. The musical notes on the floor are like a keyboard. The three musical notes on the floor at the top of the room are DO, RE, MI. The four musical notes on the floor at the bottom are FA, SO, LA, TE. Now, let Rick and Sieg rotate back and forth stepping on the musical notes in the order of "DO, DO, SO, SO, LA, LA, SO, FA, FA, MI, MI, RE, RE, DO." After doing it correctly, the iron spike that is blocking the way will disappear. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the stand, let Rick pick Sieg up. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, go very close toward the left front edge, and jump across the floating tiles to the next stand. Once Rick who is holding Sieg is safely on that stand, go thru the door at the bottom into the next room 2F (4 across 9 up). On 2F, here is the item which is Muramasa (4 across 9 up). In this room, search behind the stand on the left for a barrel. After finding the barrel, let Rick pick up the barrel, and put it on the left side of the seesaw. Once the barrel is safely placed on the left side of the seesaw, let Rick pick up Sieg. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and make Rick jump onto the right side of the seesaw while holding Sieg. The seesaw is moving up and down as the barrel and Rick with Sieg are standing on opposite sides of the seesaw. Make sure that Rick with Sieg is facing right while standing on the top edge of the moving seesaw. As Rick with Sieg jumps in the air, quick press the A button to throw Sieg to the right onto the stand on the right. Once Sieg is safely on that stand, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of that stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick

onto that stand. After pulling up Rick onto the stand, let Rick pick up Sieg. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, go very close toward the front edge, and jump & throw Sieg upward to the stand on the right with a switch. Once Sieg is safely on that stand on the right with the switch, make Rick jump off the stand, pick up the barrel, and put it on the right side of the seesaw. Once the barrel is safely placed on the right side of the seesaw, make Rick jump onto the left side of the seesaw. The seesaw is moving up and down as the barrel and Rick are standing on opposite sides of the seesaw. Make sure that Rick is facing upward or right while standing on the top edge of the moving seesaw. As Rick jumps in the air, quick press the A button to make Rick jump upward onto a floating tile. Once Rick is safely on that floating tile, quickly press the X button to jump onto the next floating until Rick reach the stand on the left with a switch. Once Sieg is safely on that left stand, let him step on the switch. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and let Sieg go a little bit toward the edge of the stand. Now, hold down the R button, and press the A button repeatedly to pull up Rick onto the stand. After pulling up Rick onto the stand, let Sieg pick Rick up. Now, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, go to the bottom edge of the stand, and jump & throw Rick downward onto the stand with the treasure chest. Once Rick is safely on that stand, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Now, search the treasure chest for the sword Muramasa. After getting the Muramasa, go all the way back to 3F (4 across 8 up). In this room, go down the stairs to 2F (4 across 8 up). On 2F, here is the item which is a yellow star (4 across 8 up). In this room, there are four stands. Two stands are at the back of the room, and two stands are at the front of the room. There are two barrels hidden behind the two stands that are at the front of the room. First, put the two barrels onto the two stands that are at the back of the room. Then, go onto one of the stands that are at the front of the room. Now, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick go onto the other stand that is at the front of the room. Once that is done correctly, a treasure chest will appear. Search the treasure for a yellow star. After getting the yellow star, go thru the door at the bottom into the next room 2F (4 across 7 up). On 2F, here is the item which is a recovery medicine (5 across 7 up). In this room, let Rick pick up Sieg, and jump across the conveyor belts all the way to the right side of the room but be careful of the two exploding mines. Once Rick who is holding Sieg is safely on the right side of the room, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, let Rick pick up Sieg, go to right side of the edge, and jump & throw Sieg downward to where the treasure chest is at. Once Sieg is safely where the treasure is at, open the menu, and put Sieg on CONTROLLER 1 & Rick on CONTROLLER 2. Remove the menu, and search the treasure chest for a recovery medicine. After getting the recovery medicine, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and go down the stairs to 1F (5 across 7 up). On 1F, here is the item which is Midas dirk (5 across 7 up). In this room, the treasure chest with Midas dirk is very difficult to reach because of the jumping distance. [Anyway, I didn't bother to get this treasure chest with the Midas dirk because you have to do a very difficult high jump to throw a partner from the left side of the top stand onto the stand on the lower left. Then from the stand on the lower left to the stand on the bottom with the treasure chest]. Now, go thru the door in the upper right side of the room to the rotation bridge 1F (6 across 8 up). In this room, step on the switch twice to rotate the bridge. Then, go to the next bridge, and step on the switch once to rotate the bridge. After that, go to 1F (10 across 8 up), and walk on the warp tile to warp to 1F (6 across 5 up). Go thru the door at the top of the room to the rotation bridge 1F (6 across 6 up). In this room, step on the switch three times to rotate the bridge. After that, go back to 1F (6 across 5 up), and walk on the warp tile to warp to 1F (10 across 8 up).

Go thru the door at the top of the room to the rotation bridge 1F (8 across 9 up). In this room, step on the switch three times to rotate the bridge. Then, go to the next bridge, and step on the switch twice to rotate the bridge. After that, go to 1F (5 across 7 up). Now, go thru the door on the lower right side of the room to the rotation bridge 1F (6 across 7 up). In this room, step on the switch three times to rotate the bridge. After that, go back thru the door on the left to 1F (5 across 6 up). Now, go thru the door in the upper right side of the room to the rotation bridge 1F (6 across 8 up). In this room, step on the switch twice to rotate the bridge. Then, go to the next bridge, and step on the switch once to rotate the bridge. After that, go to 1F (10 across 8 up), and walk on the warp tile to warp to 1F (6 across 5 up). First, go thru the door at the top of the room, then pass thru the rotation bridge, and go thru the door on the left to 1F (5 across 6 up). In this room, walk on the warp tile to warp to 1F (10 across 7 up). Go thru the door into the rotation bridge room. In this room, go all the way to the left until you reach the rotation bridge. Now, step on the switch once to rotate the bridge. After that, go all the way around back to the upper left corner of the room where that rotation bridge is at. Now, go thru the door that's in the upper left corner to 1F (5 across 8 up). In this room, go up the stairs to 2F (5 across 8 up). In this room, let Rick pick up Sieg. Now, jump off the stand on the right, jump across the conveyor belts, and go thru the door in the lower right corner into the next room 2F (6 across 7 up). In this room, let Rick pick up Sieg. Now, jump across a series of conveyor belts, and go thru the door at the bottom into the next room 2F (6 across 6 up). In this room, go thru the door at the bottom into the next room 2F (6 across 5 up). In this room, let Rick pick up Sieg. Now, jump across a series of conveyor belts all the way to the left until you reach a stairs. Be careful of the sensors that shoot arrows, and the blue orbs that shoot fireballs. Go down the stairs to 1F (5 across 5 up). On 1F, here is the item which is a dungeon key (5 across 5 up). In this room, defeat the two skelewalkers. After defeating the two skelewalkers, a treasure chest will appear on the stand. Go on the stand, and search the treasure chest for the dungeon key. After getting the dungeon key, go all the way back to 2F (6 across 6 up). In this room, let Rick pick up Sieg. Go onto the stand, and jump diagonally across the stands on the left until you reach the stand with a stairs. Try to dodge the two sensors that shoot arrows. Once Rick is safely on that stand with the stairs, go up the stairs to 3F (5 across 6 up). In this room, let Rick pick up Sieg. Now, jump across a series of conveyor belts all the way to the locked door at the bottom of the room. Once Rick is safely by that locked door, open the menu, and equip the dungeon key. Then, remove the menu, go in front of the locked door, and press the B button to open that door. Now, go thru that door all the way to 3F (6 across 5 up). In this room, walk onto the warp tile to warp to 3F (9 across 5 up). In this room, go thru the door all the way to 3F (10 across 6 up). In this room, go down the stairs to 2F (10 across 6 up). In this room, go thru the door at the bottom into the next room to 2F (10 across 5 up). In this room, there are three rectangle stands at the back of the room and four square stands (one has a treasure chest) at the front of the room. Now, behind these four square stands are four hidden square platforms. Also, the four hidden square platforms are dark so it is very difficult to see them but you can only see Rick's shadow on the hidden square platforms. Now, let Rick pick up Sieg, and go beside the square stand on the right. Now, facing upward near the edge of the floor beside that square stand. Let Rick who is holding Sieg jump diagonally to the left onto the first hidden square platform that is behind that square stand. Please remember that these four hidden square platforms have small gaps between them so be very careful when Rick who is holding Sieg is jumping across the four hidden square platforms. Also, the square stand with the treasure is not aligned with the other three square stands so Rick who is holding Sieg has to jump diagonally. Once Rick who is holding Sieg is safely on the left side

of the room, go down the stairs to 1F (9 across 5 up). In this room, go thru the door into the next room 1F (10 across 6 up). In this room, go onto the stand on the left, and go thru the door back into 1F (10 across 5 up). In this room, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick jump diagonally by himself to the left onto the other stands until he reach the stand with a barrel. Once Rick is safely on the stand with the barrel, let Rick pick up the barrel. Now, let Rick who is holding the barrel jump diagonally to the right onto the other stands until he reach the stand with Sieg. Once Rick who is holding the barrel is safely on the stand with Sieg, let Rick face the stand with the switch. Now, let Rick do a low jump in that position, and then press the A button to throw the barrel onto the switch. Once the barrel is safely on the switch, let Rick pick up Sieg, and go close to lower right edge of the stand. Now, jump & throw Sieg onto the stand with a door. Once Sieg is safely on that stand, open the menu, and put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and go thru the door into 1F (10 across 6 up). On 1F, here is the item which is the dungeon key (10 across 6 up). In this room, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and let Rick jump diagonally by himself onto the stand with the treasure chest. Once Rick is safely on the stand with the treasure chest, search the treasure chest for the dungeon key. After getting the dungeon key, open the menu, and put Rick on CONTROLLER 1 & Sieg on COM. Remove the menu, and go all the way back to 2F (10 across 6 up). On 2F, here is the item which is a recovery medicine (9 across 5 up). In this room, let Rick pick up Sieg, and jump to the right while holding Sieg onto the other rectangle stands. You can also pick the recovery medicine from the treasure chest on the square stand. After getting the recovery medicine, jump off the square stand or rectangle stand, and go thru the door to 2F (10 across 6 up). In this room, go thru the door at the top right into the next room 2F (10 across 7 up). In this room, let Rick pick up Sieg. Go all the way to the left side of the room, and go on the stand. Now, go very close to the right edge of the stand, and jump off that stand onto the conveyor belt. Once Rick who is holding Sieg is safely on the conveyor belt, jump across the conveyor belts to the right until Rick reaches the middle stand. Once Rick who is holding Sieg is safely on the middle stand, go on the middle stand. Now, go very close to the right edge of the middle stand, and jump off that stand onto the conveyor belt. Once Rick who is holding Sieg is safely on the conveyor belt, jump across the conveyor belts to the right until Rick reaches the stand on the right. Once Rick who is holding Sieg is safely on the stand on the right, go onto that stand to the lower right side. Now, go very close to the left edge of the stand, and jump off that stand onto the conveyor belt. Once Rick who is holding Sieg is safely on the conveyor belt, jump across the conveyor belts all the way to the left until Rick reaches a floor with a door. Once Rick who is holding Sieg is safely on that floor, go thru the door all the way to 2F (8 across 6 up). In this room, open the menu, and equip the dungeon key. Then, remove the menu, go in front of the locked door, and press the B button to open that door. Please make sure to equip Rick with the kirakira sword & ruby of Lullus, and Sieg with the Muramasa sword. Now, go thru that door into the boss room 2F (7 across 7 up), and fight the Imperial-Guard Magic General Sein. On 2F, here is the item which is a yellow star x5 (7 across 7 up). The Imperial-Guard Magic General Sein's robot will move from left to right while shooting fireballs in five directions or a laser beam as Rick and Sieg moves along on a high-speed rotating disk-like field. Since Rick is equipped with the ruby of Lullus which gives +100% of power on his body, he will be able to inflict damage with the kirakira sword on the Imperial-Guard Magic General Sein's robot. After defeating the Imperial-Guard Magic General Sein, search the treasure chest for five yellow stars, and go thru the door at the top into the next room 2F (7 across 8 up). On 2F, here is the item which is the snowstorm sword (7 across 8 up). In this room, let Rick pick up Sieg. Now, behind the stand with the treasure chest is a hidden

square platform. Also, the hidden square platform is dark so it is very difficult to see it but you can only see Rick's shadow on the hidden square platform. Now, let Rick pick up Sieg, open the menu, and put Rick on CONTROLLER 1 & Sieg on CONTROLLER 2. Remove the menu, and go beside the stand on the left with a warp tile. Now, facing to the right near the edge of the floor beside that stand on the left with the warp tile. Let Rick who is holding Sieg jump to the right onto the hidden square platform all the way to the right side of the room. Please remember that the hidden square platform has small gaps between it so be very careful when Rick who is holding Sieg is jumping across the hidden square platform. Once Rick who is holding Sieg is safely on the right side of the room, go onto the stand with the warp tile on the right. Go very close toward the lower left bottom edge of that stand. Now, while jumping off the lower left bottom edge of that stand, quickly throw Sieg to the left to the stand with a treasure chest. Once Sieg is safely on that stand with the treasure chest, open the menu, put Sieg on CONTROLLER 1 & Rick on COM. Remove the menu, and search the treasure chest for the snowstorm sword. After getting the snowstorm sword, first press the SELECT button, then press the START button to re-enter that room. Now, go onto the stand on the left with the warp tile. Walk onto the warp tile to warp to 1F (7 across 5 up). In this room, go thru the door at the bottom to the outside of the castle. Now, open the menu, and equip Rick with the mebius ring. Remove the menu, press the B button, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose Raw Village, and reply with "yes."

Raw Village

Go to the blacksmith's house that is nearby the entrance, and go upstairs to 2F. Speak to Gilm, and choose "it is a wish (#1)" to make him forge the Kizuna's sword for the last time. After forging the Kizuna's sword, Gilm will come back up the stairs, and give Rick the sword. After that, open the menu, and equip Rick with the mebius ring. Remove the menu, press the B button, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose "Mediom Kingdom" + "yes."

Mediom Kingdom

Optional: at the inn, you can speak to the female proprietor who is on 1F, and change friends again. I still choose Sieg as a friend because the journey is almost coming to an end. [Also I am ignoring the other treasure chests which I couldn't get to since the jumping distance is a little far for me to get them]. After that, open the menu, and equip Rick with the mebius ring. Remove the menu, press the B button, and the world map will appear. On the map, use the up or down button to choose which place you want to be teleported. Choose "Raidroid Empire" + "yes."

Raidroid Empire

Now, go north all the way to Baldoa's Castle Central Part.

Baldoa's Castle Central Part

Now, go thru the center door to 1F (7 across 5 up). In this room, read the green lithograph with the upside-down words which says "the emperor is hurt by the cold." After that, let Rick pick up Sieg, and jump over the stand with the warp tile. Once Rick is safely on that stand with the warp tile. Walk onto the warp tile to warp to 2F (7 across 8 up). In this room, jump across the hidden square platform which is behind the stand with the treasure chest to get to the right side of the room where there is another stand with a warp tile. Once Rick is safely on the right side of the room, walk onto the warp

tile to warp to 3F (7 across 6 up). In this room, be sure to equip Sieg with the kirakira sword & 20 recovery medicines and Rick with the snowstorm sword & ruby of Lullus. Now, go thru the door at the top into the final boss room 3F (7 across 7 up). In this room, fight the final boss the Emperor Bolborza. First, Emperor Bolborza will jump in the air while throwing projectiles at the duo. Do not attack Emperor Bolborza from the front. Just let the duo go to the right or left side of Emperor Bolborza, and use the sword to destroy the projectiles that Emperor Bolborza is throwing at them. When Emperor Bolborza stands still for a moment, let Rick attack him continuously with the snowstorm sword to freeze his body to a dark blue color while Sieg attacks him with the kirakira sword. Then, Emperor Bolborza will dash to the right and left side of the room at the duo giving them damage. Do not let Emperor Bolborza trap the duo in a corner. After defeating Emperor Bolborza, he will use the two gems to transform himself into a second form which is a giant skull. Quickly open the menu, equip Rick with the kirakira sword & ruby of Lullus and Sieg with the Muramasa sword & 10 recovery medicines. Remove the menu, and attack the skull's mouth first. Once the skull's mouth is destroyed, it will use two types of repeated attack. One type of repeated attack is when the skull floats in the air and discharge an electric shock. The other type of repeated attack is when the skull lands on the floor and shoots a laser beam. Try to avoid those two attacks by running to the right or left side of the room. Sometimes, when the skull lands on the floor, attack it whenever the green eyes appear on the skull.

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THE END

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Version 1.5

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