

Seijuu Maden Beasts & Blades (Import) FAQ/Walkthrough

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Seijuu Maden Beasts & Blades

(c) BPS/ORG/MEDIA WORKS

(c) 1995

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GUIDE

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Please use these cheat codes.

Gold 7E600CFF
 7E600DFF
 7E600EFF
Food (First Sacred Beast King) 7E6310FF
 7E6311FF
EXP After Battle (POINT) 7E9319FF
Use (First Sacred Beast King) 7E9476FF
Move quickly on the world map 7E601C00

About the game

The one where the reader participation game that was played in the media works issue of 'Dengeki Super Famicom' magazine was made into a video game. A story where men who fight with weapons, and beasts who can do special attacks become a companion go on a journey to look for the "beast sword."

After selecting the hero's name, choose "yes."

First Sacred Beast King

Lavius

Now, go into the next room, and there is a scene. The hero gets raisins, cheese, 120G, and broad sword. Now, leave the hero's house. On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to the girl who is nearby the signboard, and then speak to Amy's mother who nearby the girl. Choose "yes," and then speak to the girl again. Now, leave the Plaza. Incidentally, Johnson who is at the Item Shop (the right square in the middle row) and Almer who is at the Bar (the right square in the top row) can become a companion. Just go to the front of that person, and press the A button to open the command menu. Choose "companion (#3)" to make that person becomes a friend. Make sure to buy new equipment at the blacksmith (the middle square in the middle row), and recovery items at the Church (the middle square in the top row); as a reminder, many of the items bought at the Church can be used in the battle. On the town map, choose "Exit (the middle square on the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west, and put that feather onto the West Cave. After that, press the A button repeatedly until the bird reaches the cave, and then choose "yes" to enter the West Cave.

West Cave

Now, go thru the top opening into the next. In this area, fight the enemies.

After defeating the enemies, go thru the opening on the right into the next area. In this area, go thru the top opening into B1. On B1, go thru the opening on the right into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening the top opening into the next area. In this area, go upward. There is a scene. Now, fight the enemies. After defeating the enemies, the hero gets the plan document. Now, leave the cave. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east, and put that feather onto Lunas Castle which is nearby Lavius. After that, press the A button repeatedly until the bird reaches the castle, and then choose "yes" to enter Lunas Castle.

Lunas Castle

On the town map, choose "Castle (the middle square in the top row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the top opening into the next room. In this room, go to the opening on the left into the next room. In this room, go thru the top opening into the nest room. In this room, speak to Ivesfelt who standing between the two pillars, and choose "yes." Ivesfelt becomes a friend. Now, leave the castle. Incidentally, Gal who is at the Item Shop, and Hildicard who is at the Beast Market can become a companion. Make sure to buy new equipment at the blacksmith (the left square in the middle row), recovery items such as holy orb (2100G) & royal zesoo (640G) at the Church (the right square in the middle row), and a Griffon at the Beast Market (the left square in the top row). (To make Griffon appears in the formation, press the A button to open the command menu, and choose "Status" + "Formation" + "Hero" + "Beast Pack" + "1" + "UP button" + "Empty Square" + "Hero"). On the town map, choose "Exit (the middle square on the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west, and put that feather onto the West Cave. After that, press the A button repeatedly until the bird reaches the cave, and then choose "yes" to enter the West Cave.

West Cave

Now, go thru the top opening into the next. In this area, fight the enemies. After defeating the enemies, go thru the opening on the right into the next area. In this area, go thru the top opening into B1. On B1, go thru the opening on the right into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening the top opening into the next area. In this area, go upward, and there is a scene. Now, fight Gaias' subordinates. After defeating Gaias' subordinates, there is a scene. (The First Sacred Beast King rescues Amy and Saria).

Lunas Castle

There is a scene. Now, leave the Castle. On the town map, choose "Church (the right square in the top row)." In the Church, go thru the top opening into the next area. In this area, speak to Priest who is on the right side of the red carpet. Now, leave Ruunas Castle. On the town map, choose "Exit (the middle square on the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather onto Lavius which is nearby. After that, press the A button repeatedly until the bird reaches Lavius, and then choose "yes" to enter Lavius.

Lavius

On the town map, choose "Private House (the left square in the middle row)." In the Private House, go to the left, and there is a scene. After that, go into the next room, and there is a scene. Now, leave the hero's house. On the town map, choose "Exit (the middle square on the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto Riroiru which is nearby the West Cave. After that, press the A button repeatedly until the bird reaches Reroil, and then choose "yes" to enter Reroil.

Reroil

On the town map, choose "Plaza (the left square)." In the Plaza, speak to the man who is moving twice. Then, speak to the old woman who is standing in the center of the Plaza, and choose "yes." Now, leave the Plaza. Incidentally, Shellby who is at the Item Shop can become a companion. On the town map, choose "Exit (the bottom square)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east, and put that feather onto the sword which is nearby Reroil. After that, press the A button repeatedly until the bird reaches the sword, and then choose "yes" to enter Forest of Ruined Castle.

Forest of Ruined Castle

There is a scene, and the hero gets the medical herb. There is another scene. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west, and put that feather onto Reroil. After that, press the A button repeatedly until the bird reaches Reroil, and then choose "yes" to enter Reroil.

Reroil

On the town map, choose "Plaza (the left square)." In the Plaza, speak to the old woman again, and choose "yes." There is a scene.

Stabonshi

There is a scene. On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, "search (#2)" the sighboard, and choose "Guard, recruiting! (#2)." Now, leave the Plaza. On the town map, choose "Bar (the right square in the top row)." In the bar, speak to the Government Official (the old man on the right), and choose "yes." Incidentally, Unagii who is at the Bar can become a companion. Now, leave the bar. Make sure to buy new equipment at the blacksmith (the middle square in the middle row). On the town map, choose "Exit (the bottom square)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west, and put that feather onto the sword which is nearby Stabonshi. After that, press the A button repeatedly until the bird reaches the sword, and then choose "yes" to enter the Spawning Place.

Spawning Place

Now, go to the right, and there is a scene. Now, fight the enemies. After defeating the enemies, there is a scene. Now, leave the Spawning Place. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west, and put that feather onto Slowworm Tribe Village which is

nearby the Spawning Place. After that, press the A button repeatedly until the bird reaches Slowworm Tribe Village, and then choose "yes" to enter Slowworm Tribe Village.

Slowworm Tribe Village

On the town map, choose "Church (the middle square in the middle row)." In the Church, go thru the top opening into the next room. In this room, speak to the Father twice. Now, leave the Church. Make sure to buy new equipment at the blacksmith (the left square in the middle row). On the town map, choose "Exit (the bottom square)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto the forest area that's nearby Dark Elf Cave. After that, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north, and put that feather onto Dark Elf Cave. After that, press the A button repeatedly until the bird reaches Dark Elf Cave, and then choose "yes" to enter Dark Elf Cave.

Dark Elf Cave

Now, go thru the opening on the left into the next room. In this room, go thru the opening at the top into B1. On B1, go thru the opening at the bottom into the next room. In this room, go thru the opening on the left into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, there is a scene. Now, leave Dark Elf Cave. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east, and put that feather onto Stabonshi. After that, press the A button repeatedly until the bird reaches Stabonshi, and then choose "yes" to enter Stabonshi. There is a scene.

Stabonshi

On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to the Bard who is standing in the center of the Plaza, and choose "yes."

Odense

There is a scene. On the town map, choose "Private House (the right square in the middle row)." In the Private house, speak to Charcot. Now, leave Charcot's House. On the town map, choose "Private house (the left square in the middle row)." In the Private house, speak to Hidari, and choose "yes." Now, leave Hidari's House. On the town map, choose "Plaza (the middle square in the middle row)." In the Plaza, "search (#2)" the tree that's on the right side of the left signboard for the chisel. Now, leave the Plaza. On the town map, choose "Private House (the right square in the middle row)." In the Private House, speak to Charcot. Now, leave Charcot's House. On the town map, choose "Private House (the left square in the middle row)." In the Private House, speak to Hidari. Now, leave Hidari's House. On the town map, choose "Inn (the left square in the bottom row)." At the Inn, speak to man who is behind the counter, and there is a scene. At the Plaza, speak to six of the villagers or just speak to Charcot six times, and there is a scene. (Charcot wins in the Snow Festival). On the town map, choose "Bar (the left square in the top row)." At the Bar, speak to the Bard who is nearby the table, and there is a scene. Now, leave the Inn. On the town map, choose "Exit (the last bottom square)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" +

"move (#1)." Now, move the feather southwest, and put that feather onto Nosuku. After that, press the A button repeatedly until the bird reaches Nosuku, and then choose "yes" to enter Nosuku.

Nosuku

Make sure to buy new equipment at the Blacksmith (the middle square in the middle row). Now, leave the Blacksmith. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north, and put that feather onto the ground. Now, move the feather east, and put that feather onto the ground. Now, move the feather north, and put that feather onto the ground. Now, move the feather southeast, and put that feather onto the ground. Now, move the feather east, and put that feather onto the cave. After that, press the A button repeatedly until the bird reaches the cave, and then choose "yes" to enter Flames Eye.

Flames Eye

Now, go thru the opening at the top into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening into B1. On B1, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening on the left into the next area. In this area, go thru the opening at the top into B2. On B2, go thru the opening on the left into the next area, go thru the opening on the left into the next area. In this area, go thru the opening at the top into the next area. In this area, go upward, and there is a scene. Now, fight Evil Eye. After defeating Evil Eye, there is a scene, and the hero gets the ice drop. There is a scene.

Mashilva Castle

There is a scene, and then the hero gets the sailboat. Now, leave the castle. Make sure to buy new equipment at the Blacksmith (the left square in the bottom row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, there is a scene. Just wait for the the Evil Beast King, and then defeat it (a group of enemies). After that, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Mello. After that, press the A button repeatedly until the bird reaches Mello, and then choose "yes" to enter Mello.

Mello

Make sure to buy new equipment at the Blacksmith (the left square in the middle row). On the town map, choose "Exit (the last bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Rook. After that, press the A button repeatedly until the bird reaches Rook, and then choose "yes" to enter Rook.

Rook

Make sure to buy new equipment at the Blacksmith (the middle square in the middle row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Raksas which is nearby the mountain cave, Haynes Temple. After that, press the A button repeatedly until the bird reaches Raksas, and then choose "yes" to enter Raksas.

Raksas

Make sure to buy new equipment at the Blacksmith (the left square in the bottom row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto the mountain cave, Haynes which is nearby Raksas. After that, press the A button repeatedly until the bird reaches Haynes, and then choose "yes" to enter Haynes

Haynes Temple

Now, go thru the opening at the top into the temple. In the temple, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, there is a scene. Now, choose a name for the sacred beast bird type + "yes." After that, there is a scene. Now, fight Gaias. After defeating Gaias, Gaias will retreat. On the world map, there is a scene. Now, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto the castle. After that, press the A button repeatedly until the bird reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, there is a scene. After that, speak to Charcot (Sixth Sacred Beast King), and choose "yes." Now, speak to Bolk (Eighth Sacred Beast King), and choose "yes." Make sure to get companions to join Charcot & Bolk's group, and also buy new equipment & recovery items in nearby towns because the Evil Beast Kings will appear frequently on the world map to invade other towns. After that, leave the castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, there is a scene. Just wait for one the the Evil Beast King, and then defeat it (a group of enemies). After that, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Mello. After that, press the A button repeatedly until the bird reaches Mello, and then choose "yes" to enter Mello.

Mello

On the town map, choose "Plaza (the right square in the bottom row)." In the Plaza, speak to Aibesfelt. Now, leave the Plaza. On the town map, choose "Private House (the middle square in the middle row)." In the Private House,

Speak to Pal (the blonded-hair girl). Now, leave Pal's house. On the town map, choose "Exit (the bottom square in the last bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east, and put that feather onto the cave which is nearby Karlszark. After that, press the A button repeatedly until the bird reaches the Cave, and then choose "yes" to enter Dragon Cave.

Dragon Cave

Now, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening at the top into the next area. In this area, go thru the opening at the top into B1. On B1, go thru the opening on the left into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening at the top into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening on the right into the next area. In this area, go thru the opening on the right into the next area. In this area, fight the enemies. After defeating the enemies, go thru the opening at the top into the next area. In this area, go thru the opening at the top into the next area. In this area, speak to Hell Dragon, and choose "overlook (#1)" to get the medical herb. There is a scene, and choose "no." Now, fight Radige. After defeating Radige, there is a scene. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west, and put that feather onto Mello. After that, press the A button repeatedly until the bird reaches Mello, and then choose "yes" to enter Mello.

Mello

On the town map, choose "Private House (the middle square in the middle row)." In the Private House, speak to Pal (the blonded-hair girl), and there is a scene. Now, leave Pal's house. On the town map, choose "Exit (the last bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Randebaum. After that, press the A button repeatedly until the bird reaches Randebaum, and then choose "yes" to enter Randebaum.

Randebaum

On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to Neipia (the blonded-haired girl), and there is a scene. Now, leave the Plaza. On the town map, choose "Bar (the right square in the top row)." In the Bar, speak to the soldier who is nearby the entrance. Now, leave the Bar. Make sure to buy new equipment at the Blacksmith (the middle square in the middle row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southeast, and put that feather onto Karlszark which is nearby Dragon Cave. After that, press the A button repeatedly until the bird reaches Karlszark, and then choose "yes" to enter Karlszark.

Karlszark

Now, defeat the enemies if there are any blocking the entrance. On the town map, choose "Bar (the left square in the bottom row)." In the Bar, speak to the man with the green cap. Now, leave the Bar. Make sure to buy new

equipment at the Blacksmith (the left square in the middle row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north, and put that feather onto Mashilva Castle. After that, press the A button repeatedly until the bird reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, there is a scene. (Only two can be chosen among the 8 Sacred Beast Kings to join the First Sacred Beast King; I chose Bolk and Charcot). Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Bafaia. After that, press the A button repeatedly until the bird reaches Bafaia, and then choose "yes" to enter Bafaia.

Bafaia

Now, defeat the enemies. On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to the public office person (the green-haired man), and choose "accept (#1)." There is a scene, and choose "yes" + "yes" + "yes" + "yes" + "yes" + "yes" + "yes" + "yes" + "yes" + "yes" + "yes." Now, leave the Mayor's house. On the town map, choose "Plaza." In the Plaza, speak to the man who is nearby the signboard. Now, leave the Plaza. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southwest, and put that feather onto the sword which is nearby Bafaia. After that, press the A button repeatedly until the bird reaches the sword, and then choose "yes" to enter the Suburbs.

Suburbs

There is a scene, and choose "fight (#1)." Now, fight Wertheim. After defeating Wertheim, there is a scene. Now, leave the Suburbs. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Bafaia. After that, press the A button repeatedly until the bird reaches Bafaia, and then choose "yes" to enter Bafaia.

Bafaia

On the town map, choose "Bar (the right square in the top row)." In the Bar, speak to the Mayor (the white-haired old man) who is nearby the counter. Now, leave the Bar. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto Rook which is nearby Bafaia. After that, press the A button repeatedly until the bird reaches Rook, and then choose "yes" to enter Rook.

Rook

On the town map, choose "Plaza (the right square in the bottom row)." In the Plaza, speak to the green-haired woman five times, and there is a scene. After that, Rook becomes ruined. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Raksas which is nearby the mountain cave, Haynes Temple. After that, press the A button repeatedly until the bird reaches Raksas, and then choose "yes" to enter Raksas.

Raksas

On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to the old man in the green outfit four times, and there is a scene. Choose "yes." Now, fight Blue Whale. After defeating Blue Whale, there is a scene. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto Mashilva Castle. After that, press the A button repeatedly until the bird reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, there is a scene. (I chose Bolk and Charcot). Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Ulfania which is nearby Mashilva Castle. After that, press the A button repeatedly until the bird reaches Ulfania, and then choose "yes" to enter Ulfania.

Ulfania

Now, speak to the man who is blocking the gate for he will mention something about Brain. After that, leave Ulfania. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southwest, and put that feather onto Mashilva Castle. After that, press the A button repeatedly until the bird reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, speak to King Lang who will mention something about Brian, and choose "no" to return Bolk and Charcot back to the Castle. Now, speak to Mona (the woman in the blue dress) who is nearby for she will mention something about Brain. Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the far southwest, and put that feather onto Taltium which is on a small island. After that, press the A button repeatedly

until the bird reaches Taltium, and then choose "yes" to enter Taltium.

Taltium

On the town map, choose "Plaza (the right square in the bottom row)." In the Plaza, speak to the girl with black hair for she will mention something about Brain. Now, leave the Plaza. Make sure to buy new equipment at the Blacksmith (the middle square in the middle row). On the town map, choose "Exit (the bottom square in the last bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east onto the sea. Now, move the feather all the way south, and put that feather onto the cave which is on a small island. After that, press the A button repeatedly until the bird reaches Kidnaper Cave, and then choose "yes" to enter Kidnaper's Cave.

Kidnaper's Cave

Now, go thru the opening on the left into the next room. In this room, go thru the opening on the bottom into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the top into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the bottom into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the bottom into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the top into B1. On B1, go thru the opening on the left into the next room. In this room, go thru the opening on the top into the next room. In this room, go thru the opening on the top into the next room. In this room, go thru the opening on the top into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the top into the next room. In this room, go thru the opening on the top into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the bottom into the next room. In this room, go thru the opening on the left into the next room. In this room, there are two Minotarous. Now, speak to the Minotarous who is standing on the front side of the counter for he will mention something about Brain. Now, leave the cave. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north onto the sea. Now, move the feather west, and put that feather onto Taltium. After that, press the A button repeatedly until the bird reaches Taltium, and then choose "yes" to enter Taltium.

Taltium

On the town map, choose "Plaza (the right square in the bottom row)." In the Plaza, speak to Brian, and there is a scene. Now, leave the Plaza. On the town map, choose "Exit (the bottom square in the last bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the

feather northeast, and put that feather onto Mashilva Castle. After that, press the A button repeatedly until the bird reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, speak to the Fifth Sacred Beast King Brain, and choose "yes." Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the snail, and press the A button. Choose "Fifth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Ulfania which is nearby Mashilva Castle. After that, press the A button and the snail will automatically go to Ulfania. Then, choose "yes" to enter Ulfania. (Choose "yes" for the auto battles).

Ulfania

Now, speak to the man who is blocking the gate. On the town map, choose "Fine House (the middle square in the middle row)." In the Fine House, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, speak to Rukureeru (the old man with the beard), and there is a scene. Now, leave the Fine House. Make sure to buy new equipment at the Blacksmith (the left square in the middle row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer back onto the bird that's on Mashilva Castle, and then press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto the cave that is also nearby Mashilva Castle. After that, press the A button repeatedly until the bird reaches Auger's Cave, and then choose "yes" to enter Auger's Cave.

Auger's Cave

Now, go to the left, and there is a scene. In this room, there are three elf statues. Now, search the elf statue on the right, and choose "yes." Then, search the elf statue in the middle, and choose "yes." Now, go thru the opening on the left into the next area. In this area, go thru the opening at the bottom into the next area. In this area, fight the enemy. After defeating the enemy, go thru the opening on the left into the next area. In this area, go thru the opening at the top into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening at the top into the next area. In this area, fight the enemy. After defeating the enemy, go thru the opening on the right into the next area. In this area, go thru the opening at the top into the next area. In this area, go thru the opening into B1. On B1, go thru the opening on the left into the next area. In this area, fight the enemy. After defeating the enemy, go thru the opening at the bottom into the next area. In this area, there are three elf statues. Now, search the elf statue on the right, and choose "yes." Then, search the elf statue in the middle, and choose "yes." Now, go back thru the opening at the top into the other area. In this area, go back thru the opening on the right into the other area. In this area, go thru the opening on the right into the next area. In this area, go thru the opening at the top into the next area. In this area, go thru the opening at the top into the next area. In this area, there is a scene. Now, fight Auger. After defeating Auger, there is a scene.

Ulfania

There is a scene, and the hero gets the miracle sword. Now, leave the Fine House. Make sure to buy new equipment at the Blacksmith (the left square in the middle row). On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southwest, and put that feather onto Mashilva Castle. After that, press the A button repeatedly until the bird reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, speak to King Lang, and choose "yes." Now, choose "yes" for Brain, "no" for Bolk, and "no" for Charcot. Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Bafaiam. After that, press the A button repeatedly until the bird reaches Bafaiam, and then choose "yes" to enter Bafaiam.

Bafaiam

On the town map, choose "Plaza (the right square in the bottom row)." In the Plaza, speak to person who is nearby the signboard. Now, leave the Plaza. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto the cave which is nearby. After that, press the A button repeatedly until the bird reaches Sai's Labyrinth, and then choose "yes" to enter Sai's Labyrinth.

Sai's Labyrinth

Now, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the left into the next room. In this room, fight the enemy. After defeating the enemy, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the left into the next room. In this room, go thru the opening at the top into B1. On B1, go thru the opening at the right into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into B2. On B2, go thru the opening at the left into the next room. In this room, go thru the opening at the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, search the tombstone, and choose "about the beast sword (#1)" + "about the sacred and evil war (#2)." There is a scene. Now, leave the cave. On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north, and put that feather onto Mashilva Castle. After that, press the A button repeatedly until the bird

reaches Mashilva Castle, and then choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, speak to King Lang, and choose "no" for Bolk and Charcot. Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "Rendez-vous (#4)" + "Eighth Sacred Beast King" + "exchange (#1)" + "item (#2)" + "sailboat," and press the B button three times to remove the menu. Now, move the pointer onto the bird, and press the A button. Choose "Eighth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea northwest, and put that feather onto Odense. After that, press the A button, and the serpent will automatically go to Odense. Then, choose "yes" to enter Odense.

Odense

On the town map, choose "Bar (the left square in the top row)." In the Bar, speak to the Bard (the blonded-haired man), and there is a scene. After that, speak to the Bard again to get the letter of invitation. Make sure to buy a lot of teishyoku (40G) for Bolk to be used as food. Now, leave the Bar. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the serpent, and press the A button. Choose "Eighth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east across the sea, and put that feather onto Pirate Village which is nearby Mashilva Castle. After that, press the A button, and the serpent will automatically go to Pirate Village. Then, choose "yes" to enter Pirate Village.

Pirate Village

Now, speak to one of the guards who is blocking the way, and there is a scene. On the village map, choose "Private House." In the Private House, speak to the Chief who is nearby, and there is a scene. Now, leave the Private House. On the village map, choose "Exit" + "yes." On the world map, move the pointer onto the serpent, and press the A button. Choose "Eighth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southeast, and put that feather onto Mellow which is nearby Mashilva Castle. After that, press the A button, and the serpent will automatically go to Mellow. Then choose "yes" to enter Mellow.

Mellow

On the town map, choose "Private House (the middle square in the middle row)." In the Private House, speak to blue-haired boy who is nearby the plant, and then speak to Meneeu (the green-haired woman). Now, leave that house. On the town map, choose "Plaza." In the Plaza, go thru the opening at the top into the next area. In this area, speak to the old man. Now, leave the Plaza. Make sure to buy a lot of shiozukeniku (100G) at the item shop for Bolk to be used as food. On the town map, choose "Exit" + "yes." On the world map, move the pointer onto the serpent, and press the A button. Choose "Eighth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Randebaum. After that, press the A button, and the serpent will automatically go to Randebaum. Then, choose "yes" to enter Randebaum.

Randebaum

On the town map, choose "Bar (the right square in the top row)." In the Bar, speak to Ordel (the blonded-haired man) who is nearby the counter, and there is a scene. Now, leave the Bar. On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to Ordel, and there is a scene. Choose "Pull the body (#2)," and there is a scene. On the town map, choose "Exit" + "yes." On the world map, move the pointer onto the serpent, and press the A button. Choose "Eighth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather west across the sea, and put that feather onto the sword which is nearby Odense. After that, press the A button, and the serpent will automatically go to Odin's Mountain. Then, choose "yes" to enter Odin's Mountain.

Odin's Mountain

Make sure you have two opened squares in the formation for Cynthia (Bolk's daughter) and Odin (juma beast). Now, go to the left, and there is a scene. Choose "Join (#1)" to make Cynthia become a friend. On the world map, move the pointer onto the bird that's on Mashilva Castle, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "enter (#2)" to go into Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, speak to Zona (the blonded-haired woman) who is nearby the pillar on the left, and choose "yes." Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southeast, and put that feather onto Karlszark. After that, press the A button, and then the carbunkle will automatically go to Karlszark. Now, choose "yes" to enter Karlszark.

Karlszark

On the town map, choose "Fine House (the middle square in the top row)." In the Fine House, go thru the opening on the top into the next room. In this room, speak to Lapals 6th, and choose "look for (#1)" the sword dragon's anger. After that, speak to the guard on the top right who's nearby the pillar on the right for he will mention something about a mysterious woman went north. Now, leave the Fine House. Make sure to buy new equipment at the blacksmith shop. On the town map, choose "Exit," and "yes." On the world map, move the pointer onto the carbunkle, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north, and put that feather onto Dragon Cave which is nearby. After that, press the A button, and then the carbunkle will automatically go to Dragon Cave. Now, choose "yes" to enter Dragon Cave.

Dragon Cave

Now, go thru the opening on the left into the next area. In this area, go thru the opening on the top into the next area. In this area, go thru the opening at the top into the next area. In this area, there is a scene, and Prana (Zona's younger sister) is rescued. Then, Zona gets the dragon's anger. Now, leave the cave. On the world map, move the pointer onto the

carbunkle, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Karlszark. After that, press the A button, and then the carbunkle will automatically go to Karlszark. Now, choose "yes" to enter Karlszark.

Karlszark

On the town map, choose "Fine House (the middle square in the top row)." In the Fine House, go thru the opening on the top into the next room. In this room, speak to Lapals 6th to get the sailboat. Now, leave the Fine House. On the town map, choose "Bar (the left square in the top row)." In the Bar, speak to man with the green cap for he will mention something about a fortune teller in Anakia. Now, leave the Bar. On the town map, choose "Exit," and "yes." On the world map, move the pointer onto the carbunkle, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southwest, and put that feather onto Anakia which is nearby Bafaiam and the Old Cave. After that, press the A button, and then the carbunkle will automatically go to Anakia. Now, choose "yes" to enter Anakia.

Anakia

On the town map, choose "Private House (the left square in the middle row)." In the Private House, speak to old woman (fortune teller), and choose "To pay (#1)." On the town map, choose "Exit," and "yes." On the world map, move the pointer onto the carbunkle, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the farthest northwest corner of the map, and put that feather onto the Evil Family Cave which is nearby Odense. After that, press the A button, and then the carbunkle will automatically go to the Evil Family Cave. Now, choose "yes" to enter the Evil Family Cave.

Evil Family Cave

Now, go thru the opening at the bottom into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening at the bottom into the next area. In this area, go thru the opening on the right into the next area. In this area, go thru the opening at the top into B1. On B1, go thru the opening at the bottom into the next area. In this area, go downward, and there is a scene. Choose "Keep doing it (#1)." Now, leave the cave. On the world map, move the pointer onto the carbunkle, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the south, and put that feather onto the sword which is nearby Nosuku and the Dark Elf Cave. After that, press the A button, and then the carbunkle will automatically go to Soul Garden. Now, choose "yes" to enter Soul Garden.

Soul Garden

Now, go thru the opening at the top into the next area. In this area, go thru the opening at the top into the cave. In the cave, go upward, and there is a scene. Then, Zona gets Death God's ear. On the world map, move the pointer onto the carbunkle, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east, and put that feather onto the Dark Elf Cave which is nearby. After that, press the A button, and then the carbunkle will automatically go to the Dark Elf Cave. Now, choose "yes" to enter the Dark Elf Cave.

Dark Elf Cave

Now, go thru the opening at the top into the next room. In this room, there

is a scene. Now, fight Hanes who is occupying Prana's body. In the first and second turns of the battle, get rid of the dragonet, skeleton and worm, but please do not kill Hanes because we need her. After that, just choose defend during the 8 turns (a total of 10 turns) in the battle, and there is a scene. Make sure you have three opened squares in the formation for Prana (Zona's younger sister) and Death God Lubec. Then, speak to Prana and Death God Lubec to make them become a friend. Now, leave the cave. On the world map, move the pointer back onto the bird which is on Mashilva Castle, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "enter (#2)" to go into Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, speak to Pal (the blonded-haired girl) who is nearby the pillar on the right, and choose "yes." Now, go thru the opening on the left into the next room. In this room, speak to Napier (the bonded-haired girl) who is nearby King Lang, and choose "yes." Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "Eleventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southeast, and put that feather onto Gorm which is nearby Bafaiam and the Old Cave. After that, press the A button, and the dragon will automatically go to Gorm. Now, choose "yes" to enter Gorm.

Gorm

On the town map, choose "Fine House (the middle square in the top row)." In the Fine House, speak to the man who is blocking the door, and there is a scene. Now, go thru that door into the next room. In this room, search the treasure chest on the right to get the mysterious lithography. Now, leave the Fine House. On the town map, choose "Exit (the middle square in the bottom row)," and "Yes." On the world map, move the pointer onto the dragon, and press the A button. Choose "Eleventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto Mashilva Castle. After that, press the A button, and the dragon will automatically go to Mashilva Castle. Now, choose "yes" to enter Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, speak to Mona (the woman with the blue dress) who will mention something about the mysterious lithography. Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the dragon, and press the A button. Choose "Eleventh Sacred Beast King" + "Rendez-vous (#4)" + "Third Sacred Beast King" + "exchange (#1)" + "item (#2)" + "mysterious lithography," and press the B button three times to remove the menu. Now, move the pointer onto the angel, and press the A button. Choose "Third Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southeast, and put that feather onto the Old Cave which is nearby Bafaiam and Gorm. After that, press the A button, and then the angel will automatically go to the Old Cave. Now, choose "yes" to enter the Old Cave.

Old Cave

Now, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top into B1. On B1, go thru the opening on the right into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top into B2. On B2, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening on the right into the next room. In this room, go to the front of the red door, and it will mention something about the mysterious lithography. After that, press the A button, and choose "Search (#2) to remove the red door. Now, go thru that opening into the next room. In this room, go thru the opening on the right into a cave. In the cave, go thru the opening at the top into the next area. In this area, go thru the opening on the left into the next area. In this area, go thru the opening at the top into the next area. In this area, go thru the opening at the top to exit the cave. On the world map, move the pointer onto the angel, and press the A button. Choose "Third Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto the Ruins. After that, press the A button, and then the angel will automatically go to the Ruins. Now, choose "yes" to enter the Ruins.

Ruins

Now, go thru the opening at the top into the room. Make sure you have an opened square in the formation for Titan of Light. In this room, search the grave twice, and choose "yes" to make Titan of Light become a friend. Now, leave the Ruins. After that, move the feather to the far west, and put that feather onto Titan's Temple. After that, press the A button, and then the angel will automatically go to Titan's Temple. Now, choose "yes" to enter Titan's Temple.

Titan's Temple

Now, go thru the opening at the top into the temple. In the temple, speak to the guard who is blocking the door at the top twice. After that, leave the temple, and there is a scene. Now, fight Wertheim. After defeating Wertheim, leave the temple. On the world map, move the pointer onto the angel, and press the A button. Choose "Third Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather southeast, and put that feather onto the Old Cave. After that, press the A button, and then the angel will automatically go to the Old Cave. Now, choose "yes" to enter the Old Cave.

Old Cave

Now, go thru the opening at the bottom into the next area. In this area, go thru the opening on the right into the next area. In this area, go thru the opening at the bottom into the next area. In this area, go thru the opening on the left into the next room. In this room, go thru the opening at the bottom into the next room. In this room, go thru the opening on the left into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at

the top into B1. On B1, go thru the opening on the right into the next room. In this room, go thru the opening at the bottom into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening at the bottom into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top to 1F. On 1F, go thru the opening on the right into the next room. In this room, go thru the opening at the bottom into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening at the bottom to exit the cave. On the world map, move the pointer onto the angel, and press the A button. Choose "Third Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northwest, and put that feather onto Mashilva Castle. After that, press the A button, and then the angel will automatically go to Mashilva Castle. Now, choose "no" to enter Mashilva Castle. After that, move the pointer onto the carbunkle which is on the Dark Elf Cave, and press the A button. Choose "Seventh Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the east, and put that feather onto Mashilva Castle. After that, press the A button, and then the carbunkle will automatically go to Mashilva Castle. Now, choose "no" to enter Mashilva Castle. After that, move the pointer onto the serpent which is nearby Odense, and press the A button. Choose "Eighth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the east, and put that feather onto Mashilva Castle. After that, press the A button, and the serpent will automatically go to Mashilva Castle. Then, choose "no" to enter Mashilva Castle. Now, move the pointer onto the bird, and press the A button. Choose "Eighth Sacred Beast King" + "Rendez-vous (#4)" + "First Sacred Beast King" + "exchange (#1)" + "item (#2)" + "sailboat," and press the B button three times to remove the menu. Now, move the pointer onto the bird, and press the A button. Choose "Seventh Sacred Beast King" + "Rendez-vous (#4)" + "First Sacred Beast King" + "exchange (#1)" + "item (#2)" + "sailboat," and press the B button three times to remove the menu. Now, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "enter (#2)" to go into Mashilva Castle.

Mashilva Castle

On the town map, choose "Castle (the middle square in the middle row)." In the Castle, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the left into the next room. In this room, speak to King Lang, and choose "yes." Then, choose "yes" for Charcot, "yes" for Zona, and "yes" for Bolk. Now, go back into the other room with the two pillars. In this room, speak to Ecars (the short haired girl in the brown dress) who is nearby the pillar on the left because she has the sake of pleasant surprise in her item menu, and choose "yes." Now, leave the Castle. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "Rendez-vous (#4)" + "Ninth Sacred Beast King" + "exchange (#1)" + "item (#2)" + "sailboat," and press the B button three times to remove the menu. Now, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the southeast, and put that feather onto Hesa. After that, press the A button, and then the salamander will automatically go to Hesa. Now, choose "yes" to enter Hesa.

Hesa

On the town map, choose "Bar (the right square in the top row)." In the Bar, speak to the man with the green cap who is nearby the table on the right. Now, leave the Bar. On the town map, choose "Item Shop (the left square in the middle row)." In the Item Shop, speak to the man who is nearby the counter. Now, leave the Item Shop. On the town map, choose "Plaza (the left square in the bottom row)." In the Plaza, speak to the old man who is nearby the palm trees, and there is a scene. Now, leave the Plaza. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather east, and put that feather onto the cave which is nearby. After that, press the A button, and then the salamander will automatically go to the Goddesses' Temple. Now, choose "yes" to enter the Goddesses' Temple.

Goddesses' Temple

Now, go thru the opening at the top into the cave. In the cave, go thru the opening at the top into the temple. In the temple, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening at the top into the next room. In this room, there are 7 Goddesses statues. Now, go upward, and search the Goddess of War (the fourth statue counting from left to right). Choose "About the [Sacred & Evil War]" + "To the End of the Sacred & Evil War?" + "Will the Sacred & Evil War continue forever?" Then, Ecars gets the power sword. Now, leave the Goddesses' Temple. On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the north, and put that feather onto Carlmayar. After that, press the A button, and then the salamander will automatically go to Carlmayar. Now, choose "yes" to enter Carlmayar.

Carlmayar

On the town map, choose "Plaza (the right square in the bottom row)." In the Plaza, search the signboard, and choose "Mermaid, in the sea!? (#1)." Now, leave the Plaza. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather north, and put that feather onto the sword that's nearby. After that, press the A button, and then the salamander will automatically go to the Coast. Now, choose "yes" to enter the Coast.

Coast

Now, speak to the Mermaid, and choose "yes." After that, leave the Coast. On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the northeast, and put that feather onto Titan's Sea Castle which is on a small island. After that, press the A button, and then the salamander will automatically go to Titan's Sea Castle. Now, choose "yes" to enter Titan's Sea Castle.

Titan's Sea Castle

Now, go upward, and there is a scene. Now, fight Titan. After defeating

Titan, there is a scene, and Ecars gets the temple key. Now, leave the castle. On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the southwest, and put that feather onto the whirlpool that's nearby Paironia. After that, press the A button, and then the salamander will automatically go thru the whirlpool into the Bottom of the Sea Temple.

Bottom of the Sea Temple

Now, go thru the red door into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, there are 7 statues. Now, go upward, and search the Goddess of Fight (the fourth statue counting from left to right) to get the flying airborne. Now, leave the Bottom of the Sea Temple. On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather to the northeast, and put that feather onto Carlmayar. After that, press the A button, and then the salamander will automatically go into Carlmayar. Now, choose "yes" to enter Carlmayar.

Carlmayar

On the town map, choose "Church (the middle square in the top row)." In the Church, go thru the opening at the top into the next room. Make sure you have an opened square in the formation for Father Segaar. In this room, speak to Father Segaar, and choose "yes" to make him become a friend. Now, leave the Church. On the town map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather south, and put that feather onto Fenan which is nearby Carlmayar. After that, press the A button, and then the salamander will automatically go to Fenan. Now, choose "yes" to enter Fenan.

Fenan

Now, speak to one of the guards who are blocking the gate, and there is a scene. Then, Father Segaar leaves the group, and Ecars gets the note of darkness. Now, leave the Church. On the village map, choose "Exit (the bottom square in the bottom row)" + "yes." On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the south, and put that feather onto Despar's Tower that's nearby. After that, press the A button, and then the salamander will automatically go to Despar's Tower. Now, choose "yes" to enter Despar's Tower.

Despar's Tower

Now, go thru the red door into the next room. In this room, go thru the opening on the left into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening at the bottom into the next room. In this room, fight the enemies. After defeating the enemies, go thru opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening at the top into the next room. In this room, go thru the opening at the top into B1. On B1, go thru opening at the bottom into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening on the right into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening at the top into the next room. In this room, fight the enemies. After

defeating the enemies, go thru the opening at the top into the next room. In this room, go thru the opening at the top into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening on the left into the next room. In this room, go thru the opening on the left into the next room. In this room, go thru the opening at the top into 1F. On 1F, go thru the opening on the left into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening at the bottom into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening on the right into the next room. In this room, go thru the opening at the top into 2F. On 2F, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go thru the opening on the right into the next room. In this room, go thru the opening at the top into 3F. On 3F, go thru the opening on the right into the next room. In this room, go thru the opening at the bottom into the next room. In this room, go thru the opening on the right into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening at the top into the next room. In this room, go thru the opening at the top into 4F. On 4F, go thru opening at the bottom into the next room. In this room, fight the enemies. After defeating the enemies, go thru the opening on the left into the next room. In this room, go thru the opening at the top into 5F. On 5F, go thru the opening on the left into the next room. In this room, go thru the opening at the top into the next room. In this room, go upward, and there is a scene. Now, fight Despar. After defeating Despar, there is a scene. Now, go thru the opening on the right to exit the tower. On the world map, move the pointer onto the salamander, and press the A button. Choose "Ninth Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather across the sea to the northwest, and put that feather onto Mashilva Castle. After that, press the A button, and then the salamander will automatically go to Mashilva Castle. Now, choose "no" to enter Mashilva Castle. Make sure to stock on seishouseki [the effect of light LV2] (1000G) which can be bought at the Church in Raksas. Now, move the pointer onto the bird, and press the A button. Choose "First Sacred Beast King" + "move (#1)" + "move (#1)." Now, move the feather northeast, and put that feather onto Ulfania which is nearby Mashilva Castle. After that, press the A button repeatedly until the bird reaches Ulfania, and then choose "yes" to enter Ulfania.

Ulfania

Now, speak to man who is blocking the gate, and there is a scene.

Mashilva Castle

There is a scene.

Dascar Castle

There is a scene, and Napier & Pal join the hero. There is another scene. Now, fight Gaias, Uores and W-M. After defeating Gaias, Uores and W-M, there is a scene. Now, fight Balnaios. After defeating Balnaios, there is a scene. Now, fight Kraken. After defeating Kraken, there is a scene, and the hero gets the beast sword. There is another scene.

Heroi Desert

There is a scene, and choose "no." Now, the 11 Sacred Beast Kings have to fight the final boss Head Of Beginning, Head of Chaos, and Head of Destruction.

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THE END

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Version 1.0
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