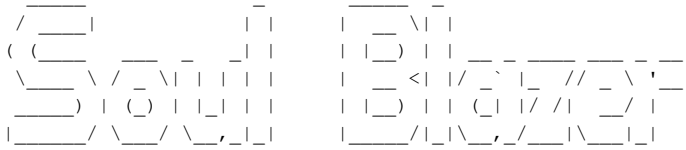


# Soul Blazer FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Oct 21, 2013



## Table of Contents

1. Donations
2. Introduction
3. Walkthrough
  1. In the Beginning...
  2. Grass Valley
  3. The GreenWood
  4. St. Elles
  5. The Mountain of Souls
  6. Dr. Leo's Lab
  7. King Magridd's Castle
  8. The World of Evil
4. Sidequests
5. Enemy Bestiary
6. Items Listings
  1. Normal/Key Items
2. Weaponry
3. Body Armor
4. Souls
7. Magic Listings
8. Level Up Details
  1. Stat Changes
  2. Level Grinding
9. Credits
10. Version History
11. Legalities

- **Game:** Soul Blazer
- **Console:** SNES
- **File Type:** Formatted FAQ/Walkthrough
- **Author:** KeyBlade999 (a.k.a. Daniel Chaviers)
- **Version:** Final
- **Time of Update:** 3:20 AM 9/5/2013
- **File Size:** 265 KB

## Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

**Donation/Contact E-Mail**  
keyblade999.faqs@gmail.com

## Introduction

Welcome to another one of my FAQs. This particular FAQ covers Soul Blazer, perhaps one of the best lesser-known games on the SNES. It was released in 1992 by Quintet and Enix. Quintet is a developer long-gone to us now, although Enix is perhaps one people are more familiar with, having merged with the famed creators of the Final Fantasy, Seiken Densetsu, and Kingdom Hearts series (among numerous others) -- Square, then becoming Square Enix!

Soul Blazer is definitely one of my favorite games on the SNES, especially for its music, but also for its excellent action-RPG style of gameplay. It was not a game without its flaws, I suppose, primarily centered around length for me. Still, it was a great game in 1992 and is now, over two decades later. It was later succeeded by The Illusion of Gaia/Time on the SNES in 1994, and Terranigma in 1996 on the SNES, but only in Europe and Japan. All of these are great games, which I suppose is odd for me to say, given that they're **all** older than me! =P And yet, they're all some of my favorites.

And so, that is how I feel about this game. Thanks for listening to my ramblin'; hope you enjoy!

## Walkthrough

### In the Beginning...

### Sectional Flowchart

If you're new to this FAQ, this is how the things will be covered in this section of the walkthrough, in this particular order.

- **Up Above...**

- Trial Room
- Up Above... - Some Final Notes

---



---

## Up Above...

After hearing the epic title screen music, you can press the Start Button to reach the file selection menu. Opt for an empty file to begin. You'll begin by speaking with "the Master", who will inform you that you are able to speak with all living beings - human, animal, plant, what-have-you. You will then get to pick a name for yourself. Choose what you will; there is no default name to be used. You are quickly tasked to save all creatures of the world. A little fast, eh? Begin by walking left onto the blue portal - you use the D-Pad to move around.

---



---

## Trial Room

TREASURES CHECKLIST		
<input type="checkbox"/> Sword of Life	<input type="checkbox"/> Flame Ball Magic	<input type="checkbox"/> Soul of Magician

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Green Humanoid	3 HP	1 EXP.	Running into you	No	No

In this area, begin by opening the chest in front of you, an action that simply requires you to walk into the front of the chest. This chest will yield the **Sword of Life**. This is one of a number of weapons you'll encounter throughout the game. Each will augment your Strength, but only if you are powerful enough to wield them in the first place.

You will need to equip a weapon to fight, too. Press the X Button to open the menu, then use the D-Pad as needed to navigate the cursors to "Wep.". Press the B Button twice to equip the Sword of Life. Now you're ready to fight! Press the Y Button to exit the menu.

Now, to the southeast, you'll probably see that pinkish glowing portal, right? That is a "Monster Lair", the number of which (in the area) can be found by pressing the Start Button. Within, obviously, are monsters. You need to defeat them to get whatever is under the portal - it could be anything, but it usually either revives someone somewhere or allows you to go forward. Anyways, to beat monsters...

Well, in the field, you will need to press the B Button to do simple slash with your sword. That's about all you do can do in this game. You are also able to use the L/R Buttons to thrust your sword; basically just stick it out there and poke enemies with it. The latter is primarily useful for boss battles and to also use swords above your power level. Begin by beating the simplistic humanoids nearby.

Once you've defeated them, as will with all monster lairs, the monster lair nearby will lose its shield, revealing a green switch. Step on it and something will happen - in this case, a man appears nearby. Go to him and speak with him (B Button) to receive a brief speech and the **Soul of Magician**.

At the same time, you also get the **Flame Ball Magic**. Magic can only be equipped one spell at a time, and in a similar manner to your weapons. Unlike most RPGs, you do not use MP in this game; rather, gems are used. Gems are golden spheres dropped by most enemies, and they will accumulate in the top-right counter on the screen. To use magic in the field, press the Y Button - however, it will cost you gems and, if you lack enough gems, nothing will happen. There are a few exceptions as to when gems are lessened or not even needed, though. Do note, also, that gems will be lost in whole if your health (the blue bar at the top) falls to zero, except if you have the Strange Bottle equipped.

More on that later. \*phew!\* Use the blue square to the southwest to leave the area.

---



---

## Up Above... - Some Final Notes

Okay, when you've returned to ... wherever it is that you started, you can progress to the main game by using the blue tile to the south. Some final notes are in order, though - primarily regarding this area.

As you can probably see, there are four paths leading from the central peak here. When you come here, your health is fully restored. This is important because you will come here twice in each dungeon - it's not forced, but very much intelligent unless you're a TASer. The northern square will allow you to save your adventure, as well as move on later in the game. The other three squares, in clockwise order, bring you near the boss, to the town you're reviving, and to around the midpoint of the dungeon.

Additionally, when you play the game, you will notice that you will gain EXP., as per the top-left corner of the screen. As you get more and more EXP., you'll level up - this results in your Strength, Defense, and HP being augmented (positively, of course). This is a necessary act as you move through the game, especially at the end when you **need** a certain weapon, and also for non-TASers, because enemies will get stronger. Grinding is usually not actually needed in the game, though, but it's something to note.

I think that's about it. When you're ready, walk onto the southern tile and you'll progress into the main game itself...

---



---

## Grass Valley

---

---

## Sectional Flowchart

---

---

- Grass Valley - Arrival
  - Underground Castle - Part 1
  - Grass Valley - The Elevator
  - Underground Castle - Part 2
  - Grass Valley - Lisa
  - Underground Castle - Part 3
  - Grass Valley - Leo's Painting
  - Leo's Painting - Part 1
  - Grass Valley - Boss Preparation
  - Leo's Painting - Part 2
  - The Rest of Grass Valley
- 
- 

### Grass Valley - Arrival

---

---

Upon your arrival, you will see little in the way of human life nearby - plenty of grass, though, but little else. Guess the Master was right... Anyways, head to the southwest and go down the stairs. Head east and, as you reach the entrance of the Underground Castle dungeon, you'll hear a voice, telling you that freeing the souls within the Underground Castle will repopulate the Grass Valley - à la the Dark Cloud series's Georama, the residents within a dungeon are attached to that dungeon's location.

Whatever. Go inside.

---

---

### Underground Castle - Part 1

---

---

TREASURES CHECKLIST			
<input type="checkbox"/> Medical Herb	<input type="checkbox"/> 30 EXP.	<input type="checkbox"/> 12 Gems	<input type="checkbox"/> Dream Rod

---

---

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Blue Liquid	3 HP	1 EXP.	Running into you	No	No
Blue Torch	5 HP	2 EXP.	Fireballs	No	No
Green Humanoid	3 HP	1 EXP.	Running into you	No	No
Fly	3 HP	1 EXP.	Running into you	No	No
Walking Bush	3 HP	1 EXP.	Running into you	No	No
Yellow Humanoid	4 HP	2 EXP.	Running into you, spheres	No	No

---

---

Begin by dealing with the monster lair to the east that is spitting out the Green Humanoids. These monsters are, as before, not difficult to deal with, and they'll only be spit out one a time here, so woo for you. Use the green switch that is revealed to open up the logs nearby so you can progress further eastward. Deal with the several Green Humanoids in the monster lair on the other side and you'll be able to release an old woman.

Cross the bridge to the north of there. Some Walking Bushes will leave the monster lair there, so be sure to kill them - they mostly just move around, so it's not going to be a problem. The lair's switch will reveal a chest you can open for a **Medical Herb**, so grab it and head west. You'll briefly encounter some of those Blue Liquid enemies here; they mostly just run around, too.

Further west, you'll see a monster lair nearby. First go up the stairs to its west and defeat the Torch there - the enemies below won't be able to get you for some reason, then you can also attack them from up here and be completely safe. ^^ Trigger the switch beneath the monster lair to open a path to the blue jewel nearby. Examine it and speak with the fairy within to earn a free **30 EXP!** If you want, you can return to Grass Valley, but I'll continue on. Go north and across the bridge there.

There, defeat the Blue Liquids and the Green Humanoids, then trigger the switch that was beneath the monster lair to allow yourself to go further north. Go east and south along the path to find another monster lair, again spewing out the Green Humanoids. Still naught to worry over, though. -\_- The switch beneath the lair will release the tool shop's owner. We can use that later, perhaps. ;) Continue along the path and defeat the three Torches. North of the second, you'll find a chest inside which you'll find **12 Gems!** (What an odd number...)

Continue along the path northward and you'll find some Walking Bushes within a monster lair. Defeat them and trigger the switch beneath it to release a tulip. (Remember, you **can** speak to all beings, so they're basically all equally important. Still, a flower...) Cross the bridge to the east, which happens to also be a conveyor belt. (You can recross it, but it'll be rather slow.)

On the other side, you'll soon come into contact with a monster lair, this one containing **Yellow Humanoids**, which are marginally more powerful than the green variety. Still, not much to worry over - trigger the switch beneath the lair to release the bridge guard (and the bridge). Go south and down the stairs from there. You'll find a Torch and a Fly monster lair nearby. They're not all too difficult to deal with, though magic may be a bit helpful here. The switch beneath the monster lair will release the **Dream Rod's** chest, an item we'll use later to stalk pe - I mean, watch people's dreams.

If you want to, you can kill the Green Humanoids across the gap to the south with some magic. Either way, go north and back upstairs, then east and south. Work your way across the conveyor belt and defeat the Green Humanoids to the west if didn't earlier. (You can, and probably should, kill the nearby Walking Bushes with some magic.) Trigger the switch from the Green Humanoid lair to open up the Walking Bush lair; the switch beneath it will release some ivy.

Go west and south and defeat the Yellow Humanoids lurking in the monster lair near the end of the conveyor belt. The switch beneath the lair will make a useful shortcut back to the start of the dungeon. Continue south and downstairs. There, you will have some Blue Liquids laying around, and a Yellow Humanoid monster lair. Finish off both and trigger the switch beneath the latter to release the water mill keeper.

We kind of need him right now, in fact, to progress. So go back to that recently-opened shortcut, cross the conveyor belt, then go downstairs and west and back outside.

---

---

---

## Grass Valley - The Elevator

TREASURES CHECKLIST		
<input type="checkbox"/> Iron Armor	<input type="checkbox"/> 50 Gems	<input type="checkbox"/> 80 EXP.

Now, let's begin by investigating what we've wrought on this forsaken grass field. Begin by going up the stairs to the west, then head north and into the house there. Inside is the wife of the village's chief. She is feeling rather lonely and wants you to be one of her children. Yes, a sword-wielding fireball-shooting savior sent from above being sent to school like other seven-year-olds. What an ins-- I mean, appealing idea. If you accept, she'll basically heal you for free. ... Okay, fine, not *that* appealing, as this is a duty that can be delegated to the portal to the south that sends you back up above. Still, accept. (Oddly, she gets your name right.) Go into the next house to the right and the woman within will yield a Medical Herb if you lack one. This is not a "treasure", so to speak - most towns have these odd kinds of people with infinite stashes of herbs. Continue on east and speak with the bridge guard, who will admit the pointlessness in guarding the bridge, thereby allowing you to pass. ... Really? It took 'till just NOW to notice this? Too many Medical Herbs, I suppose.

Carry on. In the next house, speak with the man trying to turn the wheel nearby. He'll move aside to let you do it; step in front of the wheel and say "Yes". Turns out the ... well, needless to say, **idiot** could not turn the wheel the correct way. Call it trolling everybody but the main player, but you have got to wonder whether reviving these guys is worth the effort. Anyways, turning the wheel will let the elevator back in the Underground Castle work.

Back outside, go pretty much due south and climb the ivy down into the cavern there. Within, you'll find two chests (**Iron Armor, 50 Gems**), in addition to finding a blue jewel. Speak with the fairy within for a simple **80 EXP**.

That will be it for now. Equip the Iron Armor you just got and speak with the tool shop owner for a Medical Herb if you lack, then return into the Underground Castle.

---

---

---

## Underground Castle - Part 2

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Blue Liquid	3 HP	1 EXP.	Running into you	No	No
Blue Torch	5 HP	2 EXP.	Fireballs	No	No
Green Humanoid	3 HP	1 EXP.	Running into you	No	No
Fly	3 HP	1 EXP.	Running into you	No	No
Walking Bush	3 HP	1 EXP.	Running into you	No	No
Yellow Humanoid	4 HP	2 EXP.	Running into you, spheres	No	No

^sr1|

Backtrack to the point we last visited: the Yellow Humanoid monster lair where Blue Liquids also were. The monster lair was to the east of the shortcut conveyor belt east of the entrance. Once there, get on the elevator to the east and ride it. Defeat the Walking Bushes coming from the nearby monster lair, then use the switch beneath that lair to release an old man. Continue east to the next area.

Here, go into the small alcove to the north to find another monster lair spawning Walking Bushes. Defeat these easy enemies to find a switch that triggers the release of a goat. Go north across the bridge and you'll find an area with two Torches and two monster lairs spawning Green Humanoids. First go destroy the former with some magic real quick, then go into the small gap in the logs, then thrust your sword (L/R) for a few moments to kill off the humanoids. Yeah... Anyways, use the monster lairs to release Lisa and a tulip, then go northeast and further along the path.

Defeat the Blue Liquids you come across, then go south and you'll see an enclosed around with a monster lair spawning Walking Bushes. Either defeat them from afar with some magic, or use the southern archway to get them in "cut the weeds", as it were. The switch under the lair releases an architect. Go southwest and down the stairs here.

Defeat the three Blue Liquids and the Torch nearby - nothing to worry over - then go east and across the conveyor belt. (Ignore the northbound path for the moment.) At the end of the path, go north and you'll find some monster lairs - one spawning Green Humanoids, and one spawning Yellow. Eh, nothing much here - use the resultant switches to release the son of the owner of the tool shop and some ivy.

Remember that northbound conveyor belt we skipped over? Go back to it and head all of the way north (ignore the eastbound path), then head east at the corner to see a room to the south. Go there and defeat the Flies spawned by the monster lair. Trigger the switch beneath there to make another monster lair appear; since these Flies appear all at once, magic may be more ideal. This will happen again with the next two monster lairs that appear, in the end releasing a ... goat. Whoop.

Get back on the conveyor belt and keep a-ridin'. At the end of the path, defeat the nearby Blue Liquids, then go west and defeat the Green Humanoids spawned by the monster lair. The switch triggers the release of a Fly monster lair; the Flies' monster lair will then trigger the release of a tulip back in Grass Valley. Go west and defeat some more Green Humanoids in that lair to find a switch making a convenient shortcut back to the start of this area.

Ignore that for the moment and head south, then east. Work your way against the conveyor belt, defeating a Torch on the way and another at the end. Go along the other path nearby and defeat the Torches and the Yellow Humanoids there. Use the latter lair's switch to release an old man. After this, speak with the fairy in the blue gem nearby to return to Grass Valley.

## Grass Valley - Lisa

TREASURES CHECKLIST
<input type="checkbox"/> Medical Herb

When you return, go up the vine nearby. The tulip here will speak of the Dream Rod, which allows you to enter people's dream, much like Freddy Krueger. XD To the west is a man who will tell you how to "crab-walk" - press and hold the L or R Button to basically move sideways. If you're holding a sword (i.e. in a dungeon), you'll also do a thrust (basically just stick the sword out there). 'Course, I did tell you this earlier...

Anyways, go back up into the main village and enter the tool shop. Speak with the woman on the left to get another Medical Herb if you need it, then speak with her son nearby. He'll offer you some goat food for a billion dollars (and the tax, too!). Strange, though - the closest thing we have to money are Gems, and that maxes at 999,999... Well, whatever - either way, the kid fails to get on Forbe's list of the richest people in the world, and you get free goat food for whatever reason. Now to just feed my g-- Oh, right. (Note that this is not listed as a "treasure" as it is infinitely available, like those Medical Herbs.)

^sr2|

Go ahead and heal up in the house to the west if you need to, then go east and across the bridge. I suppose it is a bit late to mention this, but at the nearby goat pen, in the southeast corner, you'll find a Medical Herb. You don't get told this until later, but, eh, they're free anyways. Position yourself like in the nearby screenshot and you'll find it. You can also speak with the northern goat nearby; if you hand over the Goat Food, you'll learn that enter the painting in the house atop the hill, you must touch it with something owned by the artist. Interesting...

For now, go into the next house to the east. There, you'll find Lisa, entangled in the depths of a dream. (And snoring.) Equip the Dream Rod in the items menu, then speak with her to enter her dream. In Lisa's dream, speak with her, trigger the switch nearby, then speak with her again. You'll then leave - and Lisa will immediately disobe her father and demand you leave her house. XD

After having a few seconds to think about it, she'll rescind her rash comment earlier and ask you listen to her story. Speak with her, listen, and you'll be told basically to go find her father's paintbrush. Yes, it's the last thing of her father's she has, and she hides it in the Underground Castle - such intelligence in the world!

Well, return to the Underground Castle.

## Underground Castle - Part 3

TREASURES CHECKLIST
<input type="checkbox"/> Leo's Brush

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Blue Liquid	3 HP	1 EXP.	Running into you	No	No
Blue Torch	5 HP	2 EXP.	Fireballs	No	No
Green Humanoid	3 HP	1 EXP.	Running into you	No	No
Fly	3 HP	1 EXP.	Running into you	No	No
Walking Bush	3 HP	1 EXP.	Running into you	No	No
Yellow Humanoid	4 HP	2 EXP.	Running into you, spheres	No	No

Simply begin by returning to the eastern half of the castle - the part just after the elevator that we last visited, remember? Go along the first southbound path you see and, at the bottom of the staircase, go east. Defeat the Walking Bushes here and you'll be able to release an old man. Then go west of the stairs to get the chest containing **Leo's Brush**.

Interesting... A paintbrush owned by the Dr. Leo mentioned in the introductory story, so that means -- \*muffled\*

Anyways, go back outside now.

## Grass Valley - Leo's Painting

Return to Lisa now and speak with her - heal up and grab a Medical Herb on the way if you need to. She'll then tell you her story... After having done the daily shopping, she once returned home to find a note from her father, telling her to simply take care in his absence, noting especially Turbo the dog, Lue the dolphin, Nome the snail, and Marie the doll. The animals mentioned (and the doll XD) were once pets of her father's - yup, even the freakin' dolphin.

She'll simply then ask you to search for her father. It'll be a while before we find him... Anyways, go up the stairs in the hill to the north. Within the house, equip Leo's Brush, then approach the painting in the northwestern corner of the house to be whooshed into it.

### Leo's Painting - Part 1

#### TREASURES CHECKLIST

Medical Herb

#### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Green Torch	9 HP	4 EXP.	Fireballs	No	No
Metal Crawler	24 HP	250 EXP.	Running around	Yes	No
Monster Blocks	4 HP	2 EXP.	Jumping at you	No	No
Purple Bird	4 HP	3 EXP.	Running into you	No	No
Yellow Knight	9 HP	5 EXP.	Throwing spears	No	No

When you first arrive in this dungeon, you'll deal with some of those Purple Birds, spawned from the monster lairs nearby. Don't worry, they're not much to deal with, especially during the time they decide to turn around. Use the switches under their lairs to open the path forward and to release a tulip, then progress north some. You'll find a ton of Green Torches nearby. You can probably take them out rather easily with magic, given the size of their group. The lair nearby will then become a switch, which you can use to go northward. There, you'll see two carpet-style conveyor belts. Use the one on the left to go quickly to the monster lair, which spawns spear-throwing Yellow Knights. You can easily get rid of them by standing on the "tile" southwest of the lair itself and mashing the B Button a bunch.

Use the switch under the lair to open a path forward - use the conveyor on the right, then go north along the path to the right. At the end of the path, you'll see a monster lair spawning more Yellow Knights. Use the same method to beat them and trigger the switch, thereby releasing a lonely goat, then head north to the next area.

^sr3|

In the next area, you'll deal with two Purple Bird monster lairs. However, it seems they're less competent than the other enemies - if you stand at the crossroads just to the north of where you enter (like in the nearby screenshot), you'll basically be immune and can attack at will, though you'll probably miss some Gems. The lairs will open a path forward and also release some ivy when their switches are triggered.

Go along the northern eastbound path to reach a chest. Open it to grab a **Medical Herb**. There, go east along the stone, non-moving paths (unless you some spike fetish) and you'll encounter some of the Monster Blocks. They just jump around and are easily beaten; use the lair that was beneath them to open the path forward. Quickly just hold Right on the D-Pad to cross the conveyor belts nearby, then approach the next monster lair.

Defeat the Yellow Knights spawned from within and use the switch underneath their lair to open the path forward. There is another lair nearby for that metal thing going nearby... Which is indestructible. Well, for the moment anyways - any monster with the "metal" attribute, as outlined above, will not be defeatable until you get the Zantetsu Sword later in the game. Don't worry, we devote a section to beating the crap out of them. >:) For now, simply go up the newly-opened staircase.

In this third area, defeat the spawned Yellow Knights (the southwestern "tile" strategy still works, but beware the Metal Crawlers). Use the switch under the Knights' lair to release a goat. Then cross the conveyor belt to the east and, on the other side, defeat the Monster Blocks. Use the switch under their lair to release a boy. Go north from there and deal with the Purple Birds' lair to release a tulip.

Go along the conveyors' path now (south at the east/south fork), then west and north, all of the way into the next area. (That monster lair you pass is for the Metal Crawlers in the area.)

In this area with the large conveyor belt, ride along to the first alcove on the right. There, carefully cross into it, being wary of the Metal Crawlers, then defeat the Yellow Knights in their lair on the other side. The switch beneath it will spawn a portal that can return you to the Master for healing. Go ahead and use it for such, but we'll continue up 'till the point we have all but a boss left.

Continue north along the conveyor belt until the alcove on the left opens up. You can easily deal with the many Green Torches there - face south and press the Y Button when the soul surrounding you is in line with them - you'll take out most of them in a single blast! The switch beneath their lair will release a boy.

Continue riding along the conveyor belt to the end of the path. There, you'll see two monster lairs, although one is meant for the Metal Crawlers. Defeat the Yellow Knights spawned from the other lair and use the switch beneath it to open the path forward.

Note that this new path will take you to a boss fight. **For now**, simply work your way against the conveyor belt back to the portal to the Master, then return to Grass Valley. We still have some work to do...

## Grass Valley - Boss Preparation

### TREASURES CHECKLIST

Clubhouse Pass  Strange Bottle

When you return into town, go ahead and heal up and grab yourself a Medical Herb, as per the usual, from the village chief's house and the tool shop, respectively. Proceed to the eastern half of town and to the lonely goat unlocked earlier. You can follow it around town if you wish and you'll also learn where to find a Medical Herb; this was discussed already in **Grass Valley - Lisa**, however, since it was obtainable then.

Now head to the southeastern portion of town. Climb down the vine and move on past the house and you'll see a tulip. It is asleep, so, if you want, you can use the Dream Rod on it. There's no point to this, however. Instead, face it from the east, then use L/R and the D-Pad to move it. On the spot that it was on, you'll find the **Clubhouse Pass**.

^sr4|

Equip this item and head to the northwestern portion of town and speak with the boy there. He'll permit you inside; first move out of the way, then get into the cave. Once inside the cave, simply go along the path back outside. There, you can walk on the tile pictured to find a **Strange Bottle**. A Strange Bottle is an item that will prevent the loss of your Gems upon your death, if you equip it. I suppose it has some use over the die-and-reset-without-saving thingy.

Okay, I think that's it. When you have gotten a Medical Herb, return to Leo's Painting via the Master - go to the west side's portal, then, up above, go into the right hole.

## Leo's Painting - Part 2

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Green Torch	9 HP	4 EXP.	Fireballs	No	No
Metal Crawler	24 HP	250 EXP.	Running around	Yes	No
Monster Blocks	4 HP	2 EXP.	Jumping at you	No	No
Purple Bird	4 HP	3 EXP.	Running into you	No	No
Yellow Knight	9 HP	5 EXP.	Throwing spears	No	No

Not a lot to say if you've been following the walkthrough insofar. Just go north along the conveyor belt and into the next area, really.

### BOSS: Metal Mantis

^sr5|

- **Maximum HP:** 50 HP
- **EXP. Earned:** 50 EXP.
- **Attacks:**
  - Three fireballs fired simultaneously usually when you're far off; just dodge to the side
  - Arm attack if you're close; you should back off

### STRATEGY:

Overall, this boss is not particularly difficult. The main thing you want to do here is quickly get on the center conveyor belt; you know, the one moving southbound? Basically, get on it and hold the L or R Button as you approach the guy so you can do a thrust attack. He'll be damaged pretty heavily and will likely continue firing fireballs at you. If you have a Medical Herb equipped, don't worry about it - just keep tapping Up on the D-Pad so you can continue doing damage. The boss will fall shortly.

I suppose if you want to partake in various other tactics, you suicidal maniac, the nearby sprites are something to pay attention to. You see how one is red and one is silvery? Whenever you get "too close for comfort" (effectively off the conveyor on the other side of the field), the boss will then turn a silvery color. This makes it immune to any attack you can throw at it. Additionally, the boss is **always** immune to magic. To make it brief, the boss can only be affected by physical attacks from your sword, and only when you're still in the areas where he remains of a reddish hue.

As a note of trivia, in this game's sequel, the Illusion of Gaia/Time, the Metal Mantis appeared as the extra boss in the extra Gem's Mansion dungeon, Solid Arm.

## The Rest of Grass Valley

### TREASURES CHECKLIST

Brown Stone

After beating the Metal Mantis, go onto the northwestern switch that was once underneath the monster lair. You'll end up freeing the village chief, and he requests your return. So, yeah, backtrack out of Leo's Painting, preferably via the portal to the Master for the free healing.

Back in Grass Valley, go ahead and into the northwesternmost house, the chief's house. Speak with the chief upstairs. He'll say that Leo came to him in his dreams, requesting that you be given the Brown Stone Leo gave the chief before he left. The chief will hand over the Brown Stone and, suddenly, the area darkens. The Master will speak, telling you that the Brown Stone is one of a set of keys to the World of Evil, Deathtoll's domain - you must now return to the Master!

Or not. Whatever you feel like.

In reality, all that's left to do is to get a Medical Herb from the tool shop, then return to the Master. Once there, you are told that the Brown Stone is one of six stones in the world. (Yup, not a lot of rocks on this third rock from the sun, eh?) When all six of the stones have been gathered, the barrier around the World of Evil opens up.

The next Stone is in the GreenWood. To get there, simply step on the golden tile nearby and opt to "Move", then follow the arrow down to the GreenWood.

## The GreenWood

### Sectional Flowchart

- **Woods of GreenWood - Arrival**
- **Lostside, A Marsh - Part 1** (to the end of the Water Shrine)
- **Woods of GreenWood - The Soul of Light**
- **Lostside, A Marsh - Part 2**
- **Woods of GreenWood - Ice Armor** (ice, ice, baby -- \*shot\*)
- **Lostside, A Marsh - Part 3**
- **Woods of GreenWood - Leaves of GreenWood**
- **Lostside, A Marsh - Part 4**
- **Woods of GreenWood - Boss Preparation**
- **Lostside, A Marsh - Boss**
- **Woods of GreenWood - Conclusion**

### Woods of GreenWood - Arrival

When you first arrive in GreenWood, there is little to do. Simply head southeast and into the next dungeon.

### Lostside, A Marsh - Part 1

#### TREASURES CHECKLIST

<input type="checkbox"/> 150 Gems	<input type="checkbox"/> 180 EXP.	<input type="checkbox"/> Medical Herb	<input type="checkbox"/> Delicious Seeds
<input type="checkbox"/> Strange Bottle	<input type="checkbox"/> 50 Gems	<input type="checkbox"/> 50 Gems	

#### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bee	3 HP	6 EXP.	Running into you	No	No
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No



## ~ Lostside Exterior ~

---

Begin by heading east and you'll quickly run into a monster lair. Defeat the Mud Men spawned from within - they are little different than the humanoids in earlier dungeons - and use the switch underneath the lair to release a bird. Go east, but be careful: a Water Lizard at the corner will periodically come up and spit at you; if you get north of it, it's a sitting duck, so to speak.

Go north of there and you'll see two westbound bridges. Use the northern one and defeat the two Water Lizards near the bridge's start and end as you go. At the end, defeat the Mud Men in the monster lair so you can complete a bridge later on. Go along the other bridge now and you'll soon see a north/east fork. Go north and defeat the Mud Men in that monster lair; you may also want to defeat the Water Lizards along the eastern shore of this island. The aforementioned monster lair will release a dog.

Defeat the Water Lizards nearby again if you want, then go south and east when first possible. Defeat the Walking Plants in their monster lair at the end of the path, then use the switch beneath that lair to open the path into the Water Shrine.

---

## ~ Water Shrine ~

---

Once inside the Water Shrine, go west and deal with the obvious Mud Men monster lair; the switch beneath it will create a bridge. Defeat the Water Lizard at the southwestern corner of this island, then go onto the just-spawned bridge. Go east, first, and deal with the Water Lizard near that island, then go back and north. Deal with the Walking Plants' lair, which will release a squirrel when you're done. Head now to the southwestern corner of the area and downstairs.

In this area, go around and north. Deal with the Mud Men and the Water Lizard; after beating the former, you can use the switch beneath the monster lair to spawn a bridge. Cross it and defeat the Walking Plants spawned by the lair on the other side; there are some Water Lizards here, too. The aforementioned lair will release a bird. Anyways, go east and along the path; near the end, a Water Lizard will leap out of the water.

Defeat it, then go east and along the northbound path. You'll fight two Water Lizards on your way to the Walking Plants' monster lair. Defeat them - they tend to be already spawned, so magic may be ideal - then use the switch to remove the nearby waterfall. Continue west and you'll reach a chest containing **150 Gems!** Backtrack east and south to the southeastern corner now and head to the west.

As you bypass the hexagonal configuration of statues, you'll reach a Mud Men monster lair. Do defeat them in the same manner as ever, but also beware of the spears that poke out of the floor at random. Anyways, that lair will spawn a blue fairy gem; speak with the fairy within to earn **180 EXP!** Don't go back to GreenWood, though. Open the chest to the west for a **Medical Herb**, then go north of there and conquer the Mud Men to release a mole. (Nope, his name ain't Monty.) This mole will offer to help you by lighting up the dark areas when you return. You don't need him right now, though, so go west and downstairs.

Here, continue to the west, then go south. Defeat the Walking Plants and use the switch beneath their lair to reveal a path to a chest. Open said chest to obtain some **Delicious Seeds**. Return to where the previous lair was, then go north and defeat the Mud Men there. That lair reveals a Walking Plant lair to the east, which you can deal with to release a crocodile. Crikey! ... >\_>

^sr6]

Head north back in the main hall to find, lo and behold, another monster lair, also spawning some Mud Men. It reveals a hidden path going eastward; if you just head due east from the hall and stand on the stand-out tile (like in the nearby screenshot), you'll find a **Strange Bottle**. Nice, I suppose. Anyhow, return into the main hall and go north and east along the rather featureless path. As you pass by the statues, the fourth one in the line will reveal himself to be a monster; beat him and use the spawned lair to release a squirrel back in GreenWood.

Continue along the path and you'll soon reach a room with more statues. There, the northwesternmost one is a monster, and so is the third monster (from the top) in the eastern row. Defeating them will reveal a lair; use that switch to release another mole. Exit this room to the south and keep a-goin' along the path.

You'll soon see a side path to the south; ignore it and go along the next southbound path. Defeat the Mud Men spawned by the lair at the end and you will be able to use the lair to make a chest at the end of the *first* path. Open the chest and you'll find **50 Gems!** Continue along the path in the main hall to find some stairs going back ... well, upstairs.

In this room, to the east, you'll find a bunch of spears poking up from the floor, like before. Eh. The main feature here is the monster lair, which will spawn a Stone Statue monster or two for you to beat; the switch beneath the lair will end up releasing a deer. Go up the stairs to the northeast now. Go west and deal with the Water Lizard and the Mud Men monster lair; use the latter to make a convenient shortcut back to the start of the Water Shrine.

Go north, west, and south to the chest. Defeat the Water Lizard guarding it, then open the chest for **50 Gems!** Now, backtrack to GreenWood, for we may as well grab a few things before continuing forward.

---

---

## Woods of GreenWood - The Soul of Light

---

TREASURES CHECKLIST	
<input type="checkbox"/> Psycho Sword	<input type="checkbox"/> Soul of Light

When you return after finishing off the Water Shrine, you can speak with the bird, then tree stump nearby. The latter will reveal that a dog named Turbo - like Dr. Leo's pet dog, Turbo - created this town as a place of refuge for animals. Further northwest, you can enter the hollow in the tree. There, equip the Delicious Seeds and you can speak with the squirrel to receive the **Psycho Sword!**

This sword adds one more point to your Strength than the Sword of Life and can paralyze metal monsters if you attack them with it; however, you need to be Level 5+ to use it. And you should already be at that level if you're not speed-running, so you ought to be fine. If not, grind.

Back outside, head southwest and you'll see the crocodile and two holes in the ground. If you speak with the crocodile and say "Yes", you'll be permitted to walk over him, although it's not needed at this time. Go into the hole just north of him and speak with the mole at the end of the path; he will join you as the **Soul of Light**, who will help you to see in the dark areas we'll later see in Lostside.

## Lostside, A Marsh - Part 2

### TREASURES CHECKLIST

Medical Herb  Light Arrow Magic

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bee	3 HP	6 EXP.	Running into you	No	No
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No

### ~ Lostside Exterior ~

Welcome back! Return to the end of the Water Shrine, where you were at the end of the previous dungeon section. Continue north to the Lostside exterior. There, go north and destroy the Mud Men lair, which will allow you to release a dog. Cross the bridge to the east and, on this island, you'll see two Water Lizards - one in the southwestern corner, one along the eastern shore. Defeat them and go south. Defeat the Walking Plants and their lair will release a portal to the Master's Shrine, where you can heal and save. Do so and return.

Go back north and west to where the Mud Men lair once was, then continue west. On this island, you'll see a Purple Flower; it's little to worry about, so just snip him and move on. To the east will be a bridge; partway across, you'll fight a Water Lizard. Defeat him and the Walking Plants to the east to create a bridge into the Fire Shrine. Enter you must.

### ~ Fire Shrine ~

In the first area of the shrine, you'll note Metal Scorpions nearby. They're invulnerable right now (except to paralysis via the Psycho Sword), so ignore them - we'll melt 'em down later on. Go north and you'll see five bridges (if you look around). Go up the second one from the left and defeat the Lizard Men at the end (little more than Mud Men, but greener). The lair will trigger the release of a chest, which contains a **Medical Herb**! Go along the fourth bridge and defeat those reptiles to release the stairs, then use the rightmost bridge. At the end, you'll see the Ghost Heads' lair - they're oddly not classified as "Spirits", so feel free to hack-'n'-slash at will, resulting in the release of a dog. Finally, go up the middle bridge and use the just-released stairs.

Begin by opening up the nearby chest to find a useful **Nothing!** The ultimate item of the game, so early? ... I'm joking, of course - literally *nothing* is in the chest, because it will be replaced later and I guess Quintet didn't want anyone to feel left out. (Yet, Terranigma goes without a U.S. release.) >\_> Anyways, you can probably see the Lizard Men monster lair just east of this "room" - defeat 'em and you'll release the staircase that replaces the aforementioned chest. OMG, we lost so much!

Anyways, also note that there are more Metal Scorpions on this floor. Just FYI. Go south and you'll soon see another monster lair, this one for the Ghost Heads; it will release a dog in the Greenwood graveyard. (He's alive and well, don't worry. =P) Go west and south and along the path to another Lizard Men lair; defeat them to release another crocodile. Now, from that monster lair, go north, then east, then beeline northward for a bit. You'll soon run into another Lizard Men lair that releases a squirrel. Now go south, east, south, east, and north, then down the southeastern staircase.

#### NOTE ON B2F

You will end up crossing some bridges in this area that periodically redden and darken. If you walk on them when they are in the former status, you will be damaged. **Repeatedly**. You can probably go back now to get the Ice Armor, which will stop this, although the trip is so lengthy as to not really warrant it. Therefore, I will end up bringing you back upon reaching the Fairy Gem that appears here.

^sr7]

When you arrive here on B2F, go west and along the path. You'll soon find a monster lair containing easy-to-beat Fire Men; defeat them to release a mole. Cross the bridge to the south (when darkened, so as to avoid damage) and defeat the Ghost Heads on the other side. Then use the lair to release a squirrel. Go east and along either path, then south. To the west, you'll probably see another fire bridge. Cross it, using the side ledges to the north (as pictured, despite me not really needing to do so lol; you can skip one at a time, by the way) to avoid being made into delicious Soul Blazed barbeque.

At the end of the path, defeat the Lizard Men in their lair, then use siad lair to release a Fairy Gem. Recross the bridge, then go south and west to the Fairy Gem. She will end up giving you the **Light Arrow Magic**, a useful magic spell requiring 8 Gems per cast that'll shoot arrows of light due north, east, south, and west (from the magic ball around you, of course). After this, she'll offer to return you to Greenwood. Accept her offer, as we need to gain the Ice Armor.

---

---

## Woods of GreenWood - Ice Armor

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> Ice Armor
------------------------------------

Let's begin with a nice little fun bit, if you keep your mind open. Go to the far west and speak with the dog walking around. He'll show you that this space is a restaurant, and offer to show you the special, an offer you cannot refuse - the special happens to be a delicious... mouth-watering... scrumptious... **SOUL BLAZER!** The canine admits it was a joke he was pulling. Still a little funny.

^sr8\Ew, it's on my shoes...

Also, you can speak with the dog sitting at the table to the south and follow and speak with him as you do. Eventually, he'll wander off to the north. If you stand where I am in this screenshot, you'll find that this tile is apparently dedicated to an outhouse. The dog will hint that there is some armor to the north, though.

Go south of there and into the mole house **west** of the one you arrive at. As you go along, feel free to speak with the mole on the way, who requests you bring something that once belonged to Monmo first. Continue along the path to the end and outside. There, you'll see a squirrel and a stump, and sometimes a bird. The squirrel is funnily circling the tree to find the snoring - the tree stump he is circling is actually asleep. XD Equip the Dream Rod and speak with the stump.

When you enter the dream, go to the right and trigger the monster lair switch. As you can probably guess, this is a dreamed-up GreenWood. (To the curious, "Walk Through Walls"-type cheat codes don't do anything interesting here, not even allowing you to enter the various structures.) To the west of where you entered is a bird, the spirit of the tree stump. He'll basically exit you from the dream when you speak with him; after having triggered the monster lair, leave.

Back in reality, go back through the monster hole, north to the Master's Shrine's tree, then east. Go along the path through the flowers you recently opened and west to the chest, which contains the **Ice Armor!** This will add an additional point to your Defense, and also allow you to cross the fire bridges in Lostside's Fire Shrine without damage! Equip it.

Now, return to the Master's Shrine nearby and use the portal on the left to get to the northern exterior of the Water Shrine.

---

---

## Lostside, A Marsh - Part 3

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> 100 Gems	<input type="checkbox"/> 60 Gems
-----------------------------------	----------------------------------

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bee	3 HP	6 EXP.	Running into you	No	No
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bee	3 HP	6 EXP.	Running into you	No	No
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No

Outside the Water Shrine, backtrack to the Fairy Gem on B2F of the Fire Shrine.

---

---

### ~ Fire Shrine ~

---

---

From there, head to the east and you'll reach another larger platform with some statues on it and three fire bridges heading northward. Go along the left one first (timing is irrelevant with the Ice Armor). Defeat the Lizard Men at the end, then use the lair to complete the fire bridge to the east. Repeat this process at the end of that bridge to complete a third bridge, then go to the end of it. (And, yes, there are Metal Scorpions here, too. And, yes, we'll come back later for 'em.) When you arrive on that platform, head west past the Metal Scorpions to find a chest containing **100 Gems**. Go back east, then north. Continue north at the north/west fork, then head west to find a Lizard Men lair. Defeat it and you'll be able to release a bird back in GreenWood. Go south and west and continue along the path. As you go along, you'll find two monster lairs - one with Fire Men releasing a mole, and one with Lizard Men releasing a deer.

At the end of the bridge, go east and you'll find a chest yielding **60 Gems**. Then go up the stairs to the west. Then up again, ya go.

Go east here and defeat the Fire Men to open up the lair, creating a shortcut back through the Fire Shrine if you ever need it. Further east, you'll see some stairs. Go on down and you'll find a monster lair. Defeat the Ghost Heads inside to be able to release a squirrel. Go back upstairs, west, and north and outside.

... Well, only if you want. There's no point in going until you get the Leaves of GreenWood. So, yeah, backtrack to GreenWood.

---

---

## Woods of GreenWood - Leaves of GreenWood

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> Leaves of GreenWood
--

Upon your return, head west and cross the backs of the crocodiles to reach the GreenWood graveyard. Feel free to speak with the locals, then go to the bird asleep near the flowered grave of Turbo. Touch him with the Dream Rod to enter his dream. Go east and speak with the bird and you'll get some more background on Turbo's death.

**Spoiler. Highlight text to view**

Well, it's kinda spoilers. >\_> Anyways, Turbo was one of those obvious many who refused to be simply handed over to Deathtoll - but not just on his own behalf, but those of the residents of GreenWood who had done no wrong. He fought Deathtoll but was defeated, and his efforts in vain...

Anyways, use the monster lair nearby and speak with Turbo's ghost. Then go ahead and speak with the bird again to leave the dream. Outside the dream, the bird will tell you that only residents of GreenWood are able to ride the rafts connecting the Fire and Light Shrines in the marsh, but maybe if you have something of GreenWood... You settle for the leaves of GreenWood buried in Turbo's grave, as if they aren't prolifically available from the local flora.

^sr9|

... Whatever. Go back across the crocodiles and into the eastern hole. Go along to the end of the path and walk onto Turbo's skeleton to find the **Leaves of GreenWood**. ... I still don't find this exactly right, but whatever I suppose. Also, random note to make this whole thing a bit more colorful: there is a dummied chest to the far north if you use a Walk-Through-Walls code, as pictured. It won't do anything though.

That's about it, I suppose. Return to Lostside and backtrack along to the end of the Fire Shrine.

---

---

## Lostside, A Marsh - Part 4

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> 150 EXP.
-----------------------------------

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Purple Flower's Bee	3 HP	6 EXP.	Running into you	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No

*~ Lostside Exterior ~*

At the rafts, you'll be allowed to ride (it's irrelevant whether you actually equip the Leaves or not). Ride the first two rafts, defeating the simple Purple Flowers at each stop. After the second, head south and you'll see a Mud Men lair. Defeat them (and the Water Lizard in the southwest corner) to be able to release the mole. Ride the next raft and defeat the Mud Men and Water Lizard to the south so you can release a dog in GreenWood.

Go north and ride the next raft. Defeat the nearby Purple Flower, then ride the raft. **Then get off briefly and ride it again** and you'll find yourself next to a Fairy Gem. Speak with the fairy inside to gain **150 EXP.**! Then go back on the raft to the Light Shrine entrance. Enter.

When you enter this dungeon, you'll see a number of oscillating lights around the area. These serve as barriers to prevent forward progress; however, they can be removed by dealing with certain monster barriers. As we go along, also expect there to be a number of fireball-like Spirit Ball around the area; they cannot be defeated right now, as you lack the Spirit Sword. Give it time, though. ;) You **are** able to attack them, however, thereby temporarily halting their movement if you've equipped the Psycho Sword, which you should already own. Keep it in mind.

Go east and north and defeat the Lizard Men within the lair to open the barrier to the east. Go there and defeat the Ghost Heads to open the barrier to the north. Go north and west, defeat the Lizard Men, then use the lair to open a path northward. Go due north to the Lizard Men and beat 'em; this will open barriers to the west and east. At the end of the latter's path, you'll find an unresponsive monster lair, which corresponds to the Spirit Ball, so you cannot open it. Instead, head west.

At the end of the path, you'll deal with some Fire Men, whose lair will remove the other barriers around it. Go west and deal with the Lizard Men to open the barrier to the north. Go along to the end of the path to deal with some more so you can open barriers to the north and south. Go north to the corner and east, then deal with the Fire Men there to release a squirrel. Go back west and south; deal with the Fire Men south of the old lair to open another barrier to the south. Here is another seemingly-inactive barrier. However, you can deal with the Ghost Heads owning it by getting up next to the laser barrier or using magic; whichever you prefer. The switch will open the path to the next floor.

**Down here on B1F, if you do not have the Soul of Light, you will be effectively blind. See Woods of Greenwood - The Soul of Light** if you need it and/or lack a map; I have one already up on the FAQs page from which you probably navigated to this guide. I also have heard that, in an emulator, you can turn off the second background layer (BG#2) to sufficiently remove the darkness, which I have tested to be true in Snes9X.

Anyways, downstairs, go northeast. There is little in this rather large area, except a Spirit Ball roaming around. In the northeast corner is a monster lair with some Lizard Men in it; defeat them to open the path to the north. Go into the larger hallway, then east and south to reach another Lizard Men lair; defeat these simple enemies as you have many times before to release a crocodile.

Continue south and west, past the Spirit Ball, to find two monster lairs - they're little to worry over, containing Lizard Men to the north and Fire Men to the south. Beat them as you will; do note that you should activate the northern one first to prevent enemy regeneration (unless you want some extra EXP.). The northern switch will release a portal to the Master's Shrine, whereas the one to the south will release a mole. Feel free to heal up in the Master's Shrine, but we have a bit more to do until the boss prep section.

Go west and north and defeat the Ghost Heads to open the path ahead. And that's actually about it. The remaining monster lair in the area (northwest corner) is caused by the Spirit Balls, like before. So, yeah, let's return to Greenwood via the Master's Shrine (southern portal).

## Woods of Greenwood - Boss Preparation

### TREASURES CHECKLIST

Mole's Ribbon    Shield Bracelet    Master's Emblem C

When you return to Greenwood, begin by heading east to the theater stage. There, you'll see three animals. Speak with the one in the lead and he'll first transform his buddies into squirrels like him. Speak with the lead squirrel again and you'll be tasked with finding the real lead member (Billy) as they shuffle around. In general, it seems that he is always the rightmost squirrel. You gain Medical Herbs for winning (speak with the squirrel after they "untransform" if you win), and you play as much as desired (just leave and re-enter the area to play again).

### Why \*Always\* on the Right?

I dunno, in case you wanna see my work on the matter.

Anyways, mathematically, there are six ways you can rearrange the members of the trio (3! or 3 factorial =  $3 \times 2 \times 1 = 6$ ). You can see the order right after the end of the show. Therefore, for each unique ordering, you have a 1/6 chance of getting any individual order with actual shuffling being involved. And therefore a  $(1/6) \times (1/6)$ , or 1/36, chance of getting the same order twice... Or look at the table below.

- Trial Number = n
- Prior Repeats = n-1
- Probability = 1 in  $(6^n)$
- Percent Chance =  $1 \div 6^n$

Trial Number	Prior Repeats	Probability	Percent Chance
1	0	1 in 6	16.666666667%
2	1	1 in 36	2.777777778%
3	2	1 in 216	0.4629629629%
4	3	1 in 1,296	0.0771604938%
5	4	1 in 7,776	0.0128600823%
6	5	1 in 46,656	0.0021433471%
7	6	1 in 279,936	0.0003572245%

8	7	1 in 1,679,616	0.0000595374%
9	8	1 in 10,077,696	0.0000099229%
10	9	1 in 60,466,176	0.0000016538%

See why I'm rather certain on the idea that "the squirrel is pretty much always on the right" after a dozen trials? The luck you'd have after ten tries here being the same is almost equivalent to randomly finding **two shiny Pokémon in a row** (the odds being around 6/65536 most of the time), for a more relateable equality, in the mainstream Pokémon games. Another Pokémon series equality is finding a Shiny Pokémon with Pokéru (about 1 in 238,609,294), an act about four times as unlikely as getting the ten same results here.

From the theater, head east to the mole revived earlier. This is Monmo the mole and, typical of moles, Monmo cannot see in bright daylight. You need to bring Monmo to the hole that is her home; go southwest of the theater to find it, then west along the shoreline to the hole with the rock beside it. You will then need to speak to Monmo while she's on that hole. I recommend coming around from the northeast with Monmo near, then quickly doing a roundabout turn so you're south of the hole; Monmo's actions are delayed so she'll be on the hole.

Speak with her and then go down the hole. You can speak with the other mole nearby to get some background on this; apparently, Monmo is still captured by evil creatures or something. I dunno, it's confusing. However, I guess Monmo left you that chest to the south containing the **Mole's Ribbon**.

Exit the mole hole and go into the one just east of there. Go along to the mole halfway along the path and equip the Mole's Ribbon, then speak with him. The ghostly mole will then take the ribbon in surprise before fading off to the afterlife. Speak with the mole further south for a little background and to earn the **Shield Bracelet**, an item halving the damage enemies deal out to you!!

Next, go back outside and speak with the deer on the western island past the crocodile. Follow him to the tree, which he'll headbutt, releasing a Fairy Gem. Speak with the fairy within to learn of the Master's Emblems. These Master's Emblems number 8, marked with the letters A, B, C, D, E, F, G, and H - they're special, rare, hard-to-find artifacts; if you collect them all, you can earn the Magic Bell, which nullifies the need to use Gems for magic! O\_O

In fact, we can find one right now! Go into the easternmost tree hollow - you know, the one north of the theater where you got the Psycho Sword? Speak with the northeastern squirrel in there to receive the **Master's Emblem C!**

Phew! Anyways, return to the Master's Shrine after grabbing a Medical Herb from the theater and use the portal on the right to hit the Light Shrine.

## Lostside, A Marsh - Boss

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Purple Flower's Bee	3 HP	6 EXP.	Running into you	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No

Assuming you did everything earlier, all you have to do is go west, avoid the Spirit Ball, then go north. Past the small hall, go north and east while hugging the wall to the right, then, in the open area, go north to the boss.

### BOSS: Light, Water, and Fire Statues

- **Maximum HP:** 50 HP each (150 HP total)
- **EXP. Earned:** 30 EXP. each (90 EXP. total)
- **Attacks:**
  - *(Light Statue)* T-shaped thunderbolts launched to south, then west, north, and east
  - *(Light Statue)* General rushing
  - *(Water Statue)* Rush forward, releasing water every two rushes that remains for some time and damages upon touch
  - *(Fire Statue)* Rush forward, releasing streams of randomly-moving fire at random

**STRATEGY:**

You'll begin this battle with the Light Statue, the one at the far left. He will primarily use T-shaped thunderbolts while rotating ninety degrees per bolt. You should probably already see the problem with this tactic: too many right angles will expose the boss's corners to attack. Given that his attack routine almost exclusively is limited to those T-shaped bolts when you're next to him, get **very** close on his northwest/northeast side (the opening being slightly larger). Then mash the B Button.

Next up is the Water Statue at the far right, who primarily will rush forward, releasing droplets of water on occasion. This boss, too, has a weakness. He will end up having each rush be of the exact same length and duration **if you stay still**, and all turns being limited to ninety degrees. Therefore, the battlefield is like a grid for him, with the squares being "safe spots" for you. Note that I stressed the part about staying still - he will greatly extend his rushing distance if you run from him, but, otherwise, he'll just circle around you. =P You can guess what to do at that point, right?

The remaining one, the Fire Statue, is likely to be the biggest difficulty for you. Strategically, though, this devolves into a simple run-and-hit fest. His rushes' lengths can vary greatly for no apparent reason, thusly leaving no spot "safe" like the other fights. Still, it shouldn't be too hard for you. Be sure to equip the Shield Bracelet in this fight, except to switch to the Medical Herb when low on HP.

---

## Woods of GreenWood - Conclusion

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> Green Stone
--------------------------------------

After finishing off the statue bosses in Lostside, go to the northwestern corner of the room and activate the switch beneath the monster lair. This will release the Guardian of the Woods. He will tell you to return so you can be given the Green Stone. Leave the boss room and return to the Master's Shrine, then exit to the south. Once you exit, you will be told that Turbo, the late dog of Dr. Leo's, buried the **Green Stone** near the roots of the Guardian; you quickly then retrieve it. Erm... I suppose that's it. Grab a Medical Herb from the Woodstin-Trio's theater if you want, then return to the Master's Shrine. Get on the golden tile and opt to mvove eastward to St. Elle's.

---

## St. Elles

---



---

### Sectional Flowchart

---

- **St. Elles/Seabed Sanctuary - Arrival**
- **St. Elles Dungeons - Part 1** (Southerta)
- **St. Elles/Seabed Sanctuary - Bubble Armor**
- **St. Elles Dungeons - Part 2** (Seabed of St. Elles and Southerta, Revisited)
- **St. Elles/Seabed Sanctuary - Mermaid Statue**
- **St. Elles Dungeons - Part 3** (Seabed of St. Elles and Shore Reef of Rockbird)
- **St. Elles/Seabed Sanctuary - Another Mermaid Statue**
- **St. Elles Dungeons - Part 4** (Seabed of St. Elles and Durean)
- **St. Elles/Seabed Sanctuary - The Thunder Ring**
- **St. Elles Dungeons - Part 5** (Seabed of St. Elles and Blester)
- **St. Elles/Seabed Sanctuary - Path Opening**
- **St. Elles Dungeons - Part 6** (Seabed of St. Elles)
- **St. Elles/Seabed Sanctuary - Boss Preparation**
- **St. Elles Dungeons - Boss**
- **St. Elles/Seabed Sanctuary - Conclusion**

---

### St. Elles/Seabed Sanctuary - Arrival

---

As you arrive, you won't find much to do. Go to the north and speak with the statue there; the mermaid within will tell you that no human can live under the ocean, due to the lack of abundant oxygen. (Then again, you're from above, so why does that matter? Whatever.) Anyways, it seems that you need to find the Bubble Armor to be able to live under the water, another slightly untrue fact, but more on that at another point.

To begin finding the Bubble Armor, you need to reach Southerta. This place can be reached by going south, to the Master's Shrine, and through the west portal.

---

### St. Elles Dungeons - Part 1

<b>TREASURES CHECKLIST</b>
<input type="checkbox"/> Medical Herb

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

Go along the path for a bit. As you turn northward, you will deal with some fish flying out of the water; these Purple Fish are little more than an annoyance and not required for game progression, luckily. You can smack them if you want, though. Further to the north, you'll see some Apes spewing out of a monster lair to the east. You can't reach them now - or for a while - but it's not like you can't hit them with magic and deal with the switch beneath the lair later. Do as you will. In the clearing to the west are some of those Walking Trees. They're pretty easy to deal with, and can be one-hit-killed with the Light Arrow magic at Level 8 - which is ideal as they like to line up rather conveniently. Use the switch beneath the lair to release a dolphin. Continue along the path northward from there and progress along it as it rounds to the south. You'll encounter several Apes and a few Purple Fish on the way - Light Arrow magic continues to prevail in its usefulness here.

At the end, use the lair's switch to respawn a bridge to the south - you may even get a Purple Fish to lay down on it uselessly, like a Magikarp. =P Go north and along the narrow path to its end where you'll see a monster lair nearby. Defeat the Apes as they come one by one and use their lair's switch to spawn a northbound bridge. Defeat the Walking Trees there and use the switch to release a mermaid.

Go back around to where you first went north, then head east; the southbound bridge is only a shortcut. As you head along, look out for that Tornadic Eagle; it's a bit of a douche due to its speed. Again, I recommend magic here, but simply stabbing it will suffice. Go to the east and southeast to find some Walking Trees. Beat them and use their lair to release a chest. Walk around to it to get a **Medical Herb**.

^sr10|"I got a rock..." ~ Charlie Brown

Return to where you fought the eagle and head south. As you do, look out for a dull gray rock - it will be next to a reddish rock. This dull gray rock - a Monster Rock - is easy enough to beat, but hard to find to the unattentive. You can see the picture nearby to get the idea, hopefully. Beat this and you'll release two more monster lairs, each spawning Apes. While still standing on the lair, you can simply launch Light Arrow magic from the gap between the lairs to knock out the Apes pretty easily. Both lairs will release mermaids, by the way.

Head south, east, north, west, and north to the Monster Rocks' lair, defeating said rocks on the way - they're easier to spot now, I hope. =P The lair for the Rocks will simply remove some trees to the north. Nearby should be the lair of the Tornadic Eagle you beat earlier; it will remove trees to the northwest. Go along the shortcut to the newly-opened path and, once past the isthmus, head east along the shoreline. You'll deal with some persistent Purple Fish on the way.

At the end of the path, you'll find some Walking Trees, the contents of their lair probably spawned in full. Blast them, preferably with Light Arrow magic, then use their lair. This will remove a lot of the trees nearby, revealing another lair and some Monster Rocks. Defeat those around this island - about four - to open up the nearby lair. Step on it and you'll get rid of the water nearby, allowing some Apes to rise. Defeat them quickly, then stand on their lair to release a mermaid.

That's it. Simply backtrack to the Master's Shrine and exit to the south.

---



---

### St. Elles/Seabed Sanctuary - Bubble Armor

<b>TREASURES CHECKLIST</b>	
<input type="checkbox"/> Mermaid's Tears	<input type="checkbox"/> Bubble Armor

^sr11|

When you return, there's not a lot to do, really. You can speak with some of the various creatures you released, but not much is revealed. Tip-wise, it is noted that the coals on Durean pierce even the Ice Armor, and that there once were four mermaid statues in the Seabed Sanctuary - nothing that couldn't be figured out by reading further ahead.



Of note, south of the Master's Shrine's portal, you will see a house. Creep along to its northeast corner, then south until you see something like the screenshot nearby. Now, why would I do this? Well, walk westward of the area where I am standing you'll find a treasure chest! Within the chest are the **Mermaid's Tears**, an item we'll use later. (I don't see how water could not intermix with water *underwater*, but... Ah, forget it.)

Return now to the front of the house and enter it the proper way. Within, you'll find a mermaid at the southern portion. Speak with her to earn the **Bubble Armor**! This armor will allow you to walk freely underwater.

#### BUBBLE ARMOR NOTES

I will go ahead and note that the Bubble Armor does provide a higher level of Defense than does the Ice Armor, so it's already a smart idea to use it. However, contrary to popular belief, it is not a necessary item in any means. You are fully capable of progressing through the game without it from what I can tell, so long as you can maintain the speed, HP, and TAS-based logic necessary to get from area to area quickly enough. It's just a note - you should wear it, but by no means *have* to unless you're underleveled.

That's about it. Equip the armor, if you prefer, then go south and outside.  
(Do note that this mermaid will be able to heal you.)

## St. Elles Dungeons - Part 2

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torch	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worm	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

### ~ The Seabed of St. Elles ~

Begin by heading southwest and you'll quickly find one of those annoying Sea Urchins. They move rather slowly, so it's not their offense that annoys, but their defense. Still, nothing too difficult if you thrust your sword, right? To the east, also, are some Yellow Seahorses from a monster lair; you can stand next to the pillars to the north and thrust eastward to make it through the storm. The reward is minimal, just the removal of some rocks that weren't impeding you in the first place. >\_>  
While there is much to explore in this area, for now we'll focus on our goal. Go west and north and up the stairs to...

### ~ Southerta ~

Not much to do here, really. Just go north and beat the Apes - nothing special, really; we're just reaching a lair we couldn't trigger before. Once you beat them, release the mermaid statue from within. She'll offer to open a path for you. In case you don't know what that means, some of the paths to other areas past the St. Elles seabed are blocked; the mermaid statues can remove these blockades. Go south to the previous area.

### ~ The Seabed of St. Elles ~

Backtrack along the path back into the Seabed Sanctuary - south, east, and north. You are welcome to beat the Sea Urchin again as well as some other monster lairs further to the east, although we'll deal with them in due time. >:)

## St. Elles/Seabed Sanctuary - Mermaid Statue

You cannot expect much to get done here, having released all of one soul. Heal with the mermaid near the entrance as needed, then leave her house to the north. Approach the Master's Shrine's portal and speak with the mermaid statue nearby. She will open a path to the Shore Reef of Rockbird from the seabed, which is our

next destination. Leave on to the south.

### St. Elles Dungeons - Part 3

#### TREASURES CHECKLIST

60 Gems  Medical Herb  200 EXP.

#### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

#### ~ The Seabed of St. Elles ~

Go south and, again, defeat the Sea Urchin - never can give one enemy more than enough punishment, eh? Head east and along the path now to find a monster lair spewing some Jellyfish. Stand just north of their lair and mash the B Button until they're all jammed on the end of your sword (get it?). Afterwards, trigger the switch beneath their lair to spawn off some stairs to the south. Go southward along that linear path, beating up two Sea Urchins on the way.

At the bottom of the next set of stairs, head east and north onto another platform. Head southeast from there and beat the Sea Urchin and the Jellyfish; the monster lair beneath the latter will release a mermaid. (Do note that these Jellyfish have an odd tendency to go off-screen, never to be seen again. Just return to the Seabed Sanctuary and return here and be faster about killing them.)

Then go west and north and beat up some Yellow Seahorses - their IQ is as low as their health, so you'll be fine. Their lair, though, spawns a lair of Jellyfish across the way - a bit more harmful. You can take them down with magic, or let their fast tackles carry them over to you so you can mash them with your sword. Whatever you feel like. Go north, east, and south to the lair afterwards to trigger it, which makes a simplistic shortcut back to the previous lair. \*sigh\* Go south, east, and up the stairs.

#### ~ Shore Reef of Rockbird ~

Upon your arrival, head to the east for a bit; you'll meet some Purple Fish on your way to the monster lairs. As you pass them, you'll come into contact with two more monster lairs. One is owned by a few Tornadic Eagles, another by the Walking Trees. I still recommend using the Light Arrow magic here, due to the vast number of enemies, or just strategic slashing. Both lairs' switches will dry up water.

In the dried-up pools to the east are two chests: one with **60 Gems** and one with a **Medical Herb**. In the other dried-up pool are any once-swimming Purple Fish in addition to the Apes' monster lair. Quickly dispatch them and use their lair to dry up the water further to the west. Approach it from the north side and defeat the Walking Tree lair on the rim. This will dry up some water to the north with an Ape lair; we'll deal with it later. For now, walk into the dried-up crater and defeat the Monster Rocks, then use their lair to release another mermaid.

Go north and deal with the Apes' lair - magic is very effective here, due to their tendency to group up. The lair will release yet another mermaid. Go northeast from the crater and defeat the Monster Rocks near that lair to open it up. (The one across the gap is still in reach of your sword's slice and magic.) The lair will dry up the water to the west. Go around the pool clockwise, into it, and along the path. Along the way, you'll be assaulted by a Tornadic Eagle from the lair; defeat it and continue along to the lair to release a Fairy Gem.

Speak with the fairy within to receive **200 EXP.**, but do not leave just yet. Head to the northeastern corner of the island and defeat the Apes' lair there. The switch beneath it will trigger the water nearby to dry up; go into the crater. At the very southern tip is another Ape lair. These will be released very quickly as you approach, so magic is best here - you can probably get 'em all in one fell swoop! Afterwards, get out of the waterless pool and head south.

Defeat the three Monster Rocks in the crater there and use the lair to dry up more water to the west - that reveals a lair as well. Get in there and beat ever more Monster Rocks. The lair there will trigger the release of four more. The two in the northeast/southwest corners will not really affect you, but they will release a number of Walking Trees that are easily eliminated with magic. The Apes nearby are also best done in with magic.

After finishing off the monsters, trigger all four lairs to open up the aforementioned "trapped" lairs and to release a mermaid statue and an angelfish. There is no longer any reason to remain here, so go to the northwest corner and use the Fairy Gem to return to the Seabed Sanctuary.

## St. Elles/Seabed Sanctuary - Another Mermaid Statue

### TREASURES CHECKLIST

Soul of Shield

When you arrive, you can still head south into the house to heal up. Once you're done there, head into the southeast corner and speak with the angelfish floating about - it's a dark purple, so you may have to look carefully. Speak with it and it will opt to protect you from the magma on Durean - this is the **Soul of Shield!** Additionally, if you don't have the Mermaid's Tears, you need to get them now - see **St. Elles/Seabed Sanctuary - Bubble Armor** for more details. That's about it. Go north of the mermaid's house and speak with the statue on the left to have the path to the island of Durean opened to you. Durean is a bit of a hot spot for volcanic activity, so we gotta go there now for some arbitrary reason. Head south from the mermaid's crib.

## St. Elles Dungeons - Part 4

### TREASURES CHECKLIST

250 EXP.  Strange Bottle  Critical Sword

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

### ~ The Seabed of St. Elles ~

When you arrive, follow along the path you used before. However, this time, after you get off of the long green platform, head *west*, not east. At the rock barrier, head north and upstairs to find a Jellyfish lair to deal with. Finish 'em and use the lair to remove a mass of rocks to the west. Go down the stairs nearby and go around, south, and west. Deal with the Hermit Crabs there, then go northwest and north along the wall.

Defeat the Sea Urchin and any straggling enemies, then use the lair to make a shortcut back to the start. Go back south and west and along the path to soon meet up with another Sea Urchin. Continue north and upstairs, then head along the next path south. You'll soon encounter a Jellyfish lair and a Yellow Seahorse lair; deal with them both as appropriate, although you can't reach the former for now. The latter, though, will release a dolphin.

Head west, north, downstairs, and east. As you approach the abandoned Jellyfish lair, deal with the Manta Rays assaulting you from the north. Afterwards, trigger the Jellyfishes' lair to make a shortcut back to the start (and actually now the only path, given that the bridge you just used broke up =P).

Head north and along the path onto the platform. Use the Mantas' lair to produce some stairs to the south in addition to a Fairy Gem nearby. Take your **250 EXP.** from the latter, then go west and north onto the volcanic island.

### ~ Durean ~

Upon your arrival, you will find the volcano to be *very* active, spewing out lava bombs everywhere. Luckily, if you have the Soul of Shield, you should be fine for now; see **St. Elles/Seabed Sanctuary - Another Mermaid Statue** if you don't.

Anyways, head north and west to find the Apes' monster lair. Defeat them and trigger the switch beneath to end up releasing a dolphin - but not just any dolphin: Lue, Dr. Leo's old pet! He's apparently trapped somewhere, but we can't help as of yet. Continue west and north along the shoreline to find another monster lair with Apes. This one will make an island to the west. On it is another monster lair you can reach containing a couple of Tornadic Eagles.

Use the lair to release a mermaid, then proceed northward, defeating some Monster Rocks on the way. Head east to the monster lair and you'll find one or two more on the ground level near it; the lair will release a mermaid, the third of that dancing trio from before. Continue clockwise around the island and you'll meet up with a Tornadic Eagle lair on the eastern shore. Beat them and you'll trigger the release of *two* Ape lairs. Like the last time this happened, you can stand slightly aloof from

the midpoint of them (the old lair) and thrust your sword, or use the Light Arrow magic.

Each lair will make a path to an island nearest it - north lair to north island, south lair to south island. The latter has a chest on it containing the **Strange Bottle**. The former of these has an Ape lair on it which will release another mermaid, plus its house. (I wonder where all of the mermen are?)

Continue south along the shore to the near end of the ground-level path and you'll find another monster lair, this one containing two Tornadic Eagles. Given the open space, you'll probably win. =P The lair itself will open up a path to the west and one upstairs; use the latter.

On the second floor, go north. You will end up crossing some hot coals, so do so rather quickly - not even the Ice Armor helps here! (It's better than meeting with some Metal Apes; you'll live.) Near the end of the path are some Monster Rocks. Beat the one near the chest first so you can grab the **Critical Sword**! You need to be Level 11 to use this sword, which is capable of dealing extra-powerful hits, and boosts your Strength by one more point than the Psycho Sword you've been using.

Defeat the Monster Rocks in whole if you haven't yet and use their lair to make another path upstairs. Ignore it for now and head west. You can easily see the Apes' lair in the coals, right? Stand *near but not on* the coals and slice them down as they come to get by at least nearly unscathed. The lair itself will release a mermaid. Go around the coals and west to find another bunching of Monster Rocks; their lair will release a dolphin trying to rescue Lue.

Backtrack to the most-recently-opened upbound staircase (northeast corner of the island's second floor) and go on up. Head south and deal with the Tornadic Eagles as they come - they have an odd tendency to miss here. Continue around clockwise to the Apes' lair; they'll make stairs going up and down here.

Further to the north is another bed of coals. This one also has a monster lair from the Apes on it. However, the lair is so big that you almost have to stand on it to beat the Apes. *Almost*. You can stand near the southern edge and they'll come to you. Preferably you'll just wait 'till later, but whatever you want... The lair does release a mermaid statue, so you had better deal with it now or later.

^sr12|

Head to the south-central part of the island and head upstairs. Go the long way around to the Tornadic Eagles' old lair (north, east, south) and use it to make a staircase to the top of the island. Approach the lone rock there and equip the Mermaid's Tears; this will extinguish the fire on the island and stop the rain of fireballs.

If you didn't get that mermaid statue released, go downstairs twice, west, north, and beat those Apes. Otherwise, leave - the Metal Ape lair will have to wait until we get the Zantetsu Sword...

---

~ **The Seabed of St. Elles** ~

Go south and east and use the Fairy Gem to return. Easy-peasy.

---

**St. Elles/Seabed Sanctuary - The Thunder Ring**

TREASURES CHECKLIST		
<input type="checkbox"/> Magic Flair	<input type="checkbox"/> Big Pearl	<input type="checkbox"/> Thunder Ring

---

Upon your return, speak with the northeastern mermaid statue to open up a path to the northern seabed, allowing you to reach the rainy Blester, our next destination. But not now. First, looting, stealing, begging - you know, general behavior unacceptable of someone from up above. =P Anyways, go north and west at the intersection. Head to the wall and south, then east into the home, kinda like when you grabbed the Mermaid's Tears. Within is a mermaid who will give you the **Magic Flair** spell. It allows you to charge up an attack for 8 Gems. Personally, I prefer the Light Arrow - the Magic Flair is best only for bosses, if that, really.

Then go back west and speak with the dolphin, who will tell you to get on his nose. Approach him from the north heading south and he'll soon take you to a treasure chest; it contains the Black Pear -- I mean the **Big Pearl**! Sorry, no *Pirates of the Caribbean* references where they'd be appropriate. =P Ride back to the mainland in a similar manner. Then head north and east.

Speak with the mermaid blocking the portal; unlike her partner, she'll *ask* if you have seen the mermaids' queen, instead of assuming otherwise. Regardless of whether you say "yes" or "no", she'll move aside, possibly letting you know the queen's appearance and letting you know that Lue the dolphin is trapped ahead! Go into the portal.

On the other side, head east and into the southern alcove - apparently Lue's friend is a numbskull, for the wall has been opened! Speak with Lue to learn that the Blue Stone given to him by Dr. Leo is an odd stone that amplifies that person's benign or malign mentality. The queen has the stone and imprisoned Lue. Obviously that leaves the queen as bad, although it's a problem never dealt with. >\_> Anyways, Lue will hand over the **Thunder Ring**, an item we'll use rather happily on the Blester. >:)

'Kay, that's about it. Return into the southern household and speak with the mermaid, as usual, to heal. Continue south and outside.

---

**St. Elles Dungeons - Part 5**

TREASURES CHECKLIST
<input type="checkbox"/> 300 EXP.

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

---

~ **The Seabed of St. Elles (South)** ~

---

Twice before, we've simply moved eastward to a path upstairs onto a green reef. This time, continue east past it and to the cavern in the northeastern corner of the seabed. Go north to the next area.

---

~ **The Seabed of St. Elles (North)** ~

---

Begin in this wide open area by defeating the local Hermit Crabs and Sea Urchins - numbering around 4 and 3, respectively; odd for a wide area. The lair itself will release an angelfish. Go into the alcove to the west to have your first true encounter with the Manta Rays. They're pretty hard to beat if you let them live too long because of their electrical shocks, but running around or using magic or being swift should suffice. Use the lair to release a mermaid.

Head east along the northern wall until you pass a narrow hall into a more open area. Just north of there is a powerful water current. (And, yes, they're showing extra water underwater, a la the cartoon SpongeBob Squarepants. Logic is illogical in the realm of 16 bits, I suppose.) The current will push you westward regardless of what you do - you can only slow it by holding Right on the D-Pad.

You can also go into some alcoves to the south by holding Down on the D-Pad. The first one has a Jellyfish lair that releases an angelfish. The second alcove is one with a Yellow Seahorse lair (i.e. aquatic lambs to the slaughter) that releases a Fairy Gem that hands over **300 EXP!** Continue along the underwater water current to the western ledge.

As you head north and east along the path, you'll encounter four Hermit Crabs. Beat them and the fifth one that is just east of the Blester's staircase to open up their lair, which opens up the pathway to the Blester. Get on up there.

---

~ **Blester** ~

---

^sr13|

Upon your arrival, immediately equip the Thunder Ring! It will be necessary to deal with some of the stuff here. ;)

Begin by heading to the northeast and you'll see a monster lair. To note, there is another to the northeast of it, and another due east of there. Each of them contain Apes. Now, your lucky is come - you don't have to fight them! All you have to do is equip the Thunder Ring and get near the yellow pyramid in the center of this trio, zapping any enemy nearby to death - even if they are metal enemies! Anyways, the three lairs' switches will release a mermaid, an angelfish, and a northbound bridge to the rest of the area.

Cross it and head west to find a small stone labyrinth. Within it are two monster lairs. One has Monster Rocks, the lair being to the northwest, and another contains Tornadic Eagles. The latter is a bit difficult because of the tight space, so I recommend handling the Monster Rocks first; their lair will disperse a lot of the rocks. The Tornadic Eagles' lair will release a dolphin. Go east and do basically the same thing (with the Monster Rock lair at the *south*) to soon release a mermaid from the Eagles' lair.

Head back to the crossroads now and north to the five pyramids. From there, head west and you'll find a lair of Metal Apes. Lure them over to the pyramids so you can zap them to death and release a mermaid statue. Now head further east and use the Tornadic Eagles' lair to release a Fairy Gem; use her to return to the Seabed Sanctuary.

---

**St. Elles/Seabed Sanctuary - Path Opening**

---

Upon your return, begin heading to the northwestern of the mermaid statues. She'll open up a path to the northwestern seabed that leads to the Ghost Ship, where your boss will be fought.

That's the only thing we should have to do here, assuming you've followed the guide insofar. In the northeastern corner of the sanctuary, you'll find a mermaid's house; within is a mermaid (surprise) that will give out Medical Kelp. Well, Medical Herbs. Whatever. I kind of like her response when you already have one - "Medical Herbs are rare", yet she has no problem giving them away infinitely.

Also head to where you rescued Lue - the western portal, remember? In the southwest corner there is a napping dolphin. Equip the Dream Rod and speak with the dude to enter his dream; you'll appear in the western portion of the northwestern seabed. Go south and speak with the dolphin with the Big Pearl item equipped (found in section **St. Elles/Seabed Sanctuary - The Thunder Ring**) and use the switch that was beneath him to open the path to this rather "secret" cave we'll plunder later on. >:)

(To the curious, you can gaze around the seabed with a walk-through-walls cheat. None of the entrances/exits actually work, but even monster lairs you beat before remain unbeaten. The current in the northeast corner is nonfunctional, and the chest in the south-central portion is not usable from this area. Damn.)

Once you're ejected from the dream, go back outside and return to the southern mermaid house. Speak with the stationary mermaid at the southern end to heal up, then go south and outside.

## St. Elles Dungeons - Part 6

### TREASURES CHECKLIST

Power Bracelet  Master's Emblem D  80 Gems  Medical Herb

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

### ~ The Seabed of St. Elles ~

Begin by heading southwest to the Sea Urchin. Beat it if desired, then go west to find another one. Do whatever you want to the spiky guy, then go north and along the path into the next area.

As you arrive, you'll find a bunch of Manta Rays flying at you - a good excuse to equip the Light Arrow magic and shoot 'em. Go north and west to their lair, which removes some of the blockade to the south. Head east past the three-way for now into the rocky area. Head to its southeastern portion to find a chest containing the **Power Bracelet**. Equipping it isn't such a bad idea, as it'll double the damage you deal.

Return now to the entrance to the area and head west. Defeat the Hermit Crabs and the Sea Urchin there, then use their lair to release an angelfish. Go east, north past the flowers, and west to the narrow valley in the reef. Go along it to the next area.

### ~ The Secret Cave ~

Continue north along the linear path and you'll soon see a monster lair containing and spewing out Hermit Crabs. Defeat them all, then use the switch beneath the lair to release four treasure chests. Within, you'll find the **Master's Emblem D**, **80 Gems**, nothing, and a **Medical Herb**! Yay, grand theft! Return outside.

### ~ The Seabed of St. Elles ~

Head south, east, and along back to the place where the Manta Ray lair was. Go north and east from there and you'll soon find another lair of 'em alongside some Sea Urchins. Magic again tends to be preferable, especially the Light Arrow magic. The lair itself will release a dolphin. Go east and along the path to a Sea Urchin. Spike him with your sword, then go north and northeast and through the narrow canyon to another open area.

Go west and defeat the Sea Urchins, then the Jellyfish, the latter of whom will yield a portal to the Master's Shrine from their lair. Use it and return to the Sanctuary.

## St. Elles/Seabed Sanctuary - Boss Preparation

When you return to the Sanctuary, first things first. Obviously, the healing was taken care of back in the Master's Shrine. Head to the northeastern corner of the area and speak with the mermaid within to get a Medical Herb if you lack one.

Next, head into the northwestern house. The dolphin, Servas, there is sleeping. Equip the Dream Rod and speak with him. You'll arrive on the Ghost Ship sometime before it fully sank. Go along the path to Servas and his father, prior to their reincarnation. Speak with the former and he'll note a 1-Gem treasure he placed. It's ... something, I guess.

That's about it. Be sure you have the best equipment -- Critical Sword, Bubble Armor, Power Bracelet -- on, then use the portal to return to the Seabed via the east portal.

## St. Elles Dungeons - Boss

### TREASURES CHECKLIST

1 Gem

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

Upon your return, defeat the nearby Sea Urchins if you want to, then go north and up the rope to the Ghost Ship.

When you enter the area, head north. As you do so, be careful. The torches around here are indestructible - attacks merely will stem their efforts for a few seconds. Also look out for Purple Worms coming up from below. Head north, downstairs, east, north, west, and south to the chest; open it for **1 Gem**.

Go north, upstairs, downstairs, north, east, south and upstairs, south and downstairs, east, north, downstairs, north, and upstairs to meet with the boss.

### BOSS: Floating Skull

^sr14|

- **Maximum HP:** 70 HP
- **EXP. Earned:** 200 EXP.
- **Attacks:**
  - His hands crawl towards you; they can be beaten in ~5 hits, though
  - Rushing forward, just north of the stairs
  - Releasing fiery anchors from his mouth
  - The torches to the south encourage not going too far

### STRATEGY:

**Do note that magic will not affect this boss; only his hands, which are pretty much irrelevant.**

Okay, this boss is pretty easy. His main attack of rushing forward is dodged simply enough by staying far enough away, and his fire-anchor attack only works if you're stupid enough to fight amongst the torches. The hands themselves are easily dealt with just because they get in your way.

Your general strategy is pretty simple. Look at the nearby screenshot. See to the gray tiles the yellow arrows are pointing at, one of which I'm standing on? From there, you can thrust the boss with your sword rather easily during his rush-forward/fire-anchor attacks. You will need to back off in the opposite direction just as the fire anchors are going off-screen so you won't be hit. It's pretty effective - with the Power Bracelet and Critical Sword equipped at Level 13, he should go down in three or so trips.

Speaking of the Power Bracelet... Do keep it equipped at all times, unless you get low on HP, in which case it is better to switch to the Medical Herb, get killed and revived, then switch back.

## St. Elles/Seabed Sanctuary - Conclusion

### TREASURES CHECKLIST

Blue Stone

After beating the Floating Skull boss, go downstairs and to the southeastern corner of this portion of the deck to find the monster lair opened. Trigger the switch beneath it to release the mermaid queen. She'll request that you return to the Seabed Sanctuary. So backtrack off of the Ghost Ship and do so via the Master's Shrine.

Once you've returned to the Seabed Sanctuary, head due north of the portal and into the queen's palace. Speak with her and she'll give you the **Blue Stone**.

Afterwards, she'll bid you leave, so return to the Master's Shrine. (Grab a Medical Herb from the northeastern house on the way if you used yours already.) There, ask the Master to let you move north onto the mountain, our next destination.

## The Mountain of Souls

### Sectional Flowchart

- Soul of Mountain House - Arrival
- Mountain of Souls - Part 1
- Soul of Mountain House - Mushroom Shoes
- Mountain of Souls - Part 2
- Soul of Mountain House - To Laynole and Lune!
- Mountain of Souls - Part 3
- Soul of Mountain House - Boss Preparation
- Mountain of Souls - Boss
- Soul of Mountain House - Conclusion

### Soul of Mountain House - Arrival

As is usual with most of our initial arrivals to an area, you'll find little to do but head into the main dungeon. In this case, head west and through the northern stairs to the north in the blue spiky area.

### Mountain of Souls - Part 1

#### TREASURES CHECKLIST

40 Gems  50 Gems  Medical Herb  Magic Armor  300 EXP.

#### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Cave Bat	14 HP	75 EXP.	Flying around	No	No
Fire Bat	14 HP	85 EXP.	Fireballs; moving	No	No
Green Blob	12 HP	80 EXP.	Bouncing around	No	No
Green Lizard	8 HP	65 EXP.	Burrowing; moving	No	No
Ice Crystal	? HP	0 EXP.	Explodes when hit	No	No
Ice Maker	24 HP	70 EXP.	Makes ice spikes	No	No
Purple Wizard	17 HP	85 EXP.	Projectile magic	No	No
Red Wizard	20 HP	100 EXP.	Fireball magic	No	No
Undead Caribou	25 HP	70 EXP.	Head-throwing	No	No
Yeti	20 HP	80 EXP.	Clubs	No	No



^sr15|It ain't Monty Mole...

~ North Slope ~

Enter this area and head east. As you do so, you're likely to encounter enemies, like the ones circled on the right, burrowing through the ground like a common mole. These are actually the Green Lizard enemies detailed above; they tend to pop out as you approach. Defeat those nearby and use the lair to the east to release a girl. Go up the stairs to the north, then west to find another group; defeat them and use their lair to make another lair with some Cave Bats coming from it. You can't easily reach all four for now, so just head east and beat up the Yetis, then use their lair to release a Grandpa.

Go east and down the ramp. At the bottom, you may be able to simply face east and hold L/R to defeat the Yetis; if not, eh. Anyways, use their lair to net yourself **40 Gems**, then go back up the ramp, then further along upstairs. There, you can stand what some games would consider "two tiles" east of the lair to easily beat up the bats; their lair will let you up another level. Go west and beat the Undead Caribou as you go (they're noticeably weak to thrusts if you can dodge the spinning head in time). The lair at the end will simply make a southbound shortcut. Instead, go west and downstairs to that newly-spawned Cave Bat lair from before; you can use it to release the rare mushroom free from Mario's tight fists.

Go back upstairs and east to the ramp, then ignore it (poor ramp) and go upstairs to the north. A bunch of Green Lizards will be spawned from the monster lair to the east; I found standing two tiles north of it, as it were, basically immunized me from damage. Hm... Anyways, the ramp creates a *really* pointless shortcut back down, as if the few steps to the stairs were a marathon. Go east, upstairs, and north into the next area.

~ Aurora's Ridge ~

Beat the cold-blooded (heh) Green Lizards to the north and use their lair to create a pathway through the snow. Follow it and, as you do, take great care around the snowball that balls up nearby: they're obviously dangerous. Beat the Yetis at the end of the path to extend it to some Green Lizards, then Cave Bats, then Yetis, then *two* lairs of Green Lizards. One of those will let you release a Grandpa, and another one a snail. Go back west, then up the ramp.

At the top, head east and defeat the bats while avoiding the snowballs. In doing so, you'll allow yourself to get **50 Gems**, a **Medical Herb**, and a ... nothing? (Also, a **Magic Armor** you'll want to equip.) Ascend the next ramp and defeat the Cave Bats at the top to be able to release a boy. Anyways, head east and into the next cave to reach the next area.

^sr16|

~ Top of Snow Mountain ~

At what appears to be the summit (yet barely a third of your journey in this dungeon), go west and skewer some more Green Lizards to release a girl. Go north from there and dodge the snowballs as you reach the end of the path, supposedly. Actually, Pokéfans can rejoice in what comes next, for, as is easily guessed, there are ice puzzles to be solved here! As in the mainstream Pokémon games, you will slide forward (unless you have the Mushroom Shoes) until you hit something. Begin by getting on the light-blue ramp pictured nearby.

Once on the ice, you'll automatically go south. Upon hitting the wall, head east, north, east, north, east, south, west, then north onto the ramp. Defeat the Undead Caribou nearby, plus some more and some Yetis and Green Lizards (remember, they are easily camouflaged when burrowing) to the southwest - I preferred to use the Light Arrow magic for a lot of damage there. After, use the lairs. The northwestern one will release a boy promising to give you the Mushroom Shoes when speaking with him. The other will make a shortcut to the start, plus a Fairy Gem that can take you back to the Soul of Mountain House while also giving you **300 EXP**. Anyhow, return now to the Soul of Mountain House.

Soul of Mountain House - Mushroom Shoes

<b>TREASURES CHECKLIST</b>
<input type="checkbox"/> Mushroom Shoes

Upon your arrival, go south to the pond and speak with the person there to receive the **Mushroom Shoes**. The Mushroom Shoes are footwear with snail gloop on them that prevents slipping on level ice; icy inclines, like those we will see on An (Aptly-Named) Ice Hill later still cause you to slip and slide. They need to be equipped to take effect, but don't yet do so, since we have to manually backtrack to the Top of Snow Mountain area - you know, with the ice puzzles? That's about it here, unless you want to return to the St. Elles area to get a Medical Herb (you can't get any here).

Mountain of Souls - Part 2

<b>TREASURES CHECKLIST</b>
<input type="checkbox"/> Lucky Blade

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Cave Bat	14 HP	75 EXP.	Flying around	No	No
Fire Bat	14 HP	85 EXP.	Fireballs; moving	No	No
Green Blob	12 HP	80 EXP.	Bouncing around	No	No

Green Lizard	8 HP	65 EXP.	Burrowing; moving	No	No
Ice Crystal	? HP	0 EXP.	Explodes when hit	No	No
Ice Maker	24 HP	70 EXP.	Makes ice spikes	No	No
Purple Wizard	17 HP	85 EXP.	Projectile magic	No	No
Red Wizard	20 HP	100 EXP.	Fireball magic	No	No
Undead Caribou	25 HP	70 EXP.	Head-throwing	No	No
Yeti	20 HP	80 EXP.	Clubs	No	No

---

~ *Top of Snow Mountain* ~

---

Once you return to the Mountain of Souls, backtrack to the icy area you just left: the Top of Snow Mountain. Approach the Fairy Gem to the north you hopefully made and descend the small ice ramp nearby; with the Mushroom Shoes equipped, you won't slide. Go south, east, and north onto the ramp, then go on up. Head west and you'll find a rather temperamental li'l monster lair - it contains Cave Bats, but won't give them up until you're very close. It might be best to go in there by thrusting from the east. Whatever the case, use the lair to make a shortcut ice ramp nearby, plus a pointless blockade to the area below. Go north and use the staircase to reach the next area.

---

~ *An Ice Hill* ~

---

Here, the Mushroom Shoes will help you none, so take them off and put back on your usual item, whatever it may be. Go down the nearby ice slope and, at the bottom, head east. Once you pass the wall to the north, get back on the ice hill and head into the northeast corner. Defeat the lair of Green Blobs there to release a mushroom. Then head far to the south and west. Deal with the Purple Wizards that pop out of the southern lair, then the Green Blobs from the northern two lairs. Then use all of the lairs to release two snails and make a path south. Use it.

On the other side, destroy the nearby icy ... thing, then go far to the west and down the westernmost slope. Be careful on the way down; another Ice Crystal is on the way down there, plus a Cave Bat lair at the bottom. Ignore the path to the south nearby and just go back to the top of these slopes and into the third one. Deal with the Cave Bat lair partway down, which is tough since you need to use some rhythm of pressing Up on the D-Pad to work against the incline. This lair will release a girl while the one at the bottom of the slope just makes paths to the east and west. Go into the easternmost slope and deal with the Ice Crystal and Bats as you go; this lair makes another lair appear.

Go back down the westernmost slope and through the southbound path you created. Defeat the Purple Wizards at the bottom to release a snail, then work against the slope while going east through the passageway. Ascend to the top of the slope and go beat those Purple Wizards to release a mushroom. Head next to the bottom of the slope. There, you'll see another Ice Crystal. **Ignore it.** Rather, you see those nubs of wall next to the doorway? Walk up against them, then go east - you won't be damaged by the Ice Crystal - and through the stairwell. This way, you won't risk being hurt by an explosion.

---

^sr17|

~ *Ice Field of Laynole* ~

---

Head south here and you'll notice four Ice Crystals around a Purple Wizard lair. It's best to deal with them through sword slashes over magic (especially over Light Arrow magic) as you'll risk triggering the explosions of all four; that's a pretty wide area when you think about it. Anyhow, the lair releases a Grandpa. Head east and along the edge of the path. There, you'll see a flashing area some of the time, like in the nearby screenshot. This is an ice bridge you can cross (at any time - it doesn't have to flash). On the other side is the **Lucky Blade**, a Level 15 sword you should equip if possible that raises the number of Gems you get by making those dropped bigger sometimes.

^sl18|

Return to the other side and go east and south to a Purple Wizard lair. Beat them and use the lair to open up some ice nearby. Go along it (with Mushroom Shoes equipped) to reach a lair with some Purple Wizards and another with Cave Bats to release a Grandpa and a snail, respectively. Return to the ice "puzzle" entrance and go west to beat up some Cave Bats. This opens up an area to the south. Ignore it briefly and look to the east. Like in the nearby screenshot, there is another ice bridge to cross. On the other side, you'll find some Red Wizards to beat, with their lair yielding a Grandpa.

Go back across the ice bridge and defeat the Cave Bats to the west if you haven't yet. Then go across the newly formed bridge to the south and head west and north. Defeat the Green Blobs to make a bridge to the north with a portal to the Master's Shrine. Feel free to use it to heal yourself, then go south and defeat the Cave Bats (beware the Ice Crystals!!) to release a Grandpa. That is it for now; use the Master's Shrine portal to return to the Soul of Mountain House.

---



---



---

**Soul of Mountain House - To Laynole and Lune!**

---



---



---

Here, there is little to do. You can go south of the snails to reach a small lake where a snail and old man area. You can speak with him whilst holding the Dream Rod to learn about the 50 Gems, Magic Armor, and Medical Herb located in Aurora's Ridge, although we already got them. (If they are unfamiliar to you, go see **Mountain of Souls - Part 1** so you can grab the currently-best armor in the game, which also halves Gem consumption.) From this lake, you can head northeast and north to another set of blue stairs you may have passed earlier; this goes to another part of the Ice Field of Laynole we'll use.

---



---



---

**Mountain of Souls - Part 3**

---



---



---

**TREASURES CHECKLIST** Strange Bottle  Rotator  400 EXP.**AREA MONSTER BESTIARY**

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Cave Bat	14 HP	75 EXP.	Flying around	No	No
Fire Bat	14 HP	85 EXP.	Fireballs; moving	No	No
Green Blob	12 HP	80 EXP.	Bouncing around	No	No
Green Lizard	8 HP	65 EXP.	Burrowing; moving	No	No
Ice Crystal	? HP	0 EXP.	Explodes when hit	No	No
Ice Maker	24 HP	70 EXP.	Makes ice spikes	No	No
Purple Wizard	17 HP	85 EXP.	Projectile magic	No	No
Red Wizard	20 HP	100 EXP.	Fireball magic	No	No
Undead Caribou	25 HP	70 EXP.	Head-throwing	No	No
Yeti	20 HP	80 EXP.	Clubs	No	No

^sr19|

**~ Ice Field of Laynole ~**

Head east and up the slope of ice to find a Green Blob lair. Defeat them and use the lair to open a path to the east and make the ice bridge to the north, like in the nearby screenshot, begin flashing. Use it and go north to defeat some hot Red Wizards. After doing so, use their lair and head west to find a **Strange Bottle** in a chest.

^sl20|

Then go back east; there is another ice bridge to the east of the lair you can use, like in the screenshot to the left. Beat the Cave Bats in their lair on the other side and a chest will be generated containing the **Rotator** magic spell. Cross the ice bridges to the south to return to where you fought the Green Blobs, then use the icy slope to the east. Walk along to the bottom of it, then go through the stair well into the next area.

**~ A Passage to Lune ~**

Begin by heading east and south downstairs. As you do so, keep in mind in this area the Ice Maker enemies will abound and will make icy spikes appear from the ground to hurt you; if you don't move fast, you will get hurt. (If that's the case, *first* go south and beat the one there. Or beat it by shooting some magic west of the stairs. Whatever.) Descend the stairs and head east and north. Defeat the Red Wizards to release a boy (is he real?), then go south, east, and upstairs. Go along the path around the lake to the Purple Wizards' lair and the next Ice Maker. Defeat them all and use the lair to get rid of the waterfall, also making a lair downstairs and to the west. Beat those lizards to release the snail Nome. Go south and west to beat up some Green Blobs, then use their lair to head downstairs. Defeat the Red Wizards at the bottom to remove the waterfall to the west. Defeat the Ice Maker past the river, then go back upstairs.

At the top of the stairs, go west and you'll reach another lair, this one full of Cave Bats. Beat them to create a path to the island in the middle of the lake. Beat the Ice Maker and Green Blobs there and you'll release a Fairy Gem. Speak with the fairy within for **400 EXP**. Go back to the lair where you removed the waterfall, then go east and south to the next area.

**~ The Underground Lake, Lune ~**

Begin by smacking the Ice Maker on the ledge above with some magic; he won't be made available terrestrially anyways. Go east and battle the Red Wizards of Oz (it's a joke, worry not) to create a lair and path to the east. Follow this golden brick road (heh) to some Emerald Blobs (okay, that's it for the Oz jokes). After defeating these Green Blobs, you'll release a mushroom ... oddly in the Soul of Mountain House's prison? Indeed it seems making someone high is illegal after all.

>\_> Anyways, go west and north along the path that was originally there. Beat the Cave Bats at the second "clearing" and go east along the new path to beat some Red Wizards, then south for some Purple Wizards. Go back to where you fought the Cave Bats and south to fight some Green Blobs at the newly-produced monster lair to release a Grandma. From there, go back to the Cave Bat lair and west. Defeat the Purple Wizards and Green Blobs, preferably through magic to get rid of the Ice Maker to the west as well.

Use the lairs to make new paths and head north. Defeat the Cave Bats to make a portal back to the Master's Shrine if you need to heal, then go south and beat the Red Wizards. This will produce another lair on the "clearing" to the east. Beat the Cave Bats there and you can release a Grandma. Now, we can head due north if you want to proceed with beating our boss; see **Mountain of Souls - Boss** if you want the details. Otherwise, use the Master's Shrine portal to return to the Soul of Mountain House for some final prep.

**Soul of Mountain House - Boss Preparation**

^sr21|

**TREASURES CHECKLIST**

First thing we need is the Medical Herbs for the boss. The Soul of Mountain House oddly offers none of these; you'll need to go speak with the mermaid in the southern house in St. Elles for that.

After, upon your return, go south of the portal to the lake, then west and north to the prison. Speak with the mushroom in the westernmost cell while the Dream Rod is equipped to enter its dream. There, you can press a switch to make a path to an island, then simply walk left out of the dream after speaking with the mushroom. (Trust me, this has more use than meets the eye.) The other residents of the cells will be spoken to later, in due time.

^sl22|

If you head back to that area from the dream, you'll notice a path to the west of the first clearing. There, beat Cave Bats to release a snail back in the Soul of Mountain House. Then go east and stand on the northernmost point of the island, like in the first screenshot listed in this section, for the **Master's Emblem F**. Now, return to the Soul of Mountain House.

Once you're done there, proceed back to the Master's Shrine portal (if you walked; otherwise, you're there). To the south is a bit of a lump in the wall. Because of the recent releasing of the snail that resides in the small room to the south, there is a hidden path between the orange light and the left corner; the general path is revealed in the screenshot to the left if that doesn't help you much. Speak with the snail within to get the **Master's Emblem E**!

That just about sums it up. Once you're done grabbin' Master's Emblems (should have C, D, E, and F by now), and have snatched a Medical Herb from the Seabed Palace in St. Elles, go back to the Mountain of Souls. Be sure to use the eastern portal after saving.

## Mountain of Souls - Boss

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Cave Bat	14 HP	75 EXP.	Flying around	No	No
Fire Bat	14 HP	85 EXP.	Fireballs; moving	No	No
Green Blob	12 HP	80 EXP.	Bouncing around	No	No
Green Lizard	8 HP	65 EXP.	Burrowing; moving	No	No
Ice Crystal	? HP	0 EXP.	Explodes when hit	No	No
Ice Maker	24 HP	70 EXP.	Makes ice spikes	No	No
Purple Wizard	17 HP	85 EXP.	Projectile magic	No	No
Red Wizard	20 HP	100 EXP.	Fireball magic	No	No
Undead Caribou	25 HP	70 EXP.	Head-throwing	No	No
Yeti	20 HP	80 EXP.	Clubs	No	No

Once you've returned to the Mountain of Souls, go south, east, and north. Head through the cliché-large doorway and you'll find yourself fighting the Greek god of the ocean, Poseidon.

### BOSS: Poseidon

^sr23|

- **Maximum HP:** 70 HP
- **EXP. Earned:** 400 EXP.
- **Attacks:**
  - *First:* Triple fireball; dodge to the side
  - *Second:* Spear thrust (may do twice); simply dodge to the side
  - *Third:* Double fireball; one or both of these will home in on you, so get into the northern or southern alcoves

### STRATEGY:

This battle is pretty easy. Given that Poseidon's attacks occur in a regular order as above, with little delineation beyond the noted double use of the spear attack, you can probably move into ideal positions before the attack even occurs, so do so. You'll want to avoid using magic for, as usual, the boss is immune to that.

Poseidon is capable of moving between three different points on the battlefield, as per the nearby screenshot (although he can wiggle around in those spots a little). The pattern is random beyond that he always goes to the middle area from either side, so you can note that and use it. The main idea is to find the alcove on the south wall, get as far north as possible, and thrust your sword. If you are shot at or spear thrust, then back up into the small alcove to avoid it, then go forward again.

---

---

## Soul of Mountain House - Conclusion

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> Silver Stone
---------------------------------------

After drowning Poseidon, go west and trigger the monster lair to release the King. (Not King Magridd, sorry. =P) Backtrack to the Master's Shrine and exit to the south. From there, head to the southwestern corner of the environment. In the king's "palace", head east. Note that speaking with the elderly women reveals that you can summon the Phoenix of Egyptian lore by bring the three Red-Hot items to them. That will be required, but not at the moment. Speak with the king to be thanked for saving him and to receive an apology for the misdeeds done to Dr. Leo's pet snail Nome. He requests you go speak with Nome, who is in the prison to the east, although you have walk the long way around. The prison cells are opened now. The boy in the center cell will note that Dr. Leo's lab to the southeast has metal monsters, basically. The snail, Nome, can be spoken with to receive the **Silver Stone** and to open up the next leg of our quest. Head to the Master's Shrine and move east (actually southeast) to the desert where Dr. Leo's lab is.

---

---

## Dr. Leo's Lab

---

---

---

---

### Sectional Flowchart

---

---

- **Leo's Laboratory - Arrival**
- **Laboratory Dungeon - Part 1** (Basement, Part 1)
- **Leo's Laboratory - Zantetsu Sword**
- **Sidequest: Defeating Metal Monsters**
- **Laboratory Dungeon - Part 2** (Basement, Part 2)
- **Leo's Laboratory - Town Model 1**
- **Laboratory Dungeon - Part 3** (First Town Model)
- **Leo's Laboratory - Soul of Detection**
- **Laboratory Dungeon - Part 4** (First Town Model, Continued)
- **Leo's Laboratory - Town Model 2**
- **Laboratory Dungeon - Part 5** (Second Town Model)
- **Leo's Laboratory - Boss Preparations**
- **Laboratory Dungeon - Part 6 & Boss** (Power Plant)
- **Leo's Laboratory - Conclusion**

---

---

### Leo's Laboratory - Arrival

---

---

When you first arrive in Dr. Leo's Lab, head northwest and speak with the door to get an idea of the freakhouse you're in right now. Of note, you'll learn that the Zantetsu Sword, which will be obtained later, is required to defeat a number of enemies in the dungeons around here. Once the door lets you by, go west and downstairs.

---

---

### Laboratory Dungeon - Part 1

---

---

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No
Catapult	30 HP	180 EXP.	Flinging boulders	No	No
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No
Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No

Toy Soldier	16 HP	165 EXP.	Rushing you	No	No
-------------	-------	----------	-------------	----	----

Begin by going north along the pipe to find a monster lair spewing out Ball Worms. Defeat them - you can probably just thrust from the east side - to create a path to the east. Ignore it and continue north to the Sweeper Bot lair. Stay to the west side of the platform - if you don't, some Mini Helicopters will race after you - and defeat the bots to release a cat. Go back south, then west to another Sweeper Bot lair. Use it to make a path to the south, then defeat the Ball Worms along it. The actual lair is near the southwest corner, making a path east to the start.

Return to the previous Sweeper Bot lair and go west and south to find another, this one releasing a plant. Backtrack to the forking pipe near the first lair you defeated and head east. Defeat the Sweeper bots there to release a great door. This will give us the ability to access the Zantetsu Sword, so go back to the main lab so we can get it.

---



---

## Leo's Laboratory - Zantetsu Sword

---



---

TREASURES CHECKLIST
<input type="checkbox"/> Zantetsu Sword

Go through the doorway southwest of the chest in the room you can see nearby, then open said chest to receive the **Zantetsu Sword**. This new weapon - which you ought to equip ASAP - allows you to defeat metal enemies (although magic still fails). As you probably can recall, there are some enemies in earlier dungeons that were metal. Therefore, I recommend you go to the **Sidequest: Defeating Metal Monsters** section so we can exterminate them. Otherwise, go to the **Laboratory Dungeon - Part 2**.

---



---

## Sidequest: Defeating Metal Monsters

---



---

TREASURES CHECKLIST			
<input type="checkbox"/> Tomado	<input type="checkbox"/> Recovery Sword	<input type="checkbox"/> Master's Emblem A	<input type="checkbox"/> Strange Bottle

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Green Torch	9 HP	4 EXP.	Fireballs	No	No
Hermit Crab	15 HP	22 EXP.	Walking around	No	No
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No
Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No
Metal Crawler	24 HP	250 EXP.	Running around	Yes	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Monster Blocks	4 HP	2 EXP.	Jumping at you	No	No
Monster Rock	20 HP	24 EXP.	Tackling	No	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Bird	4 HP	3 EXP.	Running into you	No	No
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Purple Flower's Bee	3 HP	6 EXP.	Running into you	No	No
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No
Sea Urchin	36 HP	20 EXP.	Moving around	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No

Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Walking Tree	10 HP	22 EXP.	Projectiles	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No
Yellow Knight	9 HP	5 EXP.	Throwing spears	No	No
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No

~ Grass Valley: Leo's Painting ~

Once you've equipped the Zantetsu Sword, you can get rolling with a new sidequest aimed at destroying the metal enemies in the previous areas of the game. We'll begin with Grass Valley - Leo's Painting to be exact. From the Master's Shrine in Grass Valley, exit off to the east.

In this first area, you'll find some Metal Crawlers to the east. You can simply stand to their east and thrust your sword at them; they only will rotate around those individual blocks. Head far to the north to find four more such Crawlers; doing so will release some ivy back in Grass Valley. Go into the next area to the south and defeat the Metal Crawlers prowling about there; once they're done with, you can release some ivy via the northwestern monster lair.

Continue south another area, then defeat the Metal Crawler to the west. After doing so, go to the far east via the carpet (beware the spikes!) to reach the opened lair. Use it to release a chest containing **Tornado** magic. This will empty out the metal enemies of Grass Valley; you can now return to the main village there.

^sr24|

~ Grass Valley ~

Remember those ledges to the west of the house with Leo's Painting in it? The ones you unlocked earlier with the Clubhouse Pass? Go there again and you'll find some vines leading up to a Fairy Gem. The Fairy within will give you the **Recovery Sword**. This is a Level 22 sword - so, no, you can't use it right now beyond using thrusts - that doesn't work with metal monsters. So, there's little point in equipping it for now.

Now, in the southeastern corner of town is the really small house. Northwest of there is some ivy to climb; do so and head west to find the **Master's Emblem A**. That finishes off Grass Valley in whole, so use the Master to reach GreenWood.

~ Greenwood: Fire Shrine ~

Here, exit the shrine to the west. Then go north and west and along the path into the Fire Shrine. There are still a few Metal Scorpions flitting through this area, so defeat them to release a Fairy Gem to the west. Speaking with her will each time yield 1 EXP. - infinitely at that.

**Not a good idea...**

So, given that, it would seem that repeatedly speaking to the fairy for now on would be a good idea. Mathematically, I can prove otherwise. Firstly, we'll assume that it takes about 10 seconds to get 1 EXP., which it basically does. So, then assuming constant, non-stop use of the trick (turbo controller or otherwise)...

Unit of Time	Amount in Seconds	Average EXP. Earnings	% of Level 50 EXP. (99,999,999)
1 second	1 second	0.1 EXP.	0.000000100000001%
10 seconds	10 seconds	1 EXP.	0.000001000000010%
1 minute	60 seconds	6 EXP.	0.000006000000060%
5 minutes	300 seconds	30 EXP.	0.000030000000300%
10 minutes	600 seconds	60 EXP.	0.000060000000600%
30 minutes	1,800 seconds	180 EXP.	0.00018000001800%
1 hour	3,600 seconds	360 EXP.	0.000360000003600%
2 hours	7,200 seconds	720 EXP.	0.000720000007200%
4 hours	14,400 seconds	1,440 EXP.	0.001440000014400%
6 hours	21,600 seconds	2,160 EXP.	0.002160000021600%
12 hours	43,200 seconds	4,320 EXP.	0.004320000043200%
1 day	86,400 seconds	8,640 EXP.	0.008640000086400%
1 week	604,800 seconds	60,480 EXP.	0.060480000604800%
1 30-day month	2,592,000 seconds	259,200 EXP.	0.259200002592000%
6 30-day months	15,552,000 seconds	1,555,200 EXP.	1.555200015552000%
1 year	31,104,000 seconds	3,110,400 EXP.	3.110400031104000%
31.70979166... years	999,999,990 seconds	99,999,999 EXP.	100.000000000000000%

So, yeah, when it takes half a year of constant gameplay to get 1% of the max EXP. (about 18 hours to get enough EXP. to reach the minimum for game completion), I doubt it's worth it - I mean, reaching the

max level takes nearly 32 years, far older than the SNES itself (as of 2013, the writing of this guide).

When you're done painstakingly checking my work, go down the staircase to the east. In this mazy area, basically go around and defeat all of the Metal Scorpions. The lair itself is in the northeastern corner and spawns a treasure chest containing a **Strange Bottle**. (Also note the grammatical error in the message: "[Player] recieved Strange Bottle.") Return to where you entered this floor and use the downbound staircase to the east. Here, equip the Ice Armor (remember the flaming bridges) and go along the path from before, defeating a few more Metal Scorpions to open a lair north of the end of the path, releasing a bird. That'll do it. Ascend the nearby staircase and use the Fairy Gem to return to GreenWood, then continue along to St. Elles.

### ~ St. Elles: Durean ~

To reach this area, exit the shrine to the south and head along to the volcanic area. That means go south and to the southern seabed - remember the Bubble Armor! - head to the southwestern passage, then go to the northwest corner and up those stairs. Ascend the northeastern staircase and go west to some Metal Gorillas, then use the lair to release a mermaid.

Return to the main palace and speak with the northern mermaid in the entrance building to receive the **Red-Hot Stick**. The Red-Hot Stick is one of three items mentioned by various NPCs in the game that can be used to summon the Phoenix, something we'll *have* to do later. For now, though, we're done screwing around with the metal monsters. Return to Dr. Leo's Laboratory and return to the first basement, the first dungeon you encounter there,

## Laboratory Dungeon - Part 2

### TREASURES CHECKLIST

300 EXP.

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No
Catapult	30 HP	180 EXP.	Flinging boulders	No	No
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No
Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No
Toy Soldier	16 HP	165 EXP.	Rushing you	No	No

### ~ Laboratory Basement: B1F ~

Begin by crossing the bridges to the west and head along to the northwest corner. Defeat the Mini Bulldozers on the platform and use their lair to release a plant. Go 'round some more to the T-juncture pipe to the southeast from before, then go east. To the south, you can beat up some Mini Bulldozers, Ball Worms, and Mini Helicopters. In doing so, you'll open a path to the Mini Bulldozer lair, release a cat, and begin making more lairs appear as a northbound path does from the southeast corner.

You'll soon make two appear, one a Sweeper Bot lair and the other with some Mini Race Cars; use them to release a cat and a great door respectively. Go north and west to find another lair spawning some of those Mini Race Cars. Use it to make a path to the north, but first go west and destroy the Mini Helicopters for a shortcut back south. Go east and north, then west. Beat up some more Mini Race Cars and use that lair to release a chest of drawers. Then go east and down a floor.

### ~ Laboratory Basement: B2F ~

Head south along the pipe to find four smaller ones. To the west, you'll notice some Mini Bulldozers rushing you from across the gap. Time your slashes to kill them, then go south to find some Mini Helicopters. (You might want to equip the Ice Armor to deal with the painful fire.) Cross the bridge that is made and beat the Ball Worms to the south, then use their lair to release a cat. Continue south to the green platform, then go up the third pipe and beat the Ball Worms, then go back south. Walk into the southeastern pipe and beat the Mini Bulldozers as you reach the T junction to release a mouse. Go west from the T junction and south from the next to deal with some Mini Race Cars; once done with, use their lair to remove some pipes to the south. Go back to the first of these T junctions and south and west along the path. As you finally reach another monster lair, turn west and head south, demolishing the Mini Bulldozers as you go. The first four will make a shortcut back to the start; the next group release some Mini Helicopters. Defeat them and use the nearby Fairy Gem for **300 EXP.**, then go north along the westernmost path.

Past the fiery paths is a green platform where you'll be assaulted by Mini Helicopters from the east. Defeat them and use their lair to make a path to the upper floor of the main laboratory. Defeat the Sweeper Bots further north, then use their lair to assault the Mini Bulldozers further to the north. Their lair releases a great door. Now, go ahead and deal with the Mini Race Cars - you may need to cross the fire pit to the west - and a gap will be bridged. Defeat the Mini Helicopters and Sweeper Bots on the other side to release a town model, make a shortcut back to the start, and to spawn a shrine to the Master. Use the latter.



## Leo's Laboratory - Town Model 1

### TREASURES CHECKLIST

Door Key  Mystic Armor  Master's Emblem G

Once you've unlocked both the town model and save point on B2F of the laboratory basement, use the latter to reach the Master. Exit this area to the south to return to the main portion of the laboratory. The first floor doesn't yield much but speeches for now, so use the northeastern staircase to go up a floor.  
^sr25|

Here, go along the only path to soon reach a door in the southwest corner. Go through it and north, ignoring the town model in favor of the suffering cat. Speak to him with the Dream Rod equipped; after the scene, you'll receive a **Door Key**. Go back to the first floor with it equipped. Enter the room north of the one with the shrine portal, then exit to the southwest (just run into the door; don't use B). Speak with the chest of drawers nearby to receive the **Mystic Armor**.

While it doesn't halve Gem consumption like your current Magic Armor, it boosts Defense by one and increases the length of the invulnerability period after being hit. It's mostly your choice; heavy magic users will want to stick with the Magic Armor for a while. Anyhow, once you're done with that, get on the chest's right side. Face north and hold R, then move left to push aside the chest of drawers, finding the **Master's Emblem G** in the process!

That's pretty much it for now. Go back to the second floor and head into the room just south of the one with the cat. Examine the structure there and you can enter the first of two town models.

## Laboratory Dungeon - Part 3

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No
Catapult	30 HP	180 EXP.	Flinging boulders	No	No
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No
Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No
Toy Soldier	16 HP	165 EXP.	Rushing you	No	No

When you enter the town model, go north, then west along the dirt path and into the grassy area to the south. Defeat the Toy Soldiers there and the lair will open up an area to the northwest. Defeat the Soldiers in the general area and use it to release a mouse. Then defeat the enemies to the west (more Toy Soldiers) so that you will open up a bridge to the northeast. Go along it.

On the other side, continue north and east at the *second* fork. Defeat the Toy Soldiers that march on towards you, then use the lair to spawn two lairs to the west. (Two soldiers appear on the plateaus further south for the western lair's opening.) Use the lairs to release two mice, then go north of the original lair and west to a Toy Soldier lair spawning a plant. Go back to the north/east fork and head south and onto the western plateau. Go north and defeat the Toy Calvary to release a chest of drawers.

Then return again to the north/east fork and go north. In the open field, go east and make battle with the Calvary to spawn a bridge to the southeast. Go back down the stairs from this plateau and east along the first path you reach and across the bridge. On the other side, you will find a number of invisible-ish enemies (disabling BG#2 on an emulator deals with that, but otherwise...). We can deal with this nuisance momentarily, worry not.

Go south and into the field to the east with the trees. Blast around with the Light Arrow magic to avoid being hurt by the invisible enemies (they can be hurt) as well as the Toy Soldiers to release a great door. Now, we can go get the Soul of Detection, which will allow us to see them. You don't *have* to get it, but it's highly recommended. If you dare to not to, go to **Laboratory Dungeon - Part 4** for the continued walkthrough.

## Leo's Laboratory - Soul of Detection

^sr26|

### TREASURES CHECKLIST

Soul of Detection

When you re-enter the laboratory, you can exit this room and head east to find a new door on a currently-vacant room. There, the door will claim to be from the sky just like you (and the mole and the other odd souls) and will enable you to see invisible enemies in model towns. Don't ask how; just be happy you got the **Soul of Detection**. (Also note how the door disappears.) You can speak with the chest of drawers downstairs for a rather odd scene with it, but that's about it. So, yes, back to town!

---



---

## Laboratory Dungeon - Part 4

---



---

TREASURES CHECKLIST			
<input type="checkbox"/> 300 EXP.	<input type="checkbox"/> 80 Gems	<input type="checkbox"/> Medical Herb	<input type="checkbox"/> 50 Gems

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No
Catapult	30 HP	180 EXP.	Flinging boulders	No	No
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No
Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No
Toy Soldier	16 HP	165 EXP.	Rushing you	No	No

Return to the area where you unlocked the great door that later can give you the Soul of Detection - it's that squarish yard with the invisible enemies prowling about. Feel free to beat the Spike Launchers there as well. To the west of there is a path in the trees you can use to go south along the river shore (what the heck is the river made of anyways?) to fight some Toy Soldiers and make a path back to the start. Walk up to it, then immediately turn east and beat the Toy Calvary and Spike Launcher. The lair will remove the nearby buildings and then give you a bunch of Gems - take 'em before they disappear.

Head north to the T junction where the bridge lies to the west and some house/plateaus to the east. Go east quickly to dodge the Catapults (or you can smack it with magic). On the other side, go north and defeat the Spike Launcher, then get on the nearby plateau and defeat the Toy Soldiers; the lair will spawn a Fairy Gem you can use to get **300 EXP**. Then cross the bridge west of that plateau and defeat the Catapults - if you get just north of them, you can thrust them to death. >:) The lair itself makes two treasures appear on the plateau to the south: **80 Gems** and a **Medical Herb**.

Go back east across the bridge, then south - use magic to defeat the Toy Soldiers on the unreachable plateaus. The lair itself will make some Catapults appear - as before, quickly get just north of them to thrust your sword deep into their wooden ... something. I dunno. Use the lairs to release some stairs and a mouse. Continue south to the next portion of the area.

Here in Mr. Roger's neighborhood, defeat the Spike Launchers to the south, then the Toy Calvary further west to make a shortcut near the entrance to the area. Go up the stairs to the north and defeat all of the Toy Soldiers you can - you will need to use magic for some. After use the lairs to open up some buildings, another lair to release a model of a town (yup, there's *two!*), and open the chest for **50 Gems**.

That's it - leave the town model in ruins so you can return to the real 16-bit world.

---



---

## Leo's Laboratory - Town Model 2

---



---

^sr27|

Do you remember that room east of the room of the town models? In that room, go to the north to find a "devout mouse". =/ Whatever the case, speaking with the holy mouse will make him move away from the ... I think it's a table? ... to fully heal your HP! Not as good as Medical Herb, but something's better than nothing, most of the time.

However, that's about it - if you need a Medical Herb for now, you still need to backtrack to the Seabed Palace. -\_- Back in the room with the town models, examine the eastern one for our next trek.

---



---

## Laboratory Dungeon - Part 5

---



---

TREASURES CHECKLIST	
<input type="checkbox"/> Medical Herb	<input type="checkbox"/> Strange Bottle

---



---

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No
Catapult	30 HP	180 EXP.	Flinging boulders	No	No
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No
Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No
Toy Soldier	16 HP	165 EXP.	Rushing you	No	No

Once in the world of small towns, go north and west along the paved road, then south at the next fork. Go south to the wall and head due east - the Toy Soldiers from the nearby monster lair will all pop out in a single group against the trees. Ah, intelligent AI programming wins again - zap them with a single Light Arrow spell, then do whatever to the Spike Launcher nearby. The lair itself will release another mouse.

Return to the paved path and go north. Once past the bridge, go west into the lawn there and north. Defeat the Toy Calvary to make another lair appear. (Beware the purple water nearby - it's not good for you!!) Beat the next set of Toy Soldiers to release another plant (lots of cats, mice, and plants - Dr. Leo knew much of variation). Backtrack to the paved road from before and go north and east. Defeat the five Catapults along the three paths on the lawn, then use the monster lair to remove some of the buildings nearby.

Defeat the Toy Soldiers to the east and use that lair to release a chest of drawers, then go north onto the paved road and east across the bridge. On the other side, continue along the path to the next bridge. You can go south along the shoreline to another monster lair with Toy Soldiers, this one removing buildings to the west. Get the two visible chests for a **Medical Herb** and a **Strange Bottle**, then defeat the Toy Soldiers and Spike Launchers further west to make a bridge southward with the monstair lair.

Go back east to that river and north and across the bridge. Go north and defeat some of those Toy Soldiers, then go west for some more battlin'. Use the lair at the end to release a cat. Go back to the buildings to the east, then head south. It's actually rather vacant here, so continue south and across the bridge. Defeat the group of Catapults on the eastern plateau to release some stairs near the entrance of the laboratory.

As for the town model, continue west into the grassy industrial area and defeat the Spike Launchers. Defeat the Toy Calvary in the northwest corner and you can make a set of stairs going down. Use it and return to the laboratory through the exit to the south.

## Leo's Laboratory - Boss Preparations

TREASURES CHECKLIST	
<input type="checkbox"/> Actinidia Leaves	<input type="checkbox"/> Spark Bomb

We actually have a bit more dungeon ahead than a simple boss - we can escape pretty near the end, but you won't have to do anything more than simply grab another Medical Herb if needed. Anyways, back in the lab, go north into the room with the bed and speak with the northeastern plant - it will give you some **Actinidia Leaves**. Upstairs, you can find a place to store your Medical Herbs if you want, although there's not much point in doing so I think.

Go back to the ground floor and enter the kitchen. Equip the (Actinidia) Leaves and speak with a cat, then make both follow you southeast and outside the kitchen into the hall. Then speak with the mouse in the northwestern corner of the kitchen to be able to enter that back area. There, go north and east to speak with a mouse to earn the Spark Bomb spell. Exit off to the southeast and you can speak with the plant outside to get Medical Herbs (one is the max, sorry).

That's about it - backtrack into the main kitchen and exit to the southeast. Enter the room with the portal to the Master's Shrine and go there to heal and save if wanted. Then, in the main lab, exit via the staircase nearby.

## Laboratory Dungeon - Part 6 & Boss

TREASURES CHECKLIST
<input type="checkbox"/> Light Armor

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No
Catapult	30 HP	180 EXP.	Flinging boulders	No	No
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No

Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No
Toy Soldier	16 HP	165 EXP.	Rushing you	No	No

^sr28|

As you enter the Power Plant, go down the stairs and head east to the group of pipes. There, you may find a few Ball Worms as you approach; defeat them and others further ahead, but beware the swinging spiked flails like those pictured nearby. They are in a few places throughout this area, are indestructible, and will poke holes in you. Obviously painful. Anyways, use the lair nearby (after beating the Ball Worms spawned from it) to make a path south to a chest containing **Light Armor**, which nulls damage taken from weak monsters. Okay. (It also has a 2-point Defense boost over the Mystic Armor, and 3 points over the Magic Armor.)

Go back north and east to the next pitted green platform. Defeat the Mini Helicopters that attack you, then go north and east. Defeat the Mini Bulldozers while dodging the flails in the pipe dream, as it were. Use to the two lairs to complete some paths; use one of those to go south and deal with some Sweeper Bots. Use their lair to continue south. (If you fear fire damage, cross the fire pit using Ice Armor.)

On the other side, you can beat three of the four Mini Bulldozers there while they lunge forward. Ignore the fourth and go north and around to said dozer; demolish it. Then use the lair to bring about another with Mini Helicopters, then another with Ball Worms. That one will release a doll back in the lab. Go back west and get on the green platform, then go south- (or north-)west to the pipes. Go along this linear path for a bit.

Dodge the two pairs of flails as you go, then beat up the Mini Helicopters to make a Fairy Gem appear back to the east. You can backtrack to it for **300 EXP**. Continue along the path and you'll reach some pipes. Go south and west a little to fight some Mini Helicopters.

Use their lair to open up a portal to the Master; go there if you need to heal. That's all there really is to do, unless you also need a Medical Herb from the plant in the lab kitchen - there are no more enemies other than the boss going forward, so be prepared.

In the dungeon, go far to the west, then north and east to find the stairs leading your boss, the Tin Doll.

#### BOSS: Tin Doll

- **Maximum HP:** 80 HP
- **EXP. Earned:** 800 EXP.
- **Attacks:**
  - Meteor Rain - Dodge randomly, for they fall randomly; this is used after possessing a flower
  - Fireball - Do what you can to get out of the way; this is used when you're close
  - Tackle - The boss moves around a lot; get used to it
  - Flower Possession - If you accidentally lure the boss near a flower, he'll take control of it

#### STRATEGY:

Believe it or not, Meteor Rain is the easiest attack to dodge due to sheer randomness. I recommend fighting near the flowers at all times so you can keep the boss busily with the possessions and Meteor Rains. React quickly when the boss reappears and thrust it. If you have already obtained the Recovery Sword (see **Sidequest: Defeating Metal Monsters**) you can abuse a glitch in the game so you can thrust with that sword despite you only being around Level 19 and not 22. The only difference is a slight power boost, which is doubled by the Power Bracelet.

As usual, keep the Power Bracelet on during the fight - Meteor Rain won't hit much, so don't worry about the Shield Bracelet - only switching to the Medical Herb when in low HP. It's mostly a dodge-and-strike fight anyways.

## Leo's Laboratory - Conclusion

#### TREASURES CHECKLIST

Purple Stone

After defeating the Tin Doll in battle, you'll need to hit the monster lair in the southeast corner to release the doll Marie. After, use the staircase to the north to return to the main dungeon and backtrack along the path to the Shrine Portal that you can use to return to the laboratory.

When you re-enter the laboratory, head up to the small attic (where the Herb-storage chest was, remember?). Speak with the doll and you'll receive the **Purple Stone** - just one to go! Our next destination is Magridd Castle - use the Master to head north to...

# King Magridd's Castle

## Sectional Flowchart

- **Castle of King Magridd - Arrival**
- **Castle Dungeon - Part 1** (The Torture Chamber)
- **Sidequest: Defeating the Spirit Monsters**
- **Castle Dungeon - Part 2** (The Torture Chamber, continued; Basement B2F)
- **Castle of King Magridd - Elemental Mail**
- **Castle Dungeon - Part 3** (The Castle Basement B3F)
- **Castle of King Magridd - Platinum Card**
- **Castle Dungeon - Part 4** (The Left Tower)
- **Castle of King Magridd - Soul of Reality**
- **Castle Dungeon - Part 5** (The Left Tower, continued)
- **Castle of King Magridd - VIP Card**
- **Castle Dungeon - Part 6** (The Right Tower)
- **Castle of King Magridd - Boss Preparations**
- **Castle Dungeon - Boss**
- **Castle of King Magridd - Conclusion**

## Castle of King Magridd - Arrival

Yeah, you're used to the routine by now. King Magridd has vanished alongside the rest of his castle, so there's not much to do here, unless you enjoy grazing on grass and stuff. West of the portal to the Master's Shrine is the entrance to the dungeon, so use it.

## Castle Dungeon - Part 1

TREASURES CHECKLIST		
<input type="checkbox"/> 80 Gems	<input type="checkbox"/> Spirit Sword	<input type="checkbox"/> Harp String

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No
Skeleton Soldier	23 HP	750 EXP.	Sword slashes	No	No
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes

As you enter the dungeon, turn east and go north to find some Skeleton Soldiers in their lair. Exorcise them with your sword (holy water is preferable, but I doubt you have any), then use the lair to spawn a chest to the southwest. Go south and downstairs, then east and north along the path. Go east when first possible to go along to some Skeleton Soldiers; defeat them to release a (human) soldier. Go back to the fork and west and south. Defeat the Green Snake here - they're annoying due to their lunges, so magic may be best - and you can more easily reach the chest you spawned earlier, netting you **80 Gems!**

Head north and upstairs, then east. Shatter the Skeleton Soldiers' ranks to be able to release another (human) soldier. Continue east from there to a south/west fork. Go east and kill the lone Skeleton Soldier to release a chest; open it for the **Spirit Sword!** Also go north and run into the fallen skeleton to get a **Harp String**.

With your newfound Spirit Sword in hand, you can now defeat Spirit-type enemies - ghostly fiends you couldn't affect before with your swords. Similarly to how we earned the Zantetsu Sword in Dr. Leo's lab and went out on a spree of wanton murder, so will we here - besides, you *have* to do it at some point. If you want to get it over with, go into the next section. If you want to continue through this dungeon conquest first, go to the **Castle Dungeon - Part 2**.

## Sidequest: Defeating the Spirit Monsters

TREASURES CHECKLIST	
<input type="checkbox"/> Flame Pillar	<input type="checkbox"/> Red-Hot Mirror

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No
Ghost Head	8 HP	14 EXP.	Running into you	No	No
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No
Mud Man	12 HP	11 EXP.	Running into you	No	No
Purple Flower	3 HP	6 EXP.	Projectiles	No	No
Purple Flower's Bee	3 HP	6 EXP.	Running into you	No	No
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No

~ **Lostside: Light Shrine** ~

In reality, our Spirit-slaying journey encompasses no more than the Light Shrine in Lostside. When you move to the GreenWood area from the castle, exit via the portal to the east. Here in the Light Shrine, head west to find one Spirit Ball bouncing around, and another to the north. (They bounce off of walls at ninety-degree angles, so you know.) This process is much easier if you have the Light Armor equipped. Defeat them with your Spirit Sword, as well as those in the central, northeast, and southeast sectors of the area. Then go use the lair in the northwest corner to release a bird back in GreenWood.

Use the stairs in the southwest corner of the central sector of this floor to go up. Defeat all of the Spirit Balls roaming there, then use the lair in the northeast corner to release the **Flame Pillar** magic spell! And t-t-t-t-that's all, folks. Return to GreenWood via whatever means you prefer.

^sr29|

~ **GreenWood** ~

Head to the west side of the area, near the restaurant, and you'll find the bird you spawned earlier. Approach it and it'll fly east of the theater. Now, you need to sneak up on it, like in the nearby screenshot. First, go north of the theater's west side, then east. You'll soon find a red bird to the south, just sitting there. Walk towards it - the D-Pad isn't pressure-sensitive, so it doesn't matter the speed - and speak with it when you're next to it. **Do not run into it** - that is a possibility, and will make the bird fly off. If you're prone to that, alternately tap Down on the D-Pad and the B Button until the bird gets the crap scared out of it, mysteriously handing you the **Red-Hot Mirror** as a reward for doing so. ^^ That's two down if you got the Red-Hot Stick from the metal-mashing sidequest as well.

(Side note: Do you see the screenshot on the right side of the "sneaking up" one nearby? Look more carefully - see how that's not where you find the bird? It's actually possible to sneak up behind the bird through the tree if you use a walk-through-walls code - either flip RAM address 0x008A24 to DD, or use the GameGenie code 2264-6FD4. Whichever suits your fancy. There's no real purpose to it other than mind-blowing the observant with the second screenshot, and if you don't like chasing that bird around.)

As it is, though, that finishes up our spirit-slaying quest. Get back into the Torture Chamber. Now. Come on, it won't hurt ... you at least. >)

**Castle Dungeon - Part 2**

TREASURES CHECKLIST		
<input type="checkbox"/> Medical Herb	<input type="checkbox"/> Strange Bottle	<input type="checkbox"/> 100 Gems

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No

Wraith	22 HP	700 EXP.	Ramming into you	No	Yes
--------	-------	----------	------------------	----	-----

~ The Torture Chamber ~

So, do you remember where we found that Spirit Sword thingie? If you haven't yet equipped it, do so or you'll begin to have trouble rather quickly. Go down the stairs to the south and beat the Green Snake down there, then go west and along the path. Defeat the Skeleton Soldiers here and you'll open a shortcut back east. Go back upstairs and south along the upper path to the east to defeat some Wraithes, lowering this path. Go south and beat the Green Snake as you proceed to the next area.

~ Basement of the Castle (B2F) ~

Here, go west and north to find three northbound paths. Use the easternmost path first and defeat the Bouncing Balls at the end to make another lair. Scatter dem bones (the Skeleton Soldiers to the south) and you'll release a soldier. After, go back to the north, this time using the westernmost of the paths. Defeat the Skeleton Soldiers here and use their lair to release some Bouncing Balls and Wraithes off to the south. Defeat them to release a soldier and a singer respectively. Then go west of the top of the paths (or where they once were, anyways).

^|30|

That collage of screenshots above here is referenced multiple times below; it's better than staggering the text in a haphazard manner. They are referred to by number.

Collect the **Medical Herb** from the chest in the small room here (it's hidden; use screenshot #1 above), then continue west. Head along this forked path, but just go southward pretty much. The first fork has two Green Snakes you can beat with a well-timed Light Arrow. There are also some Wraithes nearby who you can beat to release another soldier. Further south is a lair of Skeleton Soldiers to beat. They release two lairs of Wraithes - I simply moved north a bit and thrust my sword into their ... whatever suffices for these ghosts' digestive systems. >\_>

Further south, in the next clearing, go east and grab the **Strange Bottle** (hidden; see screenshot #2 above). Exit off to the southeast and go along the path into another clearing. You won't know it until you get the Soul of Reality later ... or are observant now. See that opened chest in screenshot #3 above? If you end up walking due north of the hallway, you'll run into this chest, gaining **100 Gems** in the process. Just to the north of it and west a little is another northbound hall, hidden except with the Soul of Reality and the nearby screenshot. Follow it to the end and you can fight some Bouncing Balls to make a Fairy Gem appear.

Now use it to exit the dungeon briefly so we can get a new piece of armor. 'Cuz I like you.

Castle of King Magridd - Elemental Mail

^sr31|

TREASURES CHECKLIST
<input type="checkbox"/> Elemental Armor

On the west side of the castle town (just cross the river to the south and zip to the west), you'll find a man lying flat on the ground. Disappointingly, he is just asleep, not dead. Equip the Dream Rod and then speak with him. After a rather thought-provoking scene, you will be given the **Elemental Armor**. Rather contrary to its name, it will only protect you from floor spikes we'll later find in the castle's dungeons. Anyways, it's still worth equipped due to the two-point Defense boost over the Light Armor.

That's about it - all we came for is the Elemental Armor ... but you'll thank me. Head to the Basement of the Castle area we just left (in other words, B2F) and use the southwestern stairs to reach the next floor.

Castle Dungeon - Part 3

TREASURES CHECKLIST
<input type="checkbox"/> Master's Emblem B

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No

Wraith	22 HP	700 EXP.	Ramming into you	No	Yes
--------	-------	----------	------------------	----	-----

Once on the B3F floor of the Basement of the Castle, head east and north, past the fireball-blasting statue. As you reach the square area with the central pillar, you'll likely be assaulted by Wraithes from the east. Get rid of 'em while at the fork, then head east. Avoid the spears protruding from the walls and use the lair to release a maid.

^sr32|

Now continue northward and you'll find an area with five spikes - they won't hurt you if you have the Elemental Armor equipped, which we found in the previous section. There is something special here, though, other than them. Imagine if the area were divided into tiles about as wide as those spike pits. Get on the row of "tiles" west of the westernmost spikes and go due north to find the invisible **Master's Emblem B!** You wouldn't otherwise be able to find this without the Soul of Reality. :) Use the nearby screenshot if you need further aid. (What is up with the translators not being able to spell "receive" anyways?)

Head east from there and defeat the lone Skeleton Soldier covering the monster lair. Use said lair and a bunch of spikes will appear. (Of course, Elemental Armor = no worries.) Defeat the Wraithes coming from the newly-spawned monster lair as well to spawn a portal to the Master's Shrine to the southwest. Use it if you need to heal, then head east and south to another spiky area. There, you'll find several Skeleton Soldiers laying on the floor; get in the center of them and blast 'em with the Light Arrow. Then use their lair to spawn a lair of Wraithes, which releases a soldier back in the castle town.

Continue south and you'll have to deal with some of those Bouncing Balls. After, four large spike pits and four Wraithes are spawned; compel them with the power of the Master to release a singer. After, go south and west to an open area. Defeat the Bouncing Balls here; magic may be better to use, so you can end up dodging the fire-blasting statues. This removes the barrier to the west. Before you activate the lair, you may want to consider simply lining up the magic orb around you over the trio of Green Snakes to the west and using the Light Arrow magic - this should kill them dead for a free 1,800 EXP., basically.

Once the barrier is removed, go west and north. As you do, you'll have to deal with some more spears while also dodging a few Bouncing Balls - slay 'em. Pop 'em. Whatever. The end result is freeing a soldier - not in the castle town, though. (If you're interested, you can walk into the wall to the west. Go south of the southern spear and line up with the second greenish pillar reached. Go north, in line with the next wall "tile" and head west. There's nothing there but a shortcut to the start though.)

Go north and deal with the pair of Bouncing Ball lairs to release a soldier and remove the walls to the north. After, you can use the Master's Shrine to return outside. Of course, if you want to grind on what few Green Snakes remain in the dungeon, go west and south of there and back upstairs.

## Castle of King Magridd - Platinum Card

^sr33|

TREASURES CHECKLIST
<input type="checkbox"/> Platinum Card

Once you return to the castle town, first equip the Harp String, as we'll use it later. Or now. Now's always good. Head into the southwest corner of town and into the building there. Go north and onto the stage there; speak with the singer and opt to hand over the Harp String. While you enjoy the alternate music, take note of the soldier that approaches the stage. He originally was in the southeast corner; speaking with him allowed you to note that he was standing on some kind of shiny card - go there, like in the nearby screenshot, to get the **Platinum Card**.

So, the point of this? Head to the northwestern corner of the castle town. Equip the Platinum Card and you will be allowed inside the Left Tower, our next dungeon.

## Castle Dungeon - Part 4

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes

Once in, re-equip whatever item you were holding before the Platinum Card. Once inside, defeat the Purple Knights that quickly assault you, then use their lair so you can repeat this to the north. That brings you west to some Chess Knights; they're best dealt with through magic because their spikes surround them, making hand-to-hoof combat rather risky. After, go north for some Purple Knight action.



From there, go east for some bloody Red Knight action to release a soldier, then go west for more of the same. This opens a path southward; use it, beat some Chess Knights, then go further south for some Purple Knights. (Lotta Knights here.) Then go east and beat the Chess Knights for the end of the first floor and a quick exit outside. Use it so we can go get something we need pretty badly right now.

---

---

## Castle of King Magridd - Soul of Reality

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> Soul of Reality
--

This will be a brief jaunt; all we need right now is the Soul of Reality. (It's not even required, but you don't want to have to look at screenshots 24/7, do you?) Remember the singer's club in the southwest corner? Go into the house *two houses east of there*. There, the soldier once spoken to will claim to be from the sky and will join your party, giving you the **Soul of Reality**. Creative name. Now, whenever the light orb circling you passes over a hidden passage - like the Master's Emblem B chest from the bottom of the castle basement, or a hidden passage also there - it will light up.

Once this is done with, return into the Left Tower (or go searching through the Castle Basement if you didn't get those hidden chests).

---

---

## Castle Dungeon - Part 5

---

---

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes

Once back in the Left Tower, go west into the southwestern sector and up the stairs so we can proceed.

^sr34| ~ **Left Tower: 2F** ~

Go east and defeat the lairs full of Red and Purple Knights to open two closed off areas nearby - however, this change is only apparent with the Soul of Reality, which you should have already gotten. For now, let the nearby screenshot suffice for knowing where they open if you've yet to get it. The southern one has some more Red Knights while the northern one has some Bronze Robots. Respectively, you'll release Queen Magridd and a maid. After doing so, head into the northeast corner and use the stairs to go up a floor.

~ **Left Tower: 3F (Prison)** ~

Proceed along the path given to you and destroy the three Bronze Robots as you go. Release the soldier and continue westward. Defeat the Purple Knights on the bridge, then use their lair to get rid of it, allowing you to fight the two lairs of Red Knights and two lairs of Purple Knights below. Magic ahoy! The end result is releasing two soldiers, Dr. Leo, and a Fairy Gem. Use the latter to escape the dungeon.

---

---

## Castle of King Magridd - VIP Card

---

---

<b>TREASURES CHECKLIST</b>
----------------------------

<input type="checkbox"/> VIP Card
-----------------------------------

Head to the northeastern portion of town, into the house into which the Queen spawned just south of the river. If you think she is pretty, she'll hand over a **VIP Card**, letting you go into the Right Tower just north of there. If you don't think 16-bit sprites can be beautiful ... well, do so anyways. And ... actually, that's it for now. Go north of this house into the Right Tower; you need to equip the VIP Card to enter.

## Castle Dungeon - Part 6

### TREASURES CHECKLIST

80 Gems  80 Gems  100 Gems  Medical Herb

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes

^sr35| ~ **Right Tower: 1F** ~

Inside the Right Tower, re-equip whatever item you had before the VIP Card and go north. Defeat the Red Knights to release a soldier, then head east and south to find a Chess Knight lair that releases a maid. From there, go north and west into the enclosure. Defeat the Bronze Knights here, then proceed to use the lair to spawn a Purple Knights, which spawns some Red Knights, then some more Red Knights, then some poni-- I mean Chess Knights. This finally, in turn, releases a soldier. Now, use the stairs in the northeast corner revealed with the Soul of Reality; they are pictured nearby.

^sr36| ~ **Right Tower: 2F** ~

Go east and south, but tread carefully. In addition to those Red Knights nearby, you'll also find a few Mimics - fake treasure chests that attack you. The lair will spawn two more chests, which are real and contain **80 Gems** and **80 Gems**, and some Chess Knights to pwn, as it were. Their lair will release a soldier. Continue along the path to the west and, as you reach the corner, look to the northeast. Like in the nearby screenshot, you can find a hidden area with a Bronze Robot lair to release a soldier. Return into the main hall and go north and upstairs.

~ **Right Tower: 3F** ~

As you arrive, head east and you'll find a group of Bronze Robots to short circuit. (Try to hit them all with one Light Arrow spell - it's actually pretty tough!) Use the lair to release some Red Knights, which will in turn release a soldier. Head into the area to the southwest and beat up the Chess Knights. Four chests (and two fire-blasting statues) will be released. The northeast and southwest chests are Mimics, while the others contain **100 Gems** and a **Medical Herb**. Head southeast and along the path there into the next area.

~ **Right Tower: 4F (A Corridor to the Dock)** ~

Go to the north and you'll find a Mimic to slay, then head west for a Red Knight. Another will likely attack you from the south hall as you do so. Once before are defeated, go along that south hallway and along the path, defeating two more Red Knights as you reach a north/south fork. Go south to find the EXP.-affluent Mimic, then go north. With all of the Red Knights defeated, the lair should be open and open an area to the west, plus a portal to the Master's Shrine. We won't use it *quite* yet. For now, just go west to the next area.

~ **Right Tower: 4F (Airship Dock)** ~

Upon entrance, go southwest and speak with the soldier if you want, then go west to find Dr. Leo. Speak with him and, after, the soldier will inform you that it is time to take off. Suddenly, it all goes downhill... As Lisa, Dr. Leo's daughter, is threatened, Dr. Leo feigns submission. Walk up behind him to get the **Mobile Key** and... Yikes. >\_>;  
After, speak with Dr. Leo and Lisa. Then go back to the previous area and use the portal to the Master's Shrine to return into the town. We need to prepare for what's ahead.

## Castle of King Magridd - Boss Preparations

^sr37|

### TREASURES CHECKLIST

Master's Emblem H  Magic Bell  Super Bracelet

Ah. It seems the portal to the Shrine (as well as the entrance to the Torture Room of course) were in the castle itself. Hm. Anyways, exit off to the south. **Immediately** after exiting the castle, without even crossing the moat, head west and along the path - you can walk behind the small pillars - to find the **Master's Emblem H**. With this in hand, you should be able to get the Magic Bell.

The Magic Bell requires that you get all eight of the Master's Emblems, labeled A, B, C, D, E, F, G, and H. You should have gotten all of them if you've followed the walkthrough insofar. Once such has been done, return to GreenWood and head west of the great tree. A Fairy Gem should already have fallen; if not, speak with the deer near it, or the one on the island to the south twice. Then speak with the Fairy to receive the **Magic Bell**. The Magic Bell is a mystical item that, once equipped, allows you to use magic spells without any Gems. While that seem relatively useless right now in comparison to the Power Bracelet, having it for the final boss will make things infinitely easier if you haven't been save-spamming to save Gems that are lost when dying.

^s|38|

Return to the castle town in our current area. There, enter the house the Queen was in (the one due south of the Right Tower) and stand to the west of the stool, like in the nearby screenshot. There, you will receive the Invulnerable Bracelet ... or, rather, the **Super Bracelet**. It raises your Strength and Defense by 2 points. Whether it is useful depends on your playing style. If you prefer a balanced increase, this is good. If you prefer the doubled Defense or doubled Strength, then stick with the Shield/Power Bracelets, because the doubling effect is only inferior to the 2-point boost is only good for unequipped players on Levels 1 ~ 6, depending on how you look at it.

In the house to the south of there, you can speak with the woman at the counter to receive Medical Herbs. Be sure to get one. After that, use the portal to the Master's Shrine in the castle to go back to the Right Tower (right portal).

## Castle Dungeon - Boss

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No
Chess Knight	28 HP	850 EXP.	Spike rings	No	No
Green Snake	16 HP	600 EXP.	Lunges	No	No
Mimic	25 HP	1,000 EXP.	Lunges	No	No
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes

Once you return into the top floor of the Right Tower, go west an area and onto the airship. Head to the wheel at the front (north side ((bow)) of it to use the Mobile Key if you have it equipped. And, yes, you must use it. And, yup, this starts another boss fight!

### BOSS: Demon Falcon

- **Maximum HP:** 90 HP
- **EXP. Earned:** 5,000 EXP.
- **Attacks:**
  - Fire Streams - Dodge to the left or right
  - Diving Attack - Dodge aside ... if you can

### STRATEGY:

As it stands, I would rather hold the Shield Bracelet in this fight. These attacks will come at you constantly, especially the Diving Attack where the falcon ... well, dives at you. They're hard to avoid, so it's better to lessen the damage taken. As per the usual, whenever you drop down into a low HP value, swap to your Medical Herb for the safeguard. I also recommend equipping the Recovery Sword - even if you're not Level 22, you can still thrust.

As is obvious, the wind on the ship will be pushing you back. There is one safe spot from this annoying effect: behind the wheel of the ship. How pleasant, for it sticks you in one place and makes every attack hit you. So stay away from there. The back of the ship is another bad spot. As it is, there is no real good spot. The best you can have is what's just south of the wheel of the ship. From there, you have ample room to move left or right to avoid the avian's attacks, although they still can be rather difficult to dodge: the forcing backward of the wind hampers your horizontal movement. At least you won't have to manage your vertical position this way.

Basically, it's a suicide mission no matter what you do. Given you can't use magic as with all bosses, all I say is dodge the attacks while thrusting your sword when the bird comes down for its swiping attack. Then again, you might prefer actually swinging it (need Spirit Sword for that if you're under Level 22).

**Here is an alternative strategy:**

Go south of the wheel of the ship, against the cabin. Sidle along the edge - whichever one the Falcon is on, preferably in line with the lighter area of the cabin. When the Falcon dives to use the fire attack, cross to the other side before the fire reaches you. If you are divebombed, go north and slash at him as normal: proper timing will stop him from hitting you whilst retainnig the fact that you cut him. Move now to the opposite side and repeat. Since this relies on the enemy's attacking to create your offense, it may take a while doing this one hit at time.

To quote the creator: "The key is getting the pattern started and then it's all timing. I found I needed to start walking up right before he actually started his dive or I'd get hit, but once you get a feel for the timing it's not too hard. If you walk upwards anticipating a dive and he strafes instead, just run down and under the fire to the opposite side. The wind pushes you down quickly so it's easy to still run in front of the fire safely. And remember, the timing is shorter if he dives immediately following a fire attack compared to a dive following a dive."

## Castle of King Magridd - Conclusion

### TREASURES CHECKLIST

Black Stone

After defeating the Demon Falcon - congrats, by the way, as that's probably the hardest boss in the game - go to the stern of the ship to activate the monster lair and release King Magridd. Then go back to the wheel of the ship and head southeast of the wheel when back in the Right Tower. Speak with Lisa and respond to her question as desired. Then go east an area and use the portal to the Master's Shrine to return to the castle town.

There, exit the castle to the south, then go into the main entrance to the west. Speak with King Magridd and he will apologize for his misdeeds and hand you the **Black Stone**, asking you to go to the World of Evil and defeat Deathtoll. We shall do so. Go back into the Master's Shrine and you can now move to the World of Evil.

## The World of Evil

### Sectional Flowchart

- The World of Evil - The Red-Hot Ball
- Summoning the Phoenix!
- The World of Evil - Into the Dazzling Space
- Final Boss Preparations
- The Final Clash!

## The World of Evil - The Red-Hot Ball

### TREASURES CHECKLIST

200 Gems  Medical Herb  Red-Hot Ball

### AREA MONSTER BESTIARY

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Firefly	23 HP	3,000 EXP.	Running around fast	No	No
Wall Tile	10 HP	4,000 EXP.	Moving	No; need Soul Blade	
Purple Bull	23 HP	2,700 EXP.	Energy waves	No	No

You'll start in the Master's Shrine, as usual. As try exiting to the south, note that the barrier surrounding the World of Evil - protecting Deathtoll - will be eradicated by the power of the six Colored Stones. With the barrier open, you are free to proceed.

~ World of Evil: First Area ~

Sorry, the game doesn't give any clever names for these areas except the "Dazzling Space" zone later on. If you head north of here, you can go through three northbound paths. The westernmost and easternmost ones contain some Purple Bulls. Their attacks are rather ranged; for now, it's better off to blast them with the

Light Arrow. You'll notice that one Bull is beyond some pillars in an enclosure on both sides. For the sake of convenience, use magic to defeat them (they won't attack unless you're east/west of them and right up on the pillars) so you can finally use the lairs. The lairs open up these enclosures, allowing you to get two treasures momentarily.

^sr39|

Go up the middle of the northbound paths. There, some Fireflies will attack. There is a particular spot you can stand and remain invulnerable, due to the AI's lack of "I" and how the flies are limited to flying at 45/90 degree angles. If you imagine the game as divided into tiles, like in the Final Fantasy series, you can stand one tile west and three south of the east lair and not be hit. (Alternatively, you can line up with the second line in the walls south of the lairs and just west of the east lair, or look at the screenshot. Regardless, you no get hit, but must use magic to beat the Flies due to your position. Since you won't be hit or using physical strikes, you can use the Magic Bell or Magic Armor in this instance to lessen Gem consumption.) The lairs will open a path northward, so use it.

Quickly U-turn west and south once past the arrowhead-like arrangement of pillars to reach **200 Gems**, then U-turn into the other alcove for a **Medical Herb**. Now, get back to the point of the arrowhead structure and go to the west (or east) wall and north along it and the narrow path you soon reach. You'll soon find a northbound path taking you to a duo of monster lairs; these have Purple Bulls *and* Fireflies. Thrusting with magic shots tends to be best here. Use the lairs to open up the path northward.

You'll then bump into another pair of lairs. One is residence to a bunch of Fireflies; the other, you must open by using magic to beat the Purple Bull to the southeast and to the northwest. While one lair ends up opening up a path northward, the other opens up a portal to the Master's Shrien to the east. But you can't reach it! Ah, yes, you must think outside the box. Return back to the start and use the portal that got you here, then exit via the other active portal to reach the new one. If you head south, you can earn the **Red-Hot Ball**.

This means one thing...

## Summoning the Phoenix!

---

---

TREASURES CHECKLIST
<input type="checkbox"/> Phoenix Magic

The Phoenix is not just the fiery bird of immortality from Egyptian mythology. In this game, it is also a fiery spell that **you will need to complete the game**, among a few other things. The summoning of the Phoenix first requires that you have all three of his symbols, the three "Red-Hot" items.

- **The Red-Hot Stick:** For this, you need to use the Zantetsu Sword on the island of Durean in the St. Elles area. Remember, the watery place? There are metal apes there you could not defeat on your first trip there; they will spawn a mermaid yielding this treasure. See **Sidequest: Defeating Metal Monsters** for further details.
- **The Red-Hot Mirror:** For this item, you need to get the Spirit Sword, which you should already have. Go to the Light Shrine in Lostside (head to the GreenWood Master's Shrine, exit to the east) and defeat all of the Spirit Balls (the flaming things that were invulnerable on your first trip) on the lower floor where the portal spawned you at. Then use the lair in the northwestern corner of the floor to release a bird in GreenWood. Meet it at the far west side of the area and it'll fly off. Run along the northern edge of the area until you are east of the theater and you'll see the bird to the south. Carefully get close to it and press the B Button to speak with it and earn the mirror. See **Sidequest: Defeating the Spirit Monsters** if you need more.
- **The Red-Hot Ball:** This item is found in the first area of the World of Evil. See the previous sub-section, **The World of Evil - The Red-Hot Ball**, for further details.

Once all three items have been obtained, go to the Soul of Mountain House. Remember the king in the southwestern corner of the area? (If not, just go far to the west and far to the south upon entering.) Speak with him and the **Phoenix** will be called! This also results in Deathtoll preparing his offensive back in the World of Evil. The Phoenix spell requires a mere 2 Gems per cast, but you must obtain the Soul Blade and Soul Armor in the World of Evil before the Phoenix can be used. No better time like the present. You'll practically *need* those to progress anyways, the Soul Blade for sure and the Soul Armor would be really recommended if it weren't for the Phoenix thingie.

## The World of Evil - Into the Dazzling Space

---

---

TREASURES CHECKLIST		
<input type="checkbox"/> Soul Armor	<input type="checkbox"/> 100 Gems	<input type="checkbox"/> Soul Blade

AREA MONSTER BESTIARY					
Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?
Firefly	23 HP	3,000 EXP.	Running around fast	No	No
Wall Tile	10 HP	4,000 EXP.	Moving	No; need Soul Blade	
Purple Bull	23 HP	2,700 EXP.	Energy waves	No	No

---

~ World of Evil: First Area ~

---

When you return to the World of Evil, Phoenix magic in hand, you'll have to exit via the southern portal in the Shrine. Go back to where you released the portal to the Master's Shrine further north, then just go north to the next area.

---

~ World of Evil: Second Area ~

---

The start of the area is rather symmetrical. The path northward is blocked by a silvery wall. If you head west (or east) and south of the entrance, then along the path, you'll reach some Purple Bulls on both sides. Defeat the enemies in both lairs to open the silvery wall so you can continue; magic is practically required to beat them. Past the wall, continue north and through the narrow gaps into the square enclosure. Careful, though - there are Wall Tiles rotating around here that you can't yet beat, so get in the gaps between them and defeat the Fireflies with magic. Use the lairs to open small alcoves to the east and west in the fire walls of the World of Evil; we'll use them later.

First get out of the enclosure and go west. Wait for a wall tile to come bouncing by. Once it does, quickly move up into the first alcove to the north. Wait for the tile to pass heading south and get into the next alcove. Repeat and you'll get in the open; be sure to go east to dodge the tiles. Repeat this heading southward on the east side; if you do, you'll get the best armor, the **Soul Armor!** It is virtually required to survive the Dazzling Space, so you better equip it now. Return back north and use the warp north of the clearing to reach the Dazzling Space.

---

^sr40|Ouch... ~ World of Evil: Dazzling Space ~

---

I said it before, and I will say it again. **If you do not have the Soul Armor equipped, found in the previous area, you almost certainly will not survive in the Dazzling Space.**

That taken care of, dodge the wall tiles around here and go north and out of this enclosure, then go west to a north/south fork. Go south and you can get **100 Gems**. Then head north, dodging the Wall Tiles similar to how you did in the previous area. (You will definitely want to ride on the tail end of it as it passes by; there is little room for error.) You'll soon reach an enclosure where you will fight some Fireflies; use their lair to open a path northward.

^sr41|

But, first, go east and southward, dodging the Wall Tiles again. At the end of this path, you will obtain the **Soul Blade!** You will need to be Level 24 to swing it, although you can thrust it with the L/R Button regardless of level. ;) With it equipped and swingable, you can also use the Phoenix spell (if you have the Soul Armor equipped, but I doubt you would've survived long enough without it anyways). Enjoy splattering the Wall Tiles for 4,000 EXP. apiece with it! (Or thrusting. It's a good way to grind up EXP. regardless.) If you do start using the Phoenix spell now, be sure to equip the Magic Bell so you don't lose too many Gems.

Remember where you fought those Fireflies earlier? Go north of there now and northeast. Defeat the Purple Bulls spawned by the lair to make a portal to the Master's Shrine. The path to Deathtoll is just to the west of there. So...

If you want to get some info on recommendations and the like (or just to double-check what you've got) for the final boss, see the next sub-section. But if you're willing to risk it, go ahead to **The Final Clash!**

---

## Final Boss Preparations

---

~ Statistics ~

---

Now, there are actually some minimum stats required for the boss, as least as far as level goes. If you do not meet the minimum (or whatever you prefer above it), then you need to grind.

Grinding is done easily in the Dazzling Space area, near the warp where you enter from the second area of the World of Evil. There, basically use the Soul Blade - use L/R to thrust if you're not yet Level 24 - to defeat the nearby Wall Tiles, or the Phoenix spell. When it comes to the latter, you will want to use the Magic Bell, found by getting all eight of the Master's Emblems, each covered in this guide at some point. So, here are the approximations when un-equipped...

---

MINIMUM STATS		MY STATS		MAXIMUM STATS	
Level	Level 24	Level	Level 27	Level	Level 47 ~ 50
Maximum HP	54 HP	Maximum HP	60 HP	Maximum HP	100 HP
Strength	13	Strength	13	Strength	13
Defense	11	Defense	12	Defense	12
Current EXP.	420,000	Current EXP.	950,310 (need 950,000)	Current EXP.	59,000,000

---

Remember, Deathtoll is suitably beatable at Level 24 - the only reason for the difference in my level was because I mapped the game, and therefore ended up often beating more enemies than necessary. And, yes, all but your EXP. remains the same as you progress through Levels 47 to 50.

For the record, here's the approximate math for the previously mentioned grinding trick. It assumes my usual completion time - Soul Blade swinging with the Phoenix kills three Wall Tiles for 4,000 EXP. each (12,000 total) in five seconds.

---

Unit of Time	EXP. Earned (Constant Gameplay)	Notes
1 second	2,400 EXP.	

---

5 seconds	12,000 EXP.	
10 seconds	24,000 EXP.	
30 seconds	72,000 EXP.	
1 minute	144,000 EXP.	
2.92 minutes	420,000 EXP.	EXP. for boss minimum (Level 24)
5 minutes	720,000 EXP.	
10 minutes	1,440,000 EXP.	
30 minutes	4,320,000 EXP.	
1 hour	8,640,000 EXP.	
2 hours	17,280,000 EXP.	
3 hours	25,920,000 EXP.	
6 hours	51,840,000 EXP.	
6.83 hours	59,000,000 EXP.	Max level-up-based stats (Level 47)
11.57 hours	99,999,999 EXP.	Maximum level (Level 50)
12 hours	103,680,000 EXP.	EXP. maxes at 99,999,999 EXP.

### ~ Equipment ~

There is pretty much no exception to this rule. You are required to have these:

- **Sword:** Soul Blade
- **Armor:** Soul Armor
- **Magic:** Phoenix (second half is the only requirement, though)

### ~ Items ~

The general idea is this. You will be using the Phoenix spell a lot in the second half of the battle, enough to make a serious dent (let's arbitrarily say 1,000) in your Gem stocks. If you haven't lost at all in the whole game, great, you probably should have at least that many. If not, you can grind, but that's going to risk losing them all if you end up getting slaughtered.

Therefore, I recommend either carrying into the battle the Magic Bell or a Strange Bottle. If you use the former, keep it equipped when you run very low on Gems. If you use the latter, equip it when your HP is low and you lack Medical Herbs. Do bring a Medical Herb for HP healing, and also bring along the Power Bracelet to boost your attack power. So, priority-wise...

- Power Bracelet - Always if reasonable
- Magic Bell - Switch to this when Gem count runs low
- Medical Herb - Switch to this when HP runs low
- Strange Bottle - Switch to this when HP runs low and you lack a Medical Herb

## The Final Clash!

Once you deem that you're ready to deal with Deathtoll - I still recommend reading over the previous sub-section! - head to the Dazzling Space area of the World of Evil. Be sure to use the Master's Shrine to get there so you have the highest HP you can try to have and enter the building to the west...

### FINAL BOSS, PART ONE - Deathtoll the Mage

- **Maximum HP:** 100 HP
- **EXP. Earned:** 0 EXP.
- **Attacks:**
  - Magic Orbs - This is his only attack for now, and used rather prolifically. The orb with the dark center will move the fastest and the farthest away from Deathtoll while the other two move in opposing directions, somewhat slower. They will home in on your location (where you were when they fired).

### STRATEGY:

Frankly, it should be obvious. The Magic Orbs attack effectively shields Deathtoll from you fighting him physically with your Soul Blade - trying to fight hand-to-hand is just going to lower your HP (and, well, his) needlessly. Remember, there's still a boss up ahead... I recommend equipping the Phoenix magic

and letting loose on him from afar. However, because the balls will go towards you regardless of distance, keep moving horizontally and vertically so as to dodge the attacks.

A different technique I found effective for those trying to win as fast as possible would be to thrust (L/R) your sword into the boss and maneuver with the D-Pad, while also pressing the B Button since you should have the Phoenix equipped. The damage noticeably multiplies, although you're left very open to attack.

#### FINAL BOSS, PART TWO - Deathtoll the Demon

- **Maximum HP:** 100 HP (must hack RAM address 0x7E08A5 to see)
- **EXP. Earned:** 0 EXP.
- **Attacks:**
  - Fire Pillars - These must be taken down before Deathtoll can be hurt; a few Phoenixes will work.
  - Scepter Lasers - They will criss-cross around the field; you have to watch them and move aside.
  - Flamethrower - After being actually hurt, Deathtoll will fire three fireballs from his mouth. Do you see the lump in the north-central part of your platform? If you get in vertical line with the edges of it, you should be safe and still able to use the Phoenix if you are at the southernmost portion of the area.

#### STRATEGY:

You first need to simply dodge those Scepter Lasers until Deathtoll breathes down several blue pillars of fire. You are going to need to destroy these. *How* should depend on your current state of equipment. If you're using the Magic Bell, simply blast them with the Phoenix. If you're not, it's better to thrust them and gather the Gems they drop. (For they will - having 0 or 1 Gem(s) meant Game Over, after all.) If one is in the center of the platform, keep it left for last. That way, you can get on the south side of it and fire the Phoenix (Magic Bell or not, it's recommended) northward at Deathtoll - it may even damage him! Quickly move into the "safe" spot mentioned earlier under the "Flamethrower" attack, for Deathtoll will not take long to fire off his fireballs. During this time, you need to rapidly mash the B Button. He does have 100 HP - although you need an emulator (see 0x7E08A5 in the RAM) to view it. Each Phoenix will only do 1 ~ 2 points of damage, so expect this to last a while.

That's about it - the fight remains pretty much constant throughout the whole affair. Keep ever in mind what you should be doing as far as items are concerned, though!

- Power Bracelet - Always if reasonable
- Magic Bell - Switch to this when Gem count runs low
- Medical Herb - Switch to this when HP runs low
- Strange Bottle - Switch to this when HP runs low and you lack a Medical Herb

That's about it. I wish you good luck and good Blazin'.

After you finish the battle, **congratulations for beating the main storyline to Soul Blazer!!** Enjoy the credits, and be sure to stick around for what's ... after. ;)

## Sidequests

This section is not entirely what you'd call a full-fledged walkthrough for the individual sidequests, mainly because they're all covered in the walkthrough, what few there are. Rather, this is meant to be used moreso as a reference section - here, you can find links detailing where you can go to find the details associated with the certain optional major tasks you can deal with.

- **Defeating Metal Monsters:** With having the Zantetsu Sword from Dr. Leo's Laboratory as a prerequisite, part of this is required as far as obtaining the Red-Hot Stick goes. Other parts of it are optional. See **Sidequest: Defeating Metal Monsters** for more.
- **Defeating Spirit Monsters:** This sidequest requires the Spirit Sword from the Castle of King Magridd. This is pretty much only used to get the Red-Hot Mirror, but nonetheless go to **Sidequest: Defeating the Spirit Monsters** for more.
- **The Master's Eight Emblems:** In various areas across the game are a number of emblems labeled with the letters A, B, C, D, E, F, G, and H. These eight emblems can be exchanged to earn the Magic Bell, an item that prevents the Gem consumption associated with using magic spells - a valuable tool for the final boss! The emblems and sections...
  - *Master's Emblem A:* See **Sidequest: Defeating Metal Monsters**
  - *Master's Emblem B:* See **Castle Dungeon - Part 3**
  - *Master's Emblem C:* See **Woods of GreenWood - Boss Preparation**
  - *Master's Emblem D:* See **St. Elles Dungeons - Part 6**
  - *Master's Emblem E:* See **Soul of Mountain House - Boss Preparation**



- *Master's Emblem F*: See **Soul of Mountain House - Boss Preparation**
- *Master's Emblem G*: See **Leo's Laboratory - Town Model 1**
- *Master's Emblem H*: See **Castle of King Magridd - Boss Preparations**
- *The Magic Bell*: See **Castle of King Magridd - Boss Preparations**

## Enemy Bestiary

Throughout the course of Soul Blazer, you'll encounter a varying number of enemies. Most of them are unique to each of the dungeons you find, but there are a few exceptions in this game. The enemies in this game will provide the main trial for you to overcome on your quest to bring back all of the souls of the world from Deathtoll.

The purpose of this section is to list the enemies, some basic stats on them, and where they appear, just for reference's sake. Listed are the following:

- **Monster Description**: Few enemies actually have official names, so I do a brief description.
- **Max HP**: Basically how much health the monster has, per it's health meter at the top of the screen.
- **EXP. Earned**: How much EXP. the monster yields upon defeat; it's used to level you up.
- **Main Attacks**: What the monster mostly does, offensively.
- **Metal?**: If it is metal, it is immune *unless* attacked with the Zantetsu Sword, usually.
- **Spirit?**: If it is a spirit, it is immune *unless* attacked with the Spirit Sword.
- **Location**: Where the monster can be found. Links are not used so as to maintain **Walkthrough** regularity and make the table look relatively decent, but it should be pretty obvious for the areas you have been in.

For the sake of completion, the bosses of the game are also listed in this table. Their names are bolded, and their "Locations" link to the sections in which their strategies lie; they'll be in blue boxes there in the walkthrough.

Monster Description	Max HP	EXP. Earned	Main Attacks	Metal?	Spirit?	Locations
Ape	12 HP	23 EXP.	Rock-throwing; moving	No	No	St. Elles Dungeons
Ball Worm	18 HP	150 EXP.	Leaping at you	No	No	Dr. Leo's Laboratory
Blue Liquid	3 HP	1 EXP.	Running into you	No	No	Underground Castle
Blue Torch	5 HP	2 EXP.	Fireballs	No	No	Underground Castle
Bouncing Ball	20 HP	900 EXP.	Ramming; energy circles	No	No	The Castle of King Magridd
Bronze Robot	20 HP	800 EXP.	Moving slowly	No	No	The Castle of King Magridd
Catapult	30 HP	180 EXP.	Flinging boulders	No	No	Dr. Leo's Laboratory - Town Models
Cave Bat	14 HP	75 EXP.	Flying around	No	No	Mountain of Souls
Chess Knight	28 HP	850 EXP.	Spike rings	No	No	The Castle of King Magridd
<b>Deathtoll</b>	200 HP total	0 EXP.	See strategy	No	No	<b>The Final Clash!</b>
<b>Demon Falcon</b>	90 HP	5,000 EXP.	See strategy	No	No	<b>Castle Dungeon - Boss</b>
<b>Elemental Statues</b>	50 HP each	90 EXP. total	See strategy	No	No	<b>Lostside, A Marsh - Boss</b>
Fire Bat	14 HP	85 EXP.	Fireballs; moving	No	No	Mountain of Souls
Fire Man	12 HP	13 EXP.	Running into you; fireball	No	No	Lostside, A Marsh
Firefly	23 HP	3,000 EXP.	Running around fast	No	No	The World of Evil
<b>Floating Skull</b>	70 HP	200 EXP.	See strategy	No	No	<b>St. Elles Dungeons - Boss</b>
Fly	3 HP	1 EXP.	Running into you	No	No	Underground Castle
Ghost Head	8 HP	14 EXP.	Running into you	No	No	Lostside, A Marsh
Ghost Ship Torches	? HP	0 EXP.	Fireballs	No	No	St. Elles Dungeons
Green Blob	12 HP	80 EXP.	Bouncing around	No	No	Mountain of Souls
Green Humanoid	3 HP	1 EXP.	Running into you	No	No	Training Area, Underground Castle
Green Lizard	8 HP	65 EXP.	Burrowing; moving	No	No	Mountain of Souls
Green Lizard Man	8 HP	14 EXP.	Running into you	No	No	Lostside, A Marsh
Green Snake	16 HP	600 EXP.	Lunges	No	No	The Castle of King Magridd
Green Torch	9 HP	4 EXP.	Fireballs	No	No	Leo's Painting
Hermit Crab	15 HP	22 EXP.	Walking around	No	No	St. Elles Dungeons
Ice Crystal	? HP	0 EXP.	Explodes when hit	No	No	Mountain of Souls
Ice Maker	24 HP	70 EXP.	Makes ice spikes	No	No	Mountain of Souls
Jellyfish	10 HP	25 EXP.	Quick rushes	No	No	St. Elles Dungeons
Manta Ray	10 HP	30 EXP.	Electric projectiles	No	No	St. Elles Dungeons

Metal Ape	30 HP	35 EXP.	Rock-throwing; moving	Yes	No	St. Elles Dungeons
Metal Crawler	24 HP	250 EXP.	Running around	Yes	No	Leo's Painting
<b>Metal Mantis</b>	50 HP	50 EXP.	See strategy	No	No	<b>Leo's Painting - Part 2</b>
Metal Scorpion	30 HP	350 EXP.	Running into you	Yes	No	Lostside, A Marsh
Mimic	25 HP	1,000 EXP.	Lunges	No	No	The Castle of King Magridd
Mini Bulldozer	14 HP	145 EXP.	Ramming you	Yes	No	Dr. Leo's Laboratory
Mini Helicopter	18 HP	160 EXP.	Ramming you	Yes	No	Dr. Leo's Laboratory
Mini Race Car	12 HP	150 EXP.	Ramming you fast	Yes	No	Dr. Leo's Laboratory
Monster Blocks	4 HP	2 EXP.	Jumping at you	No	No	Leo's Painting
Monster Rock	20 HP	24 EXP.	Tackling	No	No	St. Elles Dungeons
Mud Man	12 HP	11 EXP.	Running into you	No	No	Lostside, A Marsh
<b>Poseidon</b>	70 HP	400 EXP.	See strategy	No	No	<b>Mountain of Souls - Boss</b>
Purple Bird	4 HP	3 EXP.	Running into you	No	No	Leo's Painting
Purple Bull	23 HP	2,700 EXP.	Energy waves	No	No	The World of Evil
Purple Fish	8 HP	20 EXP.	Bubble projectiles	No	No	St. Elles Dungeons
Purple Flower	3 HP	6 EXP.	Projectiles	No	No	Lostside, A Marsh
Purple Flower's Bee	3 HP	6 EXP.	Running into you	No	No	Lostside, A Marsh
Purple Knight	30 HP	750 EXP.	Sword slashes	No	No	The Castle of King Magridd
Purple Wizard	17 HP	85 EXP.	Projectile magic	No	No	Mountain of Souls
Purple Worms	5 HP	10 EXP.	Wriggling around	No	No	St. Elles Dungeons
Red Knight	36 HP	950 EXP.	Swords; projectiles	No	No	The Castle of King Magridd
Red Wizard	20 HP	100 EXP.	Fireball magic	No	No	Mountain of Souls
Sea Urchin	36 HP	20 EXP.	Moving around	No	No	St. Elles Dungeons
Spike Launcher	36 HP	160 EXP.	Throwing spikes	No	No	Dr. Leo's Laboratory - Town Models
Spirit Ball	40 HP	1,100 EXP.	Running into you	No	Yes	Lostside, A Marsh
Stone Statue	13 HP	12 EXP.	Leaping at you	No	No	Lostside, A Marsh
Sweeper Bot	24 HP	140 EXP.	Ramming you	No	No	Dr. Leo's Laboratory
<b>Tin Doll</b>	80 HP	800 EXP.	See strategy	No	No	<b>Laboratory Dungeon - Part 6 &amp; Boss</b>
Tornadic Eagle	21 HP	28 EXP.	Flying; tornadoes	No	No	St. Elles Dungeons
Toy Calvary	29 HP	175 EXP.	Spear lunges	No	No	Dr. Leo's Laboratory - Town Models
Toy Soldier	16 HP	165 EXP.	Rushing you	No	No	Dr. Leo's Laboratory - Town Models
Undead Caribou	25 HP	70 EXP.	Head-throwing	No	No	Mountain of Souls
Walking Bush	3 HP	1 EXP.	Running into you	No	No	Underground Castle
Walking Plant	6 HP	12 EXP.	Running into you; vines	No	No	Lostside, A Marsh
Walking Tree	10 HP	22 EXP.	Projectiles	No	No	St. Elles Dungeons
Wall Tile	10 HP	4,000 EXP.	Moving	No; need Soul Blade		The World of Evil
Water Lizard	10 HP	10 EXP.	Firing projectiles	No	No	Lostside, A Marsh
Wraith	22 HP	700 EXP.	Ramming into you	No	Yes	The Castle of King Magridd
Yellow Humanoid	4 HP	2 EXP.	Running into you, spheres	No	No	Underground Castle
Yellow Knight	9 HP	5 EXP.	Throwing spears	No	No	Leo's Painting
Yellow Seahorse	8 HP	21 EXP.	Moving around	No	No	St. Elles Dungeons
Yeti	20 HP	80 EXP.	Clubs	No	No	Mountain of Souls

## Items Listings

### Normal/Key Items

These items are found on a 10x4 grid in the pause menu of the game. These items generally consist of those you can use or equip, like the Herbs and Bracelets, or special ones that you need to progress, like the Red-Hot items or the Master's Emblems. Below are those items.

Item Name	Grid Position	Effects / Other Details
-----------	---------------	-------------------------

Actinidia Leaves	Row 2, Column 4	Makes cats in Dr. Leo's lab follow you, enabling you to get the Spark Bomb magic
A Door Key	Row 2, Column 5	Opens the southwestern door in Dr. Leo's lab's ground floor
A Mobile Key	Row 2, Column 1	Activates the Magridd Castle airship, starting the Demon Falcon boss
A Pass	Row 1, Column 3	Give it to a boy in Grass Valley to open up a cave; see <b>Grass Valley - Boss Preparation</b> for more
Big Pearl	Row 1, Column 8	Open up a secret St. Elles cave; see <b>St. Elles/Seabed Sanctuary - The Thunder Ring</b> for more
Black Stone	Row 4, Column 9	Allows access to the World of Evil
Blue Stone	Row 4, Column 6	Allows access to the Mountain of Souls, then later the World of Evil
Brown Stone	Row 4, Column 4	Allows access to GreenWood, then later the World of Evil
Delicious Seeds	Row 2, Column 3	Exchange with a squirrel for the Psycho Sword in GreenWood
Dream Rod	Row 1, Column 4	Equip it and speak with sleeping people to enter dreams
Goat's Food	Row 1, Column 1	Give it to a goat in Grass Valley to learn where a Medical Herb is
Green Stone	Row 4, Column 5	Allows access to St. Elles, then later the World of Evil
Harp String	Row 1, Column 2	Give it to a singer in the Magridd Castle town to be able to get the Platinum Card
Leo's Brush	Row 1, Column 5	Allows you to enter Leo's Painting in Grass Valley
Leaves	Row 1, Column 6	Lets you ride the rafts in Lostside
Magic Bell	Row 4, Column 10	Prevents magic from using Gems; see <b>Sidequests</b> for how to get it
Master's Emblem A	Row 2, Column 8	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem B	Row 2, Column 9	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem C	Row 2, Column 10	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem D	Row 3, Column 1	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem E	Row 3, Column 2	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem F	Row 3, Column 3	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem G	Row 3, Column 4	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Master's Emblem H	Row 3, Column 5	Get all eight to be able to get a Magic Bell; see <b>Sidequests</b> for more
Medical Herb	Row 4, Column 2	Heals HP fully if it reaches zero; if you already have one and get another, effect is immediate
Mermaid's Tears	Row 1, Column 9	Cools off the fire and stops fire bombs on Durean in St. Elles
Mole's Ribbon	Row 1, Column 7	Can be used to get the Shield Bracelet; see <b>Woods of GreenWood - Boss Preparation</b> for more
Mushroom Shoes	Row 1, Column 10	Walk on most ice without sliding in the Mountain of Souls
Platinum Card	Row 2, Column 6	Lets you into the Left Tower of the Castle of King Magridd
Power Bracelet	Row 3, Column 9	Doubles offensive power and damage dealt
Purple Stone	Row 4, Column 8	Allows access to King Magridd's Castle, then later the World of Evil
Red-Hot Ball	Row 3, Column 7	One of three items needed for the Phoenix; see <b>Summoning the Phoenix!</b> for more
Red-Hot Mirror	Row 3, Column 6	One of three items needed for the Phoenix; see <b>Summoning the Phoenix!</b> for more
Red-Hot Stick	Row 3, Column 8	One of three items needed for the Phoenix; see <b>Summoning the Phoenix!</b> for more
Shield Bracelet	Row 3, Column 10	Doubles your defense, halving damage taken
Silver Stone	Row 4, Column 7	Allows access to Dr. Leo's Lab, then later the World of Evil
Strange Bottle	Row 4, Column 3	You will keep all of your Gems if your HP hits zero
Super Bracelet	Row 4, Column 1	Adds two points to both Strength and Defense
Thunder Ring	Row 2, Column 2	Approach yellow pyramids to call down lightning, killing enemies nearby
VIP Card	Row 2, Column 7	Lets you into the Right Tower of the Castle of King Magridd

## Weaponry

^sr42]

Here, you will find details associated with the eight weapons in this game, which are listed in the order of their Strength (almost exactly in the order you can find them). Detailed are the following:

- **Minimum Level:** There is a minimum level you need to be at to swing each weapon (B Button); thrusts (L/R) don't fall under this though.
- **Strength +/-:** The change in Strength - offensive power - that occurs.
- **Other Effects:** Anything special of this weapon?
- **Location:** This links to the section of the **Walkthrough** where you can find this weapon.

Sword Name	Minimum Level	Strength +/-	Other Effects	Location
------------	---------------	--------------	---------------	----------

Sword of Life	Level 1	+1	N/A	<b>Trial Room</b>
Psycho Sword	Level 5	+2	N/A	<b>Woods of GreenWood - The Soul of Light</b>
Critical Sword	Level 11	+3	Higher critical-hit rate	<b>St. Elles Dungeons - Part 4</b>
Lucky Blade	Level 15	+4	Earn more Gems than usual	<b>Mountain of Souls - Part 2</b>
Zantetsu Sword	Level 16	+6	Hurts metal monsters	<b>Leo's Laboratory - Zantetsu Sword</b>
Spirit Sword	Level 19	+8	Hurts spirit monsters	<b>Castle Dungeon - Part 1</b>
Recovery Sword	Level 22	+10	Heal some HP in battles	<b>Sidequest: Defeating Metal Monsters</b>
Soul Blade	Level 24	+12	Hurts special enemies and Deathtoll	<b>The World of Evil - Into the Dazzling Space</b>

## Body Armor

^sr43|

Of course, if any warrior is to go into battle, he needs not just swords but armor - even a Soul Blazer won't last long when impaled on another's blade! This section is designed similarly, albeit more obviously, than the previous - to tell you the details of this game's armor and where to find them as far as the **Walkthrough** is concerned.

Armor Name	Defense +/-	Other Effects	Location
Iron Armor	+1	N/A	<b>Grass Valley - The Elevator</b>
Ice Armor	+2	Protects from fiery floors in Lostside	<b>Woods of GreenWood - Ice Armor</b>
Bubble Armor	+3	Prevents damage when underwater in St. Elles	<b>St. Elles/Seabed Sanctuary - Bubble Armor</b>
Magic Armor	+4	Halves Gem consumption when using spells	<b>Mountain of Souls - Part 1</b>
Mystic Armor	+6	Increases invulnerability period after damage	<b>Leo's Laboratory - Town Model 1</b>
Light Armor	+8	Weaker monsters won't ever hurt you	<b>Laboratory Dungeon - Part 6 &amp; Boss</b>
Elemental Mail	+10	Prevents spike damage in King Magridd's Castle	<b>Castle of King Magridd - Elemental Mail</b>
Soul Armor	+12	Prevents periodic damage in the Dazzling Space	<b>The World of Evil - Into the Dazzling Space</b>

## Souls

While not quite the items, the souls that join your party are nonetheless important beings that are a little bit optional to obtain, albeit quite helpful as well. Recruiting them can be key to your survival, so here they are!

- **Soul of Magician:**

- *Location:* **Trial Room**
- *Description:* This guy will allow you cast the most-crappy magic of this game for the cost of Gems. He also ends up being the little orb of light surrounding you. For numerous reasons, he is required to be gotten, so get used to it.

- **Soul of Light:**

- *Location:* **Woods of GreenWood - The Soul of Light**
- *Description:* Lights up the darker area of the Light Shrine, the only place that is actually dark enough to warrant the use of this. He is completely optional. If you have a map (see the FAQs page for some of mine) or can use an emulator (disable BG#2), you will be fine.

- **Soul of Shield:**

- *Location:* **St. Elles/Seabed Sanctuary - Another Mermaid Statue**
- *Description:* This guy basically protects you from the magma bombs on Durean in St. Elles, another one-shot guy. Also optional, but a bit more useful as he does protect you from damage.

- **Soul of Detection:**

- *Location:* **Leo's Laboratory - Soul of Detection**
- *Description:* Yet another one-trick pony, this guy will reveal invisible enemies to you. These invisible enemies are only found in the Town Models in Dr. Leo's Laboratory, but even then their presence is easy enough to note. Those enemies and this soul are completely optional thusly. His effect can be usually substituted by disabling BG#2 in an emulator.

- **Soul of Reality:**

- *Location:* **Castle of King Magridd - Soul of Reality**
- *Description:* One of the only really useful souls (albeit obsoleted by other means), he can reveal passages hidden in the Castle of King Magridd (there aren't any elsewhere) as your orb of light circles over them. The end result of this can be found still through using my maps on the FAQs page or by disabling BG#2 (usually) in an emulator. Finding those hidden passages, as I recall, were required a little - and there is that invisible chest with the Master's Emblem in it...

## Magic Listings

^sr44|

Traditional to most RPGs, the main character of Soul Blazer is able to cast magic. Able to extend far beyond the reach - and sometimes the power - of his sword, he able to attacks enemies far away in unique manners. However, this comes at a cost. There are a number of Gems found in the game, almost all dropped by enemies - they are the MP of this game. If you don't have enough (without the Magic Bell), you cannot cast magic. Nevertheless, it is a useful tool that you will be forced to make use of to finish the game. Below are the details associated with all of the magic.

---

- **Flame Ball Spell:**

- *Gems Used:* 4 Gems (2 with Magic Armor, 0 with Magic Bell)
- *Location:* **Trial Room**
- *Description:* If you press the Y Button, a fireball will shoot out of the orb of light surrounding you. The direction of the fireball is determined by your facing.

---

- **Light Arrow Spell:**

- *Gems Used:* 8 Gems (4 with Magic Armor, 0 with Magic Bell)
- *Location:* **Lostside, A Marsh - Part 2**
- *Description:* Press the Y Button to shoot four arrows of light from the orb of light around you: they go due north, due east, due south, and due west. This will probably be the optimal magic for most of the game, at least in my opinion.

---

- **Magic Flair Spell:**

- *Gems Used:* 8 Gems (4 with Magic Armor, 0 with Magic Bell)
- *Location:* **St. Elles/Seabed Sanctuary - The Thunder Ring**
- *Description:* You can hold and release the Y Button to cause an explosion surrounding the orb of light around you. The longer you hold the Y Button before release, the more powerful it is but the more likely you are to be hit. There are three levels of charge.

---

- **Rotator Spell:**

- *Gems Used:* 1 Gem (1 with Magic Armor, 0 with Magic Bell) - **this is per burst**
- *Location:* **Mountain of Souls - Part 3**
- *Description:* Just press the Y Button to release a bit of light behind the orb of light around the character; holding down Y will make this constant and a rapid loss of Gems.

---

- **Spark Bomb Spell:**

- *Gems Used:* 8 Gems (4 with Magic Armor, 0 with Magic Bell)
- *Location:* **Leo's Laboratory - Boss Preparations**
- *Description:* Lays down four bombs in a semicircle around you - first at the point where the orb is when you press Y, then in intervals of sixty degrees until the fourth is laid down 180 degrees (opposite on the circle) from the first. They will explode shortly thereafter.

---

- **Flame Pillar:**

- *Gems Used:* 20 Gems (10 with Magic Armor, 0 with Magic Bell)
- *Location:* **Sidequest: Defeating the Spirit Monsters**
- *Description:* This is basically the Spark Bomb spell. However, instead of bombs, there are fire pillars that last for 5 ~ 8 seconds and damage any enemy that touches them.

---

- **Tornado Spell:**

- *Gems Used:* 8 Gems (4 with Magic Armor, 0 with Magic Bell)
- *Location:* **Sidequest: Defeating Metal Monsters**
- *Description:* Summons a randomly-moving tornado that cannot be controlled; only one is allowed on-screen at a time.

---

- **Phoenix Spell:**

- *Gems Used:* 2 Gems (1 with Magic Armor, 0 with Magic Bell)
- *Location:* **Summoning the Phoenix!**
- *Description:* The Phoenix is not summoned through normal means for battle usage. Instead of pressing the Y Button, you swing your sword. Note, however, that both the Soul Armor and Soul Blade must be equipped at Level 24 or above for this to work. Once you press the B Button, the Phoenix will fly infinitely in one direction rapidly, hitting everything in its path while going through it. This is the spell that must be used to kill Deathtoll in the final fight.

---

## Level Up Details

### Stat Changes

^sr45|Yeah, I'm the best.

We'll be covering two things when it comes to this section. First we'll deal with the actual stat changes. As you defeat enemies, you'll earn EXP., and earning enough will bring you to the next level. This act is required to use some of the more powerful weaponry in the game and, of course, to end up boosting your power to fight the stronger enemies as you proceed through the game. This game is not statistically complex, though.

- **Level:** A general ranking of your power, it maxes at 50.
- **Max HP:** How much health you have, shown at the top of the screen. There are fifty units in that bar; as it goes into newer colors, you won't see the HP go down until it returns to dark blue. However, each color adds ten more HP total, up to white. This maxes out at 100 around Level 47; growth generally follows a pattern of  $(\text{Level} * 2 + 6)$ .
- **Strength:** Your offensive power, it is further augmented with good swords. The unequipped Strength maxes at 13 around Level 24 (25 with the Soul Blade and 50 with the Power Bracelet). The growth follows a pattern of  $(\text{Level}/2 + 1)$ , where the division is truncated first if needed.
- **Defense:** Your resistance to damage, it is further helped with good armor. The unequipped Defense maxes at 12 around Level 25 (24 with the Soul Armor, and 48 with the Shield Bracelet). As for its growth, it follows a pattern of  $(\text{Level}/2 - 1)$ , with the division being rounded up first if needed. (Defense will not go below zero for example.)
- **Experience Points:** EXP., it is earned from beating enemies. Measured are the current EXP. level and the amount to reach the next level. There is no regular growth pattern, unusually. The value maxes at 99,999,999 (Level 50). It is a four-byte stat located at 0x7E1B78 in the RAM. (That's about the only RAM address I know right now. It's a bit complicated in that each byte has to be altered to read in decimal the desired output on the screen in hexadecimal. Like if I want 99, I alter the byte to 153.)

As usual, in general, the "Now" column denotes the stat at that level and the "+/-" column denotes the change from the previous level. Note that these are slightly approximated in HP, Strength, and Defense, and averaged out from several Level-50 grinds.

Level	Max HP		Strength		Defense		Experience Points (EXP.)	
	Now	+/-	Now	+/-	Now	+/-	Current	Next Level
Level 1	8	-	1	-	0	-	0	+100
Level 2	10	+2	2	+1	0	±0	100	+180
Level 3	12	+2	2	±0	1	+1	280	+300
Level 4	14	+2	3	+1	1	±0	580	+420
Level 5	16	+2	3	±0	2	+1	1,000	+1,000
Level 6	18	+2	4	+1	2	±0	2,000	+1,200
Level 7	20	+2	4	±0	3	+1	3,200	+1,300
Level 8	22	+2	5	+1	3	±0	4,500	+1,300
Level 9	24	+2	5	±0	4	+1	5,800	+1,800
Level 10	26	+2	6	+1	4	±0	7,600	+2,000
Level 11	28	+2	6	±0	5	+1	9,600	+2,800
Level 12	30	+2	7	+1	5	±0	12,400	+2,600
Level 13	32	+2	7	±0	6	+1	15,000	+4,000
Level 14	34	+2	8	+1	6	±0	19,000	+6,000
Level 15	36	+2	8	±0	7	+1	25,000	+7,000
Level 16	38	+2	9	+1	7	±0	32,000	+10,000
Level 17	40	+2	9	±0	8	+1	42,000	+17,000
Level 18	42	+2	10	+1	8	±0	59,000	+24,000
Level 19	44	+2	10	±0	9	+1	83,000	+32,000
Level 20	46	+2	11	+1	9	±0	115,000	+45,000
Level 21	48	+2	11	±0	10	+1	160,000	+60,000
Level 22	50	+2	12	+1	10	±0	220,000	+80,000
Level 23	52	+2	12	±0	11	+1	300,000	+120,000
Level 24	54	+2	13	+1	11	±0	420,000	+150,000
Level 25	56	+2	13	±0	12	+1	570,000	+190,000
Level 26	58	+2	13	±0	12	±0	760,000	+190,000
Level 27	60	+2	13	±0	12	±0	950,000	+250,000
Level 28	62	+2	13	±0	12	±0	1,200,000	+300,000
Level 29	64	+2	13	±0	12	±0	1,500,000	+350,000
Level 30	66	+2	13	±0	12	±0	1,850,000	+400,000

Level 31	68	+2	13	±0	12	±0	2,250,000	+450,000
Level 32	70	+2	13	±0	12	±0	2,700,000	+500,000
Level 33	72	+2	13	±0	12	±0	3,200,000	+550,000
Level 34	74	+2	13	±0	12	±0	3,750,000	+650,000
Level 35	76	+2	13	±0	12	±0	4,400,000	+600,000
Level 36	78	+2	13	±0	12	±0	5,000,000	+1,000,000
Level 37	80	+2	13	±0	12	±0	6,000,000	+1,200,000
Level 38	82	+2	13	±0	12	±0	7,200,000	+1,300,000
Level 39	84	+2	13	±0	12	±0	8,500,000	+1,500,000
Level 40	86	+2	13	±0	12	±0	10,000,000	+2,500,000
Level 41	88	+2	13	±0	12	±0	12,500,000	+3,300,000
Level 42	90	+2	13	±0	12	±0	15,800,000	+3,700,000
Level 43	92	+2	13	±0	12	±0	19,500,000	+5,500,000
Level 44	94	+2	13	±0	12	±0	25,000,000	+9,000,000
Level 45	96	+2	13	±0	12	±0	34,000,000	+12,000,000
Level 46	98	+2	13	±0	12	±0	46,000,000	+13,000,000
Level 47	100	+2	13	±0	12	±0	59,000,000	+13,000,000
Level 48	100	+2	13	±0	12	±0	72,000,000	+13,000,000
Level 49	100	+2	13	±0	12	±0	85,000,000	+14,999,999
Level 50	100	+2	13	±0	12	±0	99,999,999	-

## Level Grinding

Okay, so this is one of the few games I've played - perhaps the only as of this date? - that *requires* you to have a certain level by the game's end. In this case, you must be at least Level 24 because you need to wield the Soul Blade so you can use the Phoenix spell. That is normally attainable by game's end. However, that also means beating every enemy in the game usually at least once, not necessarily something everyone wants to do. Thusly, there are two main methods I'll mention for how to grind for EXP.

As a note, this has a lot of math. To help you out, the "Quick Method" is about 24,000 times faster than the "Slow Method". No joke.

### ~ Slow Method ~

This method is the one in which you are not obligated to do anything beyond taping down a turbo controller button, but the amount of EXP. earned per unit of time is rather minimal. There is a monster lair in the Lostside Fire Shrine that can be beaten to reveal a Fairy Gem that gives 1 EXP. per time spoken to - do note that you need the Zantetsu Sword to beat the lair. In the end, it takes about ten seconds to get 1 EXP. Here's the math on the matter...

Unit of Time	Amount in Seconds	Average EXP. Earnings	% of Level 50 EXP. (99,999,999)
1 second	1 second	0.1 EXP.	0.000000100000001%
10 seconds	10 seconds	1 EXP.	0.000001000000010%
1 minute	60 seconds	6 EXP.	0.000006000000060%
5 minutes	300 seconds	30 EXP.	0.000030000000300%
10 minutes	600 seconds	60 EXP.	0.000060000000600%
30 minutes	1,800 seconds	180 EXP.	0.000180000001800%
1 hour	3,600 seconds	360 EXP.	0.000360000003600%
2 hours	7,200 seconds	720 EXP.	0.000720000007200%
4 hours	14,400 seconds	1,440 EXP.	0.001440000014400%
6 hours	21,600 seconds	2,160 EXP.	0.002160000021600%
12 hours	43,200 seconds	4,320 EXP.	0.004320000043200%
1 day	86,400 seconds	8,640 EXP.	0.008640000086400%
1 week	604,800 seconds	60,480 EXP.	0.060480000604800%
1 30-day month	2,592,000 seconds	259,200 EXP.	0.259200002592000%
6 30-day months	15,552,000 seconds	1,555,200 EXP.	1.555200015552000%
1 year	31,104,000 seconds	3,110,400 EXP.	3.110400031104000%
31.70979166... years	999,999,990 seconds	99,999,999 EXP.	100.000000000000000%

## ~ Quick Method ~

This method is not available until late in the game. It requires the use of the Soul Blade and preferably the Soul Armor and Phoenix spell. In the World of Evil, head to the Dazzling Space area on foot - not through the Master's Shrine. As you enter, there are two Wall Tile enemies nearby, plus one further north. You can defeat them all in about five seconds, warp out, and come. They're worth 4,000 EXP. each, making each five-second trip worth 12,000 EXP. The math on this matter...

Unit of Time	EXP. Earned (Constant Gameplay)	Notes
1 second	2,400 EXP.	
5 seconds	12,000 EXP.	
10 seconds	24,000 EXP.	
30 seconds	72,000 EXP.	
1 minute	144,000 EXP.	
2.92 minutes	420,000 EXP.	EXP. for boss minimum (Level 24)
5 minutes	720,000 EXP.	
10 minutes	1,440,000 EXP.	
30 minutes	4,320,000 EXP.	
1 hour	8,640,000 EXP.	
2 hours	17,280,000 EXP.	
3 hours	25,920,000 EXP.	
6 hours	51,840,000 EXP.	
6.83 hours	59,000,000 EXP.	Max level-up-based stats (Level 47)
11.57 hours	99,999,999 EXP.	Maximum level (Level 50)
12 hours	103,680,000 EXP.	EXP. maxes at 99,999,999 EXP.

## Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
  - For being the most amazing FAQ-hosting sites I know.
- CJayC, SBAllen, and Devin Morgan:
  - General sucking up to the GameFAQs admins. =P
- Hoogovens:
  - The alternate Demon Falcon strategy.
- Quintet and Enix:
  - For this excellent game and series!
- Me (KeyBlade999):
  - For making this FAQ. =P
- You, the reader:
  - For hopefully enjoying this FAQ.

## Version History

- **v0.10:**
  - The general prologue to the game is complete.
  - Time: 12:41 AM 6/1/2013.
- **v0.15:**
  - **Grass Valley** in the **Walkthrough**, and parallel content, is completed. 'Bout to get into some serious mapping now...



- Time: 1:16 AM 6/2/2013.

---

- **v0.20:**

- Not a lot in-FAQ done tonight, just done through **Woods of GreenWood - The Soul of Light**. However, I *did* spend most of the time mapping the external area for Lostside.
  - Time: 2:50 AM 6/3/2013.
- 

- **v0.25:**

- Walkthrough progress only through Fire Shrine; done mapping the Light Shrine.
  - Time: 2:55 AM 6/5/2013.
- 

- **v0.30:**

- **Walkthrough** complete through **The GreenWood**; **St. Elles** preformatting done; mapped Southerta as well.
  - Time: 1:56 AM 6/6/2013.
- 

- **v0.35:**

- I had a few other FAQs - Luigi's Mansion: Dark Moon and some NES/GB/SMS ones - to do first, and I also mapped the entirety of the St. Elles dungeons. The walkthrough is done up to Durean in St. Elles.
  - Time: 3:45 AM 6/23/2013.
- 

- **v0.45:**

- St. Elles is done in whole.
  - Time: 4:36 AM 6/25/2013.
- 

- **v0.50:**

- Mostly been busy with a lot of new 3DS releases (Crash City Mayhem, Project X Zone, Shin Megami Tensei IV, Mario & Luigi: Dream Team) over the past few months; hence the wanton neglect on this thing. >\_> I mapped out the whole of the [[Mountain of Souls]]'s areas and got to the Mushroom Shoes bit in the actual walkthrough.
  - Time: 1:09 AM 8/25/2013.
- 

- **v0.60:**

- **The Mountain of Souls's** section is complete, with some preformatting for **Dr. Leo's Lab**.
  - Time: 12:33 AM 8/26/2013.
- 

- **v0.65:**

- **Dr. Leo's Lab** is mapped in whole; ready for **Laboratory Dungeon - Part 3** (the first town model) in the walkthrough.
  - Time: 11:39 PM 8/29/2013.
- 

- **v0.75:**

- Finished up **Dr. Leo's Lab**; preformatted for **King Magridd's Castle**.
  - Time: 12:47 AM 8/31/2013.
- 

- **v0.80:**

- Mapped out all of **King Magridd's Castle**; finished the Spirit-hunting sidequest partway along.
  - Time: 2:02 AM 9/2/2013.
- 

- **v0.90:**

- Ready to start **The World of Evil!** >:)
  - Time: 1:03 AM 9/3/2013.
- 

- **Final:**

- Looks like it's all done. And only after three months! >\_>
  - Time: 3:20 AM 9/5/2013.
- 

## Legalities

---

This FAQ may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

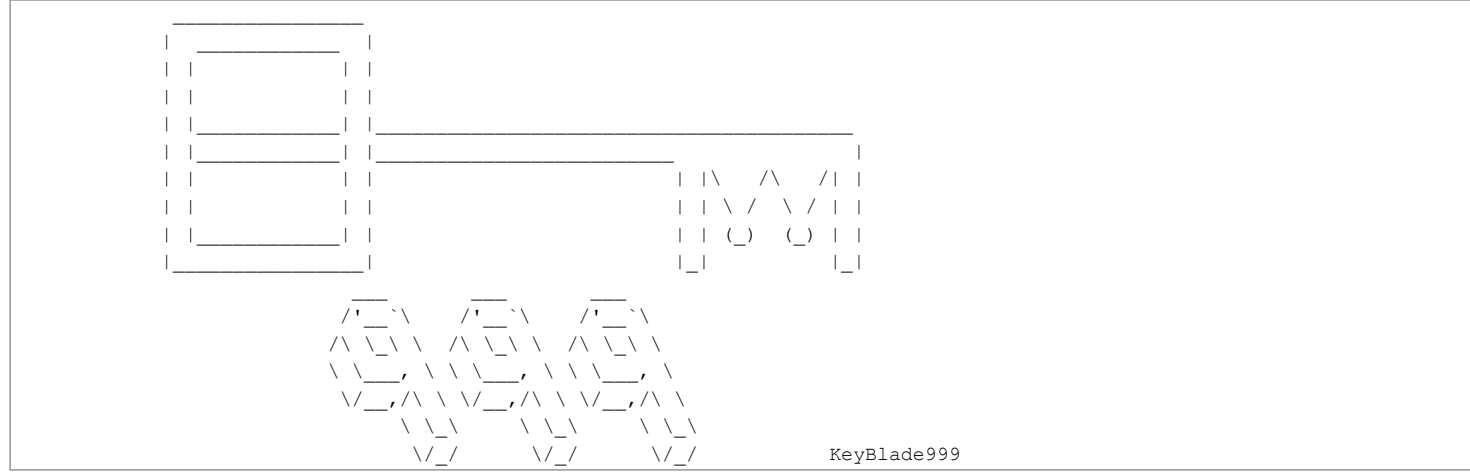
© 2013 Daniel Chaviers (a.k.a. KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: [keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com), or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs ( <a href="http://www.gamefaqs.com">www.gamefaqs.com</a> )	CheatCC ( <a href="http://www.cheatcc.com">www.cheatcc.com</a> )
Neoseeker ( <a href="http://www.neoseeker.com">www.neoseeker.com</a> )	Cheat Database ( <a href="http://www.cheat-database.com">www.cheat-database.com</a> )
SuperCheats ( <a href="http://www.supercheats.com">www.supercheats.com</a> )	Cheat Index ( <a href="http://www.cheatindex.com">www.cheatindex.com</a> )
	Cheat Search ( <a href="http://www.cheatsearch.com">www.cheatsearch.com</a> )
	Cheatstop ( <a href="http://www.panstudio.com/cheatstop">www.panstudio.com/cheatstop</a> )
	Game Express ( <a href="http://www.gameexpress.com">www.gameexpress.com</a> )
	Mega Games
	Cheats Guru ( <a href="http://www.cheatsguru.com">www.cheatsguru.com</a> )



***This is the end of KeyBlade999's Soul Blazer (SNES) FAQ/Walkthrough.***



This document is copyright KeyBlade999 and hosted by VGM with permission.