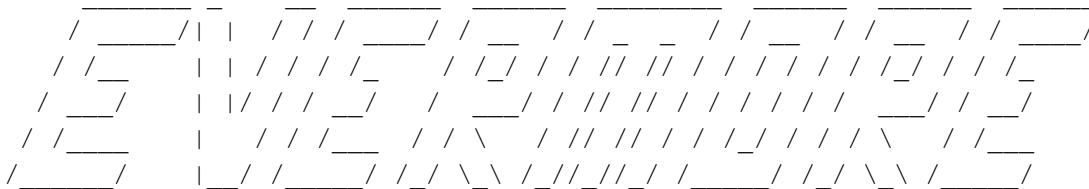
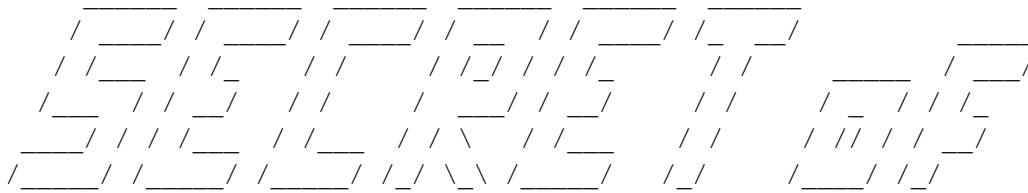


# Secret of Evermore FAQ/Walkthrough

by Iron Knuckle

Updated to v2.4 on Aug 11, 2010



```
=====
Game:           Secret of Evermore
Platform:       Super NES
Version:        2.4
Last updated:   8 August 2010
Written by:     Iron Knuckle
Type:           Walkthrough/FAQ
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=====

Version updates:

=====

Version 0.1

18 February 2001:

Started with a walkthrough for this game. Already added a monster chart with dropped items. Started walkthrough at the beginning of the game. I've completed it for the first part up to where you meet Fire Eyes.

Version 0.11

20 February 2001:

Added some more dropped items.

Version 0.5

23 February 2001:

Completed the walkthrough for Prehistoria, including the first 7 alchemy spells.

Version 0.75

26 February 2001:

Completed the walkthrough for Antiqua and started on Gothica. Included all alchemy spells that are available in Antiqua, added more dropped items.

Version 1.0

27 February 2001:

Completed the walkthrough for the game to the end. All alchemy spells are included as well (At least the ones to my knowledge).

Version 1.25

14 March 2001:

Altered some things about the layout and added a Controls section to the walkthrough.

Version 1.5

14 April 2001:

The ASCII art at the top of this FAQ was added. Included a table with the prices of each item that can be bought on the two markets in Evermore. Added weapons to the chart tables. Added the 8x alchemy combo to the last Appendix. Also found out that a Dragoyles dropped item can be a call bead, and some other dropped items were added.

Version 1.6

[First released version]

3 October 2001:

Started to work on this walkthrough again after a long stop. Still a lot of errors need to be cleared up, but I thought it is time to release the walkthrough. So expect some 'huge' changes on the next updates.

Version 1.7

[Unreleased to public]

30 March 2002:

Removed ASCII art of Thraxx and replaced it with 'Secret of Evermore'. Also added some new glitches sent in by other people, and tinkered with the layout quite a bit.

Version 1.8

30 May 2003:

After receiving a mail from Neo\_rezident concerning a site for the FAQ I started to play Secret of Evermore again. Some small where changed and edited. Found out a place where you can buy three Meteorites. This also led to finding another glitch in this game: 'Carrying more than 99 of one alchemy ingredient'. Added extra part at the ending scene. I got a cryptic description, but I haven't got the faintest idea what it is about...

Version 1.9

2 February 2004:

The site is cancelled so it is back to the original text file. Changed the layout of the appendices and added some extras in the "Beta Changes" listed under Appendix F. Also added experience charts for both Matrix and Frisket, they are completed up to the maximum of Level 99. Made some descriptions for all the alchemy spells with some useful information regarding each one. Still a lot of work to do.

Version 2.0

3 October 2004:

Located all the Ingredient Salespeople in the game and made a list of the cheapest location where you can buy each ingredient, see Appendix E: Alchemy Ingredients for more information. Also added the deal Ring Cycling to find the items, weapons and alchemy; something a lot of people mailed me about. Sorry, I should have added this section a lot sooner. Also some information obtained from Assassin17, check his FAQ on the monster list as well. It's pretty comprehensive.

Mcewen reported that with the Centurion Cape (and the other armors in your possession) you will receive the Thug's Cloak in the Colloseum.

Final remark I have to make is that a secret stash of 500 Jewels was discovered by Skygor at Nobilia's Market (see chapter 4). After all these years people are still finding new secrets in Evermore, that does mean something!

Version 2.1

12 July 2006:

Added some new information about the "Dolly Grip" phenomenon and included a second meaning for Coleoptera by EL. Lastly Todd found out that the security code in Omnitopia is not linked to the code for unlocking the security door in room D3.

Finally, we have the Desert of Doom mapped! See chapter 4 under "Sting" for more details about this desert.

Version 2.2

18 June 2007:

I've corrected a few small errors and added some new locations of the Wizard's Coin and Magic Gourd. It turns out that the Swindler Monk can cough

these items up as well, when buying an Amulet of Annihilation for 10,000 Jewels.

Version 2.3

22 March 2009:

Update after some feedback by people who read it.

Version 2.4

8 August 2010:

Update after some more yearly feedback that keeps pouring in. One mail featured a detailed description of the most cost effective trading sequence in Nobilia. This has been added to the walkthrough.

=====  
Controls  
=====

-----  
Controller  
-----

D-pad

- - -

This speaks for itself. Use it to move the boy / dog in any direction, to change / rotate the Option Rings in the Ring Options menus.

Select

- - - -

Switch between Hero (Matrix) or Dog (Frisket).

Start

- - -

Pause the game.

Y-button

- - - - -

Pressing this button brings up the the selected character's main menu ring. The Y-button is also used as a 'cancel' option if you can make a choice.

B-button

- - - - -

The main action key is the B button. With it you can talk to people, attack an enemy and pick up item that are lying on the ground. Hold it to charge up your weapon if that is possible of course.

A-button

- - - - -

You can run using this button, but only when you have the Jaguar Ring in your possession.

B & A button-combo

- - - - -

If you hold the B-button, when charging a weapon up to level 3 and then you keep B & A pressed you can run for an infinite long time. This can be very handy if you want to traverse through the Desert of Doom quickly.

X-button

- - - - -

You can use this button to bring up the main menu ring of your friend.

Top L or R button

- - - - -

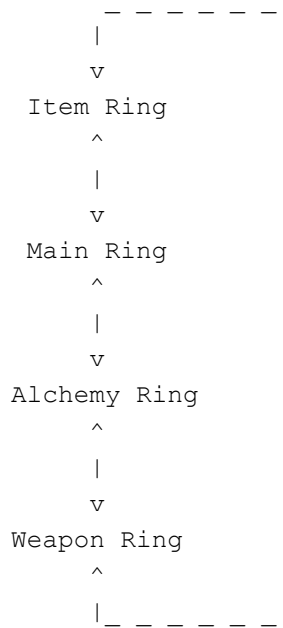
The shoulder buttons are for making the dog sniff around for ingredients and other hidden stuff.

-----  
Main menu ring  
-----

You can open your menu ring by pressing 'y'. Here you can see different icons that represent several options. Note that not all icons are available from the start some of them will appear later on.

- - - - -  
Cycling through the Rings  
- - - - -

This is a mayor remark I would like to make: To get to the items, alchemy and weapons you need to press 'Up' and 'Down' when you bring up the main ring.



v = press 'down'  
^ = press 'up'

-----

STAT.	
LEVEL	ACT.
EQUIP	character  EDIT. (SNES controller)

```

|      ALCHEMY          EDIT. (Window)  |
|
|      TARGETING        |
|
|_____|

```

ASCII Representation of the Main Ring (above). In the part I will handle each option individually, to give you a better idea of what each option does.

```

- - - - -
STAT. (Player status)
- - - - -

```

The following will be displayed when you choose this option:

```

|_____|
| Matrix's Stats      |__R__| Other player |
|-----|
| HP  current/maximum  Current weapon |
| Level:              1  Current body armor |
| EXP:                0  Current helmet   |
| Needed:             20  Current glove    |
| -----|
| T(talon) 16,777,611 |
| J(jewel)          0  |
| GC(gold coin)     0  |
| C(credits)        0  |
| -----|
| Attack:           148  =====|
| Defend:           521  =====|
| Magic def:        10  =|
| Evade %:          99  =====|
| Hit %:            57  =====|
|_____|

```

#### Current/Maximum HP

```

- - - - -

```

The amount of Hit (or Health) Points you have. This is the amount of damage your characters can sustain before they die, if the hero dies the game ends. With the Egg of the Chocobo you can increase both the Dog and the Heroes HP by 45.

#### Level

```

- - - - -

```

This is your current level; it displays how many times you have had an level up. In total you can go through 99 levels.

#### EXP/Experience

```

- - - - -

```

Here you see the amount of Experience you gathered by beating your enemies. It was rumored that the Magic Gourd may increase you Experience growth, but this is not true.

#### Needed

```

- - - - -

```

The current amount of EXP needed to level up. This number will increase each time you gain a level. When you're on level 99 it will display ---.



T, J, GC, C

- - - - -

Abbreviations for Talons, Jewels, Gold Coins & Credits, which are the currencies you can use in each corresponding continent of Evermore. Behind each icon you can see how many money of that type is in your wallet. Remember that 1 Gold coin = 2 Jewels = 4 Talons = 8 Credits.

Statistics

- - - - -

These are the properties of your character's ability to do combat. Each individual statistic is explained in the next sub-part of the Controls section.

- - - - -

ACT. (action grid)

- - - - -

When you choose this option you will see two horizontal bars. Here you can determine how the computer will control the other player. You can either send him to aggressive/fight or defensive/search. They are almost identical to each other; the more to the right the more the computer player will fight. The other option enables you to set how much far your computer controlled friend will power-up before attacking.

- - - - -

EDIT. (Control Prefs)

- - - - -

Here you can choose between two different controller settings, but the difference in setting is almost exactly the same... The second option is that you can set the sound to Stereo or Mono with the 'select' button.

- - - - -

EDIT. (Window Edit)

- - - - -

If you don't like the background/border of the text bar you can change that here. There are 9 background patterns and 11 borders to choose from (which is quite a lot actually, most games have only one border and pattern).

- - - - -

TARGETING (cross hair)

- - - - -

Use this option to find out your enemy's name. You can also use this option for your computer controlled ally, as a Target lock-on against that specific enemy. The computer controlled character will concentrate its attacks on that specific enemy, until its death.

- - - - -

ALCHEMY (bottle)

- - - - -

There are two windows to view here. The first shows the spells that you can currently use (the ones in your Alchemy Ring). The number of times you can

use each one and its corresponding experience level. The leveling up process for each spell goes up like this: Every time the counter reaches 100 your spell will go up one level.

- Level 0: 10 points each use
- Level 1: 5 points each use
- Level 2: 4 points each use
- Level 3: 3 points each use
- Level 4: 2 points each use
- Level 5: 2 points each use
- Level 6: 1 point each use
- Level 7: 1 point each use
- Level 8: 1 point each use
- Level 9: 2 points each use (up to level 9:98 at most)

In total it means that you need to use a spell 489 times to reach level 9. On the other sub-screen you can see a list that tells you how many alchemy ingredient you have in your current possession. You can have up to a total of 8 spells at the same time at your disposal, if you want to switch alchemy formulas you will have to visit an alchemist.

- - - - -  
EQUIP (body armor)  
- - - - -

When you buy armor you need to equip it before going into battle. You can do this by selecting the armors here. This is a nice idea, but it is actually pretty dull, since you always want to have the most powerful armor on you (The programmers might as well let you auto-equip the strongest armor all the same). The armors in this game don't have any Status preventing abilities, so only the numerical defense is important.

- - - - -  
Level (sword)  
- - - - -

Here you will see the weapon levels of all the weapons you have collected. The experience level behind it works in the same way as with the alchemy, but it only goes up to level 3. Each time you go up a level you can power up you weapon an extra time, by holding the 'B' button. BTW: You cannot equip a weapon here, that can only be done by switching weapons in the Weapon Ring (Press 'up' / 'down' in your main ring to switch to this ring).

-----  
Statistics  
-----

The statistics in this game are fairly easy to understand, but I have made a small summation:

Attack  
- - - -

Here you will see the total amount of attack power you have. The higher this number the more damage you will cause. This can be influenced by your weapon, Sun stone, Silver sheath\*, and Atlas alchemy.

## Defend

- - - -

The number here is the combined defense of your armors and your own defense, plus the effectiveness of your Armor polish, Staff of life and 'Defend' alchemy. The higher the number the less damage you will sustain by your enemies, naturally.

## Magic defense

- - - - -

The amount of damage done by enemy magic attacks will decrease if you magic defense rises. The Wizard's coin is the only way to give this stat an extra boost. Not that you need magic defense often; there are only a few bosses that can use (weak) spells against you.

## Evade%

- - - -

Here you see how good you are in evading an enemy attack. When it reaches 99% no one can touch you making you rather invincible. The Thug's cloak can increase this. The 'Speed' Alchemy can also raise this very effectively.

## Hit%

- - -

The chance of your attack hitting your enemy is determined by this stat. It can become better when you have the Jade disk in your possession and by casting 'Speed'.

\* = Actually the Silver Sheath has no effect. Due to a glitch you always receive the strength bonus when you equip a sword!

---

## Diseases

---

In melee combat you can hit (and get struck) by your enemies. If an enemy hits you normally nothing other will happen than that you lose some HP, but in some cases one of the following diseases may occur.

### Confound

- - - - -

This is just another word for confusion, when this happens right becomes left, left becomes right, up becomes down and down is up. It will wear off after a minute or so, but if you can't wait try the following cures.

- Cure (alchemy): By using this alchemy you can undo the confusion.
- Herbal essence: Use one of these and you're A-OK
- Waiting: After a while it will wear off.

### Poison

- - - -

Spiders are usually the cause of this, you're HP will be drained for a short period. This disease will stop after some time, but it can be very annoying to see your HP drop continuously. Here are some cures:

- Cure (alchemy): By using this the poison will be eliminated
- Miracle cure (alchemy): Use this to stop the poison and to gain some HP at the same time.
- Herbal essence: It is always handy in these situations to have a Herbal essence when you don't have any cure spells equipped.
- Waiting: After some time the poison will wear off.

## Plague

- - - -

This is almost the same as poison, except that the plague won't stop. The only way to get rid of it is using the following methods:

- Cure (alchemy): Again cure is a good way to improve your health.
- Miracle cure (alchemy): This spell works just the same as Cure.
- Herbal essence: A medicine to stop the plague.
- Die and revive: This method can only be used on the dog; if the boy's HP is 0 you will automatically lose the game. The best way to revive your dog is either using a dog biscuit or "reviver" alchemy.

## Instant death

- - - - -

The flowering death (black wimpy flower) at the Omnitopian green house will do 999 points of damage on you when it gets the chance. They sleep at night so walk past them when the lights are out, and avoid them at all cost when the lights are turned on. Even when you use Horace's Aura magic you can't pass these plants without dying. Only cure possibility:

- Revive: This can only be used on the dog for the same reasons as with the plague.

---

## Dungeon, environmental elements

---

Here is a small section about the obstacles you will come across in this game.

### Small bushes

-----

All weapons except for the Bonecrusher and Bazooka can cut the small bushes that cover some passageways in Evermore.

### Weakened wall sections in the great pyramid

-----

They can be destroyed with the Bronze axe, Knight basher and Atom smasher.

### Barricades

-----

These are very common in the sewers of Ebon keep. They can only be destroyed with a strike of the Knight basher axe. Odd thing is that the Atom smasher has no effect on it, even though it is supposed to be stronger.

### Switch pillars in the hall of Collisia

-----

They can be activated by any weapon in close range, but if there is a pit between you and the pillar you need the Bronze spear (or better) to activate the switch.

### Lily pads

-----

Some of the lily pads in the swamp will only appear, when you have defeated a certain Frippo. Sometimes you can make another lily pad appear by walking over the first one, this way you can create bridges to the other side of the water.

## Big boulders

-----  
Most of them are found in the catacombs of the volcano. Use 'Levitate' alchemy to move them. If they are lying on a higher part you can use a weapon to push them over the edge.

## ===== Main characters =====

Since the characters have no default name (Unless you consider 'The Hero' & 'The Dog' as default...) I've named them Matrix and Frisket.

### The boy: Matrix

-----  
This is just an usual average kid, he has seen loads of B-type movies and knows a lot about them. His dog causes trouble which brings him to the world of Evermore. Matrix can use Alchemy and a variety of Swords, Axes and Spears.

### The dog: Frisket

-----  
At the beginning in the introduction you will see a normal dog, but as your adventure progresses he will change he form up to four times; Cave dog, wind hound, poodle, and finally a metallic cyborg-form. In this final form his Attack and Defense are greatly increased.

## ----- Other important people -----

### Elizabeth; Fire eyes

-----  
She is one of the four members of the experiment of doctor Ruffleberg. She is his granddaughter and is stuck in her village the depths of the jungle in Prehistoria. Fire eyes will help you on your adventure by providing you valuable information and some Call beads.

### Horace Highwater

-----  
The second member that was present on the day of the experiment. He is a curator of the natural history museum in the Podunk. Horace created the world of Antiqua, because of his interest in the ancient civilizations. Madronius is his faithful companion in this world.

### Camellia Bluegarden

-----  
In the kingdom of Evermore she is the queen of Ebon keep situated in Gothica. Miss Bluegarden was the third one to disappear in 1965. Camellia is to the contrary of her clone a very nice person, and is good friends with Tinker Tinderbox.

### Dr. Sidney Ruffleberg

-----  
The scientist responsible for the creation of Carltron and the world of Evermore. He seems to be the genius of the century, but is locked up in his own creation in space high above the continent of Evermore: "Omnitopia".

## The robot Clones

-----  
Created by Dr. Ruffleberg who was forced by Carltron, the robot clones are exact replicas of the four leader of Evermore. However they all share an evil mind and are controlled by Carltron.

## Carltron

-----  
The servant of doctor Ruffleberg. He is a robot made for cleaning, lawn mowing and tidying up things like that. Ruffleberg increased his intelligence so he would be a worthy adversary at playing chess, but the improved artificial intelligence also has a negative influence on him....

## Strongheart / Strong Heart

-----  
His name is sometimes spelled like Strong Heart in the beginning of the game, but at the end he is spelled as Strongheart. Since I'm using Strongheart all the time I will keep it like this. He the village alchemist in Prehistoria and one of the persons close to Fire eyes. He will teach you two alchemy spells during the game and you can always buy ingredients from him. Also his son is wandering around in the Village of Prehistoria, at the bottom of the screen. Although his sprite looks like a that of a regular Prehistorian boy.

## Blimp

-----  
He lives in the swamp in a house made of mud. When you first meet him you have to help him to tame the snake Salabog. You will meet him in Antiqua as well where he will give you the "Crush" and the "reviver" formulas. He also deals in Mudpeppers, and various other alchemy ingredients.

## Madronius

-----  
Like I already said before, he is the companion of Horace. Madronius will give you the "revealer" and "escape" spells. He has a brother who deals in alchemy as well you may find him in the hall of Collosia. Madronius can provide you with Alchemy Ingredients as well, but only up to the point where you beat Aegis.

## Gomi and Tinker Tinderbox

-----  
The two Tinderbox brothers live in Gothica. Tinker will helps you by giving you the windwalker and with his latest invention the rocket. Gomi lives in the forest where his has build an enormous tower so he could reach for the skies. He will help you getting back to Ivor tower later on in the game. Also did you know that "Gomi" means trash or garbage in Japanese, although I personally don't think that this is a reference it may be possible.

## ===== Story =====

-- Podunk --

The intro starts in Podunk USA, Fall 1965. Here you will see some kind of professor who is about to finish his experiment, then (as usual in these stories) something goes wrong. Time passes on to 1995 and just in front of the Movie Theater Bayou a young boy comes out, he just saw the classic "the lost adventures of Vexx". His name is Matrix and he is together with his dog

Frisket, then suddenly a cat passes by and Frisket will chase it. You will follow your dog and finally end up in the mansion where the experiment went wrong 30 years earlier. Eventually you come to a small room where a machine is still active after 30 years, the mutt then chews on some cables and you will both be transported to a huge unknown metroplex.

=====  
Walkthrough  
=====

=====  
1. The beginning  
=====

-- Omnitopia --

The rude assistant Carltron finds you and thinks you are an intruder. After he talks to some sort of professor he will push you through a door. Time for you to start doing something. Open the gold colored storage bin to collect your first weapon: the Bazooka! Two security robots will appear and your first mini-battle commences.

-----  
Mini-Boss: 2 Guardbots  
-----

Guardbot

HP: 30

EXP.: 0

Money: 0

Weakness: -

Attacks: Shooting Projectiles

Simply kill them both with the bazooka shells. Be patient as the power meter below your screen has to charge up to 100 % before you can shoot a shell. If you don't wait you can only hit the robot with the barrel of the bazooka and that causes hardly any damage.

-----  
After their defeat Matrix will automatically walk up to the circular shaped hatch in the floor. He will hear that his dog is down there, so he decides to go down. After they blow up the control panel both of them will be sent to the World of Evermore. After landing... Well make that Crashing into a jungle area you will find out that your bazooka was destroyed with the ship.

=====  
2. Searching for Strongheart  
=====

-- Prehistoria, South Jungle --

Here you will see a cave dog or something like it and Matrix will figure out that that is your dog. After you throw a stick Frisket will try to fetch it, and returns with a new weapon: the Bone crusher. Walk around and kill the wimpy flowers and mosquitoes, use the top left and right (shoulder) buttons to make your dog sniff for alchemy ingredients in the nearby environment.

I can't make a list of all the items that can be found, because they are too many scattered everywhere in Evermore. I will only note the rarest items like Meteorites, Atlas medallions and Dry ice. On the right you will find a gourd with 15 talons inside. Head up to the next screen, here you will see four bushes and a falling leaf in the middle, if you touch the leaf a battle against four purple raptors commences. So you might want to return to the lower area and train some more for the oncoming battle!

-----  
Mini-Boss: Raptor (4x)  
-----

Raptor

HP: 40  
EXP.: 16  
Money: 29 T  
Weakness: -

Attacks: Claws, Jump Attack

You might not be able to defeat them, but even if you die your dog will drag you to a small hut (saving place). If you do manage to defeat them you will receive a petal, 50 talons, and one of the villagers will give you a Grass vest for free when you talk to him. Pay attention that the fourth Raptor has 80 HP instead of 40.

-----  
-- Fire Eyes' Village --

Either way you will end up in the small village of Prehistoria. To your right you will find a person who is blocking your way to the next field (It's actually possible to get past him; see Glitches for details). Matrix can walk around here to collect some alchemy ingredients and goodies in the gourds of the villagers' houses (Guess what? You can rob everything is for free and the villagers actually like it that you do that).

Talk to the female villager in the hut next to the Inn to receive a Petal. In the hut in the top left corner you will find guy who deals in armor. If all Raptors were beaten in the mini-boss battle a Grass vest is given by one of the villagers if you talk to him. Buy some other armor, if you can afford it. You probably don't at this point, so go back at the time you do have enough. Talk to everyone if you like, and go to the hut in the middle.

The center hut is the home of their leader, who is mysteriously called: "Fire Eyes". When summoned she comes outside and you will see to your surprise that it is a small girl with huge glasses. Her real name is Elizabeth, after meeting her she will invite you for a talk in her hut. Once inside Fire Eyes will ask you the name of your dog, you can now insert the dog's name. I called him Frisket of course (Although some think that Lethal Weapon is a better choice).

Fire eyes will also ask you to search for Strongheart; the alchemist of the village. A couple of days ago he disappeared, while he was searching for alchemy ingredients. The last time he was spotted was in the "Bugmuck", a region to the east (right) of the village. After your talk with Fire Eyes one of the female villagers will give you a petal if you communicate with her.

Alchemy: Flash  
-----

After talking to Fire Eyes you will receive your first alchemy formula:



Flash. Use 1 part Wax and 2 parts Oil to create a small fireball that can be used to attack one to three enemies. From this point on you can buy alchemy ingredients in the hut to your right, but since the prices are ridiculously high. It's best to save your money for other places where you can buy cheaper ingredients. The Acid Rain Man is truly the best for this, but we'll come to him later on!

Go outside and take the exit, go to the right and you will come to a field with lots of strange looking monsters. It would be best not to walk past these skelesnails. Instead attack them, go off-screen, come back and attack. This way you can level up a couple of times and your statistics will be increased making you stronger. Once your Bone crusher reaches level 2 you can perform a power attack, simply hold the "B" and wait for the power bar fill up with a red line. This attack will cause a lot more damage than the regular one. If you start to become weak go back to the village and rest one night at the small inn to restore your HPs.

-- Quicksand Field --

One screen farther to the right of here you will find a desert filled with holes that will suck you up. You need to be able to run to get past these holes, the jaguar ring is just the thing you need.

Rare item: Jaguar ring

-----  
Let yourself fall into the first hole, and you will end up near a small cave. There is a store inside, if you buy an item you will automatically receive the "Jaguar ring" as a free gift. With this ring you are now able to run faster, when you keep "A" pressed.

Use your running abilities to get over the sand pits and continue on to the southern part of the quick sand field. On the left of the exit you can find some stairs that lead to the upper level, here you can find some ingredients and a Skelesnail. Eventually run through the lower passageway that will lead to the Bugmuck.

-- The Bugmuck --

This place is quite hostile and has plenty of tar pits. Watch out for the Tar Skulls around here. They give nice amounts of Experience, but are quite strong as well.

Alchemy: Hard ball

-----  
Upon entering the Bugmuck walk inside the small cave to your right to find an alchemist who will teach you the "Hard ball"; use one part Clay and one Crystal to attack your enemies with a Clay ball. This formula is weaker than Flash, so I rarely/never used it. You can also buy some ingredients if you like here.

Continue on to the right and you will find a huge construction. The insect-like architecture doesn't really welcome visitors, but you have to find Strongheart. After you go inside at the south entrance you will be at the start of a huge maze. It has floor sections that are very fragile, and will fall apart as soon as you walk over them. There's only one way to get to the exit, so eventually you will reach the next room.

In the next room you will find another small maze, and the only way to proceed to the boss is to exit via the left side, take the other entrance, then go to the right to find the next exit/entrance. Here you can take another passage to the left leading to a Dog biscuit. Take it if you really want to have it. When you're inside again head up to reach the boss of this place: Thraxx.

-----  
Boss: Thraxx  
-----

Heart	Left claw	Right claw
HP: 600	HP: 250	HP: 250
EXP.: 750	EXP.: 150	EXP.: 150
Money: 750 T	Money: 150 T	Money: 150 T

Weakness: Heart

Special attacks: Acid rain, Claws, Summoning maggots

This huge monster can be quite a challenge if you didn't level up at the beginning. Ignore the maggots, as they will come back every time you destroy them. Go for the Heart; open the carcass (a.k.a. Thorax) of Thraxx by hitting it with the Crusher, walk inside, and do a power-up attack if you can on Thraxx's heart to hit him severely. Don't forget to heal yourself and your dog when needed with Petals. You can also use the Flash on his body parts. By doing this you can get some extras for destroying the claws first. The claws will give you some nice amounts of experience and talons when they are destroyed before taking out the heart.

-----  
After his destruction you will receive a new weapon: the "Spider's claw". Open the cocoon on the place Thraxx was located to save Strongheart. He will thank you and he'll give you either 10 Wax and 10 Oil, or 300 talons. Walk up and you will be outside again, go to the left, and then go down to find two gourds. The lower one has a Mammoth Guard in it (Equip it). Go further on to the left and up one screen.

-- Quicksand field --

Follow the path up, and walk through the right wall at the most upper part to find a secret place with 4 gourds. After obtaining the Acid Rain spell return to Fire Eyes' Village.

Alchemy: Acid rain

-----  
At the secret place (see above) you will see a passageway to the right, back here you will find an alchemist how will give you the Acid rain formula. Mix 3 parts water with one part Ash to create a local acid shower of rain above your enemies. Not so strong either, but is cheaper since water is the cheapest ingredient available. If you want to buy any alchemy ingredients do it here, because the Acid Rain Man has the cheapest ingredients in the entire game.

=====  
3. The volcano is cooling down rapidly  
=====

-- Fire Eyes' village --

Go back to the village and use the Spider claw to dispose of the small bushes, so you can get back to the left. Talk to Fire eyes and she will give you some valuable information. She will tell you that there is something going on to the north, the volcano is cooling down too fast. If this goes on in this rate the world of Prehistoria will have an Ice age freezing the whole village all over. That can't be had, therefore she asks you to check out about the volcano and see what keeps cooling it down. Fire eyes will also give you a demonstration of her powers which explains her name. Lastly she gives you 6 call beads as well. With these you can summon her powers in desperate situations.

You can sell the vine bracelet for 90 Talons since you won't need it anymore. Now go to the South jungle, and use the Axe to cut the small bushes to reach some gourds you couldn't get to the first time. The last gourd contains the Shell hat, if you go to the left from here on you will come to the Junglehut. You will find Strongheart in here, if you talk to him (twice) as the dog he will receive the Leather collar for free.

#### Alchemy: Cure

-----  
Strongheart will give this spell to you for free of course. It will cure all abnormalities for the cost of 2 roots and 1 part Oil. This formula is very handy if you get confounded, poisoned, or cursed with the plague. So you'd better always keep this formula in your ring.

#### Alchemy: Defend

-----  
This formula can be found in a secret place near the west exit of the village near the Armor salesman. Here you will see an alchemist who will give you the "Defend" formula. Use one part Ash and one part Clay to increase your defense temporarily. Once this formula reaches higher levels you will be practically immune to a huge lot of attacks.

Train your axe to level 2 you can really use a power attack for the upcoming battle. After you think you are ready to go proceed to the north exit of the village. Matrix can reach an area filled with Carniflowers, beware that they can pull you in and deplete your energy at an alarming rate (at least on these low levels). In the top left corner you will find a small cave with another Armor salesman. I usually don't buy anything from him since you will get stronger armor very soon.

#### -- North Jungle --

Near the north end you will see a huge boulder blocking some sort of entrance. There is no way you can lift that rock right now, so take the right passage leading to the mammoth graveyard. You will encounter some Widowmakers around here. Be careful as these guys can inflict the poison status on you. When you walk up to the giant skull you will see a grey Viper commander.

#### ----- Mini-Boss: 4x Viper + Viper commander -----

Viper	Viper Commander
HP: 140	HP: 250
Exp.: 80	Exp.: 160
Money: 50	Money: 200
Weakness: -	

Special Attacks: Shockwave (Viper Commander only)

The Vipers are pretty strong, so power your weapon up. Beat the four normal Vipers, to commence the battle against the Commander. Sometimes the Viper commander will roll down and cause a small shockwave also his HP is a little higher, but he can be beaten with a few hits just as well. Once they're all gone you will receive a weapon you will be using a very long time: the Horn spear.

-----  
Alchemy: Heal

-----  
After their defeat you will meet a good friend of Fire Eyes, he will ask to heal you and he gives you the heal formula. Mix one root and 2 parts water to heal some of your HP. Make sure you level this spell up a couple of times, because this spell is very effective on the higher levels.

The friend of Fire eyes will remove the obstruction so the entrance to the next part will be opened up. Here you will meet some Raptors, watch out for their nimble claw attacks. These can be quite devastating so take them out first. There are two caves on the lower part: To the left a cave where you can rest and save, and to the right a cave where you can sell and buy some goods. There is also an exit to the right leading to the swamp, but first go up the volcano path.

-- Volcano Path --

While going up you will come across another cavern entrance near the top, enter it to find three Raptors inside. Beat them all to receive Dino Skin armor. Go outside again and walk up to the part with the geysers. If you step on them you will be transported to a higher level, but to reach the top of the volcano you must remove the two grass/weed patches left of the lowest geyser to reveal a secret geyser. Step on it, take the left cave entrance, and take the first geyser you encounter from here. This one will make you fly high into the sky, and end up standing on the top the volcano's crater.

-- Volcano Crater --

Here you will meet a strange looking Alchemist; this Witchdoctor will tell you that the only way into the volcano is by moving the big boulder you encountered earlier on. There seems to be only one solution to do that: by using the power of the "Levitation" alchemy.

Alchemy: Levitate

-----  
The Witchdoctor on the top of the volcano will teach you this, but there is one problem; to use levitate you need 1 part Water + a super rare alchemy ingredient: 1 Mud pepper.

This alchemist also tells you that Mud peppers can be found in the swamp. Before you go to the swamp it might be wise to go back to the village and check on the armor salesman, because he has crafted some new and stronger armor. Also level your spear up to level 3; you'll need it for the next boss you will meet in the swamp.

-- Swamp --

After you've done with that go back to the volcano path and take the right

route leading to the swamp. Here you will meet strange small and green looking creatures called Frippos, these mutated frogs are very annoying for they are very small and can evade your attacks most of the time. To the north of here you will find a death end... for now, so go back and kill all the Frippos.

Use the water lilies to create a path from island to island. Most of the time you need to kill a certain Frippo to create a new path. There is also a gourd with a Call bead near a Frippo that will create the final path to the boss once it's killed. Upon reaching the northern passageway you will meet Blimp in his mud-hut. This guy has some problems with a huge snake named Salabog, for it is out of control. He asks you to take care of him and you oblige since you don't have much choice; the snake attacks you right away!

-----  
Boss: Salabog  
-----

Salabog                    Will o' the wisp

HP: 2000                    HP: 40

EXP.: 712                    EXP.: 4

Money: 66 T                Money: 4 T

Weakness: Head

Special attacks: Blue flame breath, Summoning Will o' the wisps, Head butt

This guy is harder than Thraxx, and the Wisps that he throws at you will follow you all around the place. Destroying them will only make them come back a few seconds later. So only kill a Will o' the wisp if they are blocking your path. Power up your spear to level three and wait for Salabog to show his head, keep some distance and have Matrix throw his spear. If you don't attack you will be attacked by Salabog's head butt. After he's hit he will dive underwater, then he will pop up at a different place. So hit him again with the spear, and keep doing this until he has had enough. Of course don't forget to heal Matrix and Frisket when needed. If you powered-up "defend" some levels use it to get better protection.

-----

After the serpent's defeat Blimp will invite you to come inside. Your reward... A gold rupee.. no, a key.. no, a still beating heart.. no, what then, a Mud pepper of course! You can also stay for free here and you can save your game as well. Matrix's business is done here in the swamp so let's go back to the Volcano entrance. Go back to that big boulder and use "Levitate" to enter the catacombs of the volcano.

--Volcano Core--

Inside, you can walk at the beginning through the left wall. It leads to a secret room with a Call bead hidden in a pot. Continue on, and you will come to a part filled with lava and Vipers. In the top left corner you will find a gourd with Clay in it. From here on follow the upper path to find a gourd with a Mud pepper at the end. To your right you will see another boulder so use "Levitate" once more.

Continue on and walk up a ramp, push the boulder of the edge with your currently selected weapon. Do this again with the other boulder nearby to open the path to another gourd with a Mud pepper. Use this on the next boulder, and take the passageway you just opened up. Go up another ramp that is located to your left, here you will find another boulder. Push this one down as well, go to the spot on which the boulder fell, head to the left, up a ramp, and you will come to a small maze.

## Alchemy: Speed

-----  
From the start of the maze you must go left, down, (right down), and you will be in a small room. Walk through the right wall in here to find an alchemist who is hiding for the vipers. He admires you heroes, so he gives you the speed alchemy formula. Use 2 parts water and one part Wax to increase your agility. If this formula reaches level 6 you will be untouchable when it's active, because your Evade and Hit percentages will be raised to the maximum.

From the start go:

- 1 Screen Left
- 1 Screen Down
- 1 Screen Down (via left branch)
- 1 Screen Down
- 1 Screen Right
- 1 Screen up

You will eventually come to a very good spot to train, for there are some Vipers around and one Viper Commander. The best way to train is to kill the first Viper you come across and then kill the Viper Commander. Afterwards use some alchemy spells to take out the other Vipers. Go off-screen and come back, repeat the process, and you will gain a lot of experience and talons.

Note: if you want to have it a little easier in the next part of the game save up 20,000 talons! This is optional, and if you don't want to train that long then go on to the next part. The Viper Commander will drop a Mud pepper, and with this Mud pepper you can use Levitate on the last boulder blocking your path.

--Volcano Sewers (Sewers in an active Volcano?) --

Now that you removed this boulder you can go to the sewers, here you will see two entrances leading up to the left and right. Take the left entrance and you will come to a maze, where you need to fall down the pit with the 'flashing' light on the wall. It's best to take the route shown on the ASCII map:

```
=====+-----+
= | = | |
= | = pp--+--pp
= | = pp +--pp--|
= | = | | |
= | =====|=====
= | | | | =
---|--|-----| | =
= | | | | =
= |-pp-----+-----
= pp | =
= | | =
=====E
| | =
+-----+ =
| | =====
+-----pp =
pp S
```

+ = junction

- = sewer path  
= = path to follow  
p = pit  
E = exit-pit you need to fall down

Here you will find the switch to open the door on the other side of the wall. You will also find a friendly Viper here who can save your progress. Go back to the start and take the right pipe. Simply keep walking up and fall down the first pit you come across. You will come to the room where the gate once was. Continue up to get a "warm" welcome from the evil twin of Fire eyes. She's talking about taking over Prehistoria from the real Fire eyes, who appears at that same moment (I didn't know she could teleport!). The twin can't have any of you meddling with her plans so she sends her pet Magmar (No, not the pokémon) at you.

-----  
Boss: Magmar  
-----

HP: 1000  
EXP: 500  
Money: 900 T  
Weakness: -  
Special attacks: Heat wave, Flame breath, Heal

Magmar is very easy, but don't forget that he heals about 100 HP every time he goes back into the lava. His Heat Wave won't do much damage, so you can dispose of him very quickly.

-----  
When the pet has been exterminated Fire eyes' evil sister shows up again and decides to give you heat and blows up the volcano along with it. The explosion throws you to the next region on the plateau: Antiqua. Here you will both land on a shell or something like it, then you fall down a waterfall, and Matrix will be separated from Frisket. Hours later you will wake up and come to the conclusion that your dog is not around here. Better try to find him.

=====  
4. Reunite with your dog  
=====

-- Antiqua, Crustacia --

Walk around a bit, talk to people to find out that you are in Crustacia. Find the armor shop on the big boat, change your currency from Talons to Jewels and buy all three types of armor. You don't really need them, but then again you do for this is a good way to speed up the trading at the Nobilia market. Go to the field to the right and go up one floor, then go inside the small cave. Here you will meet up with Blimp, in the conversation you will ask yourself where or what your dog is.

--Nobillian Palace--

You will get a scene where you have to play as the dog. Simply go from Lily pad to Lily pad by going down, left, left and walk into the palace. Here you will see a cut scene. Two people are talking; the one is Pompolonius and the other is unknown at this point. They talk about a Sacred dog and some Diamond eyes. Frisket will then come sliding into the room, and Pompolonius will think that he is the Sacred dog. The game will now go back to Matrix, you see

him outside with Blimp. Somehow Blimp has opened the path to the north (Don't ask me how).

Alchemy: Crush

-----  
Blimp will give you the Crush spell, mix one part Wax and one part Limestone to make a huge hand fall on your opponent. This alchemy is very strong, once you get your dog back you might do some training on this spell. Make sure you practice on the Mad Monks, they are weak and drop a lot of money as well.

To the right you will see two pots you can't get to them right now, but if you do want to reach them you must make sure that you have a Mudpeppers and equipped the Levitate spell (For later on at the Nobilian Market).

Rare item: Chocobo egg(1)

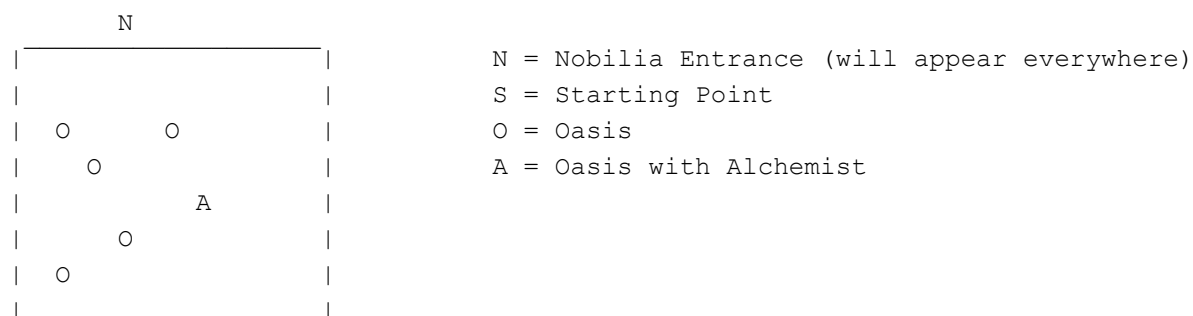
-----  
Back in Crustacia you can go to the upper floor, and go inside the cave on the right where you will find two pots. Open the right one and you will hear some calling you from behind the big box. Walk towards it to meet a friendly mad monk. He has got a deal for you: 1 Amulet of Annihilation for the price of 10,000 jewels. (Here's the part where trading in those 20,000 talons would come in handy) This is a little absurd for 1 amulet, but if you pay up you will also receive the egg of the Chocobo as a free gift!

If you need more jewels fight the mad monk on the part to the right, go back and do it again. He will give you 75 jewels each time he's defeated. I leave it up to you whether you buy or not, but only if you get the Egg of the Chocobo here you will be able to have all the charms and special amulets at the same time, when you get near the end of the game. I will explain this later on, so buy or leave Crustacia. Then again you can come back later for it, but make sure you don't have any Amulets of Annihilation or else the Swindler Monk won't appear.

Go up to the desert and either take the ferry for the cost of one Amulet or walk to the north. Make sure you have at least 1,000 jewels before you go to Nobilia, because you will need it on the trading market. Nobilia is located to the north of the Desert of Doom. It consists of one big market and a town square. The market is one big trading game and is quite complex to explain, but first how to get Sting.

Alchemy: Sting

-----  
This is one of the hardest alchemy spells to find in the entire game. There's an alchemist in an oasis in the Desert of Doom who can teach you this formula. Here is the map of the Desert of Doom:





```

|0         O         |
|         O         |
|        O          |
|         O      A   |
|         O      O   |
|         O         |
|        O      O   |
|         O         O |
+-----+
|         S         |

```

As visible there are two alchemists in this desert! Perhaps the clone is there to give player some leeway in finding him in such a big desert. Anyway, if you meet either one of them you can get Sting. Mix one part Vinegar and two Wax to make lots of bees sting your opponents. Talk to this guy the dog (once you've been reunited) to receive the spiky collar.

=====  
4.1 Nobilia 'Bargain Bazaar' Trading Market  
=====

-- Nobilian Market --

To speed up the trading sequence even faster you have go outside, into desert again and walk to the left here. You will see a single stone standing the sand, walk under past it and stop moving, you will start moving in circles for a while. Wait for about 4 to 5 minutes and you will be sucked down. (You can use Petals or Heal if you HP gets very low) Underground walk to the right to receive 99 spice and rice. You can now go to the market of Nobilia there are lots of things to do here:

-Jade disk, Moxa stick, Ruby heart, Silver sheath, Armor polish, Sun stone and Magic gourd can all be obtained on the trading market. In Appendix C you can see which items you need to trade which items.

-Talk to the psychic many times, and when lucky he will say that you are in a video game; "if I'm lying, may I be struck down by the powers that be" You will see three options, but instead of choosing one of them press "Y". The man will thank you and give you depending on what you already have:

Have:	Get:
Bronze armor	Stone vest
Bronze armor, Stone vest	Centurion cape
Bronze armor, Stone vest, Centurion cape	500 or 1 Jewel(s)
None of the combinations above	Bronze armor

-Buy a tapestry and go up one screen, here you will see a huge rock. Lift it with the "Levitate" alchemy and Tiny the barbarian will show up. For the cost of one tapestry he will lift and throw the rock far, far away.

-Like the merchants say you only have exactly 15 minutes (pause doesn't count of course) to buy all the items before the market will be closed. It will be opened later on, after the fight in the colloseum.

-There is one merchant who sells Amulets of Annihilation for the price of 30

rice bags, if you say 'no' he will bargain for 15 jewels. Don't go any lower than this or you won't be able to buy anymore amulets, although you can go as low as 3 amulets for one bag of rice one single time. After buying 3 for one bag he thinks that you are too shrewd, and won't bargain with you anymore. To buy all the things you need later on have at least 5 amulets in your possession before you go to Gothica (much later on).

-Always go for "the other goods" instead of choosing the charm as a trade, because you can get most charms only once in the game. True, you can get some of them back later on in Gothica, but only a few items; not all of them.

-There's a way to make some money by appraising goods.

1. Buy rice in the NW corner ( 1 bag @ 3 Jewels)
2. Buy pots with the rice ( 1 pot @ 2 Rice = 6 Jewels )
3. Sell the pots to the appraiser ( 8 Jewels @ 1 Pot )
4. Make 2 Jewels profit for each pot you sell

-The most effective way to trade and get all the items is the following.

Assumptions:

1. You got the free 99 Rice and Spice secret from the desert
2. You plan on getting the Chocobo Egg by either paying 10,000 Jewels or by buying Ceramic Pots until you get it
3. You plan on getting the Centurion Helm, Gloves of Ra, and Thug's Cloak for free in the arena.
4. This list also gives you everything you need to get all charms in the Gothica Market.

The trade sequence:

1. Trade for 11 Perfume (@ 3 Spice)
2. Trade for 25 Beads (@ 2 Rice + 3 Jewels)
3. Trade for 1 Souvenir Spoon (@ 2 Spice)
4. Trade for 5 Chickens (@ 1 Spice + 2 Rice)
5. Trade for 2 Golden Jackals (@ 5 Spice)
6. Trade for 4 Tapestries (@ 3 Beads)
7. Trade for 4 Jeweled Scarabs (@ 2 Perfume + 1 Spice)
8. Trade for 2 Limestone Tablets (@ 4 Spice + 2 Beads)
9. Get the Stone plate, then talk to the Psychic guy to obtain the Centurion Cape by saving him
10. You should now be able to trade for all charms and armor in the Nobilia market, and eventually the Ivor Tower market, making the assumptions above, as well as pay Tiny to throw the rock in front of the Coliseum.

Alchemy: Atlas

-----  
This alchemy spell can be found in the Warehouse emporium where you can buy Honey. Notice that there is a spider walking from left to right every time. Follow it and you will crash into a rogue who will teach you this spell. Use one part Ash and one Atlas medallion to create a spell that increases your attack power. He will also ask you to buy an Atlas medallion for the price of 100 jewels. You can do this two more times, but each time the price will go up with 100 jewels. This spell is by far the hardest to train. It will take a lot of patience and money to do, but can be done. The best/cheapest way is to buy only one atlas medallion, cast Atlas, buy 1 medallion, cast Atlas, and so on and on. Just make sure you've stocked up well on ash.

-Have these items in your inventory before the 10 minutes have passed:

1. Bronze armor, Stone vest & Centurion Cape
2. Serpent bracer & bronze gauntlet
3. Bronze helmet & obsidian helmet

Why? Because you will get the Thug's Cloak, Gloves of Ra and the Centurion helm in the colloseum for free, but only if you got these armors already in your inventory.

-Don't buy:

Centurion helmet and Gloves of Ra since you will get these once you are inside the colloseum. Besides you will have to give up the Moxa stick to get them, and I think that those charms are more valuable than some armor.

The only way to get the Centurion Cape without losing the Jade Disk is to obtain the Bronze Armor and the Stone Vest by buying it and then talk to the psycho guy I mentioned earlier. Let him live if he may get struck by the powers that be. And you will receive the Centurion Cape for free! Also you will get the Thug's Cloak in the Colloseum then.

When your 15 minutes of shopping are up, you will see that everybody is leaving for the big event on the main square. At this particular moment you can find a hidden stash of jewels that is only accessible right now (you also have a second chance just before you fight Aegis later on). Go to the stall that sells the cheapest Rice (North West Corner of the market). The basket that was there is now gone, if you search in the pot behind it you will find 500 hidden jewels.

-- Nobilia Town Square --

After you get this secret jewels you might as well go to town square as well. In front of the sacred dog statue you will find Frisket, Pompolonius and Tiny. Frisket chooses you to fight against Vigor in the colloseum, and you will automatically go inside the colloseum.

-- Inside the Colloseum --

Here you will have the chance to save. Tiny will greet you as well and leaves you with the dog, now that you are reunited with the dog let him sniff near the right wall. Your dog will then find a secret passageway near the pot with the petal leading to six pots. The contents depend on what you have collected so far. The Centurion helmet and the Gloves of Ra will be in here if you collected all the armor I told you to buy. Same counts for the Thug's Cloak (or Centurion Cape if you don't have it yet) that is in the pot to the left of the exit, you can't miss it. There is also a Call Bead to be found in the secret room as well.

-----  
Boss: Vigor the Indestructible  
-----

HP: 1050  
EXP: 1050  
Money: 1000 J  
Weakness: Backside of Vigor  
Special Attacks: trident, boomerang, dash

This battle is best to do with the spear, and I used speed to avoid his attacks. Power up the spear to level 3 and throw it against his back, this is

his only vulnerable part. Vigor will go from left to right and back. He will sometimes come dashing into you, then he will stop and take applause from the audience. Vigor also throws with tridents or boomerangs, they are both easy to evade. Just walk keep on walking vertically, and they can't hit you.

-----

Once you annihilated Vigor Pompolonius comes down, congratulates you and he will also give you the Gladiator sword as an award. In combination with the Silver sheath it does more damage than the Horn spear, so keep using the sword. Now that you and the dog are together again you will get your next mission: Retrieve the diamond eyes from the great pyramid and the Hall of Collosia, both located to the west of the river. After the conversation you will see two strange figures talking to each other about the diamond eyes as well...

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## 5. Treasure seeking for the Diamond eyes

=====

-- Nobilia --

You can do some more shopping on the market if you like, but eventually you want to go back to Crustacia to continue your quest. Once you crossed the desert you will see that the rock that Tiny threw (if you payed up the tapestry) fell down exactly on the spot near the two pots of earlier on. In the pots you will find 200 Jewels and a Call bead.

Alchemy: Revive

-----

Blimp will give you this spell after you get the dog back. 3 roots and one part bone are required to revive your dog from his death. The spell will also give him some amount of HP depending on the level of the spell. I find this spell just a waste of effort. You could just as well use a Dog Biscuit instead and save an alchemy slot for something more useful.

-- West Bank --

Go to the far left and you will find a broken bridge, but this isn't a dead end for your dog. Select Frisket and jump over the gap, walk up, stand on the trolley, and you will be transported to the right. Select Matrix again and go back on the trolley to the other side. Walk down cut the bushes with the sword and go to left. On the next screen take the upper left exit to come to a small camp.

-- Horace's Camps --

Talk to the man in yellow clothes; he is Horace Highwater. It turns out to be that he was also part of the experiment just like Elizabeth. He will ask you to get the diamond eyes for him. Horace tells that one is hidden in the great pyramid and the other is in the hall of Collosia. There are pits near the two structures and the only way to cross them is by using the "Revealer" formula.

Alchemy: Revealer

-----

Talk to Madronius and he will give you this spell. It is needed to make bridges visible over some pits. Mix two Ash and one Wax and your sight will

become clear. Madronius will also tell you about his brother, he is hiding in the hall of Collosia. He can give you an alchemy spell, if you can find him.

-- The Great Pyramid --

Don't forget to talk to Horace again to receive his Call bead spells. It is time to go to the Great pyramid located to the southwest. Use Revealer to make the way to the pyramid visible. At the base of it you will see a button. Press it and the gate next to it will open up. Let Matrix stand on the button, while you switch to the dog and go inside. Use 'Select' again to go back to Matrix. Go up the stairway, follow the path to the entrance and go inside.

-- Inside the Great Pyramid --

Within the Pyramid you will find some pots, one of them contains 2 call beads. Take the entrance that is located in the middle with the 2 sons of Seth. Walk down the big stairs, and go inside again. Here you will find the Motherhoard of items and alchemy ingredients. Here are 2 Meteorites, 2 Dry ice to be found among a lot of others. Walk all the way up the "s" shaped corridor, step on the ankh symbol to open the way. Continue on, down the stairs. Switch back to Frisket, let him stand on the upper left symbol. This will open the door for Matrix, switch back to him, and walk through the corridor.

Here you will come to a junction where you can best take the upper way. You should come to a pot with 3 pieces o' Dry ice in it. Head back, take the other way, and watch out for the cobra statues you will come across. They can cause a lot of damage to you, plus they poison you. Walk down and you will find a pot with another Call bead. Go further down, walk over the stone bridge to collect some items in the pots across the water, if you please. The stone bridges will collapse as soon as you walk over them. Take the third stone bridge to get across the water once more. Now let the pooch stand on the lower right tile to open the door to the next corridor. Here you will meet the mid boss of the pyramid.

-----  
Mini-boss: Son of Anhur (2x)  
-----

HP: 500  
EXP.: 250  
Money: 250 J  
Weakness: -  
Special attack: Slow burn

These guys are not very hard, with a HP of just 500 each they will be beaten with couple of hits. They are very slow meaning that you can easily avoid getting hit, and their "Slow burn" doesn't do much damage either. Their defeat will give you the bronze axe. This axe allows you to breach some of the weakened walls in the pyramid. Use it to open the next wall, and to find someone who can save your game as well.

-----  
Horace's Regenerate Magic  
-----

At the save point go down over the water walk to the right, then go down as far as you can without having to dive into another wall. Walk down over the four stones in the water and then go to the right. Switch back to the dog and open the gate by making him stand on the lower right switch. Scoot past the

stone cobra's and bash the wall here to get to a lone pot with the "regenerate" magic, if you don't have any of Horace's spells you won't be able to open this pot.

At the save point again walk a bit down, use your axe to open the wall. Here you will find another call bead. Open the wall to your left, and you will meet up with Frisket again. Now go to the exit to you right, in this room take the middle exit to reach the top of the pyramid again. Both of you have to stand on the switches to open the final door to the boss room.

-----  
Boss: Rimsala

-----  
Rimsala                    Statue  
HP:        1200            HP:        1  
EXP.:     1200            EXP.:     0  
Money: 1000 J            Money: 0 J

Weakness: Circular Red 'eye' of Rimsala  
Special attacks: Flash

At the beginning of the battle you will be confounded which isn't very good for you, this can be cured by using either Cure alchemy or an Herbal essence. The six statues among Rimsala throw Flash at you, which you can avoid by outrunning the spark. The statues can be defeated with an alchemy spell. For Rimsala; just power up your weapon (I chose the Horn Spear for this battle) and hit Rimsala with it. After destroying it you will receive the first Diamond eye. Walk outside and you will be at the base of the pyramid again.

-----  
Alchemy: Escape

-----  
Go see Madronius again and he will give you the escape spell. Mix one part Wax and one part Vinegar. I never really used this spell, if I had to escape I would use Wings.

Alchemy: Drain

-----  
Go back to the broken bridge and the trolley (the West Bank). On the east side of the bridge you will see a big rock. Breach it with the use of the bronze axe and go inside. The alchemist inside will give you the drain spell.

On your way to the Hall of Collosia to the north east of the camp, you can use the axe to open up some small walls. Just hit them with the axe to break them once and for all. Use your "Revealer" spell on the bridge in the northern part to get to the entrance of the great hall. Note: This is a good place to train your alchemy; mad monks are very weak and drop a lot of jewels.

-- Hall of Collosia --

Go inside, (I kind of like the tune here) walk up and if you try to hit the switch with your spear you will hear Matrix saying that you need a stronger spear. You can also use the "Revealer" on two bridges here; the one to the right will lead to a young lady who can save your game. The one to the right leads to a press button with face on it. Press this switch and a passageway

in the left wall will be opened (Visible by the light it shines).

-- Hall of Collosia (Upper Left Room) --

In the next room you can walk through one of the lower section of the left wall. To get to the pot with pixie dust you must walk to the left, down, left, up, right, up and left.

A little to the right of that entrance in the wall you can use your axe to create a path to a pot with a Call bead. Walk back to the entrance of this area, and go up to a small brown pillar. This is a switch so hit it with your current weapon to make a bridge appear. Once you crossed the bridge will be gone so you have to find another way back. To your left you can use "Revealer" to get to a lone pot with 2x Ash in it.

Walk around until you find another "face" press button activate and go back to the brown pillar next to the revealer-bridge you just made. Hit it with any weapon and run to the bridge that will be appear all the way around the hall for 15 seconds, if you fall of the edge you will be placed back near the pillar you started from. Once you reach the other side go back to the main room of the Hall. Take note of the lower right wall, for it has become a passageway.

-- Hall of Collosia (Lower Right Room) --

Inside this room you will come across a mini-boss, so weak that it is hardly worth this title...

-----  
Mini-Boss: Mini-aur

-----  
HP: 500  
EXP: 1000  
Money: 10 J  
Weakness: -  
Special attacks: Stomp

Mini-aur is very weak, though his attacks can take away some of your health. At some point he will stand still and stamp with his feet on the ground, which injures you and the dog at the same time. For the rest he is easy as pie. Once he has left the building a button will be visible. Press it and go back to the main room. Now you can take the lower left passageway.

-----  
-- Hall of Collosia (Lower Left Room) --

Here you will see three switches in order to continue on you must press the switches in the following order: 123. Enter the passageway to find a room where you can walk through the left wall at the spot of a small light. Walk left, down, left and up to find 3 parts Honey. To you right you will see a wooden bridge. Now use a weapon that is on level 3 and power up to the maximum. Long-run to the other side of this bridge. Walk down and trigger the face button to your left. A little further on you will see 6 switches just trigger them all to lower the fence. Walk up, hit the pillar and fall down the gap.

-- Hall of Collosia (Upper Right Room) --

Finally take the last of the 4 passageways, hit the switch here with your weapon and go over the huge ravine. First take the left way leading to another face button. Go back and take the right path leading to another face button. Now you can take the middle path. At the end use revealer to make the bridge to the other side visible. Walk on until you meet a mad monk, he looks

the same as a normal monk, but his HP is 1000. When you defeat him you will gain the bronze spear.

Alchemy: Fireball

-----  
At the spot where you meet with the mad monk you must examine the lower part of the left wall, because you can walk "in" it. Walk around until you meet the brother of Madronius. He will give you the power of the fireball spell. Use one part Brimstone and two ash. You can save here as well. From here go back to the start.

Go back to the start and use the bronze spear on the pillar you saw earlier on. Walk up, and fight Megataur.

-----  
Boss: Megataur

-----  
HP: 2500  
EXP: 2500  
Money: 3000 J

Weakness: -

Special attacks: Drain, Crush, Confound, Ground shock

His magic attacks are very weak, no make that pathetic and he is easily defeated with Flash and Fireball attacks (even on low levels). He doesn't really do much damage so he is gone without too much effort. What a weakling (and what a shame somehow).....

-----  
You will receive the second Diamond eye after he's gone. Go outside and head for Horace's Camp. Here you will hear from Madronius that Horace has left the camp (for some unknown and unexplained reason) and that you should search for him on the other side of the river. If you try to exit via the right passageway you will meet up with someone who has quite a resemblance to Horace. He commands you to give the eyes to him! Matrix then obliges and gives them to "Horace". When you try to follow him you will be stopped by two Rogues. (Sarcasm ON) I'm shakin', I'm shakin' (Sarcasm OFF).

-----  
Mini-Boss: Rogue (2x)

-----  
HP, EXP, and Money: Same as normal Rogue.

This is ridiculous, just hit them once and there gone. You will receive additional 100 jewels for defeating them. If it wasn't for the Mini-Boss BGM I would not even list this excuse as a Mini-Boss Battle.

-----  
Matrix then realizes that that wasn't Horace (talk about being slow), and figures that he should go to Nobilia to check on the sacred dog statue. So go to Nobilia, you may want to power your spear up to level 3 first. In Nobilia the market will be empty, hmmm... suspicious. You can save at the inn and go to the town square. Here you will find the imitator of Horace placing the eyes in the dog statue. The statue will break apart revealing Aegis.



-----  
Boss: Aegis  
-----

Aegis	Skullclaw	Will o' the wisp	Bad dawg
HP: 4500	HP: 120	HP: 50	HP: 100
EXP: 3000	EXP.: 20	EXP.: 20	EXP.: 20
Money: 1200 J	Money: 20 J	Money: 20 J	Money: 20 J

Weakness: Head (when the shield is gone)

Special attacks: Summoning Will o' the wisp / Bad dawg / Skullclaw

His summoning abilities change when his shield changes. Aegis himself doesn't attack you at all, and all the creatures he summons can easily be defeated with your Spear / Alchemy. Frisket can also cause a lot of damage, so in the end he's quite easy to defeat. You can only attack him when his shield is Flashing or when it's completely gone. Repeat this process just a couple of times and BOOM. Again a original boss, but they are just so weak... Perhaps starting a low level game would be much more challenging.

=====  
6. The undiscovered territories of Evermore  
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-- Nobilia --

When Aegis explodes the Energy core inside of him will still be there. Horace will ask Tiny to throw away the energy core. A few seconds you will hear an explosion, then Madronius comes in with news from the camp (How does he get from Crustacia to Nobilia within 3 seconds?).

He tells that the explosive Energy Core made impact just to the north of the camp, and a large tunnel opened up. These are unexplored terrains so they ask you to find out what lies at the end of that tunnel. You will receive the staff of life from Horace, which will increase you Defense with about 10%.

Now buy/have these items before heading back to Horace's camp: a Jeweled Scarab, a Golden Jackal, 5 or so Amulets of Annihilation, 5 beads, 3 Perfume, 20 Spice and you can also trade in the Chocobo egg for the Magic Gourd if you want. You will get the precious egg back very soon.

Alchemy: Double drain  
-----

This formula is given to you by the same as the normal drain formula. (the guy in the cave to the west of Crustacia) It takes 2 parts ethanol and 2 parts Vinegar to use this spell. Since Madronius' ingredients aren't for sale anymore it looks that this formula can't be leveled-up until you find more Vinegar. So you will have to wait to make this formula stronger.

Once you're at the Camp site you will notice that all the water is gone. Walk up and you will come to a dead end, but you can fall down near the upper part. You will fall down and crash into a huge underground maze not much vision here, but that's the challenging part of it (It would be plain easy with full sight, this dungeon is very small actually).

-- Underground Maze --

Go down the first screen, use the teleporter on the next, go down, up and use teleporter here. Go up a screen, go right, go down and use the teleporter. Try to ignore the Oglins and the other creatures as much as

possible, they pose no real treat and only the Oglins give good amounts of Experience & Jewels. Walk to the right to find 3 Call beads in a pot. Go left and up to meet the boss of this underground region.

-----  
Boss: Aquagoth  
-----

Aquagoth	Tentacle
HP: 2500	HP: 400
EXP.: 5000	EXP.: 500
Money: 5000 J	Money: 0 J

Weakness: Fireball (works very well...)  
Special attacks: Lightning Storm, Corrosion

Aquagoth is surrounded by tiny blue lights that can't be destroyed, but can damage you so be careful. The tentacles are easy to dispose off, and Aquagoth himself: Simply use Crush, Fireball, Sting and your spear and he's gone in no time at all. His Lightning storm is pathetic so you can simply ignore it.

-----  
Once he is defeated you will receive some Honey, and suddenly basket drops down, which is your ticket out of this dark dungeon and into the light you go.

=====  
7. The Exhibition, the Pig races and the Banquet  
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-- Gothica; Ivor tower south --

After the chat with the villager of Ivor tower, you will find out that you are now in Gothica. Your dog has also changed into a Poodle (You didn't expect that transformation, did you). After the small conversation with the guy next to the well use the lever again to bring an Oglin to the surface world; you will meet up with him later on. Go left and walk down the left side of the first hedge part, you will find a chest with 2 atlas medallions at the end. Walk to the left below the hedge to far left and you will find a chest with 5x ash. Now walk to the left from here and then go up here you will find an Amulet of Annihilation.

Horace's Aura magic

-----  
From the well go one screen to the left, then head up, walk to the left near the trees against the castle wall. Go down and you will find the chest with the call bead spell that gives you the gift of immortality (Temporarily, though and not that you really need that in this game).

=====  
Ivor Tower Market  
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You can go to Ivor tower. There is also a small market here. These items are worth buying:

-One Ticket for exhibition for 1 amulet of Annihilation.

-Rare item: Oracle bone

Oracle bone can be bought for 1 golden jackal + jeweled scarab

-Rare item: Thug's cloak

Thug's cloak is traded to you for 8 perfume and 6 beads (if you don't have this already in your inventory)

-Rare item: Insect Incense

For 3 perfume + 3 beads

To the left you will find a long alley here they sell cheapest spice and the strongest armor. Things to buy here:

-Dragon helm for 700 Gold coins (GC) + Amulet of Annihilation

-Magician's ring for 750 GC + Amulet of Annihilation

-Rare item: Egg of the Chocobo (2)

You can get the egg of the Chocobo (back) for 9 perfume + 9 beads.

-Up to 4 charms you have lost at the Nobilian market each for 300 GC.

Don't buy:

-Gold plated vest: this can be found in Lance's house after you get the Lance spell.

Check the houses to collect some alchemy ingredients from their provisions, there is one exception to this matter (Read "Lance" for details). On the third elevation you will find an Inn & Armor shop in one house. Don't buy any armor here since it's weaker than the armor you can buy in the alley.

Alchemy: Lance

-----  
This can be found in the most right house on the third "floor". Go inside and then upstairs, but DON'T open any of the chests. If you try to walk down Lance will come up to check his chests. When he sees that you are a good boy he will give you the Lance formula. Use one part Iron and one part Acorn to throw a huge spear/lance on you enemies. This alchemy is one of the stronger spells, so it's worth powering up.

After you get the Lance spell he will allow you to open Lance's chests. Collect the Gold plated vest and the Amulet of Annihilation. You can also access his house from the backside. Here you will find three chests with nice treasures inside. This trick also works with the biggest house at the highest platform. You can't enter the castle so you need to do something else. People in the alley are talking about the pig races.

-- Exhibition --

Farther to the north in the alley you will find the exhibition. The place where "strange" people like Sylvia the beardless woman lives! If you haven't bought a ticket do so now at the market. Or else you won't be able to get on with the plot. Now that you have a ticket, talk to the person in front of the exhibition and go inside the exhibit. No dogs are allowed, so Frisket has to stay outside. Once Matrix is inside you will see that someone takes Frisket with him. I won't spoil the exhibits, but the last exhibit is the latest addition: The pig poodle. When you take a closer look it seems to be that that pig poodle is your dog in disguise. Frisket will run away and coincidentally crash into the pig race. Your dog is so fast that he is the winner of the pig races, meaning that you will be invited for the queen's

dinner. That seems to be great, because you are now able to meet the queen and ask her how to get back to Podunk.

-- Ivor Tower Castle --

Once you come to the dining room it turns out to be that Frisket isn't with you anymore. Matrix takes place at the table and Queen Bluegarden is introduced. You speak to Miss Bluegarden the screen will "zap" to Frisket.

He seems to be the main course for the queen's dinner in other words he's in big trouble. Pierre the cook notices that Frisket is no pig at all and will try to catch Frisket, but the fat cook is too slow and you can escape in the ventilation system. Keep following the left wall and go up the first shaft you come across. Go to the left; outside. Now you can first get the Queen's key or you can read on to solve the puzzle.

Rare item: The Queen's Key

-----  
Take upper door go down the ventilation shaft. Walk as far to the right as possible, go up and go to the far right ventilation shaft. Go down again, walk up and hug the right wall for there is an invisible entrance to the right somewhere in the middle. Keep on walking to the right, then you will come to a very small maze in the dark. Directions are very hard to give, but this is a one way maze so if you can't get any further try a different direction. You will get the Queen's key once you get the most upper-right corner from a woman who seems to "live" here.

Outside again where we started off initially take the upper door go down the ventilation shaft. Follow the lower wall until you reach another shaft. Go up and you will see some bookcases to you right (Here comes the trick to solving this puzzle). Behind the bookcase is a hidden shaft. Fall down here, go down, right, walk against the dark background and go down. From here on it's one way to the banquet.

Frisket will come running in, pushing everything of the table. The queen will become very mad and you will have to spend the night in prison. Here you will have the chance to save or call a lawyer. :) After the guard puts you in your prison cell Frisket will be able to get out of the Prison cell though a small passage. If you want to collect the Defender collar for free you must defeat all the enemies: 2x viper, 2x mini taur, Guardbot from the other prison cells without freeing his master.

Once you freed Matrix you can switch back to him, and go back into your cell to find an Iron bracer (You can best sell this, since you already have the magician's ring). You can open the lower right prison cell, which leads to a sewer system. Use the Charge-Run (Charge and Run at the same time) to explore the sewers, but be careful the toxic water drains HP. To the left of the Corrosion man you will find the exit door. It is not that difficult to find your way around here, so I don't think descriptions are needed.

Alchemy: Corrosion

-----  
In the upper right corner of the sewers you will find a man who will teach you Corrosion. It requires 1 Mushroom and 3 drops of water. This spell will damage all enemies on screen light multiple times. There are also two Call beads to be found here.

=====  
8. Journey to Ebon keep  
=====

-- Ivor Tower castle --

A guard will come by and commands you to come with him to the queen. Miss Bluegarden now apologizes for the way things went and asks you to go to Ebon keep and to lower the drawbridge so she can go across with her troops. This way she can take Ebon keep by force, and you agree to help. Follow the directions she gives and go outside to the giant chessboard. If you take one of the exits to the left in the queen's room you will see that the king is hypnotized by the Puppet show. Just take a closer look at the thing behind the bookshelf...

Once you leave for Ebon keep, Matrix will (finally) notice the key around Frisket's neck. It's plundering time! Go to the east wing and use the key on all the rooms so you can open all the chests here. Don't forget to clean up the upper floor as well.

Alchemy: Fire power

-----  
After you looted the entire east wing you can give your key away to the alchemist in one of the chambers. He will give you the Fire power spell in return. Use one Feather and one Brimstone to hit your enemies with multiple fireballs.

Since Feathers are extremely expensive it might be wise to train this spell just outside the Ivor Tower. There are a lot of Hedgadillos, dancin' fools and blue goos, they all have a Feather as a dropped item. This way you only have to buy Brimstone at Lance's.

Now that that's done go to the east, here find the chessboard. Walk around a bit and fight the Skullclaws with alchemy spells to take them out easily. In the middle you will have to fight the simple Boss called: FootKnight.

-----  
Boss: FootKnight  
-----

HP: 2500  
EXP: 850  
Money: 200 GC

Weakness: -  
Special attacks: -

There is not much to say about this boss, if you have all the strong armor he can barely touch you. Just power any weapon up to level three and let him have it, or at least until you gathered enough damage to deplete his stock of 2500 HP. A new passageway will open up after his destruction.

-----  
-- Below the Chessboard --

This will lead under the chessboard. While you make your way down you will see the Energy Core from earlier on. You will have to come back here later on, but don't think too much about this. Once you get outside you will see a small cut-scene.

Here you will see Eronio (Who is that guy?) and the Queen. They are conversating about some "friends" in Ebon keep and some dragons taking care of Matrix & Frisket. This doesn't predict too much good and as always with villains it ends with the usual evil laughing of the evil mind.

-- The Dark Forest --

After the cut-scene you have the chance to save your game before you go into the Dark forest. I would save for you will have to travel quite some distance, to the next save point.

Alchemy: One-up

-----  
At the start of the forest follow these exits: DRRDLDRRDDLDDDL  
(D = down, R = right, L = left)

Matrix will find an alchemist here in "Nowheresville" or "Dead end City", he will give you the One-up spell. This alchemy allows you to fully restore the HP of one player, mix 1 Feather and 1 root to use it.

You can buy some ingredients here, but they are way and WAY too expensive in my opinion. After you found him you might as well use Wings to get back to the start of the Dark Forest. It's a lot faster, then having to walk back the entire trip.

I could write an entire walkthrough for the forest, but instead I will give you an important and helpful tip: Look at the "front" ground. Every time you walk on the correct path you will see an owl/bat like creature sitting in the tree. They look a lot like the Green Neo Greebles you will meet at Omnitopia (but even if you haven't seen them before, they will surely catch your eye if you pay attention to them). Just follow the path of Greebles to the bridge in the middle of the forest.

-----  
Mini-boss: Shape Lifters (6x)

-----  
Bad Boy (2 Shape Lifters)  
HP: 1000  
EXP.: 400  
Money: 333 GC

Weakness: Alchemy  
Special attacks: Lightning Storm, Nitro

These guys can cause some damage when they use Storm alchemy, but for the rest they are just like most other bosses; plain easy. The Nitro Alchemy is strong too, but I guess the level of the Alchemy they use is low, so it doesn't do as much damage. Simply power-up your weapon to level three and attack head on. Defeat yourself three times to be victorious.

-----  
When you kill the three bad boys you will receive the Crusader sword. Use this since it stronger than the Bronze spear (If used in combination with the silver sheath). There is a Save point on the other side of the bridge as well. From the bridge go RURUR...

Then there are two ways out:  
1. the exit ...DDDRRURULUUU  
2. The Wizard's Coin. ...R

R = Right      U = Up  
L = Left      D = Down

Wizard's coin

-----  
If you go to the right here you will find the Oglin you saved earlier on at the dead end. He will give you the wizard's coin, but only if you have the Thug's cloak in your possession. If you don't have the Thug's cloak he will give you one. This is the last new kind of charm you can get, so the charms collection should be complete now. Go one screen back and follow the route below.

On a side note: if you have both Thug's Cloak and Wizard's Coin he gives you 1000 Gold Coins instead!

-----  
Boss: Timberdrake

-----  
HP:      2500  
EXP.:    2200  
Money: 2000 GC

Weakness: Fireball/Sting Alchemy

Special attacks: ?

You can better use the Bronze spear, because I don't think you powered your Crusader sword up to level 3 by now. But... then again, this clown is easy to beat. I cast Fireball and 2x Sting (both high levels on him) and he was gone already. You will get the Lance as a free gift.

-----  
-- Sewer Entrance --

Go to the left and you will see two barricades blocking a passageway, you need the Knight's basher to destroy the barricades which you will get later on in the game. For now go into the sewers. You can't go wrong since there only one way to go and if there is a junction with two paths they will come together a little further on. So, eventually you will reach the exit.

If you go through the door here you will come to exact the same prison area, only in different color. What's going on? Open all the prison cells, the last one holds an passageway to Ebon Keep. It doesn't matter in which order you open them, so take a peak in all of them. Be aware though that the cells are inhabited with monsters as well.

I've heard from many people that this area may be glitched, because some say that there is no exit behind the last cell door. You should NOT open the upper left jail last! That is the door to the left of the wooden door on this screen, this is what seems to be the problem. If you get to this area just open that door first and then go by all the other doors one by one.

--Ebon Keep--

Once you are trough the exit you will find that Ebon keep is the exact replica of Ivor tower. Go to the armor shop to find a guy who is called Cecil who speaks of someone called Rosa. These two fellows are from Final Fantasy 2 on SNES. Cecil is the main character and Rosa, a white mage, becomes his wife/lover during the story of the game. When he asks you, here in Ebon Keep, if you ever heard of his becoming a Paladin or his trip to the moon it's because these adventures are part of the FF2 story (Thanks to RedGoblin for clearing this trivia up).

Here you can buy the strongest armor from this Cecil guy that is available

in Gothica. You will also get your bazooka back with one thunder ball projectile, one shot that is not very useful.

#### Alchemy: Regrowth

-----  
If you walk into the back of the big house at the top of the castle you will see an old woman who will teach you the Regrowth formula; mix 1 acorn and two parts water to slowly regenerate your HP. The formula has effect until an enemy hits you.

Prepare yourself for the hardest boss battle in the game, or have Horace's Aura magic at your disposal. First save at the inn and go up to the castle gate. Open it by walking against it, go up, inside the castle and walk up to meet a real challenge for a change.

#### ----- Boss: Verminator

-----  
HP: 4000  
EXP.: 1050  
Money: 1000 + 5000 GC

Weakness: Alchemy

Special attacks: Acid Rain, Explosion, Drain, Corrosion

Verminator is THE hardest boss in the game in my opinion, if you try to take him on with only your weapons. There are three ways to get rid of him:

#### 1. Uber-Easy way:

Use four of Fire Eyes' Call beads as the all do near 999 damage on Vermin boy. Just four hits, plus something extra and you're done.

#### 2. Semi-Easy way:

Use Aura magic and power your weapon to level 3 and attack and your strongest Alchemy formulas. You may want to use Atlas (if you powered up) as well.

#### 3. Hard way:

Is the same as easy, but without aura magic. Verminator will keep on hitting you with strong alchemy spells. You will be wasted in no time, if you don't pay attention to you HP. You have better chances of defeating him when you use alchemy, because every time you get hit by a spell you will have to wait a whole lot longer with powering up the lance.

-----  
You will receive an additional 5000 Gold coins for defeating him. If you walk up through the door Verminator once was you will meet Tinker Tinderbox. He asks you to come along with him to meet someone. This 'someone' is in fact the real queen Camellia Bluegarden. She will explain the entire story of what has happened. She will ask you to go back to Ivor Tower to take care of the imposter and you will also receive her Call bead spells.

#### =====

#### 9. Going back to Ivor Tower



-----  
-- Ebon keep Castle --

Go to the right and fight a small mini battle. Simply beat those easy enemies that are a pain in the glass and go to the next screen, here you will meet Tinker again. You will explain to him how you got to this world, via a certain place in space. Tinker will tell you that he has seen the place using his telescope and he knows a way how you can get there, but first you must take care of the fake queen. You can also see through Tinker's telescope that she is scheming right now; she says that she has orders from above to find some energy device, and will even destroy the kingdom if it can't be found.

Tinker recommends you to go back to the sewers and to the north visiting his brother Gomi Tinderbox. The blocked passageway near the entrance of the sewers can be destroyed with the axe that is located in the chest in this room. Note: Tinker's alchemy ingredients differ every time you visit another alchemist, until you reach Omnitopia again. After that he will have a fixed set of ingredients to sell.

Alchemy: Slow burn

-----  
In bookshelf to the left you will find the Slow burn formula; this does exactly the opposite of Regrowth and can be used on one to three enemies. You need one part Iron and one part Brimstone to use the alchemy.

On the contrary of the other spells, the damage slow burn inflicts is always the same. On level 0 it is 8,4,4,4,... On level 1: 12,6,6,6,... Level 2: 16,8,8,8,... Etc.

Alchemy: Explosion

-----  
This alchemy can be obtained in Tinker's room as well. Walk down to the chest where the knight basher was and you will see a book on the table, pick it up to get this formula. It requires 2 parts Ethanol and 1 part Ash. It says to destroy barriers, but it doesn't destroy any barrier that at all for as far as I know.

Go to the West wing of the castle. In the dining room you will find a chest with a Call bead.

Alchemy: Super heal

-----  
To the left of the dining room you will find a boy/old man named Naris guess his number right, and you will get the super heal formula. What you need to do is:

- Pick the smaller number if he's a boy
- Pick the larger number if he's an adult

This will get you the alchemy that doesn't require level-ups as it always heals your HP to the brim!

-- Gomi's Tower --

Go back to the entrance of the sewers near the forest and use the knight basher to open the passageway up. Here you will find Gobi's tower. Some of

the floor level are not so stabile, and will crumble if you try to pass them. Use the door somewhere in the middle to get up to the top of this huge tower. At the top you will meet the boss.

-----  
Boss: Sterling  
-----

HP: 3000

EXP.: 0 ( you can't kill him )

Money: 0 GC

Special attacks: Fireball, throwing you from the platform

Sterling can be hard because he can throw you of the top of the building meaning that you will have to walk all the way back up again. So the best place to be is on the stairway where he can't hit you, unless he casts fireball. Power up your Lance and throw it at him when he gets closer, do this a few times and the battle stops.

-----  
Gomi will come out of nowhere and he restores your HPs. He will tell you why he is building a tower that is so tall and also he gives you an alchemy Formula.

Alchemy: Lightning storm  
-----

You will get this alchemy automatically when you meet up with Tinker's brother: Gomi Tinderbox. Use one part Iron and 2 parts Ash to create a storm that electrocutes an enemy. My, my, we've been getting many spells all of a sudden.

-- Ivor Tower (Sewer Entrance) --

He will summon Sterling to arrange a travel back to Ivor Tower. BTW: You can save here as well, before you go to the next boss you might want to train your weapons to level 3 just south of the kingdom. Great place to train since the monsters here drop lots of Feathers, which is a very expensive ingredient to buy. Upon the moment that you are ready to leave, go to the Puppet show room. Here you will have a direct confrontation with the fake queen who summons Mungola to her assistance.

-----  
Boss: Mungola  
-----

Mungola	Mephista	Old Nick
HP: 4000	HP: 500 + x	HP: 500 + x
Exp: 8000	Exp: 1000	Exp: 1000
Money: 0 GC	Money: 250 GC	Money: 250 GC

Weakness: Mungola's head

Special attacks: Fireball, Mephista heals Mungola, Corrosion

x = 250 \* No. of times defeated

First you will have to fight Mephista and Old Nick, once they're gone walk up to see Mungola's ugly face. Mephista and Old nick will be regenerated and will get more HP every time you beat them, but they drop nice amounts of EXP and gold so kill them first a couple of times as an extra bonus. As for Mungola; Simply hit that pig/swine many times with a level 3 weapon or strong alchemy. Mephista can heal Mungola, but only a feeble 60 HP or so.

-----

After a while you will probably beat Mungola without too much effort, and the queen will not be very pleased. She wants to drop onto you making you as flat as a pancake. She falls, she fails and she goes all the way down. Because of her weight the foundations will be damaged, which causes the castle to collapse. You will receive 10,000(!) gold coins from the king for your troubles as he leaves the palace. Everybody has moved back to Ebon keep so you might as well do the same. Go to Tinker's tower and go outside using the right exit here.

=====  
10. One way flight to Omnitopia  
=====

-- Ebon Keep Castle --

Here you will see Tinker in his Windwalker and he asks you to get a Gauge a Valve wheel and the 2 Diamond eyes. You need these items for the rocket you are going to use to get back to the metroplex in space. You can use the Windwalker to travel across Evermore and the fire pits will be ignited. These light spots on the map will show you where you can land. Once you have all three items you can come back and give them to Tinker.

=====  
10.1. Gauge  
=====

-- Prehistoria --

To get the Gauge you must use the Windwalker to get back to Prehistoria. Once you landed here visit Fire eyes to tell her about Horace and Camellia Bluegarden. Talk to the woman in the hut next to the village Inn to receive a piece of Honey. Also you can easily power all your weapons up here, because the enemies haven't become any stronger.

-- Volcano Path --

Return to the volcano path and use the geysers to get up to the top of the volcano again. Since you can't land on the top of the volcano anymore you will come down exactly on the spot where a gourd with the gauge inside.

Alchemy: Miracle cure

- - - - -  
Go to Strongheart and he will give you the Miracle cure. This spell is a combination of heal and cure. However Miracle cure doesn't cure confusion (glitched, I guess). You can talk to Strongheart as the dog to receive Spot's collar which is Frisket's final and most powerful collar.

=====  
10.2 Valve wheel  
=====

-- Prehistoria --

Go to the Bugmuck and go back to the room where you fought Thraxx, he is now replaced by a new boss.

-----  
Boss: Coleoptera

-----  
Heart                    Left claw                Right claw  
HP:        6000        HP:        2500        HP:        2500  
EXP.:    10000        EXP.:    4166        EXP.:    4166  
Money:    4000 T        Money:    400 T        Money:    400 T

Weakness: Heart

Special attacks: Storm, Flash, Electra bolt

Coleoptera is a beefed up version of the original Thraxx. The only difference is that she constantly attacks you with Alchemy magic. So this battle is a little bit like the one against Verminator. Beat the Claws first if you want some extra Experience. Don't forget to heal yourself of course, and attack back with alchemy. I noticed that even spells on level 0 can cause over 100 damage on her. After her defeat you will find the wheel in the cocoon behind her.

-----

=====  
10.3 The diamond eyes  
=====

-- Antiqua --

Use the Windwalker to get to Nobilia and make sure you have "Levitate" equipped as well as at least 1 Mudpepper. Head for the palace grounds and if you walk to the right just above the third snake statue you will find a Call bead. Walk up one screen and go to the right on the left side you can walk into the poisonous water. There is a small stack of 2500 GC (gold coins in Antiqua!?) to be found here. Enter palace itself to meet Horace again. He will tell you about Tiny; he has shut himself up in the basement of the great pyramid and calls himself the leader of the Oglins. He has the Diamond eyes as well. How he got them eludes me to this very day.

Alchemy: Barrier

-----

Horace will give you this spell, mix two bones and one part Limestone to create a barrier that will half all damage you will sustain for a while. The spell also regenerates some HP for you.

-- The Great Pyramid --

Go to the entrance under the great pyramid by redoing the jump sequence with the dog over the river near the West Bank in order to get the ferry over to your side. Once you are inside use the teleporter and use "Levitate" (buy Mud Peppers in Blimp's Cave) on the boulder to your right. You can search the catacombs if you like, in the lower left corner you can find a call bead. To continue on you must stand on one switch, have Frisket standing on the second and the boulder on the third at the same time. The last gate in the middle will open up leading to Tiny and his Oglin friends. Now fight off the Oglins, and use all teleporters. There is no telling when you will end up in the middle so keep on trying and eventually next to Tiny. He begs you to leave him alone with his Oglins. He gives you the diamond eyes, in return you give him peace. Now that you have all the items it's time to go back to Tinker's tower.

-- Ebon Keep Castle --

Give the items to Tinker and you can finally go back to where it all started

Omnitopia.

=====  
11. Find doctor Sidney Ruffleberg  
=====

-- Omnitopia --

Your dog has gotten another transformation he's quite metallic, and his stats are increased in this format. Walk to the right and you will see a guardbot named I8-pi; I "eight" pie :) This bot is waiting for IM-L8; I'm l-"eight" :)

You will hear him say that she is detained in the research sector. Time to find 'her'. Go to the left and beam yourself up. Walk to the left and then go up, here in the top left corner you can find 2 pieces of Meteorite. Walk to the left and press the four switches in the small prison. One of them will release the IM-L8. She will give you the strongest weapon (if used with silver sheath) available: the Neutron blade. There is also some Dry Ice hidden in the far right wall.

Alchemy: Reflect

-----  
After you saved IM-L8, I8-pi will give you this formula as gift. Use two parts Grease and one part Iron to create a barrier that will reflect magic attacks back to the attacker.

This may sound nice, but Magmar is the only enemy you'll come across in this game that can use Alchemy. Therefore this spell is almost completely useless! There's also this optional boss battles against the two Faces, so "Reflect" might help you out against a wimpy "Flash" spell. XD

When you go to the upper floor you will need the dog to take care of the sphere bots. Simply switch to the dog and destroy all the sphere bots outside, and go down at A2. There are Rimsalas guarding the horizontal corridors, they are very strong and have a HP over 2000 so be careful. Don't buy any armor here since you will get stronger armor very soon. Go up again and go down at C2, hit the switch on the wall go outside, and go down C1. Walk down past the heaters and next to the light beam you will find a Storage bin with Old Reliable. Go down D3 and use the switch so you can turn the light on.

-- D3 --

To the right of the light switches you find a three digit input; use the password the Mechaduster gives you at the Omnitopian inn to open it in one go, alternatively try all combinations. There seems to be another password that can be used to open the security door marked by "LOCK". I am not sure what exactly the required conditions are, but I was able to use a code to open a Security Door to an optional Mid-boss. The mayor problem with this is that the codes are generated randomly for every new game so giving color combinations doesn't work. Any information is welcome here.

-----  
Optional mid-boss: Face (2x)  
-----

HP: 4000  
EXP.: 4000  
Money: 2000 C

Weakness: Face (d'uh)  
Special attacks: Flash

This battle is not hard at all, simply power up your weapon as usual and hit them when the Face appears. They attack you with Flash, but if you can outrun the projectile for a long enough period it will simply disappear without causing any damage. You will get 10 Cryo-blast shells (if I recall correctly) for beating both of 'em.

-----  
-- D4 --

Go down at D4 and open all the storages to get the protector ring, 30 Practile bombs, 3 Meteorites, 30 Thunder balls, Honey, 4 Dry ice and two acorns. Go back to the light switches and turn them off. Go down C4 and walk up to trigger the alarm. That is if you haven't deactivated it in the first place.

-----  
Mid-boss: Guard bot (10x)

-----  
HP: Not much  
EXP.: 500  
Money: 20 C

Fight the guard bots to deactivate the alarm, they shouldn't provide any kind of difficulty. So go on and open the metal storage bin at the end to get the Titanium vest.

-----  
-- B3 --

Continue on and go down B3. Here you will come to the greenhouse, since you turned out the light the Flowering deaths will be sleeping so you can get past them. If you try to get past them while the lights are on you will die in an instant (Even if you cast aura). Head for the light beam at the end and open the bin next to it. Inside you can find 30 Cryo-blasts. Go up and go down at A4, here you will find the doctor at last. Here you will find out that Carltron is the one responsible for the mess on Evermore. There is just one more thing you will need to do: Retrieve the Energy core from Gothica's chessboard.

Alchemy: Call up

-----  
You will receive this formula from Sidney, use 1 Meteorite and 1 part Dry ice to increase your call beads with one. Since you can only find 10 Dry ice you can use the spell 10 times, then unequip it again.

=====  
12. Retrieve the energy core  
=====

-- Omnitopia --

You can buy the strongest armor in the game at the console in this room (for the right price that is) In order to get the core you must take the space shuttle that is at the end of the corridor above you. You will also find the the Titanium tipped spear of the future: the Laser Lance in the gold storage

bin where you found the Bazooka in the beginning.

-- Gothica --

Go to Ebon keep walk to the chessboard go down and collect the Core that's all there was to it. In Tinker's tower you will also find the Atom smasher in the same chest where you found the knight's basher.

Alchemy: Nitro

-----  
This formula can be found on the table next to the Atom smasher. It is very strong (if not THE strongest) on the higher levels. It requires 1 part Gunpowder and 2 parts Grease to use. Expensive but worth powering-up.

Alchemy: Force field

-----  
Next to the energy core you will find an alchemist, use 1 Grease and 1 part Iron to create a barrier that will absorb the first hit you will receive from your enemies.

Alchemy: Stop

-----  
If you have the oracle bone you will receive this spell from the Force field alchemist as well, mix on Crystal with 2 Wax to stop your enemies for a small period. You can't however hit them while they're frozen.

-- Omnitopia --

Alchemy: Energize

-----  
Go back to Omnitopia and talk to Ruffleberg to receive Energize, this formula will power your weapon up from 0% to level 3 in less than 2 seconds. Great to use against the final boss, also this is the last alchemy spell in the game as well. Use it when you train against Rimsala or in the basement of the Great Pyramid for extra experience.

=====  
Final. The final battle  
=====

-- Omnitopian Junkyard --

Go back to the junkyard on Omnitopia and examine the teleporter. You will automatically install the Energy core, and you can save here as well. This is the final save, so don't rush through too fast. Use the teleporter to get to the middle of Omnitopia. Go down the hatch here and you will find yourself in the final room of the game.

=====  
Mini-boss: 2 Mecha Raptors (3x)  
Mini-boss: 3 Rimsalas  
Mini-boss: Bad boy & Dark toaster  
Boss: Magmar (metallic)

Ultimate Boss: Carltron's robot

=====

Fan	Speaker	Bomb	Raptor(mecha)	Mechaduster
HP: 2500	HP: 1004	HP: 200	HP: 4000	HP: 600
EXP.: 0	EXP.: 0	EXP.: 0	EXP.: 24	EXP.: 600
Money: 0 C	Money: 0 C	Money: 0 C	Money: 48 C	Money: 280 C

Death spider	EyeofRimsala	Bad boy	Dark toaster	Magmar (metallic)
HP: 6000	HP: 6000	HP: 750	HP: 10000	HP: 25000
EXP.: 5000	EXP.: 1050	EXP.: 400	EXP.: 5000	EXP.: 0*
Money: 250 C	Money: 0 C	Money: 333 C	Money: 20 C	Money: 0 C

Carltron's robot

HP: 30000  
EXP.: 10000  
Money: 0 C

\* = Assassin17 found out it has some Experience, but you get nothing because the quick appearance of Carltron's Robot prevents CPU from adding the Experience to your current total.

This fight consists of various phases before you fight the final boss himself. The battle is quite easy considering that this is the last one, if you have Atlas, Speed, Energize and Aura it will be a breeze. Here's a description:

Round 1:

-----

First you must destroy the speakers and fans at the top of the screen. It is best to use your spear for this job, because if you get too close the Fans will start to blow you away. Once they are all gone, you can activate the panels behind them. This triggers the alarm and sets you in the next phase.

Round 2:

-----

The music changes, and you will be confronted with two Mecha raptors, kill them and a Mechaduster will appear. The Mechaduster will appear after each round and, if you kill it an extra death spider will come in the arena the next time. These guys are very strong, but can be defeated so if you like a little extra challenge simply crush all the Mechadusters and have some fun, this gives that game an little extra challenge (finally)! Now this stage will be repeated two more times, before going into the next part.

Round 3:

-----

In this stage three Rimsalas will be generated. These have more HP than normal ones, but are still not much of a challenge. Next patient, please :)

Round 4:

-----

For the next round you and your dog will be cloned, so destroy yourself one more time. Bad boy should be destroyed in one hit, but Dark Toaster has a massive HP so keep on hitting him, and all will go well. If you destroyed all the Mechadusters you should be fighting of 4 death spider simultaneously, that's a nice extra before the Metallic Magmar.

Round 5:

-----



Ahh.. Finally someone who does give at least some resistance, if you don't kill Magmar in a set time his HP will be fully regenerated! So what ever you do, do it fast. He uses the Crush formula, but it's weak so don't bother about it.

Final Round:

-----  
This is it: Carltron's Robot! Unfortunately he is not that difficult (I mean being the big boss and all I expected more of a challenge). Use Aura, Energize & Atlas and Carltron's fate is sealed. Alternatively charge up your weapon and wait for the moment Carltron stops firing rockets, now quickly stand in front of him and use your weapon (preferably the sword since it gets two strikes when fully charged; 1998 damage instead of 999), step aside and charge the weapon again its maximum. Rinse and repeat until you got a grand total of 30000 Points, after this Carltron will be finished. He gives a massive 10000 Experience, not that that has any use now...  
-----

I won't spoil the end, but when you see "the end" on screen wait a minute or 2, and you will see if this really is the end or not.....

If you are REALLY patient (Wait another 30 minutes or so) you get another message:

```

|-----|
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The message will disappear after 30 seconds, leaving a black screen... I don't know hell what this means. According to the instruction booklet Brian was the Lead Programmer and a Scenario Scripter of the game. Another hint is that in movies a Dolly Grip is the person that is in charge of moving the camera (dolly) along the tracks on the set. So for a video game it would mean the person in charge of the screen movements.

Finally the issue is cleared on the message boards of Gamefaqs, where Brian Fehdrau a.k.a. "Its all Bills fault" revealed that he put the message in for his wife Dolly.

-----  
End of Walkthrough  
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=====  
Appendix A: Call bead locations  
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- 1-6. Get 6 together with the spells of Fire Eyes
7. In chest after learning about Call Beads from Fire Eyes.  
You receive Wax if you don't know about Call beads yet.

8. In gourd near in hidden west area.  
You receive Wax if you don't know about Call beads yet.
9. In the most northern part of the swamp inside a gourd
10. In a pot in the left wall near the entrance of the volcano catacombs
11. In a pot in the secret room on the right inside the colloseum
12. In pot to the right of Blimp's cave
13. In pot near first entrance of the pyramid
14. Same as 11
15. In pot in a corridor with the biting snake statues in the pyramid
16. In pot near the breach able wall below the save point inside pyramid
17. In pot below the breach able obstacle in the upper left room in the Hall of Collosia
18. In pot near Aquagoth in underground maze
19. Same as 16
20. Same as 16
21. In chest next to the 'Corrosion alchemy' man
22. Same as 19
23. In chest in big dining room of Ebon keep
24. Find near Nobilian palace near the wall above the top right snake statue
25. In pot in the south west corner of the basement of the Pyramid
- 25+ Use "Call-up" alchemy formula  
or Dropped item Dragoyle / Dragoil  
or same as 24. (glitch)

=====  
Appendix B: Amulets and Charms  
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Name	What it does & How to get it
Armor polish	Increases Defensive power of armor 1. Trade it for Silver Sheath 2. After selling it, buy it at Ivor Tower's Back Alley
Chocobo egg	Increases both HPs with 45 1. Buy it at Ivor Tower's Back Alley 2. Get it from the Mad Monk in Crustacia for 10,000 Jewels! 3. It is also randomly hidden in a pot when you buy some at the Nobilia Market
Insect Incise	Mosquitoes won't bother you (i.e. cause no damage) 1. Buy it at Ivor Tower's Back Alley
Jade disk	Increases Hit% 1. Buy it at the South West corner of the Nobilian Market 2. After selling it, buy it at Ivor Tower's Back Alley
Jaguar ring	Increases run speed 1. Given to you by the salesman in Quicksand Field
Magic gourd	Does Nothing at All! All the rumors are a fake. 1. Buy it from the guy in the top left corner of Nobilian market 2. Get from the Swindler Monk along with the Amulet for 10,000 Jewels. Must have Chocobo Egg & Wizard's Coin in the Inventory already.
Moxa stick	Increases power of healing items/spells

	<ol style="list-style-type: none"> <li>1. Buy it at the Nobilian Market</li> <li>2. After selling it, buy it at Ivor Tower's Back Alley</li> </ol>
Oracle bone	<p>Alchemist under chessboard gives a second formula</p> <ol style="list-style-type: none"> <li>1. Buy it on the market of Ivor Tower</li> </ol>
Ruby heart	<p>Lowers Hit% of your enemies</p> <ol style="list-style-type: none"> <li>1. Buy this at the Nobilian Market</li> <li>2. After selling it, buy it at Ivor Tower's Back Alley</li> </ol>
Silver sheath	<p>Increases attack of a sword-type weapon</p> <ol style="list-style-type: none"> <li>1. Buy it at the Nobilian Market</li> <li>2. Trade for Armor Polish on the Nobilian Market</li> <li>3. After selling it, buy it at Ivor Tower's Back Alley</li> </ol>
Staff of life	<p>Increases Defense</p> <ol style="list-style-type: none"> <li>1. Receive from Horace after beating Aegis</li> </ol>
Sun stone	<p>Increases Attack</p> <ol style="list-style-type: none"> <li>1. Buy it at Nobilian Market</li> <li>2. After selling it, buy it at Ivor Tower's Back Alley</li> </ol>
Thug's cloak	<p>Increases Evade%</p> <ol style="list-style-type: none"> <li>1. Get it from Ivor Tower Market</li> <li>2. Free Oglin from the well and talk to him in the Dark Forest</li> <li>3. In coliseum secret room; but only if you have the Bronze Armor, Stone Vest &amp; Centurion Cape.</li> </ol>
Wizard's coin	<p>Increases Magic defense</p> <ol style="list-style-type: none"> <li>1. Free Oglin from the well and talk to him in the Dark Forest, you must have the Thug's Cloak to get it</li> <li>2. After getting a Chocobo Egg the Mad Monk will give you one together with the Amulet of Annihilation.</li> </ol>

=====  
Appendix C: Item/Weapons/Armor Chart lists  
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Items  
-----

Name	Description
Petal	Heals 40 HP for either hero, ( 50 Moxa Stick)
Nectar	Heals 120 HP for either hero, (150 Moxa Stick)
Honey	Heals 300 HP for either hero, (375 Moxa Stick)
Herbal Essence	Cures diseases for either hero
Wings	Escape from a dungeon
Dog Biscuit	Revives Frisket when drained and heal 60 HP
Pixie Dust	Enable auto-revival on Matrix, when killed restores 61 HP
Call bead	Summon a spell linked to one of the four leaders of Evermore

-----  
Weapons

-----

### 1. Swords

Name	Att.	Where you can find/receive it
Bone crusher	10	Receive this weapon upon entering the jungle
Gladiator sword	20	Receive it after beating Vigor in Antiqua
Crusader sword	30	Receive it after beating Timberdrake in Gothica
Neutron blade	50	Receive it from IM-L8 in Omnitopia

### 2. Axes

Name	Att.	Where you can find/receive it
Spider's claw	15	Get it by beating Thraxx
Bronze axe	25	Defeat the 2 Son of Anhur's in the Great pyramid
Knight's basher	35	Find it in a chest in Tinker's tower
Atom smasher	50	Find it the same chest as the Knight's basher (after meeting Sidney Ruffleberg)

### 3. Spears

Name	Att.	Where you can find/receive it
Horn spear	20	Defeat the Viper commander in Mammoth graveyard
Bronze spear	30	Defeat the Mad monk in the hall of Collosia
Lance	40	Defeat yourself 3x times in the dark forest
Laser lance	50	Get it from the same golden storage bin as the bazooka

### 4. Bazooka

-----

-First time: Find it in the golden storage bin at the beginning of the game  
-Second time: Get it from the shopkeeper at Ebon keep for free, when you purchase an item.

#### 4.A Bazooka Projectiles

##### Ebon Keep

-----

Thunder balls @ 1 10 Gold Coins

##### Omnitopian Market

-----

Thunder balls @10 300 Credits  
Practile Bombs @10 600 Credits  
Cryo-Blast @10 1,000 Credits

### Armor

#### 1. Body:

Name	Def	Price	Where can be found, traded
Grass vest	2	120T	Talk to villager (if all raptors were beaten)
Shell plate	4	300T	
Dino skin	7	450T	Defeat 3 raptors in cave up volcano path
Bronze armor	12	500J	saving fortune teller, in colloseum*
Stone plate	19	-	saving fortune teller, in colloseum*

Centurion cape	28	-	saving fortuneteller, in colloseum*
Silver mail	40	450G	
Gold-plated vest	55	A+800G	Found in one of Lance's treasure chests
Shining armor	73	900G	
Magna mail	94	9000C	
Titanium vest	124	-	Found in storage bin on Omnitopia
Virtual vest	169	14400C	

## 2. Hats 'n helmets:

Name	Def	Price	Where can be found, traded
-----	---	-----	-----
Grass hat	2	120T	
Shell hat	3	300T	Find in gourd near Strongheart's junglehut
Dino helm	6	650T	
Bronze helm	11	450J	in Colloseum*
Obsidian helm	18	-	in Colloseum*
Centurion helm	27	-	in Colloseum*
Titan's crown	39	600G	
Dragon helm	54	A+700G	
Knight's helm	72	950G	
Lightning helm	93	9000C	
Old reliable	117	-	Found in storage bin on Omnitopia
Brainstorm	144	13200C	

## 3. Bracelets & gauntlets:

Name	DFP	Price	Where can be found, traded
-----	---	-----	-----
Vine bracelet	1	180T	
Mammoth guard	2	350T	In gourd to left near exit path after Thraxx
Claw guard	5	500T	
Serpent bracer	10	450J	in Colloseum*
Bronze gauntlet	17	-	in Colloseum*
Gloves of Ra	26	-	in Colloseum*
Iron bracer	37	600G	Found in your prison cell in Ivor tower
Magician's ring	50	A+750G	
Dragon claw	65	950G	
Cyberglove	82	9600C	
Protector ring	101	-	Found in storage bin on Omnitopia
Virtual guard	122	14400C	

## 4. Collars:

Name	DFP	Price	Where can be found
-----	---	-----	-----
Leather collar	5	300T	Talk to Strongheart as Frisket, before Antiqua
Spikey collar	24	450J	Talk to Sting alchemist in desert as Frisket
Defender collar	68	450G	Defeat all monsters in prison cells, while Matrix is imprisoned
Spot's collar	115	6000C	Talk to Strongheart as Frisket, after Antiqua

A = Amulet of Annihilation

\* = you can only find one of each armor type in the colloseum. The armor you get depends on the armors you already have; you will get the armor which is better than the best one you have. However if you already have the strongest armor available in Antiqua you will receive a weaker version, or one part Wax.

=====  
Saving places / Inns  
=====

Place	Cost
-----	----
Prehistoria:	
Fire Eyes' Village	10T
Quicksand Field	-
Blimp's Hut	0T
Volcano Path	30T
Volcano Crater	-
Volcano Core	-
Volcano Pipes	-

Antiqua:	
Crustacia	20J
Blimp's Cave	-
Nobilia	30J
Nobilia Colloseum	-
Great Pyramid	-
Hall of Collosia	-
Collosia Secret	-
West Bank	-
Campsite	20J

Gothica:	
Ivor Tower south	-
Ivor Tower inn	40GC
Banquet Trouble	-
Dark Forest	-
Forest Bridge	-
Ebon Keep Inn	50GC

Omnitopia:	
Omnitopia Healing Station	100C
Rufflebergs' Lab	-
Junkyard	-

=====  
Market tradings  
=====

-----  
Items  
-----

Item	Volcano Path		Prehistoria		Quicksand Field	
	Buy	Sell	Buy	Sell	Buy	Sell
	=====		=====		=====	

	-----	-----	-----	-----	-----	-----
Petal	30	15	15	7	20	10
Nectar	200	100	-	10	200	100
Honey	-	10	-	10	-	10
Biscuit	-	15	50	25	60	30
Essence	-	75	15	7	-	10
Wings	-	100	-	100	-	100
Pixie dust	200	100	150	75	150	75
	(in Talons)		(in Talons)		(in Talons)	

Item	Nobilia		Crustacia		Ivor Tower Inn		Omnitopia	
	Buy	Sell	Buy	Sell	Buy	Sell	Buy	Sell
Petal	-	10	-	10	-	10	-	10
Nectar	40	20	35	17	20	10	-	10
Honey	300	150	-	10	40	20	120	60
Biscuit	40	20	40	20	40	20	120	60
Essence	30	25	25	12	30	25	90	45
Wings	50	15	-	100	50	15	150	75
Pixie dust	125	62	-	75	150	75	450	225
	(in Jewels)		(in Jewels)		(in Gold coins)		(in Credits)	

-----  
Nobilian trading market  
-----

Tradable item	trade for	price in jewels
Amulet of An	30 bags of rice	90
	15 bags of rice	45
Amulet of An (x3)	1 bag of rice(works only once)	3
Rice	3 jewels	3
	6 jewels	6
	9 jewels	9
Spice	4 bag rice	12
	4 pots	24
	2 beads	12
	3 pots	18
Souvenir spoon	2 spice	24
Pot	2 rice	6
Perfume	3 jars of spice	36
Beads	1 rice + 3 jewels	6
	10 jewels	10
Gold jackal	5 jars spice	15
	2 chickens	36
Limestone tablet	4 spice + 2 beads	60
Jeweled scarab	2 bottles of perfume	72
Chicken	1 spice + 2 rice	18
Tapestry	3 beads	18
Fish(cure 30 HP)	30 jewels	30

-----  
Rare charms/items  
-----

Magic gourd	Egg of the Chocobo	10,000
-------------	--------------------	--------

Ruby heart	Moxa stick	164
	Tapestry + j.scarab + 1.tablet	150
Jade disk	3 chickens + 3 beads	72
Moxa stick	2 chickens + j.scarab + 12 spice	164
Sun stone	1.tablet + 5 rice	75
Silver sheath	Sun stone	75
	Gold jackal + 10 spice	135
	Armor polish + var. Jewels	var.
Armor polish	Silver sheath + var. Jewels	var.
Chocobo Egg	Randomly found when buying pots	var.

#### Armor

-----		
Bronze armor	Get from 'psychic' guy	0
Stone plate	Get from 'psychic' guy	0
	Jeweled Scarab	72
Centurion cape	Get from 'psychic' guy	0
	Jade disk	72
Bronze gauntlet	Souvenir spoon + 2 tapestries	60
Gloves of Ra	Moxa stick	164
Obsidian helm	10 spice	120
Centurion helmet	10 spice + golden jackal	135

The most effective way to trade and get all the items

#### Assumptions:

1. You got the free 99 Rice and Spice secret from the desert
2. You plan on getting the Chocobo Egg by either paying 10,000 Jewels or by buying Ceramic Pots until you get it
3. You plan on getting the Centurion Helm, Gloves of Ra, and Thug's Cloak for free in the arena.
4. This list also gives you everything you need to get all charms in the Gothica Market.

#### The trade sequence:

1. Trade for 11 Perfume (@ 3 Spice)
2. Trade for 25 Beads (@ 2 Rice + 3 Jewels)
3. Trade for 1 Souvenir Spoon (@ 2 Spice)
4. Trade for 5 Chickens (@ 1 Spice + 2 Rice)
5. Trade for 2 Golden Jackals (@ 5 Spice)
6. Trade for 4 Tapestries (@ 3 Beads)
7. Trade for 4 Jeweled Scarabs (@ 2 Perfume + 1 Spice)
8. Trade for 2 Limestone Tablets (@ 4 Spice + 2 Beads)
9. Get the Stone plate, then talk to the Psychic guy to obtain the Centurion Cape by saving him
10. You should now be able to trade for all charms and armor in the Nobilia market, and eventually the Ivor Tower market, making the assumptions above, as well as pay Tiny to throw the rock in front of the Coliseum.

#### Ivor tower market & alley

Name item	Trade it for	price in Gold Coins
-----		
Perfume	2 Spice	24



Spice	12 Gold Coins	12
	8 Gold Coins	8
Beads	15 Gold Coins	15
Ticket exhibition	Amulet of Annihilation	22,5 (45 Jewels)
Dragon helm	700 GC + Amulet of Annihilation	722,5
Magician's ring	750 GC + Amulet of Annihilation	772,5
Gold-plated vest	800 GC + Amulet of Annihilation	822,5
Oracle bone	1 Golden Jackal + Jeweled Scarab	87
Thug's cloak	8 Perfume + 6 Beads	162
Insect Incense	3 Perfume + 3 Beads	63
Egg of the Chocobo	9 Perfume + 9 Beads	189
Charm lost in Antiqua	300 Gold Coins	300

-----  
Experience List  
-----

Here is an almost complete Experience List, the number listed here are the total amount of EXP to get to a level. As you can see the Boy's EXP. levels almost always end on 5 or 0. Perhaps it is possible to derive a formula from these numbers.

-Also the dog may cheat at level 40 or higher so it seems that is gaining two levels very quickly, but the following level then requires just as much as if he didn't cheat that level. So in the end it doesn't make any difference for those numbers.

Level	Matrix	Frisket
----	-----	-----
1	0	0
2	20	35
3	70	115
4	175	271
5	367	551
6	734	1012
7	1291	1687
8	2083	2617
9	3151	3846
10	4540	5417
11	6294	7376
12	8458	9767
13	11075	12636
14	14195	16030
15	17860	19993
16	22120	24573
17	27020	29817
18	32610	35771
19	38930	42484
20	46035	50004
21	53970	58377
22	62780	67653
23	72520	77881
24	83235	89108
25	94975	101384
26	107790	114759

27		121725	129281
28		136835	145000
29		153165	161965
30		170765	180228
31		189690	199838
32		209985	220845
33		231700	243300
34		254895	267253
35		279610	292756
36		305900	319858
37		333815	348612
38		363405	379069
39		394725	411279
40		427825	445294 *
41		462760	481167
42		499570	518948 *
43		538320	558690 *
44		579055	600445
45		621830	644264 *
46		666695	690201 *
47		713705	738308
48		762910	788636
49		814360	841239 *
50		868115	896169 *
51		924220	953480 *
52		982735	1013224
53		1043710	1075454
54		1107195	1140224
55		1173250	1207586
56		1241920	1277594
57		1313265	1350302 *
58		1387335	1425762 *
59		1464185	1504029 *
60		1543870	1585157
61		1626440	1669199
62		1711955	1756209 *
63		1800460	1846241
64		1892015	1939350 *
65		1986680	2035588
66		2084495	2135012 *
67		2185525	2237674
68		2289820	2343631 *
69		2397435	2452935
70		2508430	2565641
71		2622850	2681806 *
72		2740755	2801482 *
73		2862205	2924725 *
74		2987245	3051589 *
75		3115930	3182131 *
76		3248325	3316404 *
77		3384480	3454465 *
78		3524445	3596367 *
79		3668285	3742168
80		3816045	3891920
81		3967790	4045682 *
82		4123570	4203507
83		4283440	4365451 *
84		4447460	4531570
85		4615680	4701920 *
86		4788160	4876556

```

87 | 4964950 5055535
88 | 5146115 5238912 *
89 | 5331705 5426743 *
90 | 5521775 5619084 *
91 | 5716385 5815991 *
92 | 5915590 6017520 *
93 | 6119445 6223728 *
94 | 6328005 6434672
95 | 6541330 6650406
96 | 6759475 6870988 *
97 | 6982495 7096474
98 | 7210450 7326920 *
99 | 7443390 7562384
-----

```

\* Dog may reach this level early due to a bug in the code. Note that he'll have to wait that much longer to get to the next level, so he won't reach level 99 any sooner than he should. Please check Appendix F for more information regarding this glitch.

Original chart by me, but updated with information by Assassin17.

```

=====
Appendix D: Enemy list
=====

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Note: All creatures in Prehistoria drop Petal  
All creatures in Antiqua drop Nectar  
All creatures in Gothica drop Honey (except Wood mite & Gargon)  
All creatures in Omnitopia drop 'Nothing'

\*= the Viper commander in the volcano catacombs automatically gives you the Mud pepper every time you beat it.

Name	EXP.	Money	Dropped items		
=====	=====	=====	=====		
Prehistoria		Talons	Ingredient	Money	Item
-----	-----	-----	-----	-----	-----
Wimpy flower	2	2	Wax	5/7	Herbal essence
Carni flower	6	7	Wax	12/20/30	Herbal essence/Nectar
Frippo	12	19	Oil	20	Nectar
Skelesnail	20	15	Wax	7	
Mosquito	1	1	Oil/Wax	7/20	
Raptor	24	48		30/37	
Widowmaker	40	12	Oil	15/20/30	Nectar
Viper	80	50		20	Nectar
Viper commander	160	200	Mud pepper*	20	Nectar
Tar skull	22	17	-	-	-
Maggot	4	4		1/10	Nectar
Antiqua		Jewels			
-----	-----	-----	-----	-----	-----
Mosquito	1	1		40	Honey
Rogue	100	10		40/75/100	Wings/Pixiedust
Mad monk	20	75	Wax	65/70/75	Wings/Honey

Son of Anhur	250	250		65	Honey
Son of Seth	120	26			Petal
Sand spider	72	18	Water	40/45	Honey/Petal/Pixiedust
Dancin' fool	70	10	Oil	40/50	Honey
Lime slime	50	30	Oil	1/50	Nothing
Blue goo	150	30	Oil	50	Pixiedust
Mummy cat	160	60		90	
Oglin	150	100		65/70	Honey
Stone Cobra	100	10	-	-	-
Bone buzzard	300	40	Water	90	Honey
Rat	30	10	Oil	50	Biscuit
Tumble weed	50	40	Water		

Gothica

Gold coins

Mosquito	1	1	Ethanol	75/90	
Blue goo	150	30	Feather/Acorn	75/90	Pixiedust
Hedgadillo	180	10	Feather/Acorn	100/125	Nectar
Dancin' fool	70	10	Feather/Acorn		
Dragoyle / Dragoil	150	60		125	Call bead
Gargon	150	60	Feather	100	Nectar
Wood mite	180	30	Feather	100	Nectar
Gore grub	85	10		125	
Rat	30	10	Oil	75/80	Nectar/Biscuit
Skullclaw	400	50		150	Call bead
Bone buzzard	300	40		100	
Viper (prison)	80	50			Petal
Mini taur(prison)	1000	10	-	-	-
Guardbot (prison)	500	20	-	-	-
Raptor (prison)	290	48			Nectar

Omnitopia

Credits

Guardbot	0	0	-	-	-
Mosquito	1	1	?	?	?
Rat	30	10	?	1	Petal/Nectar
Sphere bot	70	10	-	-	-
Big tentacle	500	0	-	-	-
Tiny tentacle	300	0	-	-	-
Neo greeble	500	0	Ethanol	1	Petal/Nectar
Rimsala	3000	1000	-	-	-
Red jelly ball	100	40	Oil	1	Petal/Nectar
Fan	300	10	-	-	-
Flowering death	-	-	-	-	-
Raptor	24	48	Wax/Oil	1	Petal/Nectar/Honey/Wings
Mecha duster	600	280	-	-	-

=====  
Appendix E: Alchemy formulas  
=====

I listed there location in the walkthrough itself, look up at the ToC to find the more detailed descriptions about the location of each spell.

Acid Rain                    Hit enemies with corrosive rain  
-----

Location: Prehistoria

East of Quicksand field in hidden area, then talk to man who is hiding here.

Ingredients:

1x Ash +

3x Water

Description:

Acid Rain is a very cheap spell although you can only use it 33x times because you need 3 parts water. Both ingredients are very cheap to buy and both can be found everywhere around Evermore. The spell itself is a little weaker than Flash, but very effective on most monsters on the higher levels, of course.

Upgrading Notes:

For the cheapest ingredients go to same man who gives you the formula; the Acid Rain Man. All his ingredients are the cheapest in the whole of Evermore.

Atlas                      Attack boosts up for 2 minutes

-----

Location: Antiqua

Inside the Warehouse Emporium left part of town's square at Nobilia, a Rogue is hiding behind some crates. You can recognize the place by a Sand spider who is scurrying around there.

Ingredients:

1x Atlas Medallion +

1x Ash

Description:

Atlas is a spell that is pretty useless on the first two levels, but after that its ability to increase your Attack increases dramatically. A Level 9 Atlas spell will make you instantly kill almost any opponent even with 0% in the attack gauge. This may sound fun, but the enemies in this game are already so weak, so in the end it is perhaps not that useful.

Also this is the only statistic increasing spell that has a neat animation, in which Matrix seems to bulge quite literary like the yellow Hulk. Matrix is the only one who can use this spell, for some reason the dog can't increase his strength.

Upgrading Notes:

The first ingredient required is one part ash, so better get back to the Acid rain man. The second ingredient is an Atlas Medallion, this is so rare that it can only be found in three locations in Evermore so you need to buy it somewhere. Atlas Amulets can be provided to you by the same Rogue at the Warehouse Emporium who gave you the spell. There is only one downside to this; he will sell you the 1st medallion for 100 Jewels, the 2nd for 150 Jewels, the 3rd for 200 Jewels and that's it. If you have more than three amulets he will simply not appear.

The best tactic is to buy only one amulet at a time, then cast Atlas and buy another. Keep doing this until you run out of ash, go back to get some Ash and rinse and repeat. You can keep doing this until you get bored, run out of money or have reached Level 9.

In terms of costs this would mean that you need about 500 Atlas Medallions alone to reach level 9. This means roughly that you need to invest more than 500,000 Jewels in this formula to get that far. So it is by far the most expensive to train.

Barrier                    Create barrier nullifying physical damage, adds some HP too

---

Location: Antiqua

After getting the Windwalker and before fighting Tiny & Oglins go to Horace inside his palace in Nobilia. If you have already beaten Tiny you won't be able to reclaim the spell from Horace.

Ingredients:

1x Limestone +  
2x Bone

Description:

This spell is a bit like a combination of both Heal and a physical version of Aura. Although, Barrier's healing powers are not as strong as Heal, they are quite effective. The alchemy consumes Bone, an ingredient that is only used for this and the Revive spell. This means that your stock of Bone will last pretty long, since you don't need for any other spells.

Upgrading Notes:

Just buy the required Limestone and Bone from Blimp in Antiqua. Use the 8x Alchemy trick to speed up the process of using the alchemy and buy some more ingredients. Rinse and repeat until you are happy with the Level.

Call Up                    Increase call beads with 1

---

Location: Omnitopia

Receive from Dr. Ruffleberg, upon meeting him the first time.

Ingredients:

1x Meteorite +  
1x Dry ice

Description:

Call Up has the sole purpose of increasing your Call Bead stock, so basically use the spell until you run out of ingredients and then select another spell to replace it.

Upgrading Notes:

Call Up is the only formula that I have not been able to train up to level 9. The problem is that I can't find any place to buy Dry ice in the game, I know about the rumors, but I can't get that Dry ice Salesman to appear in Omnitopia (check Appendix: F for more information).

Meteorites can be bought per 3 for 10,000 Jewels together with the Annihilation Amulet from the Mad monk at Crustacia. Mind you that you only get Meteorites if you have the Chocobo Egg already in your possession. Also the Mad Monk will only appear if you don't have any Amulets of Annihilation.

This alchemy would be even more expensive to train, because of the insane price of the Meteorites, but since I can't get Dry ice I am still stuck on Level 1:0.

Corrosion                    Continuously drains all enemies on screen

---

Location: Gothica

In the upper right corner of the sewers in Ivor Tower you will find a man

who will teach you this spell.

Ingredients:

1x Mushroom +  
3x Water

Description:

Corrosion is the weakest spell in the game. It may continuously drain all opponents that are on screen but, only for a few HPs of damage even on the higher levels. I don't recommend using this spell at all. Although it gives a nice Blood Rain effect when you use it in combination with Explosion (see Appendix F) o\_O.

Upgrading Notes:

Water shouldn't be a problem, but Mushrooms are quite rare and pricy. Gothica and Omnitopia sell you these, but Gothica's place is better. You can train this spell everywhere in Evermore, but the Rat Chamber in Ebon Keep is quite suitable since there are so many small enemies around.

Crush                      Crush your enemy with a giant hand

---

Location: Antiqua

Receive from Blimp upon meeting him, when you get for the first time in Antiqua.

Ingredients:

1x Limestone +  
1x Wax

Description:

This formula is very powerful and can be used for the full 99 times since you need both ingredients only one time giving it a long lifespan. The only downside is that Limestone can be bought only in one place in the entire game namely: Blimp in Crustacia.

Upgrading Notes:

Wax is the cheapest in Prehistoria so get it there, the best leveling up place for this spell (as with most of the other spells) is the lower section of the Great Pyramid, which can only be entered after you beat Aegis in Nobilia. Beating Oglins and Son of Anhur's are very good of your wallet. Anhur gives 250 Jewels, which is just as much as a Rimsala with the latter being a lot harder to defeat. The Crush formula should be able to eliminate them on level 5 or 6 and higher.

Cure                      Cures poison, confusion, and plague

---

Location: Prehistoria

Get it from Strongheart who is located in his Junglehut, you can do this after rescuing him in the Bugmuck.

Ingredients:

2x Root +  
1x Water

Description:

Cure is for me the most important formula since it can heal all ailments,

including Confound (An ailment Miracle Cure can't heal). So I always have this spell in my ring, unless I know for sure that I won't need it.

#### Upgrading Notes:

It is not required to upgrade this spell, because it doesn't add anything. If you do want to get it to Level 9 buy both ingredients in Prehistoria and simply use the 8x Alchemy trick to get the job done in little time.

Defend                      Defense boosts up for a minute

---

#### Location: Prehistoria

In village use the West exit to get to a secret area, here you can talk to an old man who will give you the formula for nothing.

#### Ingredients:

1x Clay +  
1x Ash

#### Description:

This formula is quite handy until you get Speed, after that I wouldn't use this anymore. With Speed your evade easily gets up to 99% meaning that you are nearly impervious to any physical attack, so why bother bolstering your defense. Some advantage Defense does have is that it lasts twice as long as Speed, and is cheaper in the usage of ingredients. At the higher levels the damage you sustain from regular attacks is near to 0.

#### Upgrading Notes:

Upgrading this Alchemy is fairly simple, go to the Acid Rain Man (once again) buy as much Clay and Ash as you can. Use the 8x Alchemy trick to speed the level-ups a bit. Do it over and over, until you get to level 9.

Double Drain              Drain twice the amount of HP from enemy

---

#### Location: Antiqua

Get from the Drain Man inside Westbank Cavern after beating Aegis. If you didn't get Drain from him before, you will get the Double Drain Formula first and then you get the Drain Formula.

#### Ingredients:

2x Ethanol +  
2x Vinegar

#### Description:

Double Drain is quite nice, since it is twice as powerful as drain. However it is more expensive to use and to buy as well. So in the end I don't use it that much. One odd thing about this spell is that you can drain more HP than that an opponent could have. For example you can drain 999 HP from a Rat, but the Rat only had a few HP in the first place...

Also Double Drain is one of the few spell that is very difficult to get 8 of these in a row, because its animation is very fast. This leaves you only little time to get all 8 hits.

#### Upgrading Notes:

This spell can only reach Level 9 after you get the windwalker, this is because Madronius (who sells the cheapest Vinegar) leaves camp after you beat Aegis, and unfortunately you can only get the spell after beating Aegis...



So you need to go through most of the game and go back to Strongheart's Junglehut afterwards to get some Vinegar. Best buy for Ethanol is the "Market" at Omnitopia.

Drain                      Drain an amount of HP from enemy

---

Location: Antiqua

Get from the Drain Man inside Westbank Cavern after destroying the rubble in front of his cavern with the Bronze Axe obtained from the Great Pyramid.

Ingredients:

1x Ethanol +  
2x Root

Description:

Partly the same as for the Double Drain, although weaker it is a little cheaper. On a side note: This spell can be used 8x in a row, but you need really good reflexes for this.

Upgrading Notes:

Roots are cheap again in Prehistoria and Ethanol can be obtained at Omnitopia's Market. So training this one is not too difficult, just select some target that are weak and have a lot of money like the Mad Monks in front of the Hall of Collosia.

Energize                      Power up in an eye wink for about 75 seconds

---

Location: Omnitopia

Get from Dr. Sidney Ruffleberg after collecting the Energy Core, from the Chessboard in Gothica. This should be the last alchemy spell in the game you will obtain.

Ingredients:

1x Crystal +  
1x Iron

Description:

One of the most wanted spells in Action RPGs and would be VERY handy in Secret of Mana and other games like it. Energize increases the flow of your Power Gauge at the bottom. Your weapon should energize from 0% to a double filled bar in only matter of seconds, allowing you to throw your spear great distances very fast, or eliminate Rimsalas quickly with the double rotation attack of the Neutron Blade (Usually gives 1998 damage). This spell is very useable in the last battle against Carltron. BTW don't forget to energize the dog at the same time, saves some ingredients and makes the spell even more valuable.

Upgrading Notes:

Obtaining ingredients for this Alchemy is simple; get the Iron from Omnitopian Market and the Crystals from the Acid Rain Man in Prehistoria. Then you can either go to the Great Pyramid's lower section or Omnitopia's Surface. Activate the spell and take out all your enemies without any effort boosting both your Experience and Money levels through the roof. You can easily earn back the cost of the spell using this method.

Escape                    Escape from a dungeon or maze

---

Location: Antiqua

Talk to Madronius at Horace's Camp after getting the Revealer formula, but before beating Aegis.

Ingredients:

1x Wax +  
1x Vinegar

Description:

I never really used this spell, but some may find it useful to get out of the Dark Forest when they get stuck. Other than that this spell has not much use, it can't be used in the dark cavern from Antiqua to Gothica one of the few places where it could be handy the first time.

Upgrading Notes:

Wax and Vinegar can both be obtained in Prehistoria, Wax from the Rain Man and Vinegar from Strongheart. Just use 8x Alchemy trick to get this spell done very quickly. Useless, but still it looks nice to see Level 9:98 on the screen.

Explosion                Make your enemies explode

---

Location: Gothica

This alchemy can be obtained in Tinker's room as well. Walk down to the chest where the knight basher was and you will see a book on the table, pick it up to get this formula.

Ingredients:

2x Ethanol +  
1x Ash

Description:

Explosion's power is good, but there are better spells around. I have never really used this spell other than for leveling up sequences. The instruction Booklet states that it can be used to destroy certain barriers, I've been everywhere and tried it on several structures but nothing seems to happen.

Probably a mistake or maybe the spell did have that potential early on in the development stages of the game.

Upgrading Notes:

Ingredients are not that hard to find or expensive, and training the spell can be done almost anywhere in the game. So basically it may only consume some time to get it up to Level 9.

Fireball                Stronger version of Flash Alchemy

---

Location: Antiqua

In the room where you get the Bronze spear in the Hall of Collosia check the lower right corner, and walk all the way to the right to find Madronius' brother. Who will be glad to give you the spell.

Ingredients:

1x Brimstone +

## 2x Ash

### Description:

This is one of the spells that is quite strong and will take out most enemies in one go on the higher levels.

### Upgrading Notes:

You may want to Level up this spell early on. That is before you defeat Aegis, mainly because Madronius sells you relatively cheap Brimstone in comparison to Lance. Ash can best be obtained from Acid Rain Man, but if you choose to train this spell before Aegis you can get Ash from Madronius and Blimp too. Once again a useful place to train is with the Mad monks in front of the Hall of Collosia.

Fire Power            Hit enemies with multiple fireballs

---

### Location: Gothica

After obtaining the Queen's key you can give it away to the alchemist in one of the chambers of Ivor Tower's East Wing. He will give you the Fire power spell in return.

### Ingredients:

1x Feather +  
1x Brimstone

### Description:

Fire Power is powerful, but for only available for the right price. You will need both a Feather and some Brimstone, with both ingredients being very expensive in Gothica. You better not use it too much and use better spells like Lance or Fireball.

### Upgrading Notes

Brimstone can be obtained from Lance, I strongly recommend to buy Feathers in Omnitopia since Gothica is way too expensive for this ingredient. You could try to train in the southern area of Ivor Tower since some of the enemies around there drop some Feathers.

Flash                Small fireball

---

### Location: Prehistoria

Obtain this spell from Fire Eyes, once you meet her for the first time. The very first Alchemy Spell in the game.

### Ingredients:

1x Wax +  
2x Oil

### Description:

A very useful spell, that has a lot of power for the first part of the game and can be trained relatively easily after you crank it up to Level 3 or 4. A lot of people use this spell when they play the game and so it is quite popular.

### Upgrading Notes:

Once again in Prehistoria all ingredients are super cheap so buy some Oil from Strongheart and Wax from the Witchdoctor atop of the Volcano, that is

only possible of course before the volcano erupts. The Witchdoctor's Wax is even better priced than that of the Acid Rain Man. With both ingredients in stock start fighting any monsters you come across, later on you can even try to take on the Vipers with a higher level of this spell.

Force Field            Next attack will be cancelled out by casting this spell

---

Location: Gothica

Under the Chessboard, you need to talk to Dr. Ruffleberg so he can open the hatch to the Alchemist. (I wonder who that guy got down there in the first place)

Ingredients:

1x Grease + 1x Iron

Description:

Another original spell, but not really that useful in this game. Force field generates a field that will fully block any regular attack, it only works once so you will have to cast it again and again. Force Field requires Grease, which you can only buy at the Chessboard Alchemy Man.

Upgrading Notes:

Just go to the Chessboard and buy all the Grease you can carry and use Force Field over and over again. Iron is cheapest at Omnitopia, so you can switch between locations a few times until you are done. Nuff said...

Hard Ball            Hit enemy with a Clay ball

---

Location: Prehistoria

Upon entering the Bugmuck walk into the first cave, you will automatically talk to an Alchemist who will give you this formula.

Ingredients:

1x Crystal +  
1x Clay

Description:

Hard Ball is next to Acid Rain the attack alchemy with the lowest cost. It is not as strong as Flash, but it deals some good damage on the higher levels. Since Clay can only be bought in Prehistoria I doubt that you will still be using this spell once you get to Gothica.

Upgrading Notes:

Hard Ball's ingredients are all for sale at the Acid Rain Man. Just fight some enemies with it and get some more ingredients. On level 7 or 8 you can tackle multiple Vipers with it.

Heal            Heal an amount of HP

---

Location: Prehistoria

Get it from Fire Eyes' friend in the Mammoth Graveyard after beating the Vipers.

Ingredients:

1 Root +  
1 Water

Description:

Next to Cure it is one on the most commonly used Light spells, Heal is the most important spell on the longer term. I doesn't require much ingredients and it ingredients can be found in almost any place of Evermore.

Upgrading Notes:

Get some Roots from Strongheart and the water from the Acid Rain Man. Mix these with the formula, and use the 8x Alchemy trick to get to level 9 in a very short amount of time. After that you won't need any other spell to heal yourself.

Lance                    Hit enemy with a huge spear

---

Location: Gothica

Go to the most right of Ivor Tower's houses on the third "floor". Then go upstairs and leave WITHOUT touching the chests. If you opened the chests you can't get Lance, since Lance will not appear.

Ingredients:

1x Iron +  
1x Acorn

Description:

One of the most powerful attack spells and it also has a really neat animation. It only downside is the ingredients needed to use the alchemy, you need to get Iron and Acorn to get this spell going.

Upgrading Notes:

Get the Acorns from Lance and the Iron not him, but from Omnitopia. This way you can save a little currency. Go to the Lower level of the Great Pyramid and start destroying Oglins and Son of Anhurs on the higher levels this spell is capable of destroying 3 Anhurs in one go! Really powerful spell it is.

Levitate                Lift large blocks without any effort

---

Location: Prehistoria

Get it from the witchdoctor atop of the volcano.

Ingredients:

1x Mud pepper +  
1x Water

Description:

Levitate is one of those Light spells just like Revealer that you only need a few time in the entire game. So you need to use it a few times in the Volcano Core and in the Pyramid's Basement. You can also use it on the rock in front of the colloseum. Then Tiny will appear and for 2 tapestries he will throw the rock all the way over to Crustacia, where is will open up a passage to two remote pots.

Upgrading Notes:

You could use Blimp's Mudpeppers from Antiqua to level this spell up, but there is a perhaps nicer solution. Before you get shot out of the volcano to

Antiqua you can kill the Viper commander located near the Volcano Core again and again to gain Mud peppers for free. Just exit the screen and come back, the Viper commander should be there. Then use the cheap Wax obtained from the Witchdoctor to get this spell done.

Lightning Storm    Hit enemy with lightning

---

Location: Gothica

Gobi gives it to you after playing (fighting) with Sterling.

Ingredients:

1x Iron +

1x Ash

Description:

The animation looks much likes Acid rain, only then with lightning coming from the clouds instead. I haven't used this spell much, but it is quite powerful compared to other spells.

Upgrading Notes:

Iron and Ash are needed for this one. Ash is the cheapest at the Acid Rain Man of course and Iron can be obtained in Gothica and Omnitopia. Since the spell is quite powerful, I would use it in the lower basement of the Pyramid to train it so this gives you a lot of money for it.

Miracle cure            Combination of Heal & Cure

---

Location: Prehistoria

Go back to Strongheart's hut after getting the windwalker.

Ingredients:

1x Vinegar +

2x Root

Description:

Well, this is sort of a combination of the Cure and Heal alchemy. This spell would be the best, but it doesn't cure confound which can be annoying some time. Other than that you can use this spell instead of the other two and save an extra slot in the alchemy ring for another spell.

Upgrading Notes:

At the time you get this spell the only place where you can buy Vinegar is at Strongheart's, Root can be bought here too. So buy up until you are completely filled and use the 8x alchemy combo to get this spell up to 9 in a very short term.

Nitro                    Stronger version of Explosion; Strongest spell available

---

Location: Gothica

When going back for the energy core, go to Tinker's tower and check one of the books at the bottom of the screen. It is next to the Atom smasher chest.

Ingredients:

1x Gunpowder +

2x Grease

Description:

I think that this is THE most powerful spell in the game, however since most monsters are easily defeated you don't really need this one. I also say this because Gunpowder and Grease are very rare and also quite expensive to buy.

Upgrading Notes:

Gunpowder can only be bought at Omnitopia for as much as 4 @ 3000 credits. Grease is also super rare and can only be bought from the chessboard Alchemist. Since this spell is über-powerful I strongly recommend to upgrade it in the Basement of the Great Pyramid. At higher levels it can wipe out three Son of Anhurs in one go, so make sure you make use of that power.

One Up                      Fully restores Boy or Dog's HP

---

Location: Gothica

Get lost in the Dark Forest, at the start of the forest follow these exits:  
DDRRDLDDRRDDLDDDL (D = down, R = right, L = left)

Ingredients:

1x Feather +  
1x Root

Description:

This spell always heals one character with Maximum HP, which means it doesn't need to be upgraded. What more can I say; only Super Heal can overpower this spell.

Upgrading Notes:

You don't need to do this, but if you insist buy the Feathers at Omnitopia and the roots from Strongheart. Use the 8x Alchemy combo on this one for a rapid improvement in the statistics of this Alchemy spell.

Reflect                      Reflects magic attacks back to its caster for a period

---

Location: Omnitopia

Talk to I8-pi after obtaining the Neutron Blade

Ingredients:

2 Grease +  
1 Iron

Description:

This spell is DULL period. The spell sounds nice and it works well too, but unfortunately by the time you reach it you won't encounter anyone with alchemy making this spell rather useless. The Face and Magmar (metallic) are the only two creatures left in the game which can use alchemy at all.

Upgrading Notes:

You need Grease and Iron for this one. Grease from the Chessboard man and Iron from Omnitopia seems to work the best. 8x Alchemy to get a level up. That's all there is.

Regrowth                      Slowly regenerates HP, until you get hit by an enemy

-----  
Location: Gothica

If you walk into the back of the big house at the top of the castle you will see an old woman who will teach you the Regrowth formula.

Ingredients:

1x Acorn +  
2x Water

Description:

Mix 1 acorn and two parts water to slowly regenerate your HP, until it is completely filled. The idea of the spell is nice, but using Heal is a lot more effective.

Upgrading Notes:

The best place to buy Acorn is form the old woman you got this spell from, but only after Mungola is defeated. Before this event the Acorn will be pretty expensive at her place.

Revealer                      Use it to see invisible paths over a deep pit

-----  
Location: Antiqua

Talk to Madronius after meeting with Horace

Ingredients:

2x Ash +  
1x Wax

Description:

One of those spells you 'need' to complete the quest. You can continue on without it, but seeing the path you walk can be nice too. You only need to use it a few times; mainly in the Hall of Collosia.

Upgrading Notes:

Ash and Wax are cheapest at the Acid Rain Man as always. Find a target in Antiqua and use the spell on it as many times as you like. Use the 8x Alchemy Trick to get the job done quickly.

Revive                         Revives your dog and fills some HP as well

-----  
Location: Antiqua

After getting your dog back, go to see Blimp

Ingredients:

3x Root +  
1x Bone

Description:

I never actually ever equipped the spell, because Frisket never died during the game. In the case that Frisket would die a Dog Biscuit can bring him back just the same.

Upgrading Notes:

You need a staggering 3 roots for this spell, so you will constantly have to go back to Strongheart for this one. Bone can only be bought from Blimp, when



your resources are depleted. To train this spell you can do two things:

1. Use the Flowering Death in Omnitopia to kill your dog. (Take control over him with 'Select' and walk him into the plant) I don't recommend this since Matrix might walk into the Flowering Death as well, which instantly kills him too ending the game. So better go for the second option.
2. Walk around as the dog and walk into a Mad Monk (Don't Attack!) The Mad monk will hopefully "Plague" you. Take off his collar and walk around fighting as normal. When Frisket dies, use Revive combined with the 8x Alchemy Combo to get it done fast. The best place to do this is while training other spells on the Mad Monks (they drop a lot of money) in front of the Hall of Collosia.
3. In the intial plot take of his collar and let him die in the desert, while standing in an oasis as Matrix. He dies pretty easily on the lower levels making it easier to use the spell.

Slow Burn                      Drains enemy with a set amount damage

---

Location: Gothica

In bookshelf on the left side in Tinker's Tower you will find the Slow burn formula. (Frisket will point this one out, by sniffing near it)

Ingredients:

1x Iron +  
1x Brimstone

Description:

This does exactly the opposite of Regrowth and can be used on one to three enemies. You need one part Iron and one part Brimstone to use the alchemy. On the contrary of the other spells, the damage slow burn inflicts is always the same. On level 0 it is 8,4,4,4,... On level 1: 12,6,6,6,... Level 2: 16,8,8,8,... Etc. A bit like Corrosion only with a set damage. Come to think of it; it is just the same as Poison spell.

Upgrading Notes:

You want to take the Brimstone from Lance's and the Iron from Omnitopia for this spell. Find a reasonably weak target like a Mad Monk for example. You may want to cast this spell multiple times on the lower levels, but later on it will get (relatively) quite strong.

Speed                              Evade% & Hit% boost up for about 30 seconds

---

Location: Prehistoria

Inside the volcano in the caverns section, hiding in a secret inlet.

Ingredients:

1x Wax +  
2x Water

Description:

If you boost this spell to level 4 or so and you cast it you will become nearly untouchable since both Hit% and Evade% will raise to the maximum of 99%. Allowing you to effectively take out almost anything, without getting hit as well!

Upgrading Notes:

Use Wax from the witchdoctor on top of the volcano, (if you haven't defeated Magmar yet) and Water from Acid Rain Man. Just use the 8x Alchemy combo on it until you reach Level 9.

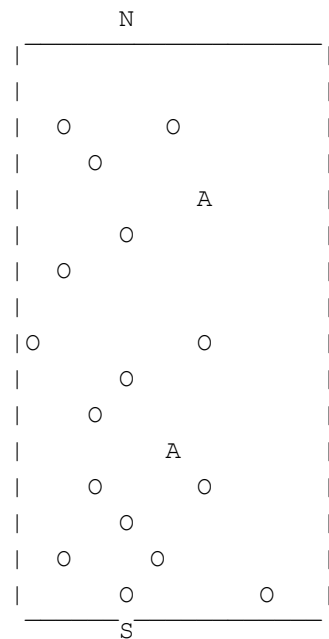
Sting                      Summon bees to sting your enemies to death

-----  
Location: Antiqua

Somewhere in the Desert of Doom, in an oasis with alchemist of this formula  
These are the best directions that I can give:

From the start of the desert walk up to the first oasis, then go up-right.  
From that oasis go directly up, and you should find the alchemist.

Alternatively, here is the map of the Desert of Doom made by using a map from Grizzly:



N = Nobilia Entrance (will appear everywhere)  
S = Starting Point  
O = Oasis  
A = Oasis with Alchemist

Ingredients:

2x Water +  
1x Vinegar

Description:

Mix one part Vinegar and two Wax to make lots of bees sting your opponents, this spell looks very nice and is just as strong as Fireball IMO.

Upgrading Notes:

Vinegar can be bought at Strongheart's or Madronius (Before battling Aegis). Wax can be bought everywhere so that won't be a problem. Use the spell on any enemy and reclaim as much money as you can from them to make little profit while upgrading this spell.

Stop                      'Freeze' your enemy for a few seconds

-----  
Location: Gothica

Under the Chessboard (You need the Oracle Bone to get it).

Ingredients:

2x Wax +  
1x Crystal

Description:

If you have the oracle bone you will receive this spell from the Force field alchemist as well. Mix one Crystal with 2 Wax to stop your enemies for a small period. You can't however hit them while they're frozen, also there is a little glitch with this spell. (See Appendix F for more details)

Upgrading Notes:

Upgrading this spell isn't useful, however it is not very expensive. Buy the ingredients in Prehistoria for the cheapest Crystals and Wax. Just use the 8x Alchemy Combo to get the job done quickly.

Super Heal                    Fully restores all HP to Boy and Dog

---

Location: Gothica

Talk to Naris in Ebon Keep when he is a boy and guess his random number right. You can always get it right:

- Pick the smaller number if he's a boy
- Pick the larger number if he's an adult

In any case if you guess wrong walk back and forth until you do get it right.

Ingredients:

2x Ethanol +  
1x Acorn

Description:

This spell can replace Heal and One-Up all the same. Maximum Healing power that auto targets both Heroes at the same time. What more can I say.

Upgrading Notes:

Ethanol can be obtained in Antiqua and Acorn in Gothica, so just use the 8x Alchemy combo to upgrade this spell in no time.

---

Alchemy Ingredients

---

Legend for the Table:

!                    = Cheapest Place

Prehistoria

---

- S. Brother        = Strongheart's Brother; in Prehistoria Village.
- Hard Ball        = Alchemist who gives you the Hard Ball Formula.
- Acid Rain        = Alchemist of Acid Rain (always the best bargain)
- Strongheart1    = Strongheart before visiting Antiqua
- Strongheart2    = Strongheart after visiting Antiqua
- Witch Doctor    = Man on top of the Volcano also Alchemist of Levitation

(Only appears before the volcano erupts)

Antiqua

-----  
Blimp = Familiar guy that gives you Crush and Reviver  
Madronius = At Horace's campsite, only appears before Aegis.  
Drain Man = Located in the Cavern on the West Bank.

Gothica

-----  
Lance = Traveler and alchemist, only appears if you leave his chests.  
Fire Power = The man locked up in West wing of Ivor Tower.  
(Can only be accessed once, which is a good thing too!)  
Regrowth1 = Woman in Ebon Keep, before beating Mungola  
Regrowth2 = Woman in Ebon Keep, after beating Mungola  
Tinker1 = The first time you meet him  
Tinker2 = After beating Mungola  
Chessboard = Alchemist beneath the chessboard, the only person who responds to the Oracle Bone.

Omnitopia

-----  
Omnitopia = Vending Machine at Omnitopia's market.

-----  
Acorn

-----  
|Fire Power | 120 GC  
|Lance | 120 GC  
|Tinker | 120 GC  
|Regrowth1 | 100 GC  
|Regrowth2 | 50 GC !

-----  
Ash

-----  
|S. Brother | 60 T  
|Acid Rain | 50 T !  
|Witch Doctor | 50 T !  
|Blimp | 60 J  
|Madronius | 60 J  
|Lance | 60 GC  
|Regrowth2 | 50 GC  
|Tinker1 & 2 | 60 GC

-----  
Atlas Amulet

-----  
Guy at the Warehouse Emporium is the only one who will sell it to you, but only if you do NOT have more than 2 amulets already in your possession:

1st Medallion @ 100 J !  
2nd Medallion @ 150 J  
3rd Medallion @ 200 J  
-----

Bone

---

Blimp		120 J !
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---

Brimstone

---

Madronius		180 J !
Lance		150 GC
Fire Power		150 GC
Tinker1 & 2		160 GC

---

Clay

---

Acid Rain		30 T !
Witch Doctor		30 T !
Regrowth1		60 GC
Regrowth2		30 GC

---

Crystal

---

S. Brother		80 T
Hard Ball		60 T !
Acid Rain		60 T !
Blimp		80 J
Lance		80 GC
Chessboard		160 GC

---

Dry ice

---

So far I haven't found anybody who will sell this.

---

Ethanol

---

Drain		100 J !
Lance		60 GC
One Up		100 GC
Tinker1 & 2		100 GC
Omnitopia		200 C !

---

Feather

---

Fire Power		1000 GC
One Up		1000 GC
Omnitopia		2000 C !

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Grease

---

Chessboard		80 GC !
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---

### Gunpowder

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Omnitopia		3000 C !
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### Iron

---

Lance		120 GC
Fire Power		120 GC
Forest Maze		180 GC
Tinker1		180 GC
Chessboard		150 GC
Omnitopia		360 C !

---

### Limestone

---

Blimp		120 J !
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### Meteorite

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Talk to the Swindler monk when you have the Egg of the Chocobo in your possession. (You must have 0 Amulets of Annihilation to make him appear) Buy the amulet from him for 10000 Jewels and you get 3 Meteorites for free. So that would make:

Meteorite 3x @ 10000 J !

---

### Mud pepper

---

Blimp		300 J !
-------	--	---------

---

### Mushroom

---

One Up		300 GC
Regrowth2		250 GC
Omnitopia		360 C !

---

### Oil

---

S. Brother		100 T
Hard Ball		60 T !
Strongheart1		60 T !
Strongheart2		80 T
Blimp		60 J

---

Madronius		60	J
Omnitopia		160	C

---

Root

---

Strongheart1		60	T
Strongheart2		50	T !
Madronius		50	J
Drain		60	J
Regrowth2		80	GC
Omnitopia		160	C

---

Vinegar

---

Strongheart2		90	T !
Madronius		100	J

---

Water

---

S. Brother		60	T
Hard Ball		30	T
Acid Rain		20	T !
Strongheart1		30	T
Strongheart2		40	T
Witch Doctor		40	T
Blimp		40	J
Drain		50	J
Regrowth1		50	GC
Regrowth2		35	GC

---

Wax

---

S. Brother		120	T
Hard Ball		80	T
Acid Rain		80	T
Strongheart1		80	T
Strongheart2		100	T
Witch Doctor		50	T !
Blimp		60	J
Madronius		50	J
Drain		100	J
Lance		60	GC
Regrowth1		80	GC
Chessboard		100	GC

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Appendix F: Bugs, glitches and stuff

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Never before have I seen a game with so many bugs and glitches, among the

other stuff and things you can find some really weird things in this section about all the 'errors' this game has to offer.

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## Bugs

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### Ebon Keep's Jail Door Bug

---

I received so many mails about this glitch, and honestly I cannot solve it. The problem is that this bug occurs when you are trying to go through the sewers towards Ebon Keep. You will end up in a prison area nearly identical to the one in Ivor Tower, although the color scheme is different. Many people seem to get stuck here for some unknown reason. In my guide I wrote that you have to open all the jails and walk into the last remaining cell in order to continue on, but this doesn't always seem to work...

After doing some research I noticed that Grizzly's map of this area had a bug with description on it, which might be the actual problem. The bug is described as follows. You should NOT open the upper left jail last (the one to the left of the wooden door). Perhaps that room was glitched so you could not reach Ebon Keep. So whatever you do; don't open that door last!

### Statistics screwed up (1)

---

When you have an active alchemy spell/disease, when you save your game stats will be screwed up the next time you restart. So never save until all effects are worn off.

### Statistics screwed up (2)

---

It has an upside too. If you unequip your items and then cast lets say defend. It raises your stats to 65,355 + defense, without armor. Unfortunately it doesn't work with Atlas, but it does apply with speed, however with 65,355 hit% or evade% you will get hit all the time.

### Losing your ship

---

Fly around and descend somewhere near the NE corner, near an island (I think it was). You'll land in Tinker's tower without a ship. DONT save it, as you cannot get your ship back. This does not seem to work for every copy of the game though (I think this may only apply to the US version, because I can't get this trick to work with my European Game).

### Money; easy come, easy go

---

If you have more than 16,777,215 of the same currency the computer will reset and start counting at 0 of that currency. This is because the programmers didn't 'seal' the maximum 6-digit hexadecimal value ( $16^6 = 16,777,216$ ), which means that the computer will start counting again at zero if you go over that top value. This happened to me, when I changed a ridiculous amount of Gold Coins into Credits.

### Bypass Verminator

---



If you go all the way through the forest and to Ebon Keep, don't fight Verminator. Head back to the chess board and the bridge to Ivor Tower will be gone, but the one to Ebon Keep will be there instead. Continue on through and you can talk to Tinker and Queen Camellia. This means that you can totally cut out the fight with that rat king. The problem is you can't go through the door where Verminator is/was because the boxes still block it. Also the game might freeze if you try to enter his room. Hence DON'T do this if you want to end your game the way it was supposed to be!

#### More than 99 alchemy ingredients

---

When you get the Meteorites as described above, the computer will always give you three Meteorites. Even when you have 99, this means that you can carry up to a maximum of  $2^8$  (2 digit Hex value minus 1 for zero) = 255 of that ingredient before it overflows (resets) the counter back to 0.

#### Tiny doesn't like the Dog

---

If you meet up with Tiny while being Frisket the game get's stuck. Presumably, because it was scripted for the Boy Matrix to move. Since you usually control Matrix it seems that the debug team oversaw this issue.

#### Tiny shuts the gate tight, if you refuse him the first time

---

Again, when opening the gate to Tiny if you leave the scene after unlocking the gate but before meeting him. The gate will be locked again if you reenter. Next to that the door will be locked permanently, as the switches can only be triggered once...

---

#### Glitches

---

#### Name glitch: Strong Heart, Strongheart

---

At the beginning of the game the village alchemist of Prehistoria is called Strong Heart, but later on near the end it is spelled as Strongheart. I'm not sure which one it officially should be, but I use Strongheart in the walkthrough.

#### 99 call beads

---

After obtaining the wind walker you can go to Horace in the palace? When you talk to the second statue on the left, then you walk to the right corner just above the third statue like so:

```
  G  G
--- --#
X    X
--- ---
X2   X
--- ---
X    X
```

X = The statues  
--- = The spaces in-between the Statues  
# = Where you pick up one call bead  
G = Guard

Talk to the second statue(X2) and go to pick up the call bead, but right when you pick it up keep pressing "B". You will receive a Call bead for each hit, so eventually you can end up to 99... If you're fast enough.

Walking into places you shouldn't be able to

---

At the beginning of the game you can walk to the right side of the village of Prehistoria, and it will be blocked by a villager. (if you haven't talked to Fire eyes) You can get past him by standing near him, then wait for your (computer controlled) dog to walk past him. Press 'Select' when the dog is past the villager, and you can get to the next screen. This trick also works near the entrance the underground cave in Antiqua. (to the north of Horace's camp) This allows you to walk on thin air.

Weapon reset at Junkyard's save point

---

If you save at the Omnitopian junkyard and you load that game file the next time, your weapon will be reset to the Bone Crusher for some unknown reason.

Dog skips levels

---

This happens sometimes when your dog is in the 50s / 60s Levels. If the game levels-up Frisket he sometimes skips one level and goes up twice in one go, but you will have to gain a lot more experience to get him to the next level. So in the end the total amount of EXP. needed is the same. In the experience chart table the levels on which this glitch occurs are marked with an asterisk.

Thunder ball glitch

---

When you use Practile bombs or Cryo-blast, and you look at the sub-screen for statistics the picture (current weapon) will look like the Thunder ball.

7 pieces of Honey at the same time

---

If you have six pieces of Honey when you battle Aquagoth, you will get an extra piece for beating him. This will force the game to let you have 7 pieces of Honey at the same time in your inventory.

7 pieces of Petal at the same time

---

When your in Prehistoria at the first fight with the raptors. You ALWAYS get a petal after the battle (if you win of course), so fight until you get 6 petals and you will be able to get a seventh Petal from the Raptor Battle.

7 pieces of Nectar at the same time

---

When you are in the second world, after you are on your way back when you

have gotten both diamond eyes; The Rogues (Mid-Boss) drop Nectar and 100 jewels. So if you have 6 pieces already, you'll mysteriously end up with a 7th piece.

7 pieces of Dino Armor at the same time

---

Wait until you beat the Salabog, if you have enough money go back and buy 6 Dino Armor's from the Prehistoria Armor Shop. Then go to the volcano path and enter the small cave where you have to fight 3 raptors in order to receive Dino Armor, when you win the battle you'll end up with 7 armors. (Not very useful glitch, but it is true)

More than 99 Cryo Blasts

---

Attack the Optional mid-boss at Omnitopia, when you have 99 Cryo blasts. The game will give you 10 or so extra Cryo blasts, which means that you can shoot some shell without seeing the counter drop (The visible value can't go over 99, even when you have more). In other words you DON'T have infinite Cryo blasts just about ten more than 99 (Then again see below).

Infinite Bazooka Shells (Cryo-Blast and Practile Bombs ONLY)

---

Due to a glitch in the US version you can have infinite shots with the bazooka for the ammo listed in the title. This is so because the game doesn't subtract 1 shot if you shoot with these shells, whereas Thunder ball projectiles are checked. For some reason this Glitch was fixed for the European Release, therefore I always thought this glitch was just a rumor (I am European).

Enemy death animation Colors screwed up

---

If an enemy gets killed and you pause the game the colors will be screwed up into the color of the enemy. For example take the Mosquito. Their blood is usually red blood. When you pause however it screws up and the color turns blue.

The Dark Forest is not so dark at all!

---

You can pause the game an open up the Ring menu when you are located in the Dark Forest as usual. The screen will brighten up in order to display the icons correctly. If you close the ring again the background will not darken again, causing the Dark Forest to become somewhat lighter. This visual glitch will work as long as you stay on the same screen.

Get an Exhibition Ticket after the Pig Races

---

Once you get the initial ticket and went through the Pig races quest the guy in at the exhibition stand seems to be gone. However, the programmers only made his sprite invisible rather than removing him. Thus when you talk to him you can buy another Exhibition Ticket from 'thin air'!

---

Stuff

---

## The value of Insect Incense

---

Many people think that this charm doesn't work, because it doesn't kill any mosquitoes. But the fact is that it does work, but it has a different effect of what you would expect. Instead of killing a mosquito the charm makes sure that it doesn't attack you. Go ahead and walk up to one with this charm in your possession. If you get close you will hear the sound it makes when it attacks you, but there is no damage.

## Mazquito

---

In the upper left cell in Ebon Keep (indeed that glitched cell) there is a little quirk hidden. If you check out the lower left corner of the cell you will get to hear that you have been bitten by a Mazquito! Matrix will also receive some damage from it!

## The Puppet show Script

---

Not many people know about this, but there is actually a small plot behind the puppet show. So here's the script for the show itself:

The Show of Life  
by Billy Shakesbad begins...  
Woe be woman  
whose fate it is to serve.  
may thy tongue shrivel  
that it spews such falsehoods.  
ah, but does not a man pull thy strings?  
We are all but puppets  
of greater powers.  
Puppets? As in the show of life?  
Truly, birth doth  
draw wide the curtains.  
And woman, are thy lines scripted?  
In that I can be no one but myself,  
I can say only my lines.  
So sad, to be so constrained.  
It is I who fell for thee.  
Thine own role and fate  
has ever been written,  
while mine own  
changes with each breath.  
Yea, tho puppet to be,  
it is hope, faith and love  
that pulls my strings.  
Woman, mine ears do sting  
from thy tongue.  
I shall away  
in search of easier folly!

## Optional Mid-Boss

---

In Omnitopia there seems to be two independent three digit color passwords. You can use the first one to deactivate the alarm in C4. The color code itself is random generated in each new game, so to get it you can talk to one

of the Mechadusters at the Omnitopian Inn to get it right away. I am not sure what exactly the required conditions are, but I was able to use another code to open a Security Door to an optional Mid-boss. The boss room is a dark blue colored room, which has two faces on the left and right sides of the wall. They look identical to the face you can see in the cut scene after you crash into the Nobilian Palace as a dog. The reward for beating the faces is some credits and 10x Cryo Blasts (or something like that).

The only problem is that this nobody seems to know which conditions are needed to get this code to work. Personally I can say that it worked only once for me and also that just trying all  $3*3*3 = 27$  combinations does not work on itself.

Cryptic Ending!

-----  
After beating the game and watch the little cut scene with Carltron wait about 30 more minutes to get a special message:

"You're a patient one, aren't you?  
Well, here's a another cryptic credit,  
Just for you..."

Then you get an extra credit name:

"Dolly Grip:  
BRIAN FEHDRAU"

I haven't got a clue what this possibly could mean, very strange indeed. According to the instruction Booklet Brain was the Lead Programmer and a Scenario Scripter of the game. That's all I know about this person. Another hint is that in movies a Dolly Grip is the person that is in charge of moving the camera (dolly) along the tracks on the set. So for a video game it would mean the person in charge of the screen movements.

Finally the issue is cleared on the message boards of Gamefaqs, where Brian Fehdrau a.k.a. "Its all Bills fault" revealed that he put the message in for his wife Dolly.

Chicken Revenge

-----  
What is it with the chicken being so sacred and holy??? In the Legend of Zelda they will come after you if you make them mad. In this game you get blown up, if you taunt the chicken more than about 100 times. Do it some more and you get blown up again. Both blows take away your current HP - 1, however if your HP is 1 you will die. You will also receive some warnings too, so try this if you are feeling bored. The lady who sells chickens will have some extra comment too!

Easy Experience

-----  
You can gain loads of Exp. by going to the pyramid to fight Tiny. Then go to the third chamber, the one where the teleporters are like this.

----  
- T-  
----- -  
- -  
-T X-

-----  
t = teleporter  
x = where you stand

Put your dog on full aggression and on 1, then stand in one of the corners and walk away. The dog kills the Oglins Tiny throws down and you get experience, while you are out doing something else. Leave SNES on over night and you will have gained quite some levels, when you come back the next day.

Worried about dying? When you level-up your HP gets fully restored. Also at levels over 40 the Oglins probably can't do more than 0-1 HP per hit, so it will take a lot of time to die leaving you rather invincible.

#### Buying Meteorites

-----

There is one place in Evermore where I could buy Meteorites. The Mad Monk in Crustacia will give you three Meteorites, when you buy an Amulet of Annihilation. Note that you must have the egg of the Chocobo in possession, and you must have 0 Amulets to make him appear.

#### Buying Dry ice

-----

It is rumored to be that when you're level is a multiple of five and you enter Dr. Sidney Ruffleberg's Lab a alchemist would pop up to sell you some Dry ice for loads of Credits. I tried this trick many times, but up till now that was still unsuccessful. If this was successful one could get infinite amount of Call Beads, because Meteorites can be bought too! Check above to see.

=====

#### Name references

=====

Did you ever notice that some names have references to certain things? I will give you some examples:

##### Thraxx:

A little deviation of the word Thorax which means chest. Do you still remember how do defeated him? Well, I think that should be obvious.

##### Aegis:

The word Aegis means nothing more than shield, which he has on his forehead for most of the time.

##### Mephista:

Mephista is also known as some sort of witch.

##### Old Nick:

Is an appellation of the Devil; that does explain his red horns.

##### Coleoptera:

It turns out to be the scientific name of an order of beetles, since Coleoptera is some sort of bug this seems appropriate (Info thanks to EL).

##### Robot-droids IM-L8 & I8-pi:

Just pronounce their names and you know what I mean.

Frippo:

Abbreviation of Frog and Hippo, also Frippo is a creature that is a small frog with the head of a hippopotamus. That figures!

Gargon and Dragoyle / Dragoil:

Two creatures that live in the Dark forest and Gobi's tower. You can notice they're identical not only in appearance, but also by their name: a mix between a Gar-goyle and Dra-gon. Perhaps that was the reason why Dragoil was changed into Dragoyle; phonetically they sound the same, but they are different. Dragoil appears in the American version, whereas Dragoyle is in the European one.

=====  
Alchemy glitches  
=====

Alchemy 2x, 3x combo

-----  
This trick is very familiar. It is done by casting the alchemy spell again right after you cast it the first time. It can even be done three times, when the distance between you and the target is far enough.

Alchemy 8x combo

-----  
Yes, it is possible to perform a 8x alchemy combo! But you need good reflexes for this. First press 'Select' to play as the dog. Now press 'X' to open the boy's menu. Select a spell and cast it, then immediately after casting it, press 'X' to freeze time(open menu).

Use another alchemy spell, and repeat the previous steps to get up to a maximum of 8. The game will start running a little slower and the animation goes a little berserk sometimes, but it works.

You can get 8x combo on spells that are used very quickly like the drain formula, but you must practice this before you can get this done in time. Example: Use Nitro on level 9, you can cause  $999 * 8 = 7992(!)$  damage on almost any enemy.

There is only one downside to this little glitch, the game might freeze in some situations like in the context of 'levitation Bug' just below, or in the battle with Carltron.

Stop Glitch

-----  
Use the 'stop' formula your enemy will turn black/white as usual. But if you pause the game your enemy will mysteriously regain it's color, although it remains frozen.

Levitation Bug

-----  
You can freeze the game if you cast levitation 'Eight-fold' on the rock in front of the volcano several times.

Alchemy Combo Formula: Blood Rain

Use a combo with Corrosion, then Explosion. This will cause the rain to become bloody red.

#### Alchemy Combo Formula: Rusty Hand

---

Combine Lance with Crush to see a hand with 'orange' like rust covered over it, when it falls on your pity victim.

===More to come===

---

#### Beta Changes

---

In the instruction booklet are some screenshots that show us the game in an earlier stage of development. Here are a few examples:

#### Wily Rogue

---

One of the pictures in the booklet you can clearly see Matrix using the target function on a Mad Monk, only here the Mad Monk is called a "Wily Rogue".

#### White Castle Ke

---

No this is not a typo, the White Castle Ke appears in a screenshot of a list of all the Rare Items. This key is renamed in the game to Queen's Key. I think this happened because there wasn't enough space for the last "y" in White Castle Key, so they changed it into Queen's Key.

#### Magic Drain

---

In the instruction booklet Camillia Bluegarden's Call Bead Spells included the Magic Drain. There is no icon on the screenshot next to it so it was probably removed fairly quickly. This game doesn't use Magic Points so why is it actually here anyway?

#### Bull's-eye

---

Another mysterious Call Bead Spell, which was meant for Sidney Ruffleberg. Again there is only a name and description, but it is missing in the screenshot next to it. Bull's-eye was supposed raise your Attack, so basically it was exactly the same as the "Atlas" Alchemy.

#### Magic Gourd; Trade Item

---

The Magic Gourd is listed under tradable items according to the Manual. This is strange since it belongs under Rare Items in the actual game. Or at least there is no one who will trade me this item, other than the appraiser of course.



## Crustacia's Item Shop

-----  
If you look carefully at this picture you will notice that there is a yellow table on it, which cannot be found in the actual game.

## ===== Credits =====

The credits for this gamefaq/walkthrough go to:

Squaresoft USA

For making this original game

You

For reading this walkthrough

Me

As I enjoyed making this walkthrough

Paul Hart

He told me the directions in the desert for the sting formula

ChocalteMooCow

Pointing out a lot of glitch like some 7 of kind glitches. Also for an 'up' side of screwing your stats up, Losing your flight ship, easy experience and others.

Sweat of the Bud

Added glitch about bypassing Verminator.

Assassin17

- Some additional things like the US/European difference in the name for Dragoil / Dragoyle enemy.
- Explaining me that the Bazooka Infinite Ammo Glitch only works in the US version as it was fixed in the European version.
- Telling me that Magmar in the final battle has Exp, but you don't receive It.
- His FAQ proved useful in fixing some Statistics that I miscalculated.
- For the help on some of the issues like the leveling up glitches. Check out his site for some interesting patches.

Jason Lam

Located another Enemy Palette glitch that makes the colors go berserk if an enemy is killed.

Mcewen

Found out that the Thug's Cloak is also hidden inside the Colloseum Waiting Room instead of the Centurion Cape (provided that you have the Centurion Cape & other armors in your possession).

Skygor

He found a secret stash of 500 Jewels in Antiqua at the Nobilian market. See chapter 4 for more details. And also explained that it IS possible to get 8x Double drain if you are fast enough.

RedGoblin

Told me about the deal with Cecil and Rosa from Final Fantasy II.

EL

Coleoptera is also a scientific reference to a certain order of beetles.

Todd

He found out that the security code of the "Face 2x" mini-boss is NOT linked to the code of the alarm (which I thought it was).

Randy Doe

The visual glitch that causes the Dark Forest to brighten up was found by him. Randy also gave some information about the Dolly Grip phenomenon of this game.

Joshua Wayne

He gave another explanation to the Dolly Grip issue.

Grizzly

Check out the Secret of Evermore maps he made with the actual game graphics, they're pretty nice. I used his Desert of Doom map to create a small mini-map in my walkthrough. Many thanks to you! Also his map of Ebon Keep's Jail helped me in finding the cause of the appropriate glitch.

Jason Manley

Found out that the Mad Swindler Monk in Crustacia can give the Magic Gourd as a free gift along with the Amulet of Annihilation! Wow, even after 10 years still new secrets are revealed. This game is amazing, just for that!

Tiamat Zark

Located two previously unknown Call Beads in Preshistoria  
Mentioned the glitch about the invisible Ivory Tower Exhibition Ticket booth

Sumolguy

Cleared up matters about the Barrier spell

A.J. Lawson

Some info on the Swindler Monk's treasures, Revive alchemy and Mad Psychic

clarjonl

Found another bug in the game, when playing as the dog in the underground Pyramid section.

Anthony P.

Found another easy way to beat Verminator.

psychotikfrog

Mentions a way to make profit by appraising goods.

Silencer150

Mentions another bug with Tiny's gate in the underground pyramid section.

BioKraze

Wrote up some descriptions for the missing items that didn't have any description in Appendix A.

the8thark

Correcting me that I missed the usage of "Reflect" against the Faces, and noticed that the hidden stash of 500 jewels is also accessible just before fighting off Aegis at the Nobilian market.

Blake Reno

Found the most efficient trading sequence in Nobilia to get all the rare items, with as little effort as possible.

Jason Edwards

Noticed I didn't mention the free Grass vest in the main walkthrough!

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Nothing out of this walkthrough may be copied for use on own websites, or own profit. The following link is the only website on which my FAQ / walkthrough is available, if you wish to upload the FAQ to your own website please notify me before doing so. If I am interested enough I will grant permission for an additional upload.

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Website locations  
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<http://www.gamefaqs.com>  
<http://www.neoseekers.com>  
<http://www.mycheats.com>

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Other interesting locations  
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<http://assassin17.home.comcast.net/> - Has some good patches for SoE  
<http://panicus.org/FuSoYa> - 2 Player IPS patch by FuSoYa

-----  
Total GameFAQ productions  
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Donkey Kong Country	Speed Guide
Donkey Kong Country 2: Diddy's Kong Quest	Speed Guide
Dungeon Keeper	FAQ/Walkthrough
Golden Sun	FAQ/Walkthrough
Golden Sun: the Lost Age	FAQ/Walkthrough
Jet Force Gemini	In-depth Guide; Capacity Crates
Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map
Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Paper Mario	FAQ/Walkthrough
Perfect Dark	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

=====  
E-mail, Questions and Contributions  
=====

If you have anything to ask / contribute / correct about this game or my walkthrough you can e-mail me on the following address:  
knuckle\_Iron(at)hotmail.com . Only e-mail me about question related to the game. ALL OTHER MAIL WILL BE IGNORED, I don't mean to be rude but this is a gamefaq. Look at the Unfinished business section above for some ideas that are worth posting a 'contribution e-mail' to me. Finally please be as specific as possible when posting a question. Thank you.

=====  
Unfinished business  
=====

- Any new or unknown bugs, glitches, rumors or other stuff that is not included in this walkthrough.
- A foolproof method to open the security door(the one marked with "LOCK") at Omnitopia's room D3.

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- == END == -