

-1. Donations	**TERRA_-1**
0. Table of Contents	**TERRA_0**
1. Introduction	**TERRA_1**
2. Version History	**TERRA_2**
3. Legalities	**TERRA_3**
4. Walkthrough	**TERRA_4**
• Chapter 1: The Outset	**TERRA_41**
• Chapter 2: Resurrection of the World	**TERRA_42**
~ Resurrection of Plant Life	**TERRA_421**
~ Resurrection of Avian Life	**TERRA_422**
~ Resurrection of Mammalian Life	**TERRA_423**
~ Resurrection of Human Life	**TERRA_424**
• Chapter 3: Resurrection of the Genius	**TERRA_43**
~ A Desert Mirage	**TERRA_431**
~ Quest to Neotokio (Optional)	**TERRA_432**
~ Unmuting Princess Elle	**TERRA_433**
~ Rescuing Christopher Columbus	**TERRA_434**
~ Exploration of North America	**TERRA_435**
~ South American Exploration and Liotto	**TERRA_436**
~ Exploring and Expanding the World (Optional)	**TERRA_437**
~ Creation of the Airplane	**TERRA_438**
~ Dr. Beruga and Asmodeus	**TERRA_439**
~ Fully Expanding the World (Optional)	**TERRA_4310**
~ The Five Starstones	**TERRA_4311**
• Chapter 4: Resurrection of the Hero	**TERRA_44**
~ Ark Reborn! The Hero Lives!	**TERRA_441**
~ Dr. Beruga's Ace-in-the-Hole	**TERRA_442**
~ Betrayal, Darkness, and a Conclusion	**TERRA_443**
5. Stat-Boosting Item Hunting Guide	**TERRA_5**
6. Magirock Hunting Guide	**TERRA_6**
7. Expanding the Towns	**TERRA_7**
8. Enemy Bestiary	**TERRA_8**
9. Boss FAQ/Walkthrough	**TERRA_9**
• The Shadowkeeper	**TERRA_91**
• The Parasite	**TERRA_92**
• Dark Twins	**TERRA_93**
• Storm Master	**TERRA_94**
• Dark Morph	**TERRA_95**
• Miserly Ghost	**TERRA_96**
• Bloody Mary	**TERRA_97**
• Hiterodon (x3)	**TERRA_98**
• Security Bot	**TERRA_99**
• Dark Gaia	**TERRA_910**
10. Basic Items Listings	**TERRA_10**
11. Weaponry Listings	**TERRA_11**
12. Armor Listings	**TERRA_12**
13. Magical Items Listings	**TERRA_13**
14. Shop Documentation	**TERRA_14**
15. Player Level-Up Stat Changes	**TERRA_15**

Section One: Introduction

TERRA_1

Welcome to my newest FAQ/Walkthrough. This covers the excellent game known as Terranigma. Terranigma is the third and, to this day, final installment in the exceptional Soul Blazer trilogy. It was preceded by Soul Blazer and The Illusion of Gaia/Time in the early 1990s, also for the SNES. They all were developed by Quintet, and published by Enix. The latter of these two is well-known for merging with Square to form Square Enix in the early 2000s, the famed developer of the post-Final Fantasy IX and Kingdom Hearts games.

Terranigma is also the only of these not released in the United States, for unknown-to-me reasons. Presumably, it was the very direct influence of religion on this. Such was somewhat common in this time, as localization of The Illusion of Gaia/Time to the U.S. consisted of eliminating many religious elements. Such is a shame to me, because they blend together to create a great, dark plot in this game.

Anyways, bad introduction aside, I hope you enjoy this FAQ!

Section Two: Version History

TERRA_2

v0.03 - Format complete; up to Tower 1 in the walkthrough.	12:01 AM 12/3/2012
v0.06 - Done through Tower 4's introductory data.	2:21 AM 12/26/2012
v0.25 - Walkthrough Chapter 1 is completed.	2:54 AM 12/27/2012
v0.30 - Done through Zue's introductory data.	2:19 AM 12/28/2012
v0.50 - Walkthrough Chapter 2 is completed.	4:07 AM 12/29/2012
v0.55 - Done past Louran and the Teklama Desert.	3:28 AM 12/30/2012
v0.60 - Done past the Norfest Forest and Loire Castle.	2:17 AM 12/31/2012
v0.65 - Done through Sylvain Castle.	3:39 AM 1/1/2013
v0.68 - Done up to the Great Lake dungeon.	3:50 AM 1/2/2013
v0.70 - Done through some stuff in Yunkou.	11:43 PM 1/2/2013
v0.75 - Done through Dr. Beruga's Lab's intro data.	11:56 PM 1/3/2013
v0.80 - Walkthrough Chapter 3 is completed.	2:43 AM 1/5/2013
v1.20 - Walkthrough, boss guide, and shop guide are done.	3:09 AM 1/6/2013
v1.40 - Stat-boosters, Magirock, and town expanding done.	11:58 PM 1/6/2013
Final - Everything is seemingly complete for the future.	12:22 AM 1/8/2013

Post-Final Changes:

- EXP. grinding tips and a Lottery tip from Scott Colcord. 9:42 PM 2/26/2013

Section Three: Legalities

TERRA_3

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

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

Section Four: Walkthrough

****TERRA_4****

Welcome to the bulk of this FAQ/Walkthrough. Within this section, you'll find a wealth of information, guiding you from start to finish for this game. All of the info is arranged in a semi-chronological order. This section has been arranged into some smaller sub-sections so you can find what you want a bit more easily. What the sub-sections are can be found by looking in the Table of Contents section near the top of the document.

```
#####  
##  
# Chapter 1: The Outset **TERRA_41** #  
##  
#####
```

"The planet possessed two souls.
An external face and an internal face.
Lightside and Darkside.

4.6 billion years since the planet's birth.

Growth and decline circle to two wills.

At the will of Lightside, new life is born.
At the will of Darkside, ice ages descend.

Lightside wills intelligent beings.
Rapid progress takes root.

Darkside's will breeds fear and disharmony.

They came to be called 'God' and 'Devil'."

Yeah, yeah, I know the game says it's been 46 billion years. But guess what? The universe is only around 14 ~ 15 billion years old. :P Anyways, once you start up, choose a file to play on. Input the name for the main character, who we'll call by his default name - Ark.

=====
Crysta
=====

Treasures and Rewards Checklist \	
50 Gems	[]
Crystal Spear	[]
S. Bulb	[]
Clothes	[]
Jewelry Box	[]

Local Shop Details \			
Item Name	Item Cost	Item Name	Item Cost
S. Bulb	10 Gems	M. Bulb	25 Gems
P. Cure	13 Gems	Hex Rod	170 Gems
Leather	190 Gems		
FireRing ...	1 Magirock and 5 Gems	Ice Ring ...	1 Magirock and 5 Gems

We'll begin our epic adventure in Crysta, the lone town beneath the surface of the planet. We'll find our main protagonist, Ark, lying in bed. He is soon awakened by a local weaver, and possibly girlfriend, Elle. It seems that Ark has been having odd dreams, the same one, night after night. Elle dismisses this by saying Ark needs some fresh air, then leaves.

When you gain control, head to the book on the table. Press the A Button and you will be able to save your game. You'll want to do this every time you see a book like this. Feel free to walk about the house - eat apples, throw vases, speak with people, what have you.

Eventually, you'll want to head into the room of the southwest portion of the building. Attempt leaving to the south to find that the Elder, the owner of this house, is looking to speak with you. Go north an area and speak with the boys to find out why - Ark, your typical rebellious teenager, smashed up a bunch of pumpkins and caused a ruckus at the weavers' place. For shame.

There are two doors visible in this room. Open the western of these two - the other one will refuse to open, more or less - and go north to find the Elder.

(Ignore the chests, for you cannot loot from them.) Speak with the Elder and you'll be told to apologize to the weavers for your misdeeds. Opt to do so ("Apologize"), then go south two areas to exit the building.

In the main area of the town, feel free to explore. There are four main features of the town to note:

- The Elder's house: Where you are.
- The various shops: Southeast corner of town.
- The fortune teller: West side, to tell you your next objective vaguely.
- The weavers': North of the Elder's.

The shops are currently of no use to you, having neither money nor Magirock, so just talk around and go into the weavers' place when you're ready.

At the weavers', speak with the woman opposite Elle and opt to apologize for your bad behavior. The weaver will be surprised that you're actually growing a conscious. Other than that, there's not much to do here. You can learn that Elle is working on some project the Elder requested, but little else.

Return to the Elder's and, as you approach his room, you'll find the four boys from before trying to open the blue door, the one that is supposed to be forbidden to open by the Elder ... who has left the building. None of the boys can open it, so they want you to try.

You can choose to open the door or not. Either way, you'll have to open it, so take whatever route you want. When you need to open it, toss three vases at the door (they are in the northwest corner). Inside, go along the linear path to find a light side. Approach it and you'll be told to calm down before opening it.

Approach again to open the Pandora's Box, revealing a small, pink, cute floating ... thing called Yomi. He'll tell you that the Elder was afraid of anyone exploring within the box; thus, he sealed it away. You'll be able to enter the box with the Select Button. Enter and you'll be given a tour of the various facilities, as well as a CrySpear (Crystal Spear) and some Clothes. (What, you were naked this whole time!? O_o)

After the tour, you'll meet Elle outside. Suddenly, she turns into a frozen image of herself. Apparently, this has happened to everyone else in Crysta, except you. Yomi then disappears. You will now want to go into the box one more time and equip the Crystal Spear and the Clothes.

Try leaving the house and the Elder will show up. Apparently, you did something you were not supposed to do, and are now tasked with finding and completing the trials in the Five Towers beyond this village. To get out of the village, leave it to the south.

Do go to the Elder's room, first. If you ever need to be healed, speak with him and say "... I'm tired". If you want some treasures, open the chests next to him for an S. Bulb (heals 20 HP) and 50 Gems. Feel free to shop, then leave.

Outside the village, go southwest to Tower 1.

=====
Tower 1
=====

Magirock	[]	Magirock	[]
Magirock	[]	S. Bulb	[]

Local Enemy Bestiary \

Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses
Living Statue	23	10	20	None	None
Purple Huball	4	2	3	None	None
Red Huball	14	4	6	None	None
Red Whisp	7	4	6	Toasted	None

<== Outside ==>

As you approach the tower, a face will form in the door. It will tell you to enter and complete the trial within the tower. You will need to tell him that you are here to save your friends. Afterwards, go inside.

<== 1F ==>

Have you equipped your Crystal Spear weapon and your Clothes for armor? If not, do so or you have about as much hope in any dungeon as a Level 1 Magikarp does against a Level 100 Rotom in Pokémon. Remember, the A Button is an attack.

Inside, defeat the nearby Purple Huballs. Much like the other Soul Blazers, it is real-time, so let 'em gang up on you. Preferably, dash forward (double-tap on D-Pad) and then press the A Button for a dashing attack, which is more powerful and seems to have an temporal invincibility effect. Do as you will, though. Remember to pick up the dropped Gems, if any, then go north to the next floor.

<== 2F ==>

Go to the right and along the path there. Defeat two Purple Huballs as you turn south. Divert to the left to find a Whisp. Defeat it, then look at the blue rock nearby via the A Button. This is a Magirock, and it is yours to take, along with the other Magirocks throughout your adventure. There are 96 in all, except in the Japanese version, which has an extra one for 97. These are used to make magical rings.

Backtrack now to the entrance and head along the left path. Defeat some enemies as you will - there aren't any treasures along this path, but it's good for leveling up.

Return to the entrance and go southwest and downstairs. From there, go south and east to the central platform and head up the stairs. Defeat the two Whisps here. One of these will release a white-blue sphere. Examine it and you'll find this to be a wandering soul. You'll meet many of these throughout your quest. Speaking with this one reveals that living things have been turned into monsters, and, by slaying them, you'll release their souls. Free them as you have this pitiable being.

This soul will also open up a door. Get off the platform via the western stairs and go west and north upstairs. Return to the entrance, then go east and through the newly-opened doorway to the next area.

<== 3F ==>

Up here, head downstairs. This relatively open area will contain two Living Statue enemies. At your level (most likely Level 1 until you beat a Living Statue), they are quite formidable. However, they can be easily slain by combo-attacking on the side without their lance, or backing them against a wall and then just letting loose on the on A Button. >:)

Go to the southeast corner now and climb up the stairs there. Defeat the Purple Huball around the corner and speak with the soul to learn that you are being tested on more than your physical, but also your mental faculties.

Return downstairs and head to the northwest corner next. Ascend the stairs and defeat the couple of Purple Huballs at the top, then take up the nearby Magirock.

Return downstairs and go to the southwest corner. Head 'round the corner and defeat another Purple Huball, then open the nearby chest for a Small Bulb, or S. Bulb. This item will helpfully heal 20 HP when used. Go through the doorway in the southwest corner with the broken bars.

Outside, go down the chain, then head right and up another one.

<== 4F ==>

Up here, head north and defeat two of the Purple Huballs. Continue north, then east and along the path. At the gap in the railing, jump down to the floor below. Head east and defeat a Purple Huball, then go south to defeat another two.

Go up the staircase to the west, now, and defeat the Living Statue at the top. Jump over the edge of the ledge to the south and defeat the Living Statue down there. Head along the narrow pathway to the north - it's just east of the staircase - and grab the Magirock at the end of it.

Go up the aforementioned staircase and go back along the path you've already traveled. After you reach the east/west staircase fork, head up the eastern staircase and head north. Defeat the Living Statue, then continue along the linear path to the Purple Huball, then the entrance to the next floor.

<== 5F ==>

Finally, up here, work your way along the edge of the room to the south-central area. There, you should see a bridge going north. Cross it and, at the other side, you'll meet the Guardian. Speak with him some and he'll then summon four Red Huballs.

These monsters are rather easy to deal with - too much so to be worth calling bosses. You can deal with them in much the same way you would a Purple Huball. I, particularly, enjoy getting them against walls and combo-striking them.

After the battle, return to the center of the room where you met the Guardian and head through the door. Enjoy the cutscene as you revive Eurasia. (To the uninitiated, that's the continent of Europe and Asia. ...)

Afterwards, head back to Crysta.

=====
 Crysta
 =====

Local Shop Details \			
Item Name	Item Cost	Item Name	Item Cost
S. Bulb	10 Gems	M. Bulb	25 Gems
P. Cure	13 Gems	Hex Rod	170 Gems
Leather	190 Gems		
Fire Ring ..	1 Magirock and 5 Gems	Ice Ring ...	1 Magirock and 5 Gems

It's a pretty minor thing as to why we returned. By now, you should probably have a fair amount of Gems, I assume. Generally, non-grinding, you'll have about 100.

I recommend grinding for 190 or 360 total back at Tower 1, or just return here later. You can buy the Leather Armor here, which raises your Defense a fair margin - 2 points, a ~67% boost at this point. As for the remainder of the suggested money, I would carefully think of the Hex Rod. Its main benefit is that it boosts your Attack by one point, a ~33% boost for now. However, the Crystal Spear you should have equipped is the only weapon that'll heal you automatically. I, personally, would stick with the weaker Crystal Spear, but I shall leave it up to you.

Beyond that, there's the typical idea about buying Small Bulbs and Poison Cures. Neither are particularly necessary - the bulbs are, for now, replaced by the Crystal Spear, and poisoning is relatively rare until Chapter 2.

The final thing worth noting are magic rings at the Magishop. These allow the use of elemental magic. Some will find it useful, especially in the abuse of enemy weaknesses. However, they are NEVER necessary and I personally never use them. Do as you will however.

We'll eventually have to continue on to Tower 2. It can be found on the overworld map, north of Tower 1.

=====
 Tower 2
 =====

Treasures and Rewards Checklist \			
30 Gems	<input type="checkbox"/>	Magirock	<input type="checkbox"/>
Magirock	<input type="checkbox"/>	Magirock	<input type="checkbox"/>
S. Bulb	<input type="checkbox"/>		

Local Enemy Bestiary \						
Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses	
Cadet	20	6	13	Immobilization	None	
Purple Huball	4	2	3	None	None	

Red Whisp	7	4	6	Toasted	None	
_____	_____	_____	_____	_____	_____	

<== 1F ==>

On the bottom floor, head northwest and around the ground floor in a clockwise manner. Eliminate the Purple Huballs as you go. Once you have returned to the entrance area, go northeast and up the staircase. Defeat the enemies nearby, then head south and defeat the Red Whisp. Speak with the soul there to learn to pay attention to statues' heads.

Continue along the path and open the chest at its end to find 30 Gems. Woo, we are rich. Return to the staircase you most recently used, then go north and west, defeating three Purple Huballs as you proceed. Continue along this path to the end, defeating a few more Purple Huballs and Red Whisps as you go. At the end of *this* path, you'll find a Magirock.

Now, head west and north to the statues. See that one with the red gem in its forehead, the one on the right? Push it to the right to reveal a staircase. Don't use it yet, though. Continue along the path to the northeastern corner of the room and, there, push the red-gemmed statue, on the left, to the right. Go up this staircase.

<== 2F ==>

Go south and defeat the Red Whisps as you continue along to the end, where you will find a Magirock. Also speak with the nearby soul to be told about the switches in the dungeon.

Backtrack to the entrance and head west and north to the switch. Trigger it with the A Button, then go back to the previous floor.

<== 1F ==>

Head west, north, west, south, and west to the entrance to the next area, which was behind the statue from before. Feel free to empty this room of enemies again.

<== 2F ==>

First head south and along to the end of this path. You'll meet two Purple Huballs and a Cadet on the way. At the end of this path lies a chest, which yields an S. Bulb. Return to where you entered the area and head east and north. You'll find another switch here. Trigger it, then go to the staircase you recently skipped.

Go south and east to meet up with another Cadet. Defeat him and head northeast and northwest to the northern part of this lower area. Head north through the open gate to the third floor.

<== 3F ==>

Head southeast and defeat the Purple Huballs and the Red Whisp. Trigger the switch nearby and look for the red-jeweled statue. Push it to the south and defeat the Cadet on the other side. Then trigger the nearby switch and head west.

Defeat the southwestern Purple Huballs and the Red Whisp. Once more trigger a switch, then push the red-jeweled statue to the north to open up the northwest area. Defeat the Cadet nearby and trigger the fourth switch for here. Return to the south-central area and cross the bridge to the next area.

<== 4F ==>

In this room, you'll need to find the western and eastern red-jeweled statues. Push them to the left and right, respectively, or you'll make around a dozen Purple Huballs drop from above. Also remember the Magirock in the northwestern corner.

After triggering the statues, head up to the next floor.

<== 5F ==>

Here, work yourself around to the southern part of the area. There, you'll see a switch, but you cannot reach it! The solution is simple. See those flaming pots nearby? Grab one and toss it at the switch. This will open up the path into the center of the room. Go there and speak with the Guardian, then go through the door to revive South America.

...

Our next goal is Tower 3. It is to the northeast of Tower 2, across a river of lava with only a few pieces of land you can use to cross.

=====
 Tower 3
 =====

Treasures and Rewards Checklist \			
Magirock	[]	Magirock	[]
S. Bulb	[]	Sleepless Seal	[]

Local Enemy Bestiary \						
Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses	
Cadet	20	6	13	Immobilization	None	
Guardner	9	7	0	Sleep	Jump Attack	
High Cadet	15	0	0	Immobilization	None	
Red Huball	14	4	6	None	None	
Red Whisp	7	4	6	Toasted	None	

<== 1F ==>

Upon entering, carefully proceed forward across the sets of arrow blocks. They will move themselves into place automatically. Head to the west and jump across the gaps as you do so. You'll meet a Red Huball on the way. Beat him and continue across, then north to a Red Whisp.

Turn east and rush across the bridge - it'll fall apart behind you - as you

Defeat the nearby Cadet, then jump over the gap you'll find to the right. Head north and defeat the Guardner that appears, then bypass the nearby spears so you can defeat the Red Whisp. After doing so, head to the west and beat up the Cadet.

Continue west and slay another Cadet, then another Red Whisp. Then go south past the spears to beat another Guardner. Return to where you fought the two close-together Cadets and go to the big door to the north. It'll open and let you into the next area. Go.

<== 4F ==>

Go east and north to the Cadet. Beat him and jump over the gap to the east to find a useful Magirock. Return to where you slew the Cadet and head west and over the gap to another Cadet. Defeat him and jump over the next gap. There, open the chest to find a Sleepless Seal. Go to the Items part of your Select Button menu in the box to equip it - it immunizes you from being put to sleep by attacks, such as Guardner's yellow sparkly attack.

Return to where you fought the previous Cadet and go north and west to beat up a Red Whisp and a Red Huball. After doing so, go to the east to repeat this on the other side.

Go back west and you'll see two switches to the north. Trigger the both of them to open the door, which also releases a large number of Red Huballs - somewhere around eight. After this, go north to the next area.

<== 5F ==>

Here, circle your way to the north-central side of the room. You'll see the door there, but it won't open. Stay here with the Crystal Spear equipped to heal your HP up some, then go south. You'll meet up with the Guardian, who forces you into a battle.

This one is still pretty minor. The main boss is the High Cadet. However, he is flanked by two similar-looking normal Cadets, and you have no idea who is who. After they attack, just pick one and attack. If it is the High Cadet, woo hoo. If not, you'll have to slay a Cadet. I have no idea if this battle is hit-based or HP-based (for the High Cadet), though the lowest I've noticed is three hits in the general region of 5 HP - 15 HP. So, mostly, this is luck.

After the battle, go back north and through the door. There, you will end up reviving the continent of Africa!

...

Feel free to restock back in Crysta, but you'll soon have to head east/southeast from Tower 3 to Tower 4.

=====
Tower 4
=====

Treasures and Rewards Checklist			
44 Gems	[]	Crystal Thread	[]
Life Potion	[]	Magirock	[]

Magirock	[]	Magirock	[]
M. Bulb	[]		

Local Enemy Bestiary \

Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses
Cadet	20	6	13	Immobilization	None
Guardner	9	7	0	Sleep	Jump Attack
Orange Huball	14	4	6	None	None
Red Huball	14	4	6	None	None
Red Whisp	7	4	6	Toasted	None

<== 1F ==>

As you enter, the Guardian, who is not far to your north, will speak briefly before assaulting you with three Cadets. Just whose side is he on, anyways? Anyways, defeat them so we can move on.

Cross the tightrope to your right and head to the north and up the stairs. Go east and south to find a Cadet. Defeat him and speak with the wandering soul that is released to learn to "take bold chances". Go north and west to beat the Cadet that probably has been tailing you. Continue along this linear path around the room to soon meet a Cadet near the staircase and a Cadet at the end of the path.

Return back along the path and, in the north-central portion of the room, you will see a southbound path branching off from this main path. Run and leap from it into the abyss below.

<== B1F ==>

Down here, defeat the four Cadets around the room, as well as the Guardner on the wall just to the north of where you landed. Afterwards, you will probably take note of the four holes in the corners of the floor. They, too, lead to floors below. Question is, which to take?

The northwest, northeast, and southwest floors all lead to connected parts of B2F, while the southeastern hole is the one to take to make true progress. Despite this latter statement, the other holes are worth taking due to useful treasures.

If you want to just finish this dungeon, CTRL+F ****TERRA_41F**** a few times to reach the place after the southeast hole.

<== B2F ==>

We'll assume you took the northwestern of the B1F holes, okay?

Defeat the two Red Huballs just to your west, then veer off to the north to defeat a Guardner. After doing so, head southward and you'll see a tightrope just to your right. Cross it and defeat the Red Whisp on the other side. To the north is where you arrive from the southwest hole.

Take out the nearby Red Huballs and go downstairs, east, and north. This open area is where you'd arrive if you took the northeast hole. Defeat the nearby

Red Huball and head west to find another. Go on upstairs and north. Defeat the two Red Whisps and the two Red Huballs as you progress northward to the stairs.

<== B1F ==>

Here, go south and defeat the two Red Whisps. After doing so, go west from where they appeared and along the path. Defeat the Guardner in the corner and go south to the Cadet. After defeating the Cadet, open the treasure chest to find 44 Gems.

Go back north, east, north, and east to where the Red Whisps were fought. Go along the other branch of the path around the rim of the room to fight another Guardner in the corner, and then two Red Huballs further south. Kick 'em around a little, or kill them if you want, then snatch up the Magirock they've been guarding. How selfish - keeping that Magirock all to themselves!

Head back to the area where you entered the floor at - the room north of where the two Red Whisps were - and take the unused western staircase to head on up!

<== 1F ==>

Defeat the Cadet in the room here and go up the next staircase.

<== 2F ==>

Head south and west to beat up a Guardner. After doing so, head to the east and defeat the Red Huballs and another Guardner. Continue along this linear path to the end - you'll beat two Red Whisps on the way. You should be able to see the two tightropes heading left here. Cross the southern of the two to the other side of the room. On the way, you'll find a Magirock. Finders keepers.

Continue along to the other side and, there, defeat the nearby Red Whisp, as well as the one further north. Then continue on to the Cadet and head to the end of the path to find two chests. One contains an M. Bulb (heals 70 HP), and the other contains a Life Potion. IMMEDIATELY use this Life Potion, as it will boost your maximum HP by 5. It may seem minor, but it adds up!

Go back south and cross a tightrope, then backtrack along the rim of the room to the previous floor.

<== 1F ==>

Use the other staircase to return to the previous floor.

<== B1F ==>

Back here, head south and defeat the Red Whisps, then go east and south along the branch-off path. Leap off of it and you'll return to the place you were before.

Feel free to slay the four Cadets and the Guardner again, then go down the southeastern hole.

<== B2F ==> **TERRA_41F**

Upon landing, go east and north. At the corner, you'll find another Guardner. Defeat him and go further along the path. After meeting the two Red Huballs in the narrow hall, it is north to the next floor.

<== B1F ==>

Go up the other staircase.

<== 1F ==>

Defeat the Cadet and go upstairs.

<== 2F ==>

Don't go into the hole - go upstairs!

<== 3F ==>

Here, head to the west and defeat the Guardner, and then the two nearby Red Huballs. Continue south and west and along this path. You'll soon see a path branch off to the north. Go along it to find an unguarded chest. Open it for the Crystal Thread. We'll be needing that later for a useful piece of armor, which is also required for in-game progress.

Return to the fork in the path and go along the other path. At the end are two tightropes. The north one has an invulnerable, hard-to-avoid enemy along it, so go along the south tightrope. On the other side, go to the far north and take the Magirock you can easily see. Go back south and head along the first tightrope you see.

This one will take you to the door through which you'd normally revive a continent. In this case, approaching first prompts the Guardian to show you "a most entertaining show". Oh, yay! </sarcasm>

This is actually a battle with a train-like set of Orange Huballs. The main goal is to kill them all, obviously, and it is a fairly easy task. To kill one, you must first distach it from the train. Only the last one in the line - the one colored orange - can be distached, and, to distach it, you must hit it. After doing so, kill it and repeat with the next ones. Simple.

After the battle, go on through the door to revive the continent of North America!

Upon leaving the tower, head now to Crysta. Tower 5 is impenetrable at the moment because the Guardian will shoot us with something after making us immobile. To the drawing board!

=====
Crysta
=====

Treasures and Rewards Checklist	\
ElleCape	[]

Local Shop Details \			
Item Name	Item Cost	Item Name	Item Cost
S. Bulb	10 Gems	M. Bulb	25 Gems
P. Cure	13 Gems	Hex Rod	170 Gems
Leather	190 Gems		
Fire Ring ..	1 Magirock and 5 Gems	Ice Ring ...	1 Magirock and 5 Gems

Head into the weavers' building, found still to the north of the Elder's, and go into the room to the east. There, speak with Elle. She has been weaving a cape at the request of the elder for some time now, and had apparently needed some Crystal Thread for it. If you have it with you, she'll take it from you and tells you to speak with her on the morrow.

For now, return to the Elder's and go into Ark's bedroom (east one, north two). You'll awaken in the middle of the night, on the floor. (Sleepwalking, are we?) Head back to the weavers' and speak with Elle. She's been working on your cape through the night and is praying that it'll protect you from danger. Speak with her, responding as you wish, then return to bed.

In the morning, go, once more, to speak with Elle. She'll hand over the cape she made, the ElleCape, one of four special armors in the game. Equip it - you will be required to use it in Tower 5. Plus, it's better than you have already unless you're hacking.

Beyond that? Eh, stock up on M. Bulbs. That's about all you should do, anyhow. Go to Tower 5 - it's on the southern end of the island to the southeast of Towers 3 and 4.

=====
Tower 5
=====

Local Enemy Bestiary \						
Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses	
Cadet	20	6	13	Immobilization	None	
Guardner	9	7	0	Sleep	Jump Attack	
Red Whisp	7	4	6	Toasted	None	

<== 1F ==>

Assuming you have the ElleCape equipped, you will not be ejected from the dungeon upon the Guardian shooting at you. This will leave you free to go up a floor!

<== 2F ==>

Defeat the Red Whisps and go up a floor - ignore the hole here, as it just brings you to 1F. -_-

<== 3F ==>

Defeat the Cadets and go up a floor. Again, ignore the hole.

<== 4F ==>

Defeat the Guardners and go up a floor. Once more, ignore the hole.

<== 5F ==>

Here, you will... Oh, yeah, ignore the hole. The hole in the wall as well should be ignored - all it does is bring you outside the tower. Still, if you need a quick exit...

Leave the screen via the southeast corner to head to the next room. There, you will meet with the Guardian, who informs you that the final challenge is in the next room.

Go there if you're prepared and head north to meet this final challenge - your first true boss!

```

O-----O
|
|                BOSS: The Shadowkeeper                |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Left Claw   | 40    | 30   | 0    | None           | None     |
| Right Claw  | 40    | 30   | 0    | None           | None     |
| Face/Head   | 50    | 100  | 0    | None           | None     |
| Eye         | 100   | 100  | 0    | None           | None     |
O-----O-----O-----O-----O-----O-----O-----O

```

There are three main parts to this first boss.

The first one involves the two claws, one on the left and right sides. During this period of the battle, the Shadowkeeper will primarily just crawl forward. He can also attack you with nine to twelve lasers from his mouth - they be blocked with the R Button, or dodged by jumping or being very close and at the edge of the battlefield. He can also slam the claws into the ground, though that is easily dodged by also being to the side.

Perhaps the main thing to be aware of is that this part of the boss does have a time limit, to a point - if you take too long, as the Shadowkeeper crawls forward, you will be sent into the previous room. That undoes all of your work in the battle.

To damage the boss, you'll need to be prepared to use a few Bulbs here - the Crystal Spear often takes too long to heal, so it may be better to use the Hex Rod as your weapon. Anyways, I usually stick to the far left or right for each claw, then rapidly press the A Button while facing northward, ignoring my being hit until I'm in low health, at which point I'll press Select and heal.

Once both claws are destroyed, the second portion of the battle begins.

During this portion of the battle, the Shadowkeeper will retain only his laser attack. This is used less often, however, in favor of a direct string attack from the tail. This attack is hard to dodge, so it's better left ignored until

you need to heal. Offensively, you first want to combo-attack the beast in the face, for that is its new weak point, until it backs up to where it started. From there, get on the side of the face. This will protect you from the lasers.

Once the face is destroyed, the hard part is over, but the battle goes on into the third and final stage.

During this part of the battle, the Shadowkeeper's head is wide open, revealing an eye. That is its weak point here. The boss will rarely attack, sticking only to more of the stinging attack. Generally, if you had continued your combo-attacking from the previous stage, and are around Level 6 ~ 8, you'll probably this portion of the battle without even being attacked at if you keep up the attacking.

~~~

After the battle, you'll be allowed to resurrect the continent of Australia. This is the last true continent that is resurrected, so, yes, according to Quintet, Europe and Asia are one continent and Antarctica doesn't even exist. :P

There remain two optional sidequests for you to complete, now opened by your completion of Tower 5. Feel free to go to them as you will. The Polynese dungeon is to the south of Tower 4 in the squarish buildings. The Mu dungeon is very far north from Tower 3, on some tile on the peninsula.

- Polynese Dungeon ..... \*\*TERRA\_41\_PN\*\*
- Mu Dungeon ..... \*\*TERRA\_41\_MU\*\*
- Ending the Chapter: Crysta ..... \*\*TERRA\_41\_END\*\*

=====  
Polynese Dungeon \*\*TERRA\_41\_PN\*\*  
=====

| Local Enemy Bestiary \ |        |      |      |                  |            |  |
|------------------------|--------|------|------|------------------|------------|--|
| Enemy Name             | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |  |
| Living Statue          | 23     | 10   | 20   | None             | None       |  |
| Periton                | 21     | 14   | 0    | None             | None       |  |
| Red Whisp              | 7      | 4    | 6    | Toasted          | None       |  |

For this dungeon, just go along to the end of it. You'll defeat a few Red Whisps and Living Statues on the way, but, after having beaten the fifth Tower, they shouldn't be a problem. ;)

The only thing really worth noting is the center of the end of the area. There, you will want to throw one of the fire pots at the Red Whisps. This can be done by staying in a certain area briefly to let the three Red Whisps across the moat occupy the same space, then just toss 'em.

The room to resurrect Polynese is at the north side. In case if you're wondering why nothing changed on that map, there is a change. However, Polynese is a useless small island on this map.

=====  
Mu Dungeon \*\*TERRA\_41\_MU\*\*  
=====

=====  
This area is pretty simple.

- Move the rightmost rock north all of the way.
- Move the rock in the middle of the intersection to the northwest eastward.
- Move the northwesternmost rock left.

After that, go north and through the door to resurrect Mu. The primary reason for this is to get a strong weapon later on. To the curious, Polynese is relatively needless. :P

=====  
Crysta

\*\*TERRA\_41\_END\*\*  
=====

| Local Shop Details \ |                       |                 |                       |
|----------------------|-----------------------|-----------------|-----------------------|
| Item Name .....      | Item Cost             | Item Name ..... | Item Cost             |
| S. Bulb .....        | 10 Gems               | M. Bulb .....   | 25 Gems               |
| P. Cure .....        | 13 Gems               | Hex Rod .....   | 170 Gems              |
| Leather .....        | 190 Gems              |                 |                       |
| Fire Ring ..         | 1 Magirock and 5 Gems | Ice Ring ...    | 1 Magirock and 5 Gems |

Once you've finished the five Towers, return to Crysta and speak with the Elder. (He's in the same place as usual.) Apparently, while the land above has now risen from the depths of the ocean, life has yet to have taken hold on the barren rock that was once Earth. Neither plant nor animal exist up there - just land and water.

You must ascend from the underworld that is your home, never to return here again, to revive all of the life on the world above.

But how? We can't fly! Well, the Elder also mentions a large hole east of the village. It is blatantly obvious on the peninsula on the world map southeast of Crysta.

Before leaving, however, consider buying the Hex Rod if you have yet to do so. It's not a huge boost in power, but it's something. Additionally, your Crystal Spear will not heal you automatically in the world above. Consider maxing out your stock on Small and Medium Bulbs (S./M. Bulbs), for you'll need them plenty.

Also speak with Elle at the weavers'. As you approach her room, she'll refuse you let you in. Elle wanted to let you go with a smile, but she in unable to; her sadness at possibly not seeing her dearest friend for a very long time, if ever, has overwhelmed her. Nevertheless, she believes that you two will meet again ... one day.

\*sniffle\*

Get out of town and head east to the little field, cleverly called "Hole". There, go around to the north side and speak with the Elder. If you're done here, opt to choose "No, let's go." However, note that you will not be coming back for an extremely, extremely long time, and, even then, the dungeons will be locked. Make sure you have obtained every major thing thus far - one Life

Potion and 11 Magirock, primarily - before continuing on...

```

#####
##                                     ##
#           Chapter 2: The Resurrection of the World   **TERRA_42**   #
##                                               ##
#####

```

Chapter 2 will begin soon after our fall into the big hole next to Crysta. The Elder has bestowed upon us but one objective - restore the Earth to its true state. There, of course, would need to be a specific order to this - we would need to restore the food chains and the very elements of the air, water, and soil, or naught would be able to survive. We begin with the plants, able to produce breatheable air, fertile soil, and filtering of dirty water. Then we go on to the animals - the birds, the mammals, and finally, the supposedly intelligent humans. What will come of this world...?

```

=====
~~~~~ Resurrection of Plant Life ~~~~~ **TERRA_421**
=====

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=====
 Portal
=====

```

We will awaken on the surface of the planet. The air and the water are stagnant; the land is rocky and barren; the very atmosphere reeks of death and inhabitality. And we have to revive every single species of living being ever to live. Oh, boy.

You may have noticed that there is no "big hole" here. The portal to the underworld has closed up, proving this to be a one-way trip, or at least intended to be so.

Time to get moving. Save to the north, then proceed to the overworld map.

```

=====
 Amazon Ruins
=====

```

| Treasures and Rewards Checklist \  |           |                                    |           |
|------------------------------------|-----------|------------------------------------|-----------|
| Magirock .....                     |           |                                    | [ ]       |
| Local Shop Details \               |           |                                    |           |
| Item Name .....                    | Item Cost | Item Name .....                    | Item Cost |
| Fire Ring .. 1 Magirock and 7 Gems |           | Zap Ring ... 1 Magirock and 9 Gems |           |

This is a hidden area found to the far south. Here, there is a Magirock in

plain sight, so you may as well grab it. You can also speak with the wandering soul here if you wish to purchase some Fire or Zap Rings.

Otherwise, proceed north on the map to the lake on the peninsula that is almost surrounded by water.

```

=====
 Evegreen
=====

```

```

| Local Shop Details \
|-----\
| Item Name Item Cost | Item Name Item Cost |
|-----+-----|
| S. Bulb 10 Gems | M. Bulb 25 Gems |
| P. Cure 13 Gems | |
|-----|-----|

```

As you approach the area, you will hear your name called out several times followed by a command to come here.

Approach the large tree to the north. This is the lone living plant of the planet, the Great Ra Tree. The Great Ra Tree is the one from whom all other plants will one day proliferate - plant life therefore balances on the needlehead that is his survival. Sadly, deep within him, there are many monsters, namely including a poisonous parasite.

We MUST take him out!

Feel free to shop to the west at the wandering soul. Consider buying some P. Cures to heal your poison, as you will almost certainly be hit with this status at least one time here, and throughout the rest of the game as well.

Once you're ready, approach the crack in the base of the Great Ra Tree and press the A Button to enter.

```

=====
 The Great Ra Tree Dungeon
=====

```

```

| Treasures and Rewards Checklist \
|-----\
| 42 Gems [] | Big Leaves [] |
| Leaf Suit [] | Life Potion [] |
| Magirock [] | Magirock [] |
| M. Bulb [] | M. Bulb [] |
| M. Bulb [] | M. Bulb [] |
| P. Cure [] | P. Cure [] |
| P. Cure [] | Ra Dewdrop [] |
| Ra Spear [] | S. Bulb [] |
|-----|-----|

```

```

| Local Enemy Bestiary \
|-----\
| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
|-----+-----+-----+-----+-----+-----|
| Abbee | ??? | 0 | 0 | None | Throwing it |
| Dingal | 24 | 15 | 19 | None | None |
|-----+-----+-----+-----+-----+-----|

```

|                 |    |    |    |        |      |
|-----------------|----|----|----|--------|------|
| Green Gall Fish | 6  | 11 | 0  | None   | None |
| Purple Flower   | 20 | 13 | 14 | Poison | None |
| Yellow Flower   | 20 | 13 | 14 | Poison | None |

<== 1F ==>

Inside, use the book to save, then progress north to the next area. Before doing so, though, look at that red rock nearby. This is an Abbee. These red ones will generally shoot at you, but you can kill them by throwing them. If you see a gray, shaky version of them, that is one that has a treasure within it. Thusly, when I say "open the Abbee", I am referring to a gray, shaky "rock".

<== B1F ==>

Down here, after Ark speaks, proceed north to the next room.

Here, open the Abbee nearby for a P. Cure, then continue to the east. Defeat the Dignal here. Going south will just show you a pit - you can jump in, but there's no particular point in doing so. From where the Dignal was, head back west. Go down this room's staircase.

<== B2F ==>

Here, defeat the two Dignals that rush you. To the south, you'll notice two boulders there. From the south side of the room, you can use them as a shortcut back to the north side, but it's useless here, so go east around the water. Open the two adjacent Abbees for an S. Bulb and a Ra Spear. Go into the menu and equip the latter.

Return outside and continue east. You'll find nothing except another Abbee. This one contains an M. Bulb. The doorway nearby will head into the area's boss fight - however, it sprays poison at you upon entrance, instantly ejecting you from the room in favor of you getting oxygen. So backtrack up to the previous floor. Don't worry - we'll smash that bug eventually. >:)

How ironic, too. We're here to revive the beings of the Earth, yet we are rewarded moreso for destroying monsters and the like in dungeons.

<== B1F ==>

Defeat the Dignal here and open the gray Abbee (the red one is unreachable) for 42 Gems. Continue to the west and defeat the Yellow Flower, then go north and open the Abbee for an S. Bulb. Go south to the next room.

Here, defeat the three Yellow Flowers on-screen, then open the Abbee next to the western wall to receive an M. Bulb. Head east and feel free to attack at the Gall Fish swimming in the river. Head south of where you entered the room, then east and up the ramp.

Defeat some of the Gall Fish that'll probably attack and go east to be ambushed by a Dignal or two. Slay these imps and open the Abbee to the north to find another M. Bulb. Go south, now, and downstairs. Defeat the Yellow Flower and any other Gall Fish that try to get at you. Consider speaking with the wandering soul, then head east to the next room.

Here, you can attack the Gall Fish either as they come out or you can attack from the shore. Either way, you're going to need to run north and around to the southeast corner to reach the next room.

Here, go north and along the path. Here, there are two Gall Fish in the water. You can either attack them when they leap out of the water at you, or you can pick up the stones nearby and throw them. Either way, once the two enemies are gone, a bridge will be formed. (In case you didn't know, Ark can't yet swim.) Cross north to the next area.

Hey, that's a hole there. Leap. Jump. Hop. Trip. Do whatever is necessary for you to take it to the floor below.

<== B2F ==>

You remember that other B2F area from before, right? This is the southern part of that room. Here, open up the nearby Abbee to obtain another S. Bulb. To the west, you can push the rocks for an easy shortcut back.

Otherwise, head east. The gray Abbee contains a P. Cure. Toss around the nearby red Abbee and defeat the Yellow Flower, then go east and north to the next floor.

<== B3F ==>

Here, head to the west into the next big open area and, there, defeat the two Dignals. Head to the west some more and along the path to another open area. There, you'll fight (and hopefully defeat) two more Dignals, plus a Purple Flower.

Leave to the east to another open area. Defeat the two Dignals here. After this, go east into the narrow hall. Destroy the Abbees as you will - they benefit you none, statistically - though one will have to be tossed. Go through the doorway at the end.

<== B4F ==>

Defeat the Purple Flower to your west, as well as the Dignal. Then open the three Abbees nearby for a P. Cure, a Life Potion (USE IT!), and an M. Bulb. Head south and defeat the Dignal you run into, then the Purple Flower to the east.

Head south and up the stairs to the west. Defeat the Dignal up there, then go south and you'll be ambushed by two more. Defeat them as well, then go down the ramp. Here, throw the Abbees around, then go along the cleared path and eastward.

In the next room, defeat the Purple Flower on-screen, then head northward. Defeat the Dignal on the west side, presumably, and then the Dignal on the east. Go north and deal with the Gall Fish as you will - by attacking the ripples or letting them come to you.

Further north, at the ledge next to the gap, you'll need to defeat a Purple Flower. This reveals a wandering soul, telling you to follow it. Jump over the gap to the left of the ledge then go north and east along the rim of the room to the next floor.



<== B5F ==>

Climb onto the vine here, then drop down a bit. This area is not on the map, so...

<== ??? ==>

At the bottom, go south and speak with the white lily. It'll tell you that the plant to the left serves as good flippers for swimming. Examine the green plant to the left. This will permit you to swim in water. While you may not be able to attack in water, you can press the B Button to speed up your travel. Oh, yeah, the item is called the Green Leaves. They are always active, so don't worry too much.

To the southwest, there lies a Magirock near the wall. You can also speak with the northwestern plant. Afterwards, climb up the vine back up to B5F.

<== B5F ==>

Return to B4F through the doorway here.

<== B4F ==>

Go back west and jump across the gap. Head south and defeat the enemies as before - two Gall Fish, then two Dignals, then a Purple Flower - as you proceed to the southern wall. There, turn west to reach the previous room.

There, go back west and push the rock westward to be able to go past. Throw the Abbees as you will, then go up the ramp to the north. Defeat the two Dignals that, again, ambush you, as well as the one further north. Go southeast and down the stairs, then east and north. Defeat the Purple Flower, if you want to, then use the northeastbound path to the east. Use it to go down a floor.

<== B5F ==>

Cross the river by swimming and continue along to the next stairway.

<== B6F ==>

Cross the water again and use the next staircase again.

<== B7F ==>

Use the other staircase.

<== ??? ==>

This area also is not officially on the map. =/

Go south and speak with the white lily here to obtain a Ra Dewdrop. This will protect you from the poison of the Parasite upon ingestion. Feel free to do it now or later. Swim eastward through the southeast corner. In the next area,

continue your eastward trek and speak with the next white lily to be told to open the Abbee nearby. Do so to obtain the Leaf Suit, a piece of armor you may as well equip now.

Swim east and, at the final waterfall, get behind it to find a semi-hidden piece of Magirock. Feel free to talk with the plant in the southeastern corner, then climb the vine here, which returns you to B3F, I believe.

<== B3F ==>

Upon exiting the hole, jump off the ledge and defeat the two Abbees if you wish - you can toss them at the Gall Fish "cleverly" blending in with the water. Then swim across the aforementioned water and head west, ignoring the northbound path for the moment, to be ambushed by two Dignals. Further west, you'll find a Purple Flower.

After this, return to the skipped northbound path and run along it to fight a Purple Flower in the narrow hall, followed by two Dignals in the following open area. Head east and back upstairs.

<== B2F ==>

Back here, go west and defeat the Purple Flower, and the Abbee if you wish. Continue along to the puddle of purple water, then go north and across the river. Head east to the end to find the doorway into the boss. Equip the Ra Dewdrop and use it - this will permit you into the boss room.

There, you will be immunized from the poisonous gas sprayed by the Parasite, leaving you ready to stomp that bug!

| BOSS: The Parasite |        |      |      |                |          |  |
|--------------------|--------|------|------|----------------|----------|--|
| Enemy/Target       | Max HP | EXP. | Gems | Status Induced | Weakness |  |
| Small Enemies      | 1      | 13   | 0    | None           | None     |  |
| Parasite           | 110    | 350  | 0    | None           | None     |  |

During the first part of the battle, you'll be dealing with two things. First is the big blue centipede-like thing coming from the north-central part of the area. This thing will primarily just wiggle around and try to smack you. He's pretty hard to avoid, actually, due to his length and tendency to get in your way, so try to ignore him.

The other thing are the little small enemies coming from the six holes around the area. You need to hit them several times to be able to proceed. They will usually shoot lasers at you, kind of like the Abbees earlier in the dungeon. These can be hard to dodge, as you want to hit the enemies and they don't stay up for too long. It's kinda best to just deal with the pain and attack anyways, healing with Bulbs as needed.

The second part of the battle is a bit longer. Now, the blue enemy from before will go from hole to hole on the arena - he's still invincible, and will rarely actually hit you. The Parasite itself will appear in the top-center area. He can only be damaged when his eye is open.

His eye is usually open sometime after it sends a swarm of small enemies at

you. There will be six in all. They can be easily taken out with a single attack, and are a fairly okay way to grind yourself up to Level 10 ~ 11 at this point, if you want.

Once you defeat the six enemies, dash-attack at the eye, then begin to use combo attacks from there. The Parasite may rush at you. Ignore this and keep attacking. The boss will soon send another swarm of the small enemies, and this pretty much loops until the boss dies.

In the end, this is mostly an endurance fight. If you have plenty of Bulbs, you should be okay. Otherwise, grinding is the way to go.

~~~

After winning, you'll be congratulated as the plant life on the planet slowly but surely takes hold of the barren land, revigorating the soil, the air, and the water. It is now possible for animals, too, to live on this planet. They are our next target.

Anyways, you'll return outside.

```
=====
 Evegreen
=====

| Treasures and Rewards Checklist \

| GrassPin -> Magirock (x4) [] |

| Local Shop Details \

| Item Name Item Cost | Item Name Item Cost |
|-----+-----|
| S. Bulb 10 Gems | M. Bulb 25 Gems |
| P. Cure 13 Gems | Ra Spear 240 Gems |
| Leaf Suit 210 Gems | Ra Armor 380 Gems |
|-----+-----|
```

Once outside, the Great Ra Tree is sealed up and all treasures and the like within are inaccessible. Go speak with the Ra Tree and you will receive the GrassPin.

This thing is a little worth noting. While it does typically heal you fully (making it a worthwhile purchase later on anyways), the first time you use it (which is only allowed when you have lost HP), you will also gain four Magirock. Odd. Anyways, remember that for another time!

Beyond that, there isn't much to do here. To the west, you'll find that the save point has been relocated. You can also buy a few new things from the shop there - the latter three items on the above list - although, if you got everything from the previous dungeon, the only thing worth buying would have Ra Armor.

Return to the world map and go north.

```
=====
```

=====  
 Central/North America Minor Areas  
 =====

Treasures and Rewards Checklist \	
378 Gems .....	[ ]   M. Bulb .....
	[ ]

Local Shop Details \			
Item Name .....	Item Cost	Item Name .....	Item Cost
S. Bulb .....	10 Gems	M. Bulb .....	25 Gems
P. Cure .....	13 Gems		
FireRing ..	1 Magirock and 10 Gems	PyroRing ..	2 Magirock and 15 Gems
GrassPin ..	4 Magirock and 20 Gems		

The shops listed above only apply to the Sanctuar area.

<== Guiana ==>

At the northernmost portion of South America, you'll head into a little sub-area. Here, you can speak with the flower nearby. Then climb the vine and go along the linear path westward and down a few ledges to the world map.

<== ??? ==>

There, head to the southeastern portion of the North American continent and you should see a small area of trees about a tile wide. Go there and you'll easily find two chests. Open them for 378 Gems and an M. Bulb.

<== Sanctuar ==>

Here, you can speak to the wandering souls to get some shopping done. Primarily, all you need to worry over are healing bulbs; you should be fine on the rest, unless you have an affinity for magic. The plant here will tell you about the area to the northeast. Go there for your next dungeon.

=====  
 Grecliff  
 =====

Treasures and Rewards Checklist \	
87 Gems .....	[ ]   Life Potion .....
Magirock .....	[ ]   Magirock .....
M. Bulb .....	[ ]   RocSpear .....
S. Bulb .....	[ ]   Sharp Claws .....
	[ ]

| STR Potion ..... [] |  
|\_\_\_\_\_||\_\_\_\_\_||

| Local Enemy Bestiary \

Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses
Blue Borfe	35	16	15	None	None
Mini Quaker	5	18	24	None	None
Mud Man	30	19	21	None	Slider
Periton	21	14	0	None	None
Quaker	5	18	24	Immobilization	None
Stone Golem	30	17	25	None	None

As you arrive, head east into the cliffs.

Inside, go north and defeat the Stone Golem. He can be easily beaten by cornering against the wall, much like the Living Statues from before. Then go east from the entrance to find another Stone Golem, in addition to a Periton. I'd take out the bird first. After winning, jump up the ledges to the north, defeat the Stone Golem, and continue through the doorway.

Here, go south, then crush the Stone Golem. After defeating him, head west and north. Push this rock to the west to get it out of the way. Then go south and press A to pick up a hidden boulder, then go south some more. Once you touch the big boulder, you'll trigger its explosion into a Stone Golem. Toss the boulder at it and proceed to destroy the enemy. Then go south and outside.

Here, go southeast and climb the vine here, then continue southeast and around back inside. Here, head north and you'll find yourself a STR Potion. Go into the menu to use it, then exit the menu and return outside.

Climb back down the vine you used and head southeast. You'll see a churning puddle of soil... Maybe it's sand... No, it's a Mud Man! They can be easily defeated if you attack them with a Slider - it's when you dash-jump then attack. Go through the door afterwards.

Head west and north to defeat the Stone Golem, then go east find another. After cracking both of their skulls, go north to the next floor.

This area consists primarily of a lake. It's nothing really to worry about. The Peritons will mostly be your problem. Defeat them then go to the northwest corner to find the exit. As for that room you're probably seeing to the southeast, don't worry over it - we'll go there soon. ;)

After heading along, in the next area, head south and defeat the Stone Golem. Beware the Quaker that'll fall - he's weak, but he'll temporarily immobilize you, so keep an eye out. Head west and defeat another Stone Golem. Then head up the ramps nearby. At the top of the second, go around the room to the west, south, and east to find another path.

Use it to head outside. Go west an area if you want to fight a Mud Man. Otherwise, head east and up the vine, then down another. Defeat the Mud Man down there, then climb the next vine and go inside.

Here, defeat the Stone Golem and the Quaker, then proceed up.

Continue along into the next room.

Here, push the two rocks to make two Stone Golems appear. Defeat them, then open the chest to receive the RocSpear, or Rock Spear. This item is more powerful than the Ra Spear that I believe you have. Plus, if you see darker rocks, such as the one that just fell after opening the chest, you can attack them to destroy them.

Destroy this rock and go back an area, then another.

Defeat the Stone Golem and the Quaker again, then exit the room.

Outside, climb down the vine and defeat the Mud Man again, Climb up the next one, then down the third one. Go inside here and back west, north, and east. Back at the ramp, this time, head east and north to the next area past the doorway.

Here, go east and toss a rock at the Periton near the big gap for some extra EXP. Go back to where you entered this room and cross the gap to the south. Defeat the Quaker and Peritons on the other side - the Peritons will be easier to beat if you use the rocks nearby - then cross the next gap to the south. Go west and south to return outside.

Here, go east to the next portion of the area. There, climb up the vine, then go east and down another. Head east some more and up the next few vines. After you reach the doorway, remember to first go north and grab the Magirock, then actually go on through the door.

Inside, go up the ramp and north, then west. Destroy the rocks and go west and south to the next area.

Back outside, head west and defeat the Mud Man, then go north. Defeat the Periton that ambushes you on the first ledge, then continue up and north as you fight a few more of those annoying birds. (Where's a KFC when you need one!?) At the top, head west to the next area.

Here, proceed down the ledges to the left as you deal with the Borfes. They are rather annoying, li'l blue creatures, but you'll manage - they don't have much HP. At the bottom of the ledges is a pit with a vine. First go around to its south side and climb down the other vine. At the bottom, to the west, should be a Magirock. Then go back up and use the vine in the pit.

When you begin, hold Left on the D-Pad. After the slide ends, open the nearby chest for an S. Bulb, then proceed down the next vine into another slide area. There, hold nothing and let the fall end as it should. After leaving, go right if you want to battle a Mud Man.

Then go west an area, then along a linear path to another. Here, go into the cavern.

In this room, there are a number of Mini Quakers. They are quite weak, and defeating them may save you a bit of pain, HP-wise. Regardless, remember the Magirock in the northwest corner while you use the northeastern corner to exit to the next floor.

This area consists of some ledges connected by a number of bridges. You can easily go through here by dashing across the bridges and jump-attacking near the end to hit the Quaker that'll otherwise annoy you with its tendency to immobilize you. Just note that, if you fall off, you'll go to the previous area. The exit is in the southeastern corner.

Out here, ascend the two ledges to the left, then stuff those Peritons with

your RocSpear so we can have some peace. In the southeastern portion of their nest on the left side of your main ledge, you should see a blue sparkle. Examine it to find the Sharp Claws. This item is always active and will let you climb walls. These climbable walls are primarily identifiable with a bunch of holes in them.

For example, climb the pitted wall to the right of the nests. Defeat the Periton up here, then climb the next wall to the right. Defeat another Periton up here, then open the chest to the east to obtain an M. Bulb. Go back down the two walls you climbed, then, near the cave entrance, go down the next two walls for a shortcut.

Return back east a few areas to where you fell from the second slide. There, defeat the Mud Man again, if you want, then go east another area. Here, feel free to defeat another Mud Man or two, then climb that big, intimidating wall nearby. Go into the cave at the top.

Cross over to the east and go up the ramp. Defeat Peritons around here, as well as the Quaker that'll fall as you reach the platform. Afterwards, cross to the southeast corner of the platform and go around east, north, and northwest to the doorway to the next room.

Here, go south and defeat a few Peritons and a Quaker as you continue along outside. It's a linear path; you shouldn't have too much trouble.

Once outside, go northeast and descend the ledges here to another slide pit. Here, hold Right on the D-Pad and you'll fall next to a Magirock. Climb down the vine nearby and defeat the Blue Borfes down here... Annoying little creatures... >\_< Anywho, mindless ramblin' aside, head to the west and climb down the vine here. Defeat another Blue Borfe and head west an area.

Continue west in this area for a bit. You'll fight a Mud Man as you proceed into the next cave. In this cave, you'll find a chest containing a Life Potion. Use it. By the way, this is also the mystery room from 3F.

Anyways, return to where you fell off from the previous slide and defeat the nearby Borfes, then go east an area. Defeat the Mud Man along the ground here. Then climb up another intimidating wall, this one being the one to lead you to a boss fight!

BOSS: Dark Twins						
Enemy/Target	Max HP	EXP.	Gems	Status Induced	Weakness	
Each Dark Twin	80	500	0	None	None	

This battle is both easy, yet annoying. The green Dark Twin - the one you begin the battle fighting - primarily will send feather missiles at you. They can be blocked with the R Button or just dodged. That is pretty much all this one will do on offense. He can also set up a tornado which will push you away from him, and, if you leave this platform, you'll start the boss ALL OVER AGAIN.

Anyways, damage is relatively simple - attack when you can. Jump-attack tend to be the best here, but even they only have real use when the bird is flying low or is starting up a tornado. This would be one of the few times I give credit to the use of magic rings, though it is far from impossible to do the fight without them. (Anyways, you're not allowed to do so. :P)

After a certain point, the boss will call for help from the other twin. What this bird like to do is just fly around, usually unreachable, and just spray his droppings all over you and the field. How ... refined. Anyways, they are pretty easy to dodge.

You'll want to focus your offense on the green bird even after the other, rather more annoying bird appears. This is because of the logic that these two birds will die when just one of them does. Illogical as it is, we have to abuse it.

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After the battle, you'll watch the revival of birds come about.

You'll then be returned to the Sanctuar area.

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~~~~~ Resurrection of Mammalian Life ~~~~~ **TERRA_423**
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=====
Sanctuar / KingNest / Windvale
=====
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-----
| Treasures and Rewards Checklist \
|-----\
| WindPin -> Magirock (x2) ..... [] |
|-----|
```

```
-----
| Local Shop Details \
|-----\
| Item Name ..... Item Cost | Item Name ..... Item Cost |
|-----+-----|
| S. Bulb ..... 10 Gems | M. Bulb ..... 25 Gems |
| P. Cure ..... 13 Gems | BirdSuit ..... 550 Gems |
|-----|-----|
```

We'll end up covering all of these in one section, as they are quite short.

<== Sanctuar ==>

Head to the north side of the area and climb the cliff.

<== KingNest ==>

Climb up a few ledges until you see a bridge heading to the right. Cross it and you should reach the area with three gulls, the shop, and a vine. Stock up on bulbs and a BirdSuit at the shop - remember to equip the latter - then approach the vine.

Pick up and toss away the stone in front of the vine and climb up to the top. There, speak with the fat chic -- sorry, the King Bird. Apparently, most of the birds are not flying yet because of a lack of the migratory winds. They have always originated in Windvale, but they're rather late this year. You are



tasked with going there and fixing this.

Pfffft. Restart the wind? Whatever. Anyways, jump down to the gulls below and speak with one to head to Windvale.

<== Windvale ==>

There, go into the cave and run along the linear path. At the end, toss all of the rocks into the pit to speak with a disembodied voice that later awakens the winds.

Go back outside and speak with the gull to return to the KingNest.

<== KingNest ==>

Here, return back up to the King Bird. Speak with him and you'll be thanked. You will also receive the WindPin. It works much like the GrassPin from the Ra Tree - gives you back its cost in Magirock (this one is two) and it will cure your status.

Now, what's next? Head back to the gulls. You can speak with them to go to, respectively, the Safarium of Africa; the island of Kamiyo of Japan, a series of islands just east of China and Asia; or back to Windvale. Kamiyo is vacant at the moment, and we've just been to Windvale.

Thusly, fly on the gull on the left to reach the Safarium. There, go to the world map - there's nothing of real use here, except the northwestern save point. Apparently, as the gull notes, the animals are gone for some reason...

<== Africa Overworld ==>

Go south for a bit. As you cross the desert, head into the "clearing" to the northwest of it. This should take you to the next dungeon, Zue, where you'll revive the animals of the world. (Except birds and humans.)

=====
Zue
=====

Table with 2 columns: Item Name, Status. Items include 65 Gems, Life Potion, Magirock, M. Bulb, P. Cure, Sticker, DEF Potion, Luck Potion, M. Bulb, P. Cure, S. Bulb.

Table with 6 columns: Enemy Name, Max HP, EXP., Gems, Statuses Induced, Weaknesses. Enemies include Bee and Demi Basilisk.

|            |       |       |       |         |       |  |
|------------|-------|-------|-------|---------|-------|--|
| Douma      | 60    | 20    | 23    | Poison  | None  |  |
| Dungun     | 27    | 18    | 10    | Toasted | None  |  |
| Lizard Man | 24    | 22    | 25    | None    | None  |  |
| _____      | _____ | _____ | _____ | _____   | _____ |  |

Two main notes on this dungeon.

Firstly, about Bees. They are found beneath the brown, dry shrubs in an area. You'll see these upon entrance. The Bees will only be revealed by picking up said bushes. As their HP is low, the easiest way to defeat them is to throw the bush.

Now, weather. The weather will periodically switch between sunny and rainy. This affects naught but one factor. The Dungun, a rather spiky turtle-like enemy (imagine a primitive Bowser from Mario games) tends to explode. This explosion almost certainly will hurt you if it is sunny out. However, if it is raining, like in Pokémon games, the rain will prevent the explosion from taking effect on you. These explosions will damage you, if sunny, and also possibly toast you. Mmmm.... Toasted Ark.... \*drools\*

<== Rainfall Altar #1 ==>

Upon entering the area, go forward and pick up the bushes to reveal some of those buzzers. Go west to the next area.

Here, pick up the bush to the south to find a Bee, then go north. Pick up the bushes to find some Bees, then go further north and defeat the two Lizard Men there. After doing so, go north and you'll see a hole in the plant walls. Press the A Button in front of it to crawl through. Go north and defeat another Lizard Man in the clearing. Then go back south to the two eastbound paths. Use the southern of the two.

In this area, go to the south to find another part of the entrance area. Defeat the Demi Basilisks nearby and pick up some of the bushes - there are a few Bees in there somewhere. Return to where you entered this area and go back north.

Around here, head to the northwest side of the main clearing you're near. Go along the path to the barren area and then east to find some bushes. Remove them and any Bees beneath them to find two chests. Inside them, you'll find an M. Bulb and a P. Cure.

Back in this area, go east and defeat the Dungun, then pick up the bushes, throwing them at any Bees that appear. Continue into the clearing and head northeast to defeat the Dungun. Go east to find another such Dungun and go south from to find another part of the entrance area, if you want - it is not necessary at all and yields nothing but EXP. and money.

Climb down and go along the path. Near the end, you'll see some vinery on the platform like you climbed down earlier. Throw around some bushes and defeat the nearby Dungun.

Backtrack to the previous area, as applicable, or just go to the area west of the entrance area. There, past the southern Lizard Men and the hole, are the two eastbound paths from before. This time, however, use the northern path.

Go along the path to the dead tree and defeat the nearby enemies, then continue north to the next area.

Here, defeat the Demi Basilisk. Head to the west to fight a Dungun. After

beating it, speak with the wandering soul that appears - we need to do so to trigger plant life here. Return to where you entered this area and head to the east to the next area.

Here, go to the east and defeat the Dungun and Demi Basilisk cuddling up together or whatever they're doing. After doing so, return to the previous area. Defeat the Demi Basilisk and Dungun if you want, then head north an area.

Quickly head east an area now. Defeat the nearby Demi Basilisk and go north another area. There, go far north and beat up a Lizard Man, then southeast to another Lizard Man. This latter one will release another wandering soul - speak with it to send it to the Rainfall Altar. Then go south and to the next area.

Here, defeat the nearby Dungun and speak with the released soul - your third towards the Rainfall Altar. There is nothing else here, so backtrack three areas to the brushy area where you quickly went east.

Here, continue northward and through the hole in the plants. Continue along the path to the clearing where you will find and battle with another Dungun. After making him go boom-boom, jump down into the pit to the south. Go south some more and fight the blue frog, the Douma. Speak with the soul he releases for one more soul for the Rainfall Altar, then head west. Defeat the Douma there, then progress through the hole in the wall to the north. Crawl up the ledge on the other side and go into the room there.

This, my friend, is the Rainfall Altar. Throughout the course of the dungeon, after gathering four wandering souls, they'll gather at an altar like this - not this same one, for soon-to-be-obvious reasons. The wandering souls demonstrate their ghostly powers by making it rain.

Exit...

<== Rainfall Altar #2 ==>

Outside, Ark will notice how the rain has triggered the growth of grass nearby, as well as that of other plants. This spreading was not very wide, however, and only encompasses a portion of this dungeon - there are several other altars. However, Ark also notes the herbivorous activities of some animals, and comes to a realization - for meat-eating animals to proliferate, you need those that eat plants, and these animals also need plants! Thusly, it comes to reason that making the world have an active cycle of water and rain will revive the animal populations!

Head into the new river of water that is to the south. Swim to the east, then south and west to the ledge with the treasure chest. Open said chest to find a useful DEF Potion - use it! Don't worry about the bushes nearby - neither should contain a Bee.

Return to the water and swim east and north onto the ledge you skipped earlier. Defeat the Dungun on it, then go southeast, through the hole in the grasses, and east an area. Defeat the Demi Basilisk if you want, then go north an area. (Also remember the Bee in the bush.)

In this area, go north and take out the Lizard Man, then east to the next one. Some of the bushes here also contain Bees, so remember that. (Again.) In the northeastern corner, there is a hole in the grassy wall. Before, the room was blocked by a tree. Now, you can crawl through and defeat the Lizard Man and the Bee in the left bush, then open the two chests. The first contains a

Sticker, and the second an M. Bulb. The former is a weapon more powerful than your RocSpear, but be warned that you'll need the RocSpear momentarily. Anywho, south an area!

Here, go southwest and jump into the water and swim east to the next area.

Here, swim north onto the ledge. Go north and beat the Demi Basilisk, then north an area to find a P. Cure in the chest. Return here and defeat the Demi Basilisk again, then head southeast. You'll see some more of those black rocks. Equip the RocSpear if applicable, then rush through those rocks. On the other side, equip the Sticker - I believe that is the last time we'll need the RocSpear ever again, based on memory - then make turtle soup out of the Dungun nearby. Speak with the soul that appears to send it to the Rainfall Altar, then go east an area.

Here, go east and defeat the pair of Dunguns you encounter. Afterwards, go to the west, just northeast of where you entered. Go into the room past the wall tunnel here to find two more Dunguns. Defeat them and speak with the soul that appears - this is your second. Then open up the chest nearby for an S. Bulb.

Return to where you entered the area and go east and north along the narrow path. You'll soon see a ledge to the east. Drop off of it and head northward. At the fork, you should head along the northeastbound route. As you continue on, you'll soon be noted of a flimsy rock to the right. First, go left to the two Doumas. Defeat the northern one to find the third soul of the Rainfall Altar. Then, while facing west, attack the other one and the Douma should counterattack with its breath attack, blowing you east and into the wall, collapsing it! After doing this, defeat the Douma and go east and north to the ledge.

Climb up and go west and south to the Dungun. Defeat it and head northwest, west, south, and west to a new area. There, defeat the Lizard Man to find the final soul for the second Rainfall Altar. Grab the Magirock nearby and go back to the previous area.

Climb the ledge nearby and go into the cavern to the north. This is the second of the Rainfall Altars. Go forward and trigger the rainfall...

<== Rainfall Altar #3 ==>

Outside, hit the ground to the south, then go east, north, east, and southeast to beat the Dungun again. Then head north and east and into the new lake of water. Swim to the south, west, southwest, and south, back onto the ledge where you entered the lower area that is now flooded.

See that white rock on the ledge nearby? Run and push it right into the water - you can now use it as a stepping stone. Push the second rock to the right and, hey, land ho! Go north and east to beat up another Dungun, then south for a brief clash with another one or two. Then go north from where you found the first one to find two chests - they contain 65 Gems and a Life Potion, respectively. Be sure to go to into the menu and use the latter! Then head south to the next area.

Here, defeat the two Demi Basilisks to the southwest. One of them will release a soul to the next Rainfall Altar. Then go south to the next area.

Here, climb down and fight the Doumas. Here, though, be careful - if you're at the western 1/3 of the area while fighting facing north, you could be exhaled south an area. And one of those Doumas has the second soul to the

Rainfall Altar, so be careful!

Then (voluntarily) go south to the next area. Defeat the two Doumas you soon find and, similarly to before, be careful about facing south when fighting. One of the Doumas should release a third soul to the Rainfall Altar. Go south and east to the Magirock - if you don't get it now, it'll be gone upon the area being flooded. You can swim, but can you DIVE? =O Also note this general area. We'll be coming back here later for a very important thing... A very important thing, indeed...

Anyways, backtrack your way to the area with the white rocks. Push them back westward so you can get on the western ledge. There, jump into the water and swim south an area.

In this next area, swim south, southwest, and west. You should see a ledge nearby you can get on. Go west and battle a Dungun and a Demi Basilisk on land in sequence. The Demi Basilisk will release the final soul for the altar. Go west and south to the next area, defeating a Dungun on the way.

Here, go south, then jump back into the water. There's nothing left to the north, so go east an area, then continue following the river. Go with the flow, y'know? Soon, to the north should be a ledge. Go into the cavern there and forward to trigger the third rainfall of the day.

<== Reviving Animal Life ==>

Return to the water and swim to the west and onto the next ledge. There, head north and northeast to find a useful Magirock, then return to the ledge you just used. Head back in the water. Swim back along the river for a bit. After the solely-westward area, you should notice a path heading south. This path was previously blocked by a white rock, but it's now open. Use it.

In the next area, continue along the water. In the next area, to the north is a ledge going back to a familiar clearing - only go there for EXP./money grinding and continue along the river. You'll soon reach a ledge to the south. Go there and pick up the bushes to defeat a Bee or two, then slay the Demi Basilisk. Go northeast and you'll find a chest. Open it for the rare Luck Potion. Use it immediately.

The other ledge you probably saw opposite your ledge will actually head back to the entrance of the dungeon itself, so, if you need to exit to do some shopping, feel free to do so.

Otherwise, it is time to return to the area near that notable Magirock from before. Go back some areas and continue swimming along the river. At one point, you'll reach the familiar junction involving the pushing of white rocks. Push the left rock into the water, cross, and push the right rock some. Go north and east, then south to slay three Dunguns. Continue along to the next area.

There, defeat the nearby Demi Basilisk and continue along to the next area. There, jump into the river and head west and south to the next area, the noted area from before. Go south and east to the ledge, which is now reachable.

Heal up and prepare to fight against the Fury of the Storm, for your next boss is, indeed, the pagan deity known as the Storm Master!

(Kudos to those of you getting the incidental DragonForce reference.)

O-----O

| BOSS: Storm Master |        |      |      |                |          |  |
|--------------------|--------|------|------|----------------|----------|--|
| Enemy/Target       | Max HP | EXP. | Gems | Status Induced | Weakness |  |
| Part One           | 150    | 300  | 0    | None           | None     |  |
| Part Two           | 100    | 350  | 0    | None           | None     |  |

During the first portion of the battle, the Storm Master will have two main attacks. The first involves a throwing of his scythes. They will go to the sides and around the room back to him, damaging you if you touch them. The other attack he uses is rarely used if you're close - it involves a throwing of some flames. He also has a rarely-used attack involving a direct attack with one of his scythes. It is easily dodged by moving aside or just generally moving around.

Offensively, I tend to wait around for the first scythe attack - this often happens if you stay close. When he does, I dash-attack, jump over either scythe, then I wait briefly. As the scythes are being absorbed, I abuse the temporal invulnerability granted by the dash-attack/dash-jump attack and attack once more.

Around Level 11 ~ 12, that should take out around 10 damage per cycle at around 25 Strength. So it'll take about fifteen cycles of that to win at minimum.

After 150+ damage is taken, you'll earn some EXP. and possibly level up, but the fight is not over. The boss is now flying around and he'll throw rocks and fire at you. The best you can do with those is get out of the way. After some time - be patient, it can take a fair while - he'll come down in a slow tackle. That is usually the only time he is hittable - use this time to get on his north side (trust me, as he retracts, you mathematically should do a slight bit more damage) and combo-attack him. After around 100 HP of damage, he'll be defeated!

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After the battle, you'll watch as animals are reborn unto the planet.

(Only mammals are, oddly enough. Never are other animals, save for one species, revived. So, no fish? No insects? ... Shame on you, Quintet! Some species of plant require non-mammalian species to pollinate and reproduce. Congratulations for having killed much of the world! XD ... Of course, there is evolution. >_>)

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Safarium

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Local Shop Details			
Item Name	Item Cost	Item Name	Item Cost
S. Bulb	10 Gems	M. Bulb	25 Gems
P. Cure	13 Gems	Stardew	30 Gems
Geo Ring .. 1 Magirock and 10 Gems		Zap Ring .. 2 Magirock and 10 Gems	
SnowRing .. 2 Magirock and 15 Gems		GrassPin .. 4 Magirock and 35 Gems	
WindPin ... 2 Magirock and 10 Gems			

You'll, after the battle and revival of mammals, return to the Safarium. Remember the save point in the northwest corner, past the tunnel? Use it, then head to the shops in the northeast corner if you want to restock. Primarily, all you should need to worry about are M. Bulbs - the next dungeon is pretty short.

Near the shops, you'll notice a cave. Go inside and you'll be ambushed by lions. Just before you are made into a tender feast, Neo, the lion king (and apparently the dude from The Matrix) arrives. He saves your hide, which repays the favor, as you saved his. You'll be allowed into the Lion's Den (further north, through the cave, and south outside).

Go speak with Neo and his mate in the southwestern corner of the den to learn that their son, Leim, has traveled to the Canyon to take the standard test to see if he is "lion king" material. He's been gone for longer than is rather necessary, and they are worried. They want you to go there and check on him.

The Canyon can be found further south on the world map. Remember that desert southeast of Zue? Go due south from there (or just hold Down on the D-Pad) and you'll see a path in the mountains. That's the Canyon, unusually.

=====
Canyon
=====

Local Enemy Bestiary					
Enemy Name	Max HP	EXP.	Gems	Statuses Induced	Weaknesses
Mud Man	30	19	21	None	Slider
Periton	21	14	0	None	None
Red Whisp	7	4	6	Toasted	None

This place reeks of familiarity and acrophobia, does it not? :P

Upon entering the dungeon, go to the south for a bit. Speak to the owl if you want to know that a lion cub went down here. Grab onto the vine nearby and climb down to take a lengthy fall. Yeah, like you could survive that... Go south and west to the next area.

Here, ignore the vines and head west. See those Peritons to the north? Use a dashing attack through them to easily defeat them and rescue Leim. After a bit of a chat, you'll be brought into following Leim. During this time, it is generally okay to get ahead of him, so long as you clear the path of enemies. However, do NOT progress forward an area until Leim reaches you and either progresses on by himself or speaks and then goes on.

Head to the west for a fair bit and you'll eventually be attacked by a Periton. Defeat it and its li'l friend, then head up the ledges nearby to attack another two Peritons. Continue up some more ledges to a large, open area with another two Peritons. Cut 'em down and head eastward. You'll see a rock nearby. Push it eastward, then speak with Leim. He'll leap up to the next ledge - you should climb the northern wall to get up there. Speak with Leim once up there and he'll run off. Go east and into the next area.

Here, progress east and onto the ledge. Defeat the Mud Man there with some dash-jump attacks, then go north and up the ledges to defeat a few Red Whisps.

After this, do NOT go north to the next area. Rather, head south, down the ledges, then east. Defeat another Mud Man or two, then go north. Speak with Leim. Apparently, he got lost and blames it on you or something. Anywho, remember that exit we said not to go through? Go back there and wait for Leim. Once he blabbers on about tests being fun, continue north to the next area.

Here, go northward and leap on the ledges. Defeat the nearby Red Whisp and head west and up another ledge. Go west and defeat the Mud Man, then continue onward the west. You'll probably notice the dead end. Wait there for Leim and talk to him for him to notice it, too. Go back along the nearby path to the south.

Follow the unblocked path for a bit and you'll reach a south/east fork. Feel free to defeat the nearby Red Whisps, then speak with Leim once he arrives. The south path is a dead end that yields nothing, so head east. Continue along the linear path, defeating a few more Red Whisps as you. Progress up the western ledges at the west side and defeat another Red Whisp or two as you continue on to the exit. Wait there for Leim if needed, then go on through.

Here, Leim will follow you to watch you fight. Defeat the nearby four Peritons - two to the west, two the east. Go east to the stone bridge and Leim will begin crossing. It WILL collapse soon after someone steps on it, so walk beside Leim and match his pace to make it across without falling. On the other side, speak with Leim again. Go east and wait next to the vine for him. Once he repeats his line, continue on into the next area.

In this area, to the northeast, there will be some ledges for Leim to climb and a wall for you. Speak with Leim and he'll challenge you to a race. As soon as he is starting to count down for the start, you can go. No matter what, though, you'll be left in the dust. At the top, speak with him to have your face rubbed in it. Wait for Leim to speak as usual of tests, then go west to the next area.

Here, speak with Leim to learn that his Spidey sense is going off - he senses an enemy nearby. Climb down the vine and go west to find it.

In reality, you're just fighting a Mud Man from afar. Said Mud Man will taunt you a little. See that boulder nearby? Toss it at the Mud Man. You'll need to do this repeatedly throughout the battle - Leim will bring you more boulders to throw. This dude has more HP than the usual Mud Man - 100 HP - and doesn't yield any EXP. Still, he's not too hard. His only attack is to shoot at you, an attack that is easily dodged or jumped over.

Eventually, the Mud Man will feign defeat and make a bridge. You have no option but to try and cross. The bridge will then collapse, sending you far below and leaving Leim all alone to fight the Mud Man. All you can do for a few moments is sit around - the ledge is impossible to escape from for now - and listen to the cries during Leim's clash with the Mud Man.

Soon, Leim comes down. He defeated the Mud Man! Soon after the conversation begins, a stone falls down. Apparently, the monster had it... Ark suggests that Leim keep it as a keepsake of his courage and his passing of the difficult test that proved him worthy of kingship. Soon, Leim calls a gull and it takes you both back to the Safarium.

~~~~~ Resurrection of Human Life ~~~~~ \*\*TERRA\_424\*\*

---



=====  
Safarium  
=====

| Treasures and Rewards Checklist \ |     |
|-----------------------------------|-----|
| Neo Fang .....                    | [ ] |

| Local Shop Details \       |           |                            |           |
|----------------------------|-----------|----------------------------|-----------|
| Item Name .....            | Item Cost | Item Name .....            | Item Cost |
| S. Bulb .....              | 10 Gems   | M. Bulb .....              | 25 Gems   |
| P. Cure .....              | 13 Gems   | Stardew .....              | 30 Gems   |
| Geo Ring .. 1 Magirock and | 10 Gems   | Zap Ring .. 2 Magirock and | 10 Gems   |
| SnowRing .. 2 Magirock and | 15 Gems   | GrassPin .. 4 Magirock and | 35 Gems   |
| WindPin ... 2 Magirock and | 10 Gems   |                            |           |

After returning to the Safarium, head back to the Lion's Den - feel free to shop (northeast) and save (northwest) along the way.

Head to the southwest corner and speak with Neo. He'll thank you for helping out Leim. As a reward, he'll tell the animals to the east, around the Indus River, of you and to help you cross to the Indian subcontinent. He also hands you the Neo Fang weapon. Equip it so we can get a move on.

Feel free to say good-bye to Leim, too. It seems he'd prefer to travel with you, huh... Sad that he won't be able to. ;\_ Still, this is not the last we'll see of Leim...

Save, shop, etc., and head to the world map.

=====  
Overworld / Indus River  
=====

| Local Shop Details \       |         |                            |         |
|----------------------------|---------|----------------------------|---------|
| FireRing .. 1 Magirock and | 10 Gems | PyroRing .. 2 Magirock and | 15 Gems |
| GrassPin .. 4 Magirock and | 35 Gems | WindPin ... 2 Magirock and | 15 Gems |

<== Overworld ==>

Here, head south and you'll cross the desert near Zue into the true, flat Savannah region. Once there, go to the east and head north along the river until you reach a large desert. There, cross the area, (Saudi) Arabia, heading east. You'll soon reach the Indus River. Along it, there is but one tile on the west side with trees - go there.

<== Indus River ==>

Here, cross to the east. You should stock up at the shop on the other side of the hippos. Of note is the Fur Coat, which will boost your defense from what you have now. Of course, if you can't afford it, there's no particular need to grind - there's a free better armor in the next dungeon, so you'll probably be okay in toughing it out. Also buy plenty of bulbs!

Otherwise, save and cross east to the world map.

<== Overworld ==>

Head northeast and cross into the Tibet mountain chain. Go along the path to see a pathway wriggling up a mountain. Go there.

Eklemata

| Treasures and Rewards Checklist \ |                         |
|-----------------------------------|-------------------------|
| 99 Gems .....                     | [ ]   FirePike .....    |
| Ice Suit .....                    | [ ]   Life Potion ..... |
| Magirock .....                    | [ ]   Magirock .....    |
| Magirock .....                    | [ ]   Magirock .....    |
| Snowgrass Leaf .....              | [ ]   Stardew .....     |
| Stardew .....                     | [ ]                     |

| Local Enemy Bestiary \ |        |      |      |                  |            |
|------------------------|--------|------|------|------------------|------------|
| Enemy Name             | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
| Blue Slime             | 66     | 30   | 0    | Confusion        | None       |
| Ice Gems               | 34     | 17   | 21   | Freezing         | Fire?      |
| Mini B. Slime          | 10     | 5    | 0    | Lowered Defense  | None       |
| Quaker                 | 12     | 18   | 24   | Immobilization   | None       |
| Rakshaki               | 45     | 23   | 34   | Confusion        | Slider     |
| Sabrewolf              | 52     | 23   | 33   | None             | Wolf       |
| Yeti                   | 84     | 21   | 0    | None             | Fire?      |

<== Pre-Avalanche ==>

Upon your arrival, head north some and defeat the Sabrewolf that's running around. Then go to the entrance and west to find another Sabrewolf and defeat it, as well as a friend further west. Near there, you'll also deal with some Ice Gems. After that onslaught, go west to fight another Ice Gem enemy. Further west is what they were guarding - a Magirock!

Leave this little grove of trees, then go north and west. Defeat the Ice Gems and continue west to fight another. Then head west and north to the next area.

Here, climb up the vine in front of you and defeat the Ice Gems at the peak of the vine. Climb up the next vine to the north and you'll fight another Ice Gem enemy. Head east from there, then south. You should see a bluish/pinkish primate. This is a Yeti. Attack and defeat it. Climb down the vines nearby and

defeat the Ice Gems that appear upon landing. Also go west to find another Yeti to defeat.

Then head east and north. Defeat the Ice Gems as you approach the vine ladders. Then climb these ladders and go east to the next area.

Here, you'll see a Yeti bathing in a lake. It is unreachable, so don't worry over it. Go around south and, after Yomi comments on the Yeti and hot springs in general, climb down the vines nearby. Then head east and into the crack in the north wall, into the cavern.

Here, head west and north. Defeat the Rakshaki with jumping-dashing attacks (Sliders). Go north and far east to find another Rakshaki, in addition to a Quaker. Defeat them and go back west and north. Go east around the room to the northeastern corner.

Defeat the Rakshaki here, then the Quaker southeast of there, then the next Rakshaki further south. Continue south to some boulders, which you'll need to pick up in order to continue onward. On the other side, climb the vines and defeat the nearby Ice Gems. Go west to fight another set, then climb down the vine near there. Drop at the end of it to reach a room below. There, you'll find the useful FirePike - equip it now to really do damage to some of these icy enemies.

Go north and move the rock aside, then go further north and back upstairs. Head west, north, and 'round east to the Rakshaki and Quaker. Defeat them and go south again. Defeat the next Rakshaki and continue to the boulder pile. Remove it and head south, west, and north up the vines. Defeat the nearby Ice Gems at the top, then head north to fight another one. Go west and battle a few more. Go down the westernmost slide's western edge and you should be able to hit the wall. If not, move boulders aside and repeat. Past the wall, you will find the Ice Suit. Equip it.

Backtrack along south, east, south, west, and north onto the vines leading to the slides. This time, as you head north, go down the first slide you meet. This one will reveal a passage taking you to the next part of the dungeon.

Here, go southwest, then south to another room. Defeat the Ice Gems there and continue along south. You'll soon fight another thing of Ice Gems, then a Blue Slime. Blue Slimes are unique in that, when defeated, you'll get the traditional reward of EXP., but you also have to fight four Mini Blue Slimes. They're quite weak, so don't worry overly much.

Continue south and back outside. There, speak with the flower nearby twice to obtain the Snowgrass Leaf, which you'll need momentarily. For now, backtrack your way through the previous cave areas back outside.

There, head west and north up the vines. Equip the Snowgrass Leaf and press the X Button while near the hot spring to probably toss it in there. This will help cure the Yeti's wounds, making it an ally. It will leave the hot spring and head north.

Follow it into the next area. There, speak with it and it will toss you across the gap. After landing, head north to the next area.

Here, head east and defeat the Sabrewolf. Go into the trees to the south and you should be able to, while still heading east, get on the platform with the chest on it. Open the chest to find a Stardew. Afterwards, go west and climb the vine after beating up another enemy. At the top of the vine, head west and defeat a trio of Ice Gems enemies. At the end of this path, ascend the vines to

the north.

At the top, go east and along the path there to the next area. There, go north and climb the vine to reach a cavern. Within, you'll fight a few enemies in the south room (two Ice Gems). Then go north and beat two Rakshakis, then take the nearby Magirock. Go back south outside, then south to the previous area. There, head west to the open area and defeat the Rakshakis around there. Go south and east to find the Magirock, then go to the northwestern corner and climb the vine there.

Continue along into the next area. There, go north and defeat the two Saberwolves, then climb the vine nearby. Head east and defeat the two Rakshakis and proceed around southeast to the vine. Continue into the next area.

Here, go into the cavern to the north of you. Within, you'll be forced down a long slide, which ejects you outside at a high speed into the wall. On a snowy mountain such as this, this will trigger an avalanche!!! Quickly head southeast as fast as you can, then down the mountain and the vines at the end. There will be a cavern down there, but you won't be able to enter for some reason....

<== Post-Avalanche ==>

You'll later awaken in the company of a mountain goat. According to her, she says the avalanche trapped us. Follow her northward and speak with her. It seems that her husband landed awkwardly during the chase and died, to her dismay. But, as she says, this is not a time for tears - we must be strong and find a way out!

Night will soon fall and you can't really do a thing. Soon after all goes dark, the mountain goat will ask you if you fear the dark. Respond as you will and sleep will soon come.

Sometime later, we awaken to find the mountain goat butting the wall for some reason. We decide to get a bit to eat... The mountain goat begins eating her dead husband for understandable reasons, but Ark refuses to, also understandably. The mountain goat goes back to butting the wall a few times where the ice is probably thin. Her efforts prove fruitful ... for us. We find a vertical cliff. The mountain goat commands you to head onward - she will find her own way out. (Supposedly. Come back after Chapter 3 starts...)

Climb outside and quickly dodge around the Sabrewolf. Defeat it and go back along to where the ice cave was and, on the way, get and use the Life Potion in the chest. It's dead end, so go back where you begun this and go south an area to find the lake covered by ice and snow. Go south and climb down there, then head east. Defeat the Sabrewolves as you head to the wall, then go northwest if you want another. Beyond that, there's a vine in the northeast corner of the area. Climb it.

In the cave beyond, head west and grab the chest with 99 Gems within. Go back to the entrance and use the other path. It's pretty linear, so you should be able to navigate well to the exit - the only feature on the path is a Stardew chest.

In the next area, in the first room, defeat the two splitting Blue Slimes, then just go south and to the next area.

Outside, go south and defeat the two Sabrewolves. Go southeast, east, and up the vine. After ascending this one vine, go west and beat the two Rakshakis so you can go north to find a Magirock. Go up the next vine to the east to find a

Sabrewolf or two plus a Rakshaki. Beat them and go north and up that vine, then down the next one. Defeat the Rakshaki down here, then continue along the path to the hole.

Jump into it and, in the room you arrive in, jump in the next one. Once you land again, climb up the next vine. Defeat the two Ice Gems enemies on the platform here, then go north to the next area.

Here, go south and defeat the two Ice Gems, then the two Blue Slimes further south. After doing so, throw away one of the boulders nearby and continue south and outside. There, go west. The downbound vine is a shortcut back to where you started, post-avalanche. If you want to do so (for shopping, etc.), go ahead. Otherwise, go north and up some vines. At the top, head southeast and take out the Rakshakis, then go up the vine that was between them. Here, go up the next vine to reach the boss.

```
O-----O
|
|                               BOSS: Dark Morph                               |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Yeti Form    | N/A    | 0    | 0    | None            | None     |
| Cadet Form   | 150    | 350  | 0    | None            | None     |
| Dark Bats Form | 200    | 350  | 0    | None            | None     |
O-----O-----O-----O-----O-----O-----O-----O
```

The first part of this battle deals with the Yeti. This portion of the battle seems to be timed, seeing as you're unable to attack it. The Yeti will begin by throwing around a dozen ice rocks across the arena. If you run into them, you'll be hurt, and, because the Yeti causes a whirlwind, it'll be hard to stay in one place. I'd suggest trying to stick in a corner and hold the Y Button while you run towards it.

Eventually, the battle will progress into its next part.

The Cadet morph is by far the easiest part of this battle. The boss will teleport across the field randomly and rapidly. In most cases, he'll be either due north/south/east/west of you. Why? His main attack is a straight-line projectile that'll damage you. To damage the Cadet back, use an attack to reflect his projectile. This is most easily done by always facing the Cadet and then mashing on the A Button.

After 150 HP of damage, this battle progresses into by far its most annoying part.

The boss will take his shadowy form and roam around the place. While he is not intending to directly hit you at this point, don't try touching him, either, as it'll damage you. You need to attack him. Problem is, generally these attacks can be weak for some reason (maybe I'm underleveled?), so it'll be a long fight, even if you've beaten every enemy thus far. Matthew Mayabb has suggested to switch to the weaker Neo's Fang spear, since the Dark Morph is likely fire-resistant, tripling damage others. Anyways, after the attack you throw, if it hits, the Dark Morph will take the damage, then split up into a number of bats. (Later, these are found to be Dark Bats.) You can't hurt them, just wait around for them to grow back into the Dark Morph. In the meantime, try to stay out of their way.

It's hard, yeah. Lucky you, if you die, you'll be teleported out of the arena, leaving you a chance to grind or shop as necessary, a chance you NEED to take. Additionally, if you return, you'll be back starting the form you died on,

although he'll be a full health.

~~~

After the battle, you'll be told what will happen next. The plants, animals, birds, land, and water of the world have been revitalized and revived. Now, humans, too, will walk the Earth.

Yet, your duty is not yet complete. The world will still be revived and led by you and your examples. Humans are not yet aware of the power of their own intellects and their technologies. Your goal is now to teach them what this power is on a global scale, and also how to use it properly...

```
#####
##                                     ##
#           Chapter 3: The Resurrection of the Genius   **TERRA_43** #
##                                     ##
#####
```

Chapter 3 opens soon after Ark escapes consciousness on Eklementa due to the extreme cold, harsh winds, and absence of abundant oxygen. While the human species, among the rest of the living organisms, has been revived, the world's savior, Ark, falls into a deep slumber for several years. What has changed in the world since then? What can be changed for the better?

```
=====
~~~~~ A Desert Mirage ~~~~~ **TERRA_431**
=====
```

```
=====
Lhasa / Overworld
=====
```

```
| Treasures and Rewards Checklist | \
|_____ |
| BonePin -> Magirock (x1) .... [] | Magirock ..... [] |
|_____ |
```

```
| Local Shop Details | \
|_____ |
| Item Name ..... Item Cost | Item Name ..... Item Cost |
|-----+-----|
| S. Bulb ..... 10 Gems | M. Bulb ..... 25 Gems |
| P. Cure ..... 13 Gems | MonkRobe ..... 1,080 Gems |
|_____ |
```

The treasures are split between Lhasa and a hidden area of the overworld, respectively. The shop is solely for Lhasa.

<== Lhasa ==>

You'll awaken in Lhasa. Lhasa is still in Tibet (western China, more or less), and is in a crook in the mountains north of Eklementa. You'll awaken and be

made aware of your previously comatose state. The woman goes to speak with Lord Kumari. You should go off to find him - go east and north a room.

At the north side of the room is Lord Kumari. He'll inform you that it is now impossible for you to speak with plants or animals, except humans and, due to a plot hole, one shopkeeper and one mouse. :P He'll also hand over the BonePin. This item will let you leave a dungeon to the overworld map at any time, and will also yield the one Magirock used to make it in return.

If you head elsewhere in Lhasa, through some rooms and upstairs, you can go to the top of the main buildings here. There, you'll find a shop somewhere. You can buy the MonkRobe there, and you may want to, or not - it's rather expensive, and our next main dungeon should have something better.

Outside, on ground level and at the south end of the area, you'll meet with Meihou. Speak with him, then return to Kumari's room and speak again. It seems Meihou come from Louran, seeking aide with his granddaughter, Meilin. She used to live in Louran until they died and the city went to a state of ruination. She, however, has the power to create mirages and has done so in the ruins of Louran, rather than move on, understably.

Meihou requests your help in this matter. Louran is found in the northeastern desert.

<== Overworld ==>

When you return to the overworld map, go back along the path south and past Eklementa to the Gobi Desert. (No, it's not a dungeon.) Go northeast of it and you'll find a Magirock in a hidden area in the forest. Head west to find the Magirock.

Then go throughout the Gobi Desert on the world map. At one point, you'll meet a little girl. Follow her and you'll reach Louran.

=====
Louran - Mirage
=====

| Treasures and Rewards Checklist \ | |
|-----------------------------------|-----|
| Magirock | [] |

| Local Shop Details \ | | | |
|----------------------|-----------|-----------------|-----------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| BrnzPike | 880 Gems | | |

Here, begin by heading primarily to the north. In the northern areas, past the stone wall, you will find the shop in a building to the west. There, you can stock up on Bulbs - do it! - and buy a BrnzPike. Note, however, that is better left to be bought later, due to a weapon we'll soon obtain freely that, while weaker, does better in the following dungeon.

Exit and go west, then south and west into the building if you want to use the inn here. Of course, you cannot use it until you find and speak with Meilin. So just note its location for now - we have to go here eventually.

Back outside, go northeast to the previous area. Go back to the main square, then west to the next area. There, go along the path and into the building. Speak with the man nearby, opt to hear his worry, then tell him to bury his money with him. This'll give you 500 Gems later.

Continue north two areas, then exit through the big door to the north. Outside, go into the next building. There, go northeast and into Meilin's bedroom there. Take the Magirock from within, then return into the main living area. As the house's residents will tell you, go to the fireplace in the northwestern corner and crawl through.

Go along the linear path into the next room to find Meilin. Speak with her, and she'll absolutely forbid you to pass, infuriated for some reason at your presence. =/ Anyways, remember where the inn is? Go back there and speak with lady at the table to know that your bed is ready. Go west into the next room and lie in bed.

Things get awkward eventually...

No, not like THAT, you idiot!

=====
 Louran Ruins Dungeon
 =====

| Treasures and Rewards Checklist \ | |
|-----------------------------------|-----------------------|
| 178 Gems | [] 500 Gems |
| L. Bulb | [] LightRod |
| Magirock | [] Magirock |
| Magirock | [] Magirock |
| Magirock | [] Magirock |
| M. Bulb | [] P. Cure |
| Rags | [] Red Scarf |
| STR Potion | [] |

| Local Enemy Bestiary \ | | | | | | |
|------------------------|--------|------|------|------------------|-------------|--|
| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses | |
| Basilisk | 49 | 32 | 32 | None | None | |
| Chonchon | 44 | 24 | 34 | Sleep | Jump Attack | |
| Maduu | 54 | 26 | 0 | Curse | None | |
| Raiden | 64 | 23 | 36 | Immobilization | Slider | |
| Red Borfe | 48 | 26 | 28 | None | None | |
| Zombie Boy | 60 | 18 | 21 | Poison | Light | |
| Zombie Girl | 80 | 18 | 21 | Poison | Light | |
| Zombie Girl Head | 10 | 18 | 0 | None | Light | |
| Zombie Man | 50 | 18 | 21 | Poison | Light | |
| Zombie Woman | 54 | 18 | 21 | Poison | Light | |

We awaken to find ourselves in our bed with the stench of rotting flesh about. Well, it ain't me. :P Go back into the lobby of the inn to find out why -

the mirage has faded while we slept, revealing Louran's true form: a post-2012 apocalyptic ruins filled with zombies! Oh noes!

Open the chest in your bedroom to find an M. Bulb, then go to the lobby to beat up the Zombie Woman. Go east to the dining room to fight two more zombies, then go north of the lobby and into the hole there.

In the next room, go left. Throw some pots around to get further west while beating up the two zombies, then go north and upstairs. Defeat the zombie nearby, then go west to beat up another. After doing so, go north and outside. There, head into Meilin's house.

Beat up the zombies around this room, then go past the fireplace and along to Meilin's room. There, go around to the north side and you should find the Red Scarf, which looks like a pinkish-reddish cloth on the floor. You'll need this later. We need to find Turbo, Meilin's dog, now, to use this scent to home in on Meilin.

Backtrack outside and into Temjin's house to the south. Go south another room and south. Push the table nearby south. Speak with Hedyn nearby, if you want, then go south a room. Defeat the zombie nearby, then go south and outside.

Here, defeat the onslaught of zombies and head east to the town square. There, you'll find a number of zombies across the square. Go around, defeat them, and head north and into the storage area of the shop - the second doorway from the northwest corner. Here, defeat the enemies and push the boxes aside so that you can reach the chests - the north one contains the weak Rags armor, and the south one contains the useful P. Cure.

Go west into the main shop and defeat the zombies if you want, then exit. Head to the far east and into the building to fight three more zombies, then head east an area outside. There, go along the path to beat some Raidens and a Chonchon - use jumping strikes against them. Go east and south from there to find the entrance into the building.

There, go east and west from the entrance to beat up some zombies, then go north from there. Head west in the next portion of the area to find a Magirock and go east to find a chest with the LightRod. Equip this weapon, as it'll do extra damage to undead monsters.

Backtrack into the main square. Feel free to beat the enemies there and those on the way there. In the square, exit to the southwest corner to reach the southern portion of the east side. There, go north and beat up another Chonchon plus a Raiden or two. Then go into the building to the east. Go through it and beat up the Red Borfes. Also be sure to divert along the northern path when it is given to you to find a Magirock.

Exit the building to the southwest or southeast - it won't matter. Defeat the Basilisk nearby outside, as well as any other annoying Raidens that come up. Go to the east and beat up some more Raidens, another Chonchon, and a Basilisk. There should be a narrow northbound path just left of the area where you fight these enemies.

Go along it and defeat a Basilisk, a Chonchon, and possibly a Raiden as you head into the next building. There, as you proceed to the next room, you will want to defeat those annoying Red Borfes. The aforementioned next room contains three Maduus. DO NOT EVEN TOUCH THESE ENEMIES. They contain ghosts, which will return you to the dungeon entrance as soon as you touch them when they're released from the armor. You can kill them later when we receive and equip the Holy Seal. >:) For now, continue east and north to the next room.

Here, there are a few boxes to the south. Shove the rightmost one south and the new topmost one west. Continue south and outside. Defeat the Raidens that come, plus the Chonchon, then go west, south, and east to the new building.

There, defeat the enemies in the room nearby. Go east and into the hole in the ground to fall into the room below. Open the chest down there to receive the Holy Seal. This magnificent item will allow you to never be ejected from a place by a ghost, so long as it remains equipped. It's also necessary for this dungeon, I think, so, yeah, equip it.

Now, see the two tables to the left? Push the one on the left southward and you can now head westward. Defeat the Maduus in the adjoining room - their ghosts will now just be graphical annoyances - and go west and upstairs. Defeat some more zombies again, if you want, then crawl into the fireplace north of the building entrance.

Continue into the next room, then to the Mage's place. Here, go east and sleep in the bed for a free HP restoration! ^_^ Also consider speaking with Hedyn and examining the bookshelf, both of which can be found in the southwest corner. Now, backtrack in the sandstormy outside. Backtrack now to the Square.

If you forgot how, outside, head west, north, and east into the building. Push the blocks around to reach the north exit. Go into the next room and defeat the Maduus as you head west to the next room. Defeat the Borfes and exit to the south. Head south and beat the Chonchon and Basilisk. Defeat other local enemies if you wish, then go west to the Square.

Here, head to the northwest corner near where the shops are. There, you should see some zombies walking into a hidden entrance of a building. (If you can't see it, just go south at the flaw on the wall.)

Inside, go east and defeat some zombies, then crawl into the fireplace here. Go into the next room, then, WITH THE HOLY SEAL EQUIPPED, run along the linear path presented before you. Have no fears about the ghosts - with the Holy Seal on, they are mere phantasms, unable to affect you.

Continue along into the next room and, there, defeat the Red Borfes that attack you. Go east and beat two more, then progress into the next room. There, just head east and defeat some zombies as you go into the next room, then outside.

There, go west and beat up the Chonchon, then go east and north to beat up the Raiden. Continue north, then west. Defeat the next Chonchon, then proceed into the house. Open the chest within for 178 Gems, then exit. Defeat the nearby Chonchon, and possibly Raiden, then go west and north through the fence.

Defeat the Raiden to the east, followed by another Chonchon. Go east some more and beat a Raiden coming from the alleyway, then go through the hole in the north wall. Head west to battle a few Chonchons and Raidens, then go into the building to the east.

In the entrance room, feel free to take out the zombies nearby. (The northeast corner's fireplace is worthless, so ignore it.) There are a couple more zombies (but nothing else) up the western staircase. The other staircase is a bit more profitable. Go into the first room you find to find a Magirock. The next two rooms are useless, so go into the northbound hallway just west of this room. Continue along the path to find the stairwell to the next room. Ascend.

Defeat those annoying Red Borfes nearby, then head west to fight a few more, then head upstairs to find ... MORE! Go east to find even more, then through

the doorway to the south. Here, you'll find a few Maduus. Defeat them and go east. See that big table? Crawl beneath it and you'll find a hidden room with a lonely Magirock. Awww.... Let's give him a friend - my pocket!

Backtrack along the path. To those who have forgotten, crawl back under the table, go west through the Borfe room, go east through the other Borfe area, go west, south, and east back to the entrance of the building, then south and outside. Feel free to beat other enemies along the way. EXP. is good for the body!

Head east and into the northeastern building to find a chest. This one will contain a Large Bulb, or L. Bulb, which restores 150 HP. Go south and through a hole in the wall here, defeating enemies all the while, and into the next building to the west. Defeat the Borfes there, then go into the next room. Head west and beat up the Maduus, then continue into the next room. Defeat the zombies in there and head outside. Defeat the nearby Raiden, then open the chest to find a STR Potion! Use it.

Backtrack through the linear rooms to the outside area there. Go west and south to the next area, which is just a small portion of the Square where you'll find another Magirock! Go into the building nearby for a battle with some zombies. Exit and go east, past the Chonchon and Raidens again, to the next building. There, defeat the zombies and grab the Magirock on the east side of the room. Exit, defeat some more nearby enemies, and proceed east into the Cemetery.

Defeat the expectant swarm of zombies - dude, it's a graveyard! - and enjoy their dropping. Examine one of the northwestern gravestones to find the money from Temjin - 500 Gems! - if you told him earlier to bury his money with him. Go to the right of there to find Turbo. Equip the Red Scarf and speak with him. He'll decide to follow you and help you find Meilin. Once you've conversed with an animal (hey, wait...), re-equip the Holy Seal for the sake having something useful on.

Go back west an area, then go back to the north, past all of the enemies. In the part of the area past the wall, go into the north-central building - you remember, the big area with the two staircases and useless fireplace? You can follow Turbo there if you want - you probably need him there to get in for the plot stuff anyways.

Defeat the zombies in the entrance room, then progress down the eastern stairs. Go to the far west and crawl beneath that table. You see that Maduu to the north? It is not a Maduu at all - in fact ... it's Meilin in disguise. After this, the zombies will disappear, making treasure hunting easier if you want.

Anyways, Meilin will get mad at you before she gets telepathic experience with her dead parents - even from beyond the grave, they will lecture her on not causing people (you) undue grief. She soon runs off after the event. Outside, you can meet up with Meihou, who'll apologize for Meilin.

He'll also tell you about the nomads living to the northwest. Once you're done here, head back to the overworld.

~~~~~ Quest to Neotokio (Optional) ~~~~~ \*\*TERRA\_432\*\*

---

=====  
Overworld / Safarium / KingNest  
=====

|                                   |     |
|-----------------------------------|-----|
| Treasures and Rewards Checklist \ |     |
| Magirock .....                    | [ ] |

We'll actually be beginning a completely optional sidequest right now. If you don't want to do this and want to proceed on with the Nomads' and the Teklama Desert, CTRL+F the tag **\*\*TERRA\_433\*\*** and you should get there.

Otherwise, onward! We'll begin with a few mini-quests leading up to the main one.

<== Overworld ==>

From the Gobi Desert, head south and back into the mountains. Progress back to Lhasa, then continue back to the Indus River. Cross the hippos there and head southwest. Once you see the area where the unnamed river ends in a lake, head west and back into the mountains to the north. Go northeast through the desert and continue along back to the Safarium.

<== Safarium ==>

Here, head into the northeastern cave. There, go north, then along the side path to the west to meet a -- \*gasp\* -- human. Speak with him and you'll play a Whack-a-Mole type of game. All you need to do is hit over, I think, 20 of the gray-headed enemies without hitting yellow ones. Hitting the yellow ones will subtract from your points, making you need to hit more gray ones.

If you win, you'll get a Magirock - just pick it up. (You cannot do so before playing - you won't be allowed to.) Return outside and speak with the gull near the entrance. It'll offer to send you back to the KingNest - you can't understand it, of course. Use the option filled with "!!!!" to go on.

<== KingNest ==>

Speak with the center of the three gulls. It'll offer, wordlessly, to send you to the island of Kamiyo of Japan. Use the option filled with "!!!!" to go there and then south to Neotokio.

=====  
Neotokio  
=====

|                                   |     |
|-----------------------------------|-----|
| Treasures and Rewards Checklist \ |     |
| Magirock .....                    | [ ] |
| Magirock .....                    | [ ] |

As much as you could probably expect from a Japanese company, Quintet has made the Japanese city of Neotokio (Neotokyo/Neo-Tokyo, get it?) more advanced than the rest. How ironic considering future events...

Anyways, head into the building to your west upon entering, then into the left room there to find a Magirock. Go to the east side of town and there should be a downbound staircase near the road. There, go on down and head to the western end.

There should be a large wooden shop. The second one is the one you want to actually go into - the first only really lets you eat without reward. However, this western one features a minigame. Speak with the man at the counter, then go next to the empty seat to the north and face west. You now have to press A and B alternately, and as fast as possible. This can be easily done by turning the controller ninety degrees and pressing A and B each with a separate thumb, but, again, alternately and quickly. If you use this to eat more soup than the man opposite you, you'll be allowed to take the Magirock you can see nearby. Take it!

Exit this lower area now. Head to the west side, then north and upstairs. To the east, there should be an empty lot with just a sign on it, and a person commenting about the empty lot. Head northeast and examine the trash can to speak with someone. Opt to help them from their plight.

This results in a battle!

```
O-----O
|                                     |
|                               BOSS: Miserly Ghost                               |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Miserly Ghost | 750   | 0    | 0    | None           | Light?   |
O-----O-----O-----O-----O-----O-----O-----O
```

This boss is relatively funnier than most. The boss will primarily just go around the room complaining about random things. Feel free to laugh at it for a bit, but you have to fight eventually.

Depending on when you fight this - this boss can be fought, I believe, any time from the opening of Chapter 3 prior to the Asmodeus incident of Chapter 4 - this boss can be extremely hard or extremely easy. Right after Louran is probably a good time to fight, as you're likely still using the LightRod, and I'd assume this boss to be weak to Light.

This is primarily due to the fact that you should be doing about 40 ~ 50 damage per hit after Louran (Level 19, LightRod). The boss will take a lot longer otherwise, but there is little variation in the general strategy - when the boss appears, do a dashing attack at it! Repeat until it dies. (Again?)

~~~

After the battle, the miserly ghost will leave. Speak with the chicken (!) nearby. He claims to have been crashing in the company's crash pad, this ... messy room. What company? Quintet, the developers of the whole Soul Blazer trilogy, including Terranigma! He'll decide, as thanks for your saving him, to put you as the lead character of a video game.

"On this day, Quintet and Terranigma were resurrected."

It may not be real text, but it fits. :P After all, the Quintet building will fill up the empty lot from earlier. Feel free to go around in there and learn some random trivia. For example, comments on the game are supposed to be sent to Enix, not Quintet (stupid, right?), who is now merged into a different

company (Square to make Square Enix). Additionally, you can also learn that this game was supposed to be called "The Illusion of Gaia 2", as the sequel to the sequel of Soul Blazer. Illusion of Gaia's beta US release notably had the title "Soul Blazer: Illusion of Gaia" for the curious.

Eh, screw it. Logic is illogical.

Anyways, remember how we have to, like, save the world and all that? Finish up whatever you have to do in Neotokio, then leave and go north to the Stopover. Speak with the gull and say the "!!!!" option to return to the KingNest, then use the left gull in a similar manner, then go back all of the way to the Gobi Desert.

```
=====
~~~~~ Unmuting Princess Elle ~~~~~ **TERRA_433**
=====
```

```
=====
Nomads' / Teklama Desert / Overworld
=====
```

```
-----
| Treasures and Rewards Checklist \
|                               \
| Magirock ..... [] |
|-----
```

<== Nomads' ==>

These guys are found to the northwest of the Gobi Desert.

Here, head up north and speak with the man to the right of the fire pot. He, upon hearing of your relationship with Meihou, will decide to tell you how to cross the western desert - Teklama. There are four things to note:

- Go west to the boulders arranged in a triangle.
- Go south then to the boulders arranged like a snake.
- Go northwest to some dragon skulls.
- Go north to the exit.

Leave, now.

<== Teklama Desert ==>

To the west of the Gobi Desert is the smaller Teklama Desert. Beware of spending too long here, as it'll cause you to be ejected from the area. Anywho, the directions to pass by are above here. Peruse them. The only really notable thing is the northwest direction. For it, holding Up and Left on the D-Pad is not sufficient. Just try holding one for a second, another for a second, and switch between the two.

<== Overworld ==>

Back at the overworld, go along the path south, west, across the river, and so on. You'll see a hidden area north of the bridge, I believe. Go there and head

north or northeast from the start after moving boulders aside to find a Magirock.

There's nothing else in that unnamed area, so return to the overworld. Head southwest and west. You'll see a castle across a moat with a town to the southwest. Head into this town.

=====

Loire

=====

| Local Shop Details \ | | | |
|----------------------------|------------|----------------------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| BrnzPike | 880 Gems | LightRod | 980 Gems |
| SlvrPike | 1,500 Gems | RingMail | 1,280 Gems |
| Ray Ring .. 1 Magirock and | 15 Gems | ElecRing .. 2 Magirock and | 30 Gems |
| Zap Ring .. 2 Magirock and | 15 Gems | GrassPin .. 4 Magirock and | 45 Gems |
| WindPin ... 2 Magirock and | 20 Gems | BonePin ... 1 Magirock and | 30 Gems |
| Pretty Flower | 5 Gems | | |

Upon your arrival, feel free to go around town and speak with the townspeople. Notably, you will learn of the White Wind - this game's Robin Hood - who has been locked up by the king. You will also learn that the king is searching for a groom for his princess; all you to do is cure her muteness.

Oh, good. We need a psychologist for something like that, and Sigmund Freud won't be around for another, what, 1,500 ~ 1,600 years? -_-

Also, you can buy some Pretty Flowers from the flower girl south of the main fountain. Each one costs five Gems. You will be required to have one of them for game completion, and another for a minor sidequest, so buy two. Come on, it isn't that much!

Then there is the economist, Keinz, at the northeast side of town. This man will magically stalk you into every town you go, telling you how likely it is for this town to expand. That composes a great part of our Chapter 3 - or, at least, for the helpful sidequests integrated within this walkthrough. For now, listen to his ramblin' and go into the nearby.

There, you'll be forced into having dinner and a show for the Bounty's rather cheap price of only ... 1,000,000 Gems! Pffft. *Zap Ring* Well, before we can pull out our little Jewelry Box, one of King Henri XIII's knights and guard to the princess, Knight Fyda, arrives. This forces him into near-bankrupt status, for he now has to give you and all other townspeople free stays. ^_^

Feel free to sleep and save there, then return into the town square. On the north part of town, read the signs and speak with the nearby people to learn formally of the groom searching for the princess.

That's about it. Feel free to do some shopping for a dungeon soon to come - the SlvrPike (Silver Pike) is the only thing worth buying, actually. The

RingMail can be found in a chest early in that same dungeon, and... Well, you can always stock up on Bulbs.

Return to the world map and head northeast into the castle.

=====

Loire Castle

=====

| | |
|-----------------------------------|-----|
| Treasures and Rewards Checklist \ | |
| Magirock | [] |

Upon entrance, you should have a clear path northward. If not, press Up on the D-Pad to speak with the guard, then sleep at the Inn in Loire and return.

Here, go north an area, then through the eastbound door and north through another to the kitchen. Exit to the northeast after the startling conversation into the pantry, then go to the far south to the Magirock. Return to the horizontally-long entrance hall on 1F and into the nearby staircase.

There on 2F, go west and through the center door. There, you will need to go speak with the guard nearby and say that you are here for the groom search. Go into the room to the right. Feel free to speak with those people, namely the jerk, (Ster)Royd.

Soon, you'll be told to go meet the princess. Go west and north an area. Go far north and speak with the king on the right, King Henri the XIII, and the princess on the left, Princess Pea -- I mean Elle. Wait, Elle? Like Ark's girlfriend from the underworld "Elle"? What's going on? Speaking with her formally reveals her mutism and her self-centered personality, which you would have learned if you wandered elsewhere in the castle and spoke with people.

Then speak with the man to the south and between the two for your task. You are to find out how to cure Princess Elle's mutism, then report to the king in the allotted amount of time. (There is no time limit that is ever made known; don't worry.)

If you want some in-game hints, you can go to the king's library - center door on 1F, then northern northwest door. The books there can reveal information primarily about the Protect Bell and how it guided the soldiers through the Norfest forest maze to Stockholm, how the wolves there were tamed with a Dog Whistle, and how the White Wind was attempting to get something in the king's room.

Well, where to begin... Head to the overworld map.

=====

Overworld / Mush / Loire

=====

| | |
|-----------------------------------|-----|
| Treasures and Rewards Checklist \ | |
| 500 Gems | [] |
| Mushroom | [] |
| L. Bulb | [] |
| Sleep Potion | [] |

<== Overworld ==>

There is a small passage between the Loire Castle and the mountains east of it. Use this to head north and northeast. As you approach the icy areas, you should see a house. Feel free to visit this place, though there is no particular use for it. One of the tiles in the nearby forest is our destination, in fact.

<== Mush ==>

Head south and you should see a brown Mushroom on the ground. It is between the two trees and just south of the nearby tree stump. That's the barebones requirement for doing anything here.

However, the other two treasures... Go east to the small pond. To the north, there is a tree. If you head north just to the right of the trunk, as you become hidden by the leaves, you should be blocked by a chest in that general area. This chest, while invisible, can be revealed by pressing the A Button while facing north against it to find a whopping 500 Gems!

And, for our final treasure, go to the north and northwest corner of the area - just follow the northern lakeshore west to find the chest. Open it for a nice L. Bulb, then return to the overworld map.

<== Overworld ==>

Return southwest and south to Loire.

<== Loire ==>

We're going here for one minor thing. In the inn, there should be a man at the table who calls himself a chemist. He's looking for a Mushroom - equip yours and speak with him. He'll decide to make a Sleep Potion for you, but it'll take some time. Just leave and re-enter the town and speak with him to get it.

Then return to the Loire Castle.

=====
Loire Castle
=====

Table with 2 columns: Item Name, Status. Row 1: Jail Key, []. Row 2: Protect Bell, []. Row 3: Magirock, [].

Upon entering the castle, go north, east, and north an area to the kitchen. There, you need to equip the Sleep Potion and slip it into the food, much like you would for a dog. :P However, the main impediment is the cook walking around next to the big pots. You have to wait until she's not facing you to place the drugs in the dinner. To actually place the "stuff" in there, all you need to do is press Up on the D-Pad while next to the pots. After this, the cook will, and only then, call dinner to be ready. Heh.

You'll be ejected from the castle. Once you're out, go back in to find everyone asleep (or so you think). Go north, west, north, and west some areas

to the castle prison. There, go to the right and speak with the prisoner in the cells. Coincidentally, this is the White Wind, our "Robin Hood" of sorts. Speak with him and decide to let him out. (Don't worry, this is not like Final Fantasy V - this is good for you.) So go left and "speak" with the prison guard to get the Jail Key. Equip it and use it on the White Wind's cell door to release him. You'll then learn that what you desire - the Protect Bell - can be found in the hidden area of the king's room...

So, let's go there! Go north, south, and east an area. Go through the central door here. There, go to either the northwest or northeast corner and use the west/eastbound door, respectively, and go along to 3F. There, go into the next area to find -- *gasp* -- Princess Elle did not eat her dinner! She's still awake, but ... well, I guess she won't be telling anyone anytime soon. :P

Go north an area to find the entrance to the royal bedrooms. First, push the guard nearby northward, much like you would a rock, then go through the door to the northeast. There, in the king's room, feel free to speak with the king. He'll mumble out a hint to the puzzle in his drug-induced slumber - it seems that what we seek is behind the statue. So push the northeastern statue aside and crawl through the nearby hole.

Go along the path to 1F in the tower. There, collect the nearby Magirock and open the chest for the Protect Bell. Good, now onto the next dungeon.

Backtrack to the king's room, then exit it and the next room. Go east or west and along the path there back to 1F. Use the south-central exit there, then go south two areas to the overworld map.

=====
 Norfest Forest
 =====

| Treasures and Rewards Checklist \ | | | |
|-----------------------------------|-----|-------------------|-----|
| 389 Gems | [] | Dog Whistle | [] |
| Life Potion | [] | M. Bulb | [] |
| M. Bulb | [] | Magirock | [] |
| Magirock | [] | Magirock | [] |
| Portrait | [] | RingMail | [] |

| Local Enemy Bestiary \ | | | | | | |
|------------------------|--------|------|------|------------------|------------|--|
| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses | |
| Dark Bat | 55 | 28 | 27 | None | None | |
| Purple Whisp | 20 | 20 | 20 | Toasted | None | |
| Sabredog | 106 | 30 | 32 | Poison | Wolf | |
| Warlock | 98 | 28 | 27 | Toasted | None | |

<== The Norfest Maze ==>

Just before entering the true dungeon, you'll be allowed to speak with Royd. He'll warn you against entering this place. Ignore him and equip the Protect Bell, then trek north into the forest.

The Protect Bell works like this. In each area up to the broken bridge, if you navigate the maze correctly, the bell will chime. There are four more rooms to

deal with. But first, this first area... Go north and into the path in the trees to the east. At the end of this path, you'll find a free RingMail I spoke of earlier in the introductory Loire section. Equip it and return to the main path. Head north and defeat some Dark Bats as you continue to the next area.

Here, you just need to go north an area, north another, east an area, and north one more. These rooms are worth little mention, having only Sabredogs and Dark Bats for battles. The former are the only relatively difficult ones, and, if you have the Silver Pike (SlvrPike) equipped, there shouldn't be a problem... Anyways, there aren't any treasures in these areas, either, so feel free to just kill enemies, if you even wanna do that, then continue on.

After this, head north to find that...

<== The Bridge is Out!? ==>

... Yes, the bridge has been broken, so we need to find another way across. At the bridge, go southeast from it and along the path in the trees to the next area.

There, head south another area.

And here, head south some more and east to battle a Dark Bat group from the clearing. There, head back to where you entered and south to the two Sabredogs. There, around the south-central tree that's pointing more to the north than the two next to it, there is an invisible chest hidden by it containing a Life Potion. Find and use it, then head back to the Dark Bat clearing and along the path south, past some more Dark Bats and Sabredogs, into the next area.

Here, head east and north. Ignore the bugs going from tree stump to tree stump - like in the fight against the Parasite, they're invulnerable to any attack. Instead, continue north to the northeast corner, open the chest for 389 Gems, then go west to the northwest corner. Head north to the next area, watching someone stalk Ark as you do...

In the next area, head east and north. You'll soon battle a simple Warlock before needing to west. Do so and beat the Warlock past the northbound path. Use this path to go to the next area.

There, Ark even feels the presence of his assailant, and he's a little scared, even if he won't admit it. Head north and west to the next area.

Here, head north and take out a Dark Bat, then go east another area.

Here, go north and take out the Warlock, then the Purple Whisp that soon comes from the lake. Continue east and defeat the Warlock, then the following Purple Whisps. Head south and west along the shoreline to find a chest. Open it for the Dog Whistle, an item necessary further ahead in the dungeon.

Return to the previous area and go north. Defeat the Warlock there, then the one to the west and south. Continue south through the narrow path, defeating some enemies as you go. At the spot of light, turn east at the tree stump and go south at the fork. As you almost reach the next area, you hear a shriek from the north! Dash up there and dash-attack the Dark Bats. You find that they were attacking your assailant - Meilin, the mirage-maker from Louran! She will decide to help you and follow you. So, continue south to the next area.

Here, go south and along the path into the clearing. Defeat the northern Warlock and go into the clearing east of there to find a Magirock. Go south

and beat up another Warlock, then return northwest to a new area just west of where you entered.

Back here in the bridge's area, head northwest and beat some Purple Whisps as you go on to the next area.

Here, head due north for a bit to a clearing to find some Sabredogs, and a Magirock at the northern side of it. Go back southward, then west to the north/south fork. Use it to head north to a clearing to find a Warlock and a Sabredog, and probably a Dark Bat or two, to combat. Beat 'em and head west to the next area.

Defeat the Purple Whisps that ambush you as you enter the area, then head to the west for a bit, dealing with some Dark Bats and Purple Whisps. Head to the south to reach the next area, just past the li'l pond here.

Here, head south, then east at the tree stump. Defeat the Sabredog running like a maniac around this small clearing, then open the treasure chest nearby to find an M. Bulb. Head south to the pond, then west. Defeat the Purple Whisps and the Sabredog that attack and head south. Defeat another Sabredog, plus more Purple Whisps, then head west from the tree stump to another area, where you will find a Magirock past two Warlocks.

Return to the previous area now and go east. Defeat the Sabredogs and Purple Whisps, then head north to another Sabredog allied by ever more Purple Whisps. Then head west to the next area.

Go west and north to defeat a Warlock, then go further north to the bridge to the next area. Cross it and feel free to defeat some Purple Whisps as you cross it.

<== Storkholm ==>

Immediately as you enter, both you and Ark will easily recognize this town's identical design and structure to that of Ark's hometown in the underworld... Crysta. But ... how?

Before we have time to truly ponder this, six wolves come up. They will likely turn us into their supper if we even try to go any further. We can leave if you want. However, what you need to do is equip the Dog Whistle, found earlier in the dungeon, and use it with the XButton.

After the wolves leave, go into the house next to you, overworld Elle's, and go north two rooms. There, you will find two more chests. Open them for an M. Bulb and the necessary Portrait. This seems to be a picture of Princess Elle's parents, prior to King Henri XIII's massacre of Storkholm. We can probably have Meilin use her mirage abilities to startle Princess Elle and cure her mutism.

Exit the house - feel free to explore, but there's nothing really there. You can't even sleep in "your" bed. Outside, the houses all have broken doors, and we cannot apparently break 'em down. So, outside, you'll just head to head south and try to leave. Ark and Meilin will opt to meet up at the castle later on. You will be automatically ejected from the Norfest Forest as a whole.

Return to Loire Castle.

=====

Loire Castle

When you arrive, head up the east or west staircase to 2F, then proceed to the center of the area. Go through the door here, then you'll meet Meilin as you proceed. She'll have everything set up for the mirage, so head northward into the next area and speak with the king.

Meilin will create a mirage of Storkholm and Elle's parents around the king, Princess Elle, and Ark. There will be some conversing before the mirage dissipates, leaving Elle unmuted to some extent. Ark will get thrown out again for some seemingly-arbitrary reason, and the groom search is cancelled, so I guess we're okay?

Outside, you'll speak with Meilin again. Once you're done, return to Loire.

Loire

| Local Shop Details \ | | Local Shop Details \ | |
|----------------------------|------------|----------------------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| BrnzPike | 880 Gems | LightRod | 980 Gems |
| SlvrPike | 1,500 Gems | RingMail | 1,280 Gems |
| Ray Ring .. 1 Magirock and | 15 Gems | ElecRing .. 2 Magirock and | 30 Gems |
| Zap Ring .. 2 Magirock and | 15 Gems | GrassPin .. 4 Magirock and | 45 Gems |
| WindPin ... 2 Magirock and | 20 Gems | BonePin ... 1 Magirock and | 30 Gems |
| Pretty Flower | 5 Gems | | |

Return to Loire and feel free to restore your stocks of items. Afterwards, go take a nap in the inn - go ahead and save as you do so. You'll then have a dream about the Elder in Crysta, saying you are not done yet... You need to go to someplace to the south.

When you awaken, go ahead and save and speak with the woman at the desk. She will tell you that the king is dead, likely due to murder. Head outside and, if you speak with Keinz, you'll learn that this town is now expandable due to the death of King Henri XIII.

Feel free to do the expansion, or not. It's not particularly necessary, but, for but a few moments of your time, you'll be able to get better items and such.

So, now that the king died, in the center of town, the intellect Jean will announce his candidacy for representing the town. His opponent soon does the same, and his opponent is the alcoholic and conservative Louis. Speak with both men, then learn from Keinz that Jean is the best. Leave and re-enter the town to be able to vote. The ballot box and voting station is southwest of the inn, near the billboards. You are allowed to vote and, unbeknownst to you, your vote will break the tie.

Feel free to vote for whoever you want. However, it is much more beneficial (not to mention sensible) to vote for Jean. That will allow you to expand Loire as well as several other towns; Louis will not allow any expansion, though.

After the voting, go up to the center of the town and the votes will be counted and the winner announced. If you voted for Jean, thereby making him the winner, exit and re-enter the newly (and quickly) expanded Loire.

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Loire - After Expansion #1

=====

| Treasures and Rewards Checklist \ | | | |
|-----------------------------------|------------|----------------------------|------------|
| Camera | [] | Fancy Clothes | [] |
| Matis's Painting | [] | Wine | [] |
| ----- | | | |
| Local Shop Details \ | | | |
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| ----- | | | |
| LightRod | 980 Gems | SlvrPike | 1,500 Gems |
| Icepick | 1,770 Gems | RingMail | 1,280 Gems |
| SlvrVest | 1,550 Gems | VestArmr | 1,850 Gems |
| ----- | | | |
| PyroRing .. 2 Magirock and | 25 Gems | Ice Ring .. 1 Magirock and | 10 Gems |
| SnowRing .. 2 Magirock and | 25 Gems | Zap Ring .. 2 Magirock and | 15 Gems |
| BoomRing .. 3 Magirock and | 25 Gems | Ray Ring .. 1 Magirock and | 15 Gems |
| ElecRing .. 2 Magirock and | 30 Gems | GrassPin .. 4 Magirock and | 45 Gems |
| WindPin ... 2 Magirock and | 20 Gems | BonePin ... 1 Magirock and | 30 Gems |
| ----- | | | |
| Pretty Flower | 5 Gems | | |

Well, there's plenty to shop for now! You can get some new weaponry and armor, plus practically every magic ring thus far. However, the Icepick and VestArmr are moderately worthless to buy, as we should be able to get them from our next main dungeon.

As for the four items listed in the checklist, we'll begin by snatching up Matis's Painting. To the west of the town entrance, you'll find his house. Go inside, talk with him, and help this amateur Da Vinci spread his art by taking a painting. We'll sell it later for a relatively hefty sum.

Just east of there, you'll find Pierre. Pierre is an inventor who is trying to make something to make instant pictures, much like Will's cousin Neil was trying to do in The Illusion of Gaia/Time. (Back then, it only worked if you sat absolutely still for hours.) Here, Pierre's almost made his camera, Latin for "vaulted room", and he wants you to try it out. Twice, you'll get hurt. On your hopefully-reluctant third trial, it works and you get a free camera! This item can be equipped to take pictures of the area. Do this also with each area you visit.

You probably remember the weavery and winery is, don'tcha? In the weavery, you can go to the back room and speak with one of the servants. She'll try to meet

her dream of selling clothing to all - not just the high in status - by getting you to sell the Fancy Clothes to someone.

And, as for the winery, as could be expected, the owner wants you to sell his wine to see if it would be good to sell. First, you'll try three different wines - two suck horribly, and the third is good 'nuff. Speak with the owner again to take a bottle of wine.

It's time now to leave. Head west and south on the overworld map, past the empty toll gate, to the town of Litz near the other castle of Sylvain.

```
=====
Rescuing Christopher Columbus ~~~~~ **TERRA_434**
=====
```

```
=====
Litz
=====
```

```
-----
| Treasures and Rewards Checklist | \
| Luck Potion ..... [ ] |
|-----
```

```
-----
| Local Shop Details | \
|-----
```

| Item Name | Item Cost | Item Name | Item Cost |
|-----------|------------|-----------|------------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | | |
| LightRod | 980 Gems | SlvrPike | 1,500 Gems |
| RingMail | 1,280 Gems | SlvrVest | 1,550 Gems |

```
|-----
```

In case you couldn't tell, you are now in the country of either Spain or Portugal based on a real-world map. It's hard to tell which, but, given the various contexts, I'd say Spain. You history buffs probably know what that means - Christopher Columbus and his historic journey to the Americas in the 1490s. Yep, this world's technology is already ~1,200 years ahead of our own!

Feel free to speak and shop around town. Like with the expanded Loire, shopping for weaponry is fairly needless, as we'll get superior weapons and armor in the next dungeon. As for items, though, stocking up on those L. Bulbs is not too dumb an idea.

If you speak with the residents, you'll learn that the Sylvainian Queen went crazy after her three sons died on a voyage to America. Others will speak of Columbus and his seemingly mad idea that America exists. Dr. Emilio in the hospital near the town entrance comments further that Columbus has been missing for some time, and he has no idea where...

Anywho, there is a chest in the northwest corner of town. Open it to find, and soon use, a Luck Potion. The town inn is in the top-right corner - go there, sleep, and save, then exit town.

=====
 Quatro's
 =====

| Treasures and Rewards Checklist \ | |
|-----------------------------------|-----|
| 1 Gem / 5 Gems | [] |

These guys are found to the south of Litz.

I wonder is that is meant to be a reference to the Spanish word for "four"? (If so, they spelled it wrong - I think it is "cuatro". :P) There are four female dancers in the camp, so it sorta fits.

Anyways, there is little to do here. In the northeastern tent, you can speak with the dancer there, then run southward at her back for a while to be paid. It is 1 Gem the first time, and five the second and all thereafter. After two times here, they'll move along.

Now, go to the world map and northeast into the Sylvain Castle.

=====
 Sylvain Castle
 =====

| Treasures and Rewards Checklist \ | | | |
|-----------------------------------|-----|------------------|-----|
| 651 Gems | [] | Black Opal | [] |
| DEF Potion | [] | Icepick | [] |
| L. Bulb | [] | Magirock | [] |
| Magirock | [] | Magirock | [] |
| Ruby | [] | Sapphire | [] |
| Stardew | [] | STR Potion | [] |
| Topaz | [] | Tower Key | [] |
| VestArmr | [] | | |

| Local Enemy Bestiary \ | | | | | | |
|------------------------|--------|------|------|------------------|------------|--|
| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses | |
| Blood Skeleton | 120 | 45 | 0 | Curse | None | |
| Chakra | 125? | 35 | 39 | None | None | |
| Cursed Armor | 150 | 38 | 38 | None | None | |
| Dark Bat | 55 | 34 | 30 | None | None | |
| Skeleton | 120 | 32 | 31 | None | None | |
| Soul Knight | 170 | 59 | 57 | None | None | |

<== Random Introductory Stuff ==>

Head forward and, if you approach the purple water, you'll be notified that it's acid! And not the kind of acid that induces hallucinations - the kind that kills you instantly and makes you all soupy. Yum yum. Anywho, go east or west from there, and progress north into the next room.

There, defeat the three Cursed Armors - one to the west, one to the east, and one to the north. They are much like the Living Statues of dungeons past - get 'em against a wall and combo-attack them to death. Head up the north-central stairs to notice the odd paintings, primarily how their eyes are cut out. Odd. Go west, south, and west to find the stairs to the next area. Use them.

Here, head east and north to the next area.

Here in the Chamber, go north and you'll find two skeletons on the thrones. The voice of the queen echoes out, yearning ever more for her children, just as the two Skeletons animate. Defeat them, beware of the death causing an explosion of bones in every direction for damage. Speak with each soul afterwards. The one on the right notably tells you that the year of the three princes' death became an important number to the queen...

Go south into the hall when you're done, then east at the intersection and downstairs. Here, defeat the Chakra hanging out to the right, then go west. Exorcise the Skeleton and continue to find another one, plus another Chakra. Afterwards, go north to the next area.

Here in the Library, we'll begin defeating annoying enemies. Take out the two Skeletons to the west, then go north to take out the Chakra, and east to defeat the Blood Skeleton. Note that these CAN revive themselves if not enough damage is dealt in one hit, so stick around if you don't deal over 120 damage. (It accumulates from revival to revival.) Head north again and take out the Chakra and Blood Skeleton along this northern avenue.

Now, you probably see those things on the shelves, like in the northwest corner. Examine them to learn a number of things. One, for example, is that the three princes of the queen died in the year 286 (the important year to the queen), and, as it was on Columbus's watch, he was imprisoned. You also can learn that the world has a balance of Light and Dark elements, and that, should that this ever become imbalanced, a hero will one day rise and take his arms to return to the world to its equilibrium.

And, finally, a poem. This is the solution to a puzzle in the castle, so you know...

"I met four men.

The first man had clear blue eyes.

The second was an Oriental with impressive deep black pupils.

The third man had eyes that burned with passion.

The last man had a brown false eye.

I decided to show them the special room."

That's the important stuff anyways. Exit the Library to the southeast, then defeat the Chakra and Skeleton outside, and two more of them further east. Continue back into the hallway and head west and south to the next area.

Here in the chandelier room, head east and north to the next area.

In the Chapel, we'll simply head east. Go north when first possible and, in this smaller area, defeat the two Chakras crawling along the north side and then go north to the next area.

Here in the next room, go north. Suddenly, four Skeletons will appear. Go around the room and defeat all of them and a soul will appear on the north side. Speak with it and permit it to accompany you until it reaches its body.

Return to the previous area now and defeat the two Chakras. Head south and

west, then north from the entrance to the next area.

In the next area, cross the tightrope nearby. At the other side, jump to the one adjacent to you, balance yourself, and go left. Jump to the ledge to the south to get the Magirock, then return to the tightrope. Continue westward and defeat the Skeleton on the next platform. Cross onto the next tightrope and go west. Jump to the nearby platform with the chest partway across, then open it to find a STR Potion. Go into the menu and use it, then return to the tightrope and head west to the next platform. There, head south to the next area.

Here, go south, then west when first possible. Defeat the two Cursed Statues lurking about here, then take the Magirock from the northeast corner. Return to the hall you were using earlier, then go south, and west again when first possible. Defeat the Cursed Statue in this room as well, then open the chest at the north side to find 651 Gems! Return once more to the main hall. Go south, then you'll reach a fork. To the south, you'll find the chandelier room. To the west, you'll find another area.

Here, there is actually little to do. Go to the east side and you'll find the VestArmr armor. Go ahead and equip it for a Defense boost, then return inside to the Royalty room.

Go east and south, back to the chandelier room. Head east and through the first door you reach, then north and west back into the entrance room of the castle. Head east and along this upper path to the statue. As you approach, the soul trailing you will possess the statue, turning it into a monster - a Soul Knight for you to fight. It's actually pretty simple - it's just a Living/Cursed Statue with a shield, after all. Just beware the candles nearby that shoot flames and you'll be good. After the battle, exit to the entrance room of the castle.

Once downstairs, first go to the far west portion of the lower level. Go north and through the door there into the next room. Here, jump across the gap, beware of the Chakra above obviously, then defeat it and the allying Skeleton on the other side. Then go south to the next area.

Here, you will need to beware of Dark Bats as you go around here. Head south and take a few, in addition to a Chakra. Continue along south, then east to another Chakra. Go northeast to another, then north to find a chest. Open said chest to find a Stardew. ... Meh. Return back upstairs and back to the entrance room of Sylvain Castle's actual castle. Head east to the other side of the room (slaying Cursed Statues on the way) and north to the next area.

Cross the bridge made by defeating the Soul Knight and head north to the next area.

<== Finding the Black Opal ==>

Here, defeat the nearby two Chakras and the Skeleton to the east. Go west of the entrance and north to the next area. Defeat the Blood Skeleton and continue into the next area. There, defeat the Soul Knight and open the two chests in this room to find the Tower Key (you'll need this) and the Icepick weapon. Go into the menu to equip this.

Go back to the previous area and defeat the Blood Skeleton, if you want. Return to the area to the south and defeat the two Chakras and the Skeleton again, the go to the east side and north to the next area, the castle kitchen.

Defeat the two Skeletons in front of you, then head eastward. In the next area,

go into the hole in the wall to the north by crawling through, like the fireplaces in Louran. As you progress, you'll suddenly get a Black Opal! You will need this, among three other jewels, later. (I wonder if the soot of the fireplace made the opal black?)

```
O-----O
|           NOTE TO THOSE WANTING A FAIRLY EASY EXP.-GRIND           |
|                                                                       |
| It has been suggested by Scott Colcord to go through the kitchen's south |
| exit, presumably the west one, then return and quickly kill the skeleton |
| enemies in front of you, which could be easily done with a dashing      |
| attack. Then simply leave and repeat. I suggest doing this until you're  |
| around Level 25 ~ 27 for the upcoming difficult boss fight!           |
|                                                                       |
O-----O
```

<== Finding the Topaz ==>

Get out of that fireplace and head south. Defeat two more Skeletons - lot of dead people in the kitchen, so bad food? - and south and outside.

Once outside, go north and upstairs. Go to the east and along to the tower door here. Equip the Tower Key you got earlier and use it (X Button) on the door to open it. Yay~! Go inside.

Defeat the two Skeletons in this room, then progress into the next area. Defeat the Soul Knight there to open the door to the next area. Go.

Here, head due north to find a Skeleton to beat up - you have a bone to pick with them, after all, for attacking you - then go south and west across the narrow bridges. On the other side, go north and across the next one to find a Magirock on an island. Go back west and continue north to fight another one of those Skeletons, then continue along the path to another. Go east across the bridges to another, the south to a chest.

Open this chest for a DEF Potion, then go into the menu to use it. After doing so, go back north across just *one* bridge. There is a path diverting off to the north. Go along it and examine the snake head at the end - opt to put a hand in there - what's an arm or two? - and this will stop the acid flow in the fountain at the very start of the castle. We'll go back there later. For now, backtrack to the southeast corner and out of this tower entirely.

Back outside, go along the path westward, past the stairs you used to get up here, to find the other tower. As before, equip the Tower Key and use it on the door here to be able to enter. Go on in.

Go west and take out the Cursed Statue, then go through the hole in the wall to the north. Go east and defeat another one, then go through the nearby hole in the wall. Head west and defeat one more Cursed Statue, then use the doorway to the northwest to enter the next area.

Here, go south and defeat a Skeleton and a Chakra, then go south and east to find another Skeleton. Head northeast from it to find a Chakra. Squish that bug and go north to fight a Skeleton, then go through the nearby doorway to the next area.

Here, go south and defeat the Soul Knight, then go west. You'll find another Soul Knight. Defeat it and go north to the next area. Then go south another.

Outside, approach the eastern edge and Yomi will speak with you, noting the height and activating most latent acrophobias worldwide. Yomi also points out the dragon statue on the front of the other tower, and how it has something like a Topaz in its eye... How to get to it, though - there isn't a door to go up there. (In fact, that tower only went down - why are there aboveground floors?)

Well, Yomi decides for the blunt solution - flying across, more or less. He pushes you, and then you go on. Don't touch the D-Pad and you should land on the roof of the tower. Climb down the shortest vine here to get the Topaz!

<== Finding the Ruby ==>

Let go of the vine, now. Come on, it won't hurt you - it's only a 20-foot fall! -_- Anyways, go back west to the staircase and back into the castle kitchen.

Here, continue on back. Go north and defeat the Skeletons, then head north and west an area to find two more to defeat. Go south another area and defeat the two Chakras and Skeleton down there if you want. Go through the central door there - the one heading north, obviously... Continue along into the next area.

In the next area, you'll find, as Yomi notes, three dials with some oil cans behind them. You need to run north along those cans to trigger them to click on to the next number. You need it to read the important number as well, which is "286" - that should be one click, two clicks, and two clicks, respectively. This will trigger a sound from somewhere - that sound is the sound of the chandeliers lowering...

Go back to the previous area, then back another, then south another, then south another back into the entrance room of the castle. Head south and west, through the Cursed Statue(s) and north to the upper level. Use the exit to the west up here.

Here, you'll find the chandeliers lowered, and you can now stand on them. Go to the rightmost one. You should see a platform to the east. You'll need to do a running jump across there. It's not all that hard, really - you just need to hold Down-Right on the starting trip, and Up-Left on the return trip, in mid-air. The two chests over there contain a Ruby and an L. Bulb.

<== Finding the Sapphire ==>

This one's easy. Return to the other chandelier across from the Ruby/L. Bulb chests if you haven't yet done so, then go west to the middle door of the area and through it.

Back here, go along the path eastward to the staircase. Go south and outside, then around to the fountain that Yomi noted at the start. Even though acid was being poured into it, it seems that NOT pouring it somehow makes it harmless. ... Whatever. Just jump into the fountain to get your Sapphire.

<== Bloody Mary, Bloody Mary, Bloody Mary... ==>

So, after getting the Sapphire, you should now have all four gems - the Topaz, the Black Opal, the Ruby, and the Sapphire. Exit that fountain and return into the castle and head north to the pictures of the men. There, the jewels will install themselves according to the poem quoted earlier in this dungeon walkthrough.

This will trigger the center chandelier on the floor above to fall down, creating a hole in the floor. If you jump down there, you'll deal with the dungeon boss, Bloody Mary...

```
O-----O
|
|                BOSS: Bloody Mary                |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Bloody Mary | 400 | 850 | 0 | None | Light? |
O-----O-----O-----O-----O-----O-----O-----O
```

However, take note of this. This boss is unusually difficult, as far as statistical calculations for damage go. I will recommend you grind up until Level 25 before actually trying to fight this boss. Any much lower and you'll deal out uselessly-low amounts of damage during third part of the fight, which can easily make it more likely for you to die. That's the main thing to be aware of with this one. The best place to grind can be found like so - go to the area before the castle kitchens, through the northwest exit, then through the north exit. Defeat the Soul Knight, exit, re-enter, battle, and repeat. You should easily get to Level 25 from around Level 21/22 in about forty minutes.

As for the fight itself...

Part one is pretty simple. You'll be allowed to roam semi-freely through the castle dungeons. Notably, there is a prisoner in the northwest corner of the room north and east of where you're dropped. For time convenience, you may as well stay near this area.

During this portion of the battle, you merely need to hit the real one of the four things circling around you. However, which one is real? It will be whichever doll is to your back when they all stop. To help in this, just face a certain direction, wait for the enemies to stop, then strike the one to your back. It's easiest to recognize which way Ark is facing if he faces south, then strikes to the north. The enemies will not attack you here unless you hit the wrong one, so take a long as you need. It'll take three strikes to end this.

Once you're done with part one, speak with the prisoner nearby to oddly be teleported.

Part two of the battle consists of a half-attempted game at Simon Says. For this phase, when the doll says to move, you can move - if not, DO NOT MOVE. If you move after being told to stop, you will be taken back to the start of the room and possibly damaged. This can be done in one go if you start moving eastward right from the start.

After a lone hit, you are teleported to the truly hard part.

Bloody Mary has several attacks. She will summon a set of four colored spheres to circle around her, dealing damage to anyone fool enough to get close. She can also get her face to go around the field, and just move around. She can move around at any time, and teleport at will. Any time you touch her or are attacked, you'll usually take heavy damage. Even when equipped and upgraded optimally (non-hacking), at Level 24, you're still going to take around 15 damage per hit. Around Level 21, the non-grinding average, you'll take easily 30 to 40 damage per hit.

Your offensive strategy is a bit simpler than one would think. You may want to

consider equipping the LightRod, as it may do more damage than the Icepick. Anyways, to damage Bloody Mary, you want to do a dashing-attack (without any jumping for the execution thereof) at her. If you do this just north of the center of the orb circle around her, you shouldn't be damaged.

You'll have to do that repeatedly. Around Level 24 ~ 25, even optimally equipped, you aren't going to be doing much more than 7 ~ 20 damage per hit, assuming criticals for the max. It'll take a fair while, but, so long as you have plenty of healing bulbs, and maybe a GrassPin, you should be just fine.

~~~

After the battle, speak with the prisoner from before. He will reveal that he was Columbus, and was imprisoned for having the queen's three sons die on his voyage. You'll then free him and return outside...

```
=====
                                Litz
=====

|-----|
| Treasures and Rewards Checklist \
|-----|
| Fever Medicine ..... [] |
|-----|

|-----|
| Local Shop Details \
|-----|
| Item Name ..... Item Cost | Item Name ..... Item Cost |
|-----+-----|
| S. Bulb ..... 10 Gems | M. Bulb ..... 25 Gems |
| L. Bulb ..... 30 Gems | P. Cure ..... 13 Gems |
| Stardew ..... 30 Gems |
|-----+-----|
| LightRod ..... 980 Gems | SlvrPike ..... 1,500 Gems |
| RingMail ..... 1,280 Gems | SlvrVest ..... 1,550 Gems |
|-----|
```

You'll return back in Dr. Emilio's hospital. Columbus will tell you that his passed his navigational skills to Litz's sailors, leaving you no longer in need for him, letting him fall into a slumber induced by a euphoria of drugs and malnutrition. In the lobby of the hospital, speak with the woman at the desk to get some Fever Medicine - we'll use this later.

Back outside, feel free to search around and shop up on Bulbs, if you want. There isn't much else to do here, so head southwest on the world map to the harbor.

There, head west and speak with the sailor on the boat. They'll be taking a trip tomorrow, but only as a trial - therefore, civilians, even those trying to save the world, are not allowed on the boat. \*shrug\* Maybe we can sneak a ride tomorrow. For now, return to the town of Litz and nap in the inn.

There, as you sleep, the knight Fyda will walk in. She wants you to go on the boat tomorrow along with Princess Elle to guard her while Fyda investigates stuff about the king's death and related matters.

In the morning, head to the harbor and onto the boat. We're setting off for... What was it again? Oh, yeah, North America. Or India, as Columbus thought it.  
:P

=====  
Ship to North America  
=====

| Treasures and Rewards Checklist \ |     |
|-----------------------------------|-----|
| L. Bulb .....                     | [ ] |

On the boat, feel free to speak around with everyone. There isn't really much to do, in all honesty. Go east from Elle to see a door in the stairwell. Go on through. You'll probably notice the beds, but first go east a room to find an L. Bulb in a chest. Then go to sleep in the beds.

Later that night, you'll awaken (in bed, not on the floor) to hear a shriek from outside. Outside, head west to find Princess Elle facedown on the deck and a ghost nearby. This ghost is actually a simple enemy. It will barely do damage to you. Your main concern is fighting it. It can split up into three clones, and there is no way to know which is real. So it's just trial-and-error, but, otherwise, a very easy clash against a ghost. ... Wait, I thought ghosts were not able to affect the physical realm?

With the cause of the ghost going unexplained, Elle stands up and speaks in fluent sentences. She'll thank you, but ask you why you bothered to help her. Respond to her questions as you wish, then hit the sack.

In the morning, you'll reach the "new" continent. Turns out, you were here before - just on the other side where the Sanctuar was!

=====  
~~~~~ Exploration of North America ~~~~~ \*\*TERRA\_435\*\*  
=====

=====
Freedom
=====

| Treasures and Rewards Checklist \ | |
|-----------------------------------|-----|
| Magirock / 100 Gems | [] |
| NiceSuit | [] |
| Magirock | [] |
| Royal Letter | [] |

| Local Shop Details \ | | | |
|----------------------|------------|-----------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | | |
| SlvrPike | 1,500 Gems | SoulWand | 1,650 Gems |
| Icepick | 1,770 Gems | RingMail | 1,280 Gems |
| SlvrVest | 1,550 Gems | VestArmr | 1,850 Gems |

| | |
|------------------------------------|------------------------------------|
| FireRing .. 1 Magirock and 10 Gems | Ice Ring .. 1 Magirock and 10 Gems |
| Zap Ring .. 2 Magirock and 15 Gems | GrassPin .. 4 Magirock and 45 Gems |
| WindPin ... 2 Magirock and 20 Gems | BonePin ... 1 Magirock and 30 Gems |

<== Harbor ==>

Later on, on the world map, take a look at where the town of Freedom is located. It's a little vague, and probably just me, but doesn't look kinda like the location of Jamestown, Virginia, the first English settlement in America? (Then again, it could be the "lost colony" of Roanoke, North Carolina, but I'm pretty sure that was on an island.)

In the Freedom harbor, as you walk ashore, you'll be given a letter from Elle. Equip and use it to read it. You'll learn that it was she who killed King Henri XIII for the crimes against her family and the people of Stockholm. She left, not wanting to burden or risk you any longer.

Well, that's one less mouth to feed. Go east and south and into the hut at the south side of the harbor. Take the Magirock from within, then go north and out of the harbor. Head into the town of Freedom.

<== Town: Mandatory Stuff ==>

First, shopping. There's probably one thing you may want to do to - fill up your stock completely on Small Bulbs (S. Bulbs). This heightens the chance of profitting at the town lottery, which is useless right now. You can go there (west-central part of town) and participate for 20 Gems. If you win, you'll get a NiceSuit - not exactly an upgrade, but to you completionists out there... If you lose, you'll get a Bulb, but, if you have too many already, you get refunded. Hence, maxing stock. Trust me, there's a better prize down the road. (Obviously, you could win higher-level Bulbs, which is cheaper than usual if you win. Hence, the idea of only maxing S. Bulbs.)

As for the shops themselves, there's nothing new in the Magirock shop. The weaponry shop is mostly selling familiar or weaker items. Of note, however, is the SoulWand. While this item is one point of attack weaker than your current Icepick, it also boosts your maximum HP by fifty. If you do not plan on making Freedom expand soon, this is a good buy. Otherwise, leave it - in the expanded Freedom's lottery, we can earn the Thunder Pike (ThunPike), a weapon with around 50% more attack power than either the Icepick or SoulWand.

Now, head around town. Take some photos with the Camera if you have it, then go to Perel. Perel is the kid in the center portion of the town with the skateboard. Watch him zip around a little and respond how you will to his first question. To his second, opt to go ahead and meet the other kids. Follow him and go inside. After a speech there, it is apparent that Anita is missing, probably going along with Will. (Will was the main character of the previous Soul Blazer game, The Illusion of Gaia. Here, though, it's a different guy trying to build a plane, like Wilbur Wright.)

Perel will leave, searching for Anita. You are free to do as you will - you actually won't see Perel for a while.

<== Town: Optional-But-Good Stuff ==>

In the northeastern building of town, you will find a man named Bell. (Like

"Alexander Graham Bell", the inventor of the telephone.) He wants you to go find his girlfriend, Amanda, in Nirlake. Do so and return (Nirlake is a town to the north) and tell him how things are going. Tell him the truth - that she is seeing another man - and he'll get depressed and head to the pub.

Head there and speak with him, then equip the Wine and speak with the woman at the right side to give the whole bottle to her. O_o Alcoholism has already come a long way. Leave and re-enter the bar, then speak with him again. He'll thank you and return to working on his telephone. Some time after this, I believe, there will be a Magirock in his home. If you lie to him about Amanda, though, you only get 100 Gems.

Near Bell's house is a man named Eddy in his own house. Much like Thomas Alva Edison, this man likes to experiment with electricity. He is currently trying to make a lightbulb, it seems, but it is not going too well. He asks you to push the machine. Odd. Anyways, run into it for a time and Ark will eventually get all toasty and Eddy gets an idea on how this will help his invention...

To the southeast, there is a house, inside which the label "3 Girls'" will appear. Equip the NiceSuit and go inside. Speak with them and opt to give them the clothes in return for a kiss. This'll make Ark's blood pressure go up by ten points. *chuckle* Feel free to re-enter the house and see that the color of their clothing has changed.

After all this, Freedom should have expanded, so leave and re-enter town...

=====
 Freedom - After Expansion #1
 =====

| Treasures and Rewards Checklist \ | | | |
|-----------------------------------|------------------------|-----------------|------------------------|
| Magirock | | Magirock | |
| ThunPike | | | |
| ----- | | | |
| Local Shop Details \ | | | |
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| ----- | | | |
| SlvrPike | 1,500 Gems | Icepick | 1,770 Gems |
| Trident | 2,100 Gems | VestArmr | 1,850 Gems |
| BirdSuit | 1,890 Gems | SlvrArmr | 2,500 Gems |
| ----- | | | |
| FireRing .. | 1 Magirock and 10 Gems | PyroRing .. | 2 Magirock and 25 Gems |
| Ice Ring .. | 1 Magirock and 10 Gems | SnowRing .. | 2 Magirock and 25 Gems |
| Zap Ring .. | 2 Magirock and 15 Gems | BoomRing .. | 3 Magirock and 25 Gems |
| GrassPin .. | 4 Magirock and 45 Gems | WindPin ... | 2 Magirock and 20 Gems |
| BonePin ... | 1 Magirock and 30 Gems | | |

First things first, do not even bother shopping. The only thing worth buying are Serums and Holy Waters (H.Waters), which I'm okay with. However, the best available armors and weapons (Silver Armor and Trident, respectively) are both

negligible. We will get a better weapon here and now, and a better armor soon after our next very-brief dungeon, and it is preferable to tough it out.

Speaking of this better weapon, you'll find it by winning the lottery. Much like before, max out your S. Bulbs and you'll be sure to either profit or get a refund. The reward this time is the valuable Thunder Pike (ThunPike), which is quite powerful.

In the shops, downstairs, you'll find a black market. One guy is selling the king of all avian organisms. We know him as the Kingbird, from the Sanctuar! Speak with the guy selling him and pay 5,000 Gems - yeah, it's a lot - to set free the Kingbird. You can later visit him back at the KingNest to find a Magirock.

Next, we'll visit a number of people. You may have visited the gourmet named Stoma last time you were here. In the back room of his place, you can find a Magirock.

Then head to Bell's place. Speak with him to learn that his invention, the telephone, has been finished. Examine the machine in the back and you'll get a message from Bell over the telephone. And so, the first telephone conversation has been recorded...

And there's MORE! Go to Eddy's place. It seems he is almost done with his experimentation with artificial light generation - the creation of lightbulbs is upon us! You will press a button at same time as he does, on his mark, and the current is sent through the lightbulb. Feel proud of Eddy - that is the first spark of articial electric light, and much more will soon follow in just the coming months, soon proliferating across the planet so as to be visible from thousands of miles beyond the atmosphere...

And, finally, our last thing in this town shall be minor. In this town, plus a number of others once they upgrade as applicable, they will have a tourism center. There, you can use the Camera to show the pictures of previous towns. Right now, you should have Litz, Loire, Nirlake, and Freedom taken. That's four of the five... The last one will come later. ;)

That's about it. Return to the world map and go north so we can dedicatedly explore Nirlake.

=====
Nirlake
=====

| Treasures and Rewards Checklist | | | |
|---------------------------------|-----|-----------------|-----|
| Life Potion | [] | Tin Sheet | [] |

| Local Shop Details | | | |
|--------------------|-----------|-----------------|-----------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | | |

Upon your arrival, you may as well take a number of pictures with the Camera,

if you didn't already do so on the Bell-Amanda thing. There's not a lot to do here, honestly.

Head to the southwestern cabin and throw the pots around to reach chest with a Life Potion. Use it, then leave town via the east-central exit to find Will's place, but Will isn't there. Reading his diary seems to show that he decided to fly over the Great Lakes to the north with his tenth prototype for an airplane. Hm... Anyways, grab the Tin Sheet off of the floor and leave.

Back in the main portion of town, head northwest and into Mick's place. There, speak with the man. He wants to make a cheap-but-tasty item using beef. You should tell him a number of things to do, leaving and re-entering his house after each step. First, tell him to "Grind it" into ground beef, then wrap it with lettuce, then put it in a bun. After this, you'll learn that his new food item, the Big Ma -- I mean, Big Mick has become rather famous. So has its real world alternate. :P (Also, did you notice that he called himself "Mack" the first time you spoke with him? Odd.)

That should be about it here. Leave.

=====
Overworld / Gumin / Colorado River / Guiana
=====

| Treasures and Rewards Checklist \ | | |
|-----------------------------------|----------------------|-----|
| Log | [] Log | [] |
| Log | [] Log | [] |
| Log | [] Log | [] |
| Log | [] Log | [] |
| Log | [] Magirock | [] |

| Local Enemy Bestiary \ | | | | | |
|------------------------|--------|------|------|------------------|------------|
| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
| Gumin | 90 | 19 | 0 | None | None |
| Mini Gumin | 1 | 19 | 47 | None | None |

<== Overworld ==>

North of the Great Lakes is a forest. There, you should be able to find a tile that triggers you to enter an area named "Gumin". We need to go there.

<== Gumin ==>

This area is rather small. To the north, there are two large orange Gumins. When you arrive, go north and fight them, then the four smaller ones they split up into. Near their tree stumps are Logs. You can get two per trip here, and you need nine total, so you need to come here a minimum of five times, exiting after finding the Logs and re-entering.

<== Overworld ==>

Back here, head west and south. You should be running along a river. Much like

with the Indus River near Tibet, Arabia, and India, there is a tile along it that'll bring you to another aptly-named area.

<== Colorado River ==>

Here, equip your Logs and speak with the man there. Speak with him for a while, giving him each of the nine required logs, then leave and re-enter the area. You'll find that a bridge across the Colorado River was finished in that brief instant. Cross it, grabbing the Magirock on the way.

<== Overworld ==>

You'll find yourself on the familiar part of North America. Here, you can find the Sanctuar and KingNest, notably. You may not be able to speak with the gulls there, but you can still use the "!!!" option to fly to Neotokio, the Safarium, or Windvale, though it's all needless, assuming you've followed the walkthrough thus far. You can also head up the KingNest to the Kingbird if you expanded Freedom and bought him back for 5,000 Gems to obtain a Magirock.

Beyond that, head south to find Guiana in Central America.

<== Guiana ==>

Cross to the right, climb down the vine, and go east to return to South America.

=====
~~~~~ South American Exploration and Liotto ~~~~~ \*\*TERRA\_436\*\*  
=====

=====  
Overworld / Quatro's / Mouse's Maze / Ruins / Stopover / Penginea / Cave  
=====

| Treasures and Rewards Checklist \ |                         |     |
|-----------------------------------|-------------------------|-----|
| 5 Gems .....                      | [ ]   378 Gems .....    | [ ] |
| 961 Gems .....                    | [ ]   Life Potion ..... | [ ] |
| Magirock .....                    | [ ]   Magirock .....    | [ ] |
| Starstone .....                   | [ ]                     |     |

Well, there is a new town on this continent that arose during the time you slept in Lhasa and human civilization ... civilized. That's the required area for you to go to next. However, we're going to do some explorin'. If you still want to just progress on to there, head into the town on the east side of the continent (like southeast Brazil) and scroll down to the Liotto section, or CTRL+F \*\*TERRA\_43\_LIO\*\*.

And as for the large name in the heading above, that shows how minor these quests are. It's just more convenient to bunch 'em all up here.

<== Overworld ==>

Let's begin by heading to the Quatro's. They're the first small town seen on the map in the crook in the mountains near the ocean on northern South America.

<== Quatro's ==>

Like before, there's not much to do here - heck, they might not even be here if you didn't massage the lady last time you were here. If they ARE here, go into the northeastern tent again and run into her back for some time to massage her. You'll get five Gems again. That's all for this area.

<== Overworld ==>

Next, head southeast and continue following the shoreline. You'll soon reach a town. This is Liotto - go there when you're done sidequesting. For now, go to the plains to the southwest of there. In the very southwestern tip is a small bit of forest. Go there now.

<== Mouse's Maze ==>

This hidden area allows you to speak with a mouse (wait, what?) and compete to cross a maze in 20 seconds to get a Magirock. The easiest way to win this is to run along the bottom side most of the time, until you hit the water. There, go north and jump across the flower and speak with the mouse. Remember, the cacti can be picked up. You generally want to keep hold of one when you find it, in case you run into a Purple Huball on the way.

If you win in 20 seconds or less, you'll get a Magirock. Yay.

<== Overworld ==>

From there, head north along the western mountains to find some ruins.

<== Ruins ==>

There is naught but two chests here. Go east and north to one - you'll need to throw the boulder to its south away, first. Go west and north from there to find the other chest. They contain a Life Potion and 378 Gems, so, yeah, enjoy.

<== Overworld ==>

Look closely at the overworld map near you. There is a circular grouping of trees somewhere with a clearing in the middle - like an "O". Go there.

<== Stopover ==>

Speak with the gull here and choose the "!!!" option. It'll fly you to the Stopover in the mysteriously-named Greenland(office). Exit to the overworld map there.

<== Overworld ==>

Go south and into the village there - it's light-blue, to show that there are penguins there... What?

<== Penginea ==>

Wait, I thought penguins only lived in the ANTArctic?

Oh well. I've wrestled with Quintet logic several times prior in this guide, and it's proved fruitless. Anyways, to the north, there are six igloos. Go to the southeastern one of the group. A penguin should be walking outside it or just going in. Speak with this penguin AFTER equipping a Pretty Flower to get a Starstone. This is one of five items required for in-game progress. If you do not have a Pretty Flower, don't worry too much - it will be a while until you need them.

Also go into the southwestern of the six igloos. You'll find a Magirock in there. Then leave - after all, I don't believe you can speak with penguins.

<== Overworld ==>

Now head northwest. There should be a lone cavern there.

<== Cave ==>

Go north along the west wall. Boom, free 961 Gems. That's it.

<== Backtracking ==>

Leave the cavern and return east to the Stopover. Here in Greenland, it is a circular arrangement of ... something. I guess it could be snowy trees or icicles. Whatever - go there and speak with the gull to return to South America and relative heat. Go northeast and you'll find Liotto.

=====  
Liotto \*\*TERRA\_43\_LIO\*\*  
=====

| Treasures and Rewards Checklist |     |
|---------------------------------|-----|
| Magirock .....                  | [ ] |

| Local Shop Details |           |
|--------------------|-----------|
| Item Name .....    | Item Cost |
| S. Bulb .....      | 10 Gems   |
| L. Bulb .....      | 30 Gems   |
| Stardew .....      | 30 Gems   |
| H.Water .....      | 90 Gems   |

Feel free to stock up at the item shop - we got a dungeon coming up, although it is rather brief. This is also probably the first time you've seen Serums and

Holy Waters (H.Waters) if you didn't upgrade Freedom earlier. Feel free to stock up, though we're so late in the game by now that I doubt you'll be hit with EITHER status much more than five times, if that.

In the northwest portion of town, there's this little game where you toss rocks at cats. Assuming you're next to the fence, you need to jump for the second and third rows. If you're one space back, you need to jump for the first and second and cannot hit the third, I think. Just pick 'em up and head left to right. You probably ought to remember that throwing between two cats will make you hit the both of them, so remember to abuse that. When you take out every cat (and don't worry, they're wood), feel free to walk through the guy at the bottom to go get your Magirock. Yes, you walk through him. O\_o It's a g-g-g-ghost!!

Joking, of course. Just a graphical glitch. Also head into the northwestern building. Speak with the woman there if you want to try a number of things in the Brazilian cuisine, then go into the backroom to find a Magirock. Maybe that is her "secret ingredient"?

That's just about it. Head east from there to the "Pink Cloud" cotton candy stand and speak with the girl in line to find ... Meilin!? She'll decide to tail you for a while, regardless of what you say. Fantastic. Go north to the next area.

There, you'll find a large statue. I presume this is the statue of Jesus Christ famously in Rio de Janiero, Brazil. (Hey. Lio. Rio. Huh.) Anyways, Meilin will ramble on about some story of how lovers who profess their love here at night get eternal happiness or some crap ... I kinda dozed off there in the middle. :P So, long story short, Meilin has a biiiig crush on you and wants you to come here at night to, well ... you know.

Go back to the inn in the southwest corner of town. You'll be allowed to stay here for free. Save with the book nearby and go into the next room to nap. You will wake up at night. Return to the statue area to the north.

There, you suddenly here a voice and the Elle from the underworld -- your Elle -- appears from behind the statue, speaking of how beautiful it is here and how she couldn't stop thinking of you. ... Eventually, the blatant mirage dissipates and Meilin comes out from behind the statue, metaphorically steaming red with fury. She created that mirage to show her the person who you truly loved and, it not being her, she leaves, sorrowful, yet infuriated and wanting for revenge. Oh, boy, you're gonna pay for this one later -- hell hath no fury like a woman scorned...

That's about it, I guess. Feel free to sleep/heal/save/shop/eat junk food around town, then head to the harbor.

There, go west and speak with the captain of the boat. He wants someone to get rid of the monsters swimming in the waters around the world by eliminating their source in Mermaid Tower. Seems simple enough, right? The winner gets a boat, and no one feels like volunteering.

Oh well. This is an RPG. RPG law says we get boats. So accept the captain's request and sail.

=====  
Mermaid Tower  
=====

|                               |     |                |     |
|-------------------------------|-----|----------------|-----|
| Engagement Ring .....         | [ ] | SeaSpear ..... | [ ] |
| WaterPin -> Magirock (x6) ... | [ ] |                |     |

Local Enemy Bestiary \

| Enemy Name   | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
|--------------|--------|------|------|------------------|------------|
| Cally        | 187    | 62   | 79   | None             | None       |
| Purple Cally | 187    | 62   | 79   | None             | None       |

When you arrive here, you may feel like simply grinding. While there's no real point in doing so until near the final boss, if you're feeling overwhelmed or underleveled, simply fight the Callies around here. They're relatively easy to beat, although not available here once you finish the dungeon.

<== 1F ==>

Just jump into the pit in front of you.

<== B1F ==>

Go around the room and defeat the Callies all over the place, then go down the staircase on the north side and down the stairwell in the wall.

<== B2F ==>

Just go west and north, then along the linear path to the doorway, defeating Callies all the while.

<== B3F ==>

Defeat the Callies and continue on through the northwestern stairwell.

<== B4F ==>

This is the layer where you'll fight the boss... If it can even be called that. Admittedly, it is just a tougher-to-fight Cally. The green ones accompanying it are invulnerable to attacks, so all you can do is focus on the purple one. To find it, stand still for a bit and attack it when it approaches. Alternatively, I've found that running laps around the room is sufficient and, when you see the Purple Cally, you can dash-attack it.

~~~

After the battle, the enemies are exterminated from the dungeon, returning them into their normal form - mermaids! Backtrack up the linear floors and you will need to speak with the one with the crown, Nana. This is the fiancé of Servas, the man blocking you from entering the Great Lake dungeon if you tried already. Take the Engagement Ring she gives you as proof she is "dead".

Continue back to the north side where the stairs are. There, the mermaids will hand over a WaterPin. This WaterPin is quite the magnificent item - it renders

you invulnerable for a period of time. It also yields and requires 6 Magirocks from/for its use.

Go to the lower level just south of there and east to find the SeaSpear. Equip this weapon and return upstairs. There, run around to the south side and through the door to return to Liotto.

~~~~~ Exploring and Expanding the World ~~~~~ \*\*TERRA\_437\*\*

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Once you return, we can explore the world by boat. Or you can go to the next dungeon. Or both. Below, I'm listing the order in which these will be covered along with proper CTRL+F tags. Note that, in the case of the second section, you'll link to the first town to go to, since it's easier to do in a sequential manner.

This is not completely optional - beware this. You will need to get at least the Speed Shoes for a future dungeon. They're found under the Central Indonesia heading in the exploration section.

- Worldwide Boat Exploration (Minor Areas) ..... \*\*TERRA\_43\_XPLOR\*\*
- Seeing & Expanding the Towns ..... \*\*TERRA\_43\_XPAND\*\*
- The Great Lake Caverns ..... \*\*TERRA\_438\*\*

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Worldwide Boat Exploration (Minor Areas) \*\*TERRA\_43\_XPLOR\*\*

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| Treasures and Rewards Checklist \  |                                   |
|------------------------------------|-----------------------------------|
| 228 Gems ..... []                  | 378 Gems ..... []                 |
| 703 Gems ..... []                  | 892 Gems ..... []                 |
| 1,000 Gems (for Painting) ..... [] | 1,003 Gems ..... []               |
| 1,403 Gems ..... []                | Crystal (for 1,000 Gems) ..... [] |
| DEF Potion ..... []                | EnbuPike ..... []                 |
| Life Potion ..... []               | Life Potion ..... []              |
| Luck Potion ..... []               | Magirock ..... []                 |
| Magirock ..... []                  | Sea Mail ..... []                 |
| Speed Shoes ..... []               | STR Potion ..... []               |

| African Oasis/Caravan Shop Details \ |                           |
|--------------------------------------|---------------------------|
| Item Name ..... Item Cost            | Item Name ..... Item Cost |
| M. Bulb ..... 25 Gems                | P. Cure ..... 13 Gems     |
| BrnzPike ..... 880 Gems              | VestArmr ..... 1,850 Gems |
| S. Bulb ..... 10 Gems                | P. Cure ..... 13 Gems     |
| Crystal (one time only) 1,000 Gems   |                           |

To the curious, that's a total profit over 4,607 Gems - 5,607 if you don't buy the Crystal, but you'll want to expand a town...

So, the purpose of this section? We have a boat and are going to explore a number of areas across the world map. This section will only cover the minor areas. Suncoast, a new town, and the expanding of a number of towns will take place in the next sub-section, followed by the next dungeon.

#### <== The South Pole ==>

Head to the southernmost continent on the world map. On its south side are two accessible areas. Go to the one on the left - the other one has no meaning at the moment. In the cavern there, climb up the vine and jump over the gap to the right. Go upstairs and you'll find the chests. Open the chests for a Sea Mail and a Life Potion, two items you'll want to make use of immediately.

#### <== Polynese ==>

Polynese is one of the smallest areas on the world map, visible as a small brown rectangle between Asia and North America.

Polynese is one of the areas you erected optionally, so it might not be there if you didn't do the proper thing underground. Err... Well, this area's mostly for personal interest. There's nothing to do here but speak with people and take a nap to raise your macho appeal by ten points. (A stat that has no effect by the way.)

#### <== Mu ==>

Somewhere to the south of Polynese is another island, Mu. It should be west of South America and east of Australia. Here, you'll easily go through two tunnels on the right side to reach a DEF Potion. Go south from it to find the EnbuPike. This special weapon will turn five Defense into Strength, a fairly decent trade, not to mention that this will be one of strongest weapons you get for a fair while.

#### <== Hidden Area: Central Indonesia ==>

There are some islands between Asia and Australia, a chain of islands commonly called "Indonesia" by us Earthlings. The game isn't formal about this, so I chose this. :P Anyways, there is one island in the center of the chain. Dock on this smaller island of the two that are visitable.

Go to the forests on this island and to one of the central "less forested" tiles of it. There, go northeast and through the eastern tunnel to find two chests. One contains the Speed Shoes, an item you can equip to speed up your movement. It'll be useful in a later dungeon. The other contains 378 Gems.

#### <== Hidden Area: South Indonesia ==>

Southwest of the previous island, you can find another, larger one that is also dockable on its south side. There, go along northward to find a hidden area. There, you can find two chests. One is in the northwest corner, and the other is on the central island that is accessible from its northeast corner. Open the chests for a Luck Potion and 1,403 Gems. Nice!

#### <== New Zealand ==>

I'm just assuming, as it is only called "NZ" in the game, but New Zealand and this area can be both found east of Australia. Dock on the southern island and walk around the center of its north portion to find a hidden area. There, head to the northeast corner to find a useful Magirock.

#### <== Hidden Area: Southeast Australia ==>

As you dock in southeastern Australia, look around the forest just next you for a hidden area. There, go along the path until you find a pond of accessible water to your north. Cross it to find a chest; open it for a whopping 892 Gems!

#### <== Hidden Area: West Australia ==>

On the west side of the continent (from where you can land), there should be a forest at the very extreme west side. There is one completely empty tile there. go there to find a hidden area. Ascend the vine on the right to eventually find two chests - one with 228 Gems, and another with a Life Potion. Go into the menu to use the latter, then leave the area.

Feel free to visit the town of Suncoast, by the way, to the east. We'll formally visit in this FAQ/Walkthrough momentarily, though.

#### <== Stopover/Alaskan Ruins ==>

There is a Stopover on Australia - like before with South America, it's seen on the overworld map as a cluster of trees arranged in a circle. Go there and speak with the gull and use the "!!!" option to head to Alaska. There, head into the large forest to the east and into the empty tile to find some ruins. There, you can easily, easily find a STR Potion.

There's little else on Alaska beyond a man in a hut on the north side who can tell you about the Stopover connections with the gulls, albeit indirectly. Anyways...

#### <== Britain's Lone Resident ==>

If you were to look above the continent of Europe (northwesternmost on game's overworld map), you would see two islands. The western one is our next destination. Go there and sell him Matis's Painting for 1,000 Gems. Nice.

#### <== Scandian Cave ==>

This cave is found northeast of Britain and north of the area called Scandia in the game. (Scandia is near Mush and the Norfest Forest, remember?) To get there, just run along the European coast until Scandia appears on-screen, then head north and into the cavern on the island there. There, all you need to do is cross a long tightrope eastward to find a Magirock.

#### <== African Ruins ==>

You can dock your ship on the west coast of Africa (southwesternmost continent on game's overworld map) and, there, go north. You'll see an oasis full of

water in the desert. Bypass it and head north. At the northwestern mountains, look around in the desert for a hidden ruins. There, go north to find a chest with 703 Gems inside, and south to find another with 1,003 Gems inside! ^\_^

<== Oasis/Caravan ==>

South of the ruins mentioned previously is an oasis. Go there and you'll find a caravan. Speaking with the men in the northwest and north-central parts of the areas will reveal some shops to you. However, not a bit is worth buying, really, except the Crystal. It's a little expensive at 1,000 Gems, but it'll expand a town.

And that just about ends that bit. Now, to expand towns, we'll begin at Suncoast, the lone town on the Australian continent.

```
=====
                                Suncoast                                **TERRA_43_XPAND**
=====
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The general purpose of this section (not just Suncoast, but all up to the Great Lakes dungeon from here) is to work on expanding towns. Not all will be expanded much, if at all, but we're sidequesting here rather majorly, so we may as well visit new towns, right?

Anyways, we begin with Suncoast, the lone town on the Australian continent.

| Treasures and Rewards Checklist |     |
|---------------------------------|-----|
| Tasty Meat .....                | [ ] |

| Local Shop Details |            |                 |            |
|--------------------|------------|-----------------|------------|
| Item Name .....    | Item Cost  | Item Name ..... | Item Cost  |
| S. Bulb .....      | 10 Gems    | M. Bulb .....   | 25 Gems    |
| L. Bulb .....      | 30 Gems    | P. Cure .....   | 13 Gems    |
| Stardew .....      | 30 Gems    | Serum .....     | 45 Gems    |
| H.Water .....      | 90 Gems    |                 |            |
| ThunPike .....     | 2,450 Gems | PoshSuit .....  | 1,220 Gems |

First and foremost, shopping -- DON'T. At least, not for weapons and armor. The weapon is one that we got a fair while ago, and surpassed recently with the retrieval of both the SeaSpear and the EnbuPike. The EnbuPike is ~40% more powerful than the Thunder Pike (ThunPike), so forget it. And the PoshSuit is WELL surpassed by your Sea Mail, which has 115% more defense (2.15x) than does the PoshSuit. Still, Bulbs and status items are always a worthwhile thing to stock up on.

Okay, that's the bulk of our text here. :) Anyways, take pictures around town with the Camera, then go to the lone building in the back area of the town. Some guy is there, trying to promote his meat. He'll ask you to help and will hand over the Tasty Meat. We'll be using this shortly.

That's it for here. Head to Loire Castle.

Loire Castle

|                                   |     |
|-----------------------------------|-----|
| Treasures and Rewards Checklist \ |     |
| Magirock .....                    | [ ] |

Once you return here, all you'll find is an eating contest. First, go to the northeast corner before signing up to throw pots around to release the apples there. DON'T EAT ANYTHING YET.

Go speak with the man in the top-center of the area to participate. Each piece of bread and each group of apples on the tables before you will net you one point. The bread in the northwest corner and the apples in the northeast corner will net you three points EACH. Some of the food will contain medicine that is meant to slow you down. (Revenge is a dish best served cold, eh?)

It's pretty simple. Go to the northeast and northwest corners first and eat the lone items there for six points. Then go along the tables. Begin on one side, go around to the other, then to the next table, and so on. Don't go wild trying to avoid medicine - the medicine itself is random, so just eat. Assuming you get over 20 points (or maybe 25), you'll be allowed to get the Magirock next to the man who told you about the contest.

Litz

|                                   |     |
|-----------------------------------|-----|
| Treasures and Rewards Checklist \ |     |
| Tinned Sardines .....             | [ ] |

|                      |            |                 |            |
|----------------------|------------|-----------------|------------|
| Local Shop Details \ |            |                 |            |
| Item Name .....      | Item Cost  | Item Name ..... | Item Cost  |
| S. Bulb .....        | 10 Gems    | M. Bulb .....   | 25 Gems    |
| L. Bulb .....        | 30 Gems    | P. Cure .....   | 13 Gems    |
| Stardew .....        | 30 Gems    |                 |            |
| LightRod .....       | 980 Gems   | SlvrPike .....  | 1,500 Gems |
| RingMail .....       | 1,280 Gems | SlvrVest .....  | 1,550 Gems |

This will be a pretty short trip. Head to the southwestern house and hand the man there the Tin Sheet you found in Will's place in Nirlake - equip it and speak with him. He'll use this to preserve his sardines along with preservatory fluid (obviously), then hand you a free can. Oooh. Free fish.

Also speak with the craftsman elsewhere in town and equip the Crystal when you speak to him to hand it over, letting him make stained glass. (The Crystal came from the African caravan mentioned earlier.)

This \*should\* make the town expand. Sometimes, it does not for unknown reasons. I don't really know why, either. Well, in case it is able to, leave

and re-enter town for new shops... However, they kinda suck, and the town is more guaranteed to expand by the chapter's end (see the section on fully expanding the world).

Otherwise, head on to Freedom.

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=====
Freedom - After Expansion #1
=====

```

| Treasures and Rewards Checklist \ |     |                |     |
|-----------------------------------|-----|----------------|-----|
| 100 Gems .....                    | [ ] | 100 Gems ..... | [ ] |

| Local Shop Details \       |            |                            |            |
|----------------------------|------------|----------------------------|------------|
| Item Name .....            | Item Cost  | Item Name .....            | Item Cost  |
| S. Bulb .....              | 10 Gems    | M. Bulb .....              | 25 Gems    |
| L. Bulb .....              | 30 Gems    | P. Cure .....              | 13 Gems    |
| Stardew .....              | 30 Gems    | Serum .....                | 45 Gems    |
| H.Water .....              | 90 Gems    |                            |            |
| SlvrPike .....             | 1,500 Gems | Icepick .....              | 1,770 Gems |
| Trident .....              | 2,100 Gems | VestArmr .....             | 1,850 Gems |
| BirdSuit .....             | 1,890 Gems | SlvrArmr .....             | 2,500 Gems |
| FireRing .. 1 Magirock and | 10 Gems    | PyroRing .. 2 Magirock and | 25 Gems    |
| Ice Ring .. 1 Magirock and | 10 Gems    | SnowRing .. 2 Magirock and | 25 Gems    |
| Zap Ring .. 2 Magirock and | 15 Gems    | BoomRing .. 3 Magirock and | 25 Gems    |
| GrassPin .. 4 Magirock and | 45 Gems    | WindPin ... 2 Magirock and | 20 Gems    |
| BonePin ... 1 Magirock and | 30 Gems    |                            |            |

This will be it, don't worry. We already expanded Freedom one time, and we're just prepping for the next. Nevertheless, we have a dungeon to come soon, so feel free to stock up.

Anyways, there are two main things to do. First and foremost, visit the tourism center and show off the pictures of Suncoast and other towns if you haven't yet done so.

Then head to the gourmet's, Stoma's, and equip the Tasty Meat from Suncoast and the Tinned Sardines from Litz, then speak to him, then repeat with the other item. You'll watch him evaluate them and he'll say they're good. (I'll disagree on the sardines, but each to his own.) For each, you'll gain 100 Gems.

That's about it. Freedom won't expand until you finish the Great Lake dungeon. That's also all there is to do for now, so head there!

```

=====
~~~~~ Creation of the Airplane ~~~~~ **TERRA_438**
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=====  
 The Great Lake Caverns  
 =====

Treasures and Rewards Checklist \

|                               |     |                    |     |
|-------------------------------|-----|--------------------|-----|
| 753 Gems .....                | [ ] | Air Herb .....     | [ ] |
| DrgnArmr .....                | [ ] | GeoStaff .....     | [ ] |
| HornPin -> Magirock (x4) .... | [ ] | Magic Anchor ..... | [ ] |
| Magirock .....                | [ ] |                    |     |

Local Enemy Bestiary \

| Enemy Name       | Max HP | EXP. | Gems | Statuses Induced | Weaknesses  |
|------------------|--------|------|------|------------------|-------------|
| Blue Gall Fish   | 10     | 49   | 0    | None             | None        |
| Douma            | 190    | 66   | 117  | Deadly Poison    | None        |
| Green Slime      | 184    | 40   | 0    | Confusion        | None        |
| Mini Green Slime | 1?     | 15   | 0    | None             | None        |
| Pupal            | 179    | 69   | 56   | None             | Hits to eye |
| Red Flower       | 148    | 76   | 65   | Deadly Poison    | None        |

<== Outside ==>

When you arrive at the dungeon, head forward. Equip the Engagement Ring handed to you by Nana in the Mermaid Tower, then speak with the man nearby, Servas. Servas will understand just what happened and ... disappear? Okaaay... Go forward before you hit the brink of insanity and into the dungeon.

<== 1F ==>

Within, go north across the river, defeating the Blue Gall Fish on the way. Beat the two near the northern waterfall, then go west to the next area.

Here, as you go west, you'll find two Doumas. Much like those in Zue, if you hit them, they'll blow you back until you hit a wall. If you are hit eastward, you'll leave the area. Anyways, go to the west to find a chest and open it to find an Air Herb. If you find bubbles while in the water, press A while on them to dive down to another area.

Back in the previous area, defeat the two Gall Fish once more near the northern waterfall, then look at the southeastern corner of the pond. There should be some air bubbles bubblin' up there. Dive into the water and press the A Button to head to the other side. There, head east onto land and head east and fall down the waterfall to the south.

<== B1F ==>

Here, go east and defeat the Green Slime nearby, as well as its four spawn. You'll fight another one of these beasts further to the east. Continue along to find another one, which is next to a stairwell. Finish 'im and go back up.

<== 1F ==>

Defeat the Red Flower to the west, then go north to slay another two. Beware

their poison clouds - they'll poison you like the flowers of the Ra Tree, but this poison is stronger and quicker-acting, so be sure to IMMEDIATELY use a Serum if you get affected by that dreadful poison. Head east from there and north to the next area.

<== 2F ==>

As you enter the area, Ark will notice a shadow in the water. It seems to be benign, then you here a cry for help before the object, whatever it may be, slowly drifts south... Hm... Anywho, get in the water and head to the landmass over there to find a Red Flower. Defeat it and go southwest and you'll find another Red Flower on a small island. Land there and defeat it, too.

Now, you've probably noticed that waterfall to the south, right? Carefully get into the water and head as far west as possible, then go south and down the falls. You'll land next to a chest; open it to find the Magic Anchor. You've probably noticed - and definitely soon will later if you don't get this - the pull of the waterfall's current on you, right? This prevents it!

Jump down the waterfall again and defeat the Pupals on the landmass to the south. Note that they can only be hurt when their eyes are open, so be careful of this - otherwise, you'll get bounced back, and likely hurt. Head southwest to the next area.

<== B2F ==>

Here, head north an area and defeat the Pupals and Blue Gall Fish in the area, then head north to the next area.

<== B1F ==>

Defeat the two Pupals here, then use the eastern staircase to go up again.

<== 1F ==>

Here, head south and take out the Green Slime and its spawn. Repeat with the next one just to the east, then continue to find a third. Then use the eastern staircase.

<== 2F ==>

This is familiar. Go into the water to the east and cross it to find a chest. Open it for 753 Gems, then jump onto the lower area to the south. Defeat the Red Flower here, and the one on the island to the west if you want, then jump back down the waterfall. And, no, there's nothing else left hidden there. At the bottom, defeat the Pupals again and go southwest once more to the next area.

<== B2F ==>

The pond to the southwest has some bubbles in it. Go there and press the A Button to cross to the other side and go north to the next area.

There, go east and defeat the two Red Flowers. Heading north is useless, so go



to the west, up the ramp, and through the doorway into the next area.

Head south and down the ramp. Defeat the Douma nearby, then go northeast to find and fight another, then southeast for a third. A fourth is to the north of there, and a final fifth will be just west of him. Geez, lotta frogs down here... Don't worry about the Magirock on the northeastern ledge that you've probably noticed - we'll get it later. After this, go northwest, then north and up there ramp there. Open the nearby chest for a GeoStaff -- it is inferior to your current EnbuPike, so don't worry about it -- and continue to the next area.

<== B1F ==>

Immediately defeat the nearby Red Flower and Green Slime before they confuse and poison you to death! After that brief alarm, go east and repeat the fight. Now, see that gap nearby? Go northward at it, doing a dash attack, to break the wall and flood the floor below, where you go.

<== B2F ==>

Go west, south, and southeast to the Magirock from earlier, then go northeast to the ledge. Head east to the next area.

Here, go down the incline and prune that Red Flower. After doing so, go east to find another Red Flower allied by two Pupals. Calmly and carefully defeat them -- being bounced back too back will be your downfall here -- and then go north to the next area.

Here, defeat the three Blue Gall Fish and go north another area.

<== B3F ==>

Here, go west and into the alcove to the south to find a door. Down here, you will find the same area as if you feel down the waterfall around here - a Blue Gall Fish and two Doumas. Beat them for EXP. and Gems, then return to the upper level.

Back up there, get into the water and go just a bit north. You'll see some bubbles in a small alcove in the east wall. Press the A Button there to go to a chest containing Dragon Mail (DrgnArmr). That's still inferior to your Sea Mail, so forget it (completionism) and return through the bubbles to the other side. There, go west for a bit and onto the ledge on the other side. Once there, go west and poke out the eyes of those annoying Pupals and head south to find another two. After defeating them, go south to the next area.

<== B4F ==>

Continue jumping down the ledges here to defeat a Red Flower, then head east to find two more of them alongside two Pupals. Gah. So many annoying enemies. Now look at the east side of the waterfall. There is a brighter portion there. Go north there to the cave hidden on the other side. Defeat the Green Slime there and head north to the next area.

<== B5F ==>

Swim to the north, then east, then south, then west, then south, then east to find a waterfall at the end of that path. Ride it down to the next area. It is there that you'll meet our boss.

```

O-----O
|
| BOSS: Hiterodon (x3) |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Each Hiterodon | 150 | 350 | 0 | None | None |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

This battle will be pretty easy. It'll help to be around Level 25 by this time to make it also easier on your health. Anyways, Hiterodons are those three starfish that keep jumping out of the water. They will attach themselves to you to periodically deal damage. That is their only attack, and it can be dodged. If you do happen to get a Hiterodon on your head, the sea dragon in the back will release fire at you. THIS IS GOOD. This fire shouldn't really hurt you, and will just get rid of the Hiterodon. I can see how it could be confusing, though. :P

So, anyways, strategy. The Hiterodons will primarily come from two places. If they come from the left/right side of your platform, just dash-attack them and that'll work fine. If they come from above, it's a bit trickier. I would presume a normal jumping attack would be sufficient, but it is also possible to walk under the Hiterodon (which triggers it to fall), then get out of the way and hit it when it lands.

The battle will end when every Hiterodon is dead. If you're around Level 24 or 25, you should be one- or two-hit killing these. After all, they're just starfish!

~~~

After the battle, Gossie - the sea dragon that helped out earlier - will hand over the HornPin. This item uses and yields four Magirock and will prevent you from getting a status, so long as you don't change areas.

Anyways, Gossie will bring you to Will. Speak with the pilot to learn that he, once again, crashed his plane in the Great Lakes. Well, that sucks. We'll return to Will's place in Nirlake.

It's a short visit. You'll be told that Will needs metal for his plane, where you can get from the Lon trade in Yunkou, a Chinese town. As the trading stopped, prices skyrocketed, but he needs the metal. On the overworld map, head to west of North America and west of Neotokio (Japan) to find a port along the Asian coast where you can land in Yunkou.

First, though, feel free to visit the fully-expanded town of Loire.

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=====
Loire - After Expansion #2
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| Treasures and Rewards Checklist \
|_____ \
| Apartment Key [] |
|_____

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| Local Shop Details \       |            |                            |            |
|----------------------------|------------|----------------------------|------------|
| Item Name .....            | Item Cost  | Item Name .....            | Item Cost  |
| S. Bulb .....              | 10 Gems    | M. Bulb .....              | 25 Gems    |
| L. Bulb .....              | 30 Gems    | P. Cure .....              | 13 Gems    |
| Stardew .....              | 30 Gems    | Serum .....                | 45 Gems    |
| H.Water .....              | 90 Gems    |                            |            |
| LightRod .....             | 980 Gems   | SlvrPike .....             | 1,500 Gems |
| Icepick .....              | 1,770 Gems | VestArmr .....             | 1,850 Gems |
| SlvrArmr .....             | 2,500 Gems | DrgnArmr .....             | 3,880 Gems |
| NiceSuit .....             | 480 Gems   | Fur Coat .....             | 750 Gems   |
| PoshSuit .....             | 1,220 Gems |                            |            |
| FireRing .. 1 Magirock and | 10 Gems    | PyroRing .. 2 Magirock and | 25 Gems    |
| Ice Ring .. 1 Magirock and | 10 Gems    | SnowRing .. 2 Magirock and | 25 Gems    |
| Zap Ring .. 2 Magirock and | 15 Gems    | BoomRing .. 3 Magirock and | 25 Gems    |
| Geo Ring .. 1 Magirock and | 15 Gems    | Sky Ring .. 3 Magirock and | 25 Gems    |
| Ray Ring .. 1 Magirock and | 15 Gems    | ElecRing .. 2 Magirock and | 30 Gems    |
| GrassPin .. 4 Magirock and | 45 Gems    | WindPin ... 2 Magirock and | 20 Gems    |
| BonePin ... 1 Magirock and | 30 Gems    | WaterPin .. 6 Magirock and | 65 Gems    |
| HornPin ... 4 Magirock and | 50 Gems    |                            |            |
| Pretty Flower .....        | 5 Gems     |                            |            |
| Bed .....                  | 100 Gems   | Bookshelf & Teddy Bear ..  | 100 Gems   |
| Desk & Save Point .....    | 100 Gems   | Dresser .....              | 100 Gems   |
| Rug .....                  | 100 Gems   |                            |            |

Believe it or not, for a fully expanded town, Loire kinda ... I dunno, sucks. All of the weapons and armor are either ones we've had before (or have) or are already made inferior made our current equipment. The item shop is admittedly nice for stocking up, but not moreso than other towns. The magic shop does now sell Sky Rings (kill all enemies nearby) and Geo Rings (damage all ground enemies), so they're something to think about.

Beyond that? Well, you can go to the tourism center to show off your pictures of the other towns to help them expand. You can also go to the Rococo Apartment building. Apartment 101 is locked - it is for sale by Loire Realty to the east of there. Speak with someone in there and buy the place for 800 Gems to take the Apartment Key, though be warned that there is no benefit to this deal at all, unless you're the kind of person to want their own home in the game. You can customize your home by shopping at Michelle's furniture store, the last shop listed in the long list above. Overall, it'll cost you 1,300 Gems for a tricked-out apartment. The bed and desk will allow you to sleep-and-heal and save, respectively.

Okay, that's it. Head on back to Yunkou. Or just go.

=====  
Yunkou  
=====

| Treasures and Rewards Checklist \ |     |                |     |
|-----------------------------------|-----|----------------|-----|
| Ginseng .....                     | [ ] | Magirock ..... | [ ] |
| Magirock .....                    | [ ] |                |     |

| Local Shop Details \               |            |                                    |            |
|------------------------------------|------------|------------------------------------|------------|
| Item Name .....                    | Item Cost  | Item Name .....                    | Item Cost  |
| L. Bulb .....                      | 30 Gems    | Stardew .....                      | 30 Gems    |
| H.Water .....                      | 90 Gems    | DrgnPike .....                     | 3,150 Gems |
| KungFuGi .....                     | 1,220 Gems |                                    |            |
| FireRing .. 1 Magirock and 10 Gems |            | PyroRing .. 2 Magirock and 25 Gems |            |
| Ice Ring .. 1 Magirock and 10 Gems |            | SnowRing .. 2 Magirock and 25 Gems |            |
| Zap Ring .. 2 Magirock and 15 Gems |            | BoomRing .. 3 Magirock and 25 Gems |            |
| Geo Ring .. 1 Magirock and 15 Gems |            | Sky Ring .. 3 Magirock and 25 Gems |            |
| Ray Ring .. 1 Magirock and 15 Gems |            | ElecRing .. 2 Magirock and 30 Gems |            |
| GrassPin .. 4 Magirock and 45 Gems |            | WindPin ... 2 Magirock and 20 Gems |            |
| BonePin ... 1 Magirock and 30 Gems |            | WaterPin .. 6 Magirock and 65 Gems |            |
| HornPin ... 4 Magirock and 50 Gems |            |                                    |            |

When you arrive in town, feel free to visit the inn nearby. There, you can save and sleep as per the usual. Along the other doorway, you'll find that Fyda's been bedridden with a fever, guilt, worry, and nightmares. In China, we'd normally fix this with some Ginseng. Trivially, this item is used in Pokémon Mystery Dungeon to boost the power of your attacks.

Anyways, to the north of the Inn, past the tourism center, is the doctor's place. Go there and upstairs to speak with the doctor. It seems that Lon Trading used to sell Ginseng. Key words: "USED TO". It is unlikely you'll get any now, but, hey, worth a shot.

Go outside the doctor's place and east and into the next building. Go to the top where to meet Lon. Speak with him about the Ginseng and he'll refuse, but soon warms up to you and decides to tell you about his brother and ex-business partner Wong. Wong seems to be on the other side of the tracks, doing illegal, evil deeds. Lon thinks the Dragoon Castle Wong bought to the west his is current base of operations. (Heck, I'm making this sound like the Yakuza. :P) Lon will hand you the Ginseng after the tale, and, in exchange, you will go to the Dragoon Castle and see what's what.

Once you've obtained the Ginseng, go back to the doctor's and speak with him to learn how to use it. You basically will just eat it - I don't eat why you wouldn't - to use it. (Of course, FYDA eats it, not you.) However, her fever is also fraught with nightmares and, to get Fyda on the road to recovery, you must also remove the root cause of her nightmares and calm her spirit. Hmmm.

Head back to the inn and head to the upper floor. Equip the Ginseng and speak with Fyda. She'll ingest the medicine and you'll enter the matr -- I mean, her nightmare. You'll then understand why she's so stressed... She was given the unequivocally absolute order to kill Elle's parents. Yet, they were calm over the whole thing, so long as Fyda would guard Elle and protect her in even the direst of circumstances. This reveals that Fyda has extreme honor and will do anything to protect Elle now ... but where is she? As you watch Fyda prepare to kill Elle's parents, the screen blackens and Ark and Fyda directly speak. Tell her you do not think her to be a monster ("That's not true!") and this should get her over this to some extent. It'll be a while before she can awaken fully, however.

Back outside, to the southeast, you can meet with Perel. Speak with him and he will helpfully go on to Dragoon Castle to help you out later. Before going,

however, there's some stuff to cover first.

First, head as far east, then north as possible to the northeast corner. Go west to find a Magirock. Go south and into the first building to the west, then speak with the people in the room on the left. They will reveal that they orphaned their own daughter; her name is a familiar one, Chija. Chija, as you probably remember, was roaming along with the nomads in the Gobi Desert. If you gave this speechless girl a Pretty Flower, she told you her name. That will let you speak to her parents here, then head to the nomads' camp to get another Magirock.

Finally, the shops in the building to the south. ... They're meaningless unless you are a completionist. The armor and weaponry is inferior to your own. The item shop is pointlessly incomplete (nor will you need items in the next dungeon for healing), and... Well, the magic stock is pretty good, I'll give it that, but you won't need to waste time here for that, either, as you won't do any fighting in the next dungeon.

So, the next dungeon is found to the west, the Dragoon Castle.

```
=====
 Dragoon Castle
=====
```

| Treasures and Rewards Checklist \ |                          |                |                          |
|-----------------------------------|--------------------------|----------------|--------------------------|
| 200 Gems .....                    | <input type="checkbox"/> | 300 Gems ..... | <input type="checkbox"/> |
| 3PartRod .....                    | <input type="checkbox"/> | L. Bulb .....  | <input type="checkbox"/> |
| Magirock .....                    | <input type="checkbox"/> | Magirock ..... | <input type="checkbox"/> |
| Magirock .....                    | <input type="checkbox"/> |                |                          |

This dungeon does have a prerequisite. Before going here, remember to search in the central islands of Indonesia (island chain between Australia and Asia) for the Speed Shoes item. When equipped, pressing the X Button will let you run much faster than is normal, enough to knock down some walls and dodge things.

In this dungeon, you will also have to sneak by some guards. You do not want to enter the light beam in front of them or you will get caught and ejected from the castle. This gets annoying eventually. The Speed Shoes do help in this, but also try to just BE CAREFUL and look for patterns.

<== Outside ==>

Go forward and speak with Perel. After his speech, he'll run north and distract the guard at the entrance, making him go away. Go through that door and inside.

<== 1F ==>

Here, go north past the guard to the next area. There, continue past this next guard - his viewpoint flips every now and then. Jump across the gap further north and to the next guard. Past him, continue to the next area, a linear hall to another area.

There, use the Speed Shoes to knock down the wall nearby. Go through and, in this next hall, go north and past the guard. Head along to the northwestern corner of the room, beware of guards as you continue to the next area. There,

go north another area.

<== B1F ==>

Here, go south for a while. Past a second broken gate, head east to find a Magirock. Go back through the broken gate and northeast, then east to another room in the area. There, you'll be diverted by a scene of Elle, hanging and imprisoned to the north. For the moment, ignore it if you want - there's a Magirock to the south. THEN go north to find Elle ... or, more correctly, her mirage! What the...?

Go south and meet up with Meilin. She's gone to the dark side over your refusal to become her lover. (Just how old is she, anyways? A bit young for love.) As Yomi says, "Hell hath no fury." Since there's nothing for Ark to do, he is left to sulk by choice. Meanwhile, we'll see some conversation between Princess Elle, Wong, and Royd...

Some time later, Yomi awakens Ark, more or less, to a sound heard above. Well, we're doing nothing but twiddling our thumbs here (quite literally in your case), so go north. Someone will call down to you - it's Fyda, and she has coincidentally come to rescue you. Jump at the chain she drops and climb it back up to the next area.

<== 1F ==>

Chat it up with Fyda as you want, then she leaves to the castle's east side. Go south an area and get caught by a guard - it's faster to get back to the castle entryway that way. There, go east from the entrance and up the stairs to a rather annoying part. You'll have to bypass the guard up here, but the space is narrow, so you need to just hope and use the Speed Shoes to cross quickly. You might make it to the next area.

There, quickly bypass the guard nearby before he walks off to the north, then go north to the next area. If he sets off before you, just wait for him.

Here, jump onto the ledge to the left, then the one to the right. To the north, you will see (an illusion of) Elle, claiming Princess Elle is further ahead. Ignore her for the moment and go to the next ledge to the east. There, head east and north, then cross the ledges along the north wall to find a chest holding 200 Gems.

Go back across the ledges, then south and east. You'll soon reach a Magirock. Continue east, then north to the next area.

<== B1F ==>

Here, head south, then west. Go to the north when first possible and, in that room, jump across the gap to the east to find two chests - one with 300 Gems and another with an L. Bulb. Return to the hallway and go west and north to the next area.

<== B2F ==>

Here, go up the stairs to the northeast, then go north along the eastern edge of the ledge to find a narrow bridge going east. Follow it to find a Magirock, then go west to find another doorway. Use it.

<== B3F ==>

Head to the far south, then use the southwestern corner to find another area. In the chest there is the 3PartRod. If you are not particularly partial to your Defense, the EnbuPike is superior. Remember, it adds five more Strength that is not accounted for in the ups/downs of the Weapons Room. Of course, this is only a difference of one Strength point in favor of the EnbuPike, right? This game does not rely on linear-degree stat formulas, got that? That one point made me do five damage to a future boss before the equip, and well over forty to eighty AFTER. Of course, the same works in reverse for you, so decide whether you want Defense (3PartRod) or Strength (EnbuPike), then begin your backtracking to 1F.

<== 1F ==>

Go south, then west and across the gaps until you meet a wall. Go north, then west and to the northern ledge of the group here. This should be where you spotted the Elle illusion. Go north to the next area. There, exit to the northeast.

Head north here to find Princess Elle. ... Oh, right, another illusion. This is a rather clever trick by Meilin: she has revealed that Ark has feelings for both the upper- and underworld Elles - two people so different, yet so alike at the same time. As the pulls on his heartstrings begins to possibly affect him, Fyda awakens him from his nightmare. She commands Meilin to come here and asks why she torments Ark so. She explains it was because he broke her heart, and Fyda slaps her - being dealt pain does not mean to induce it!

Anyways, Meilin flees, threatening death, and Fyda tails along with Ark. Go back to the previous area and to the south-central portion where you entered... I think? Where's the door? Not even Meilin, a servant of Wong, knows. But it is all apparent - Wong has no further use (or care) for her and wants to eliminate the trio in one fell swoop. Luckily, Perel uses his wicked skateboard skills to get the group out in time.

Once you regain control, speak with Meilin. She will speak of a hidden switch on the wall opposite an unpaired statue on the west side of the castle before apologizing for her misdeeds. Go south an area and get captured, then re-enter the castle. Head west and up the stairs, then further west and along the path to the next area.

Here, there are six candles around the room, and six urns filled with water. You need to throw one urn at each candle to extinguish their flames, then a door will open to the north. If you screw up, leave and re-enter the room. Continue on when ready.

Go north and the first statue you see has no partner like those further ahead. Press the A Button while next to the wall across from the unpaired statue to find a switch. Trigger it and this will open a door to the north. Go on through it. In the next area, run into the north-central wall by using the Speed Shoes to continue to the next area.

There, you will find Princess Elle! The real one, too! She thanks you, then takes note of Royd approaching behind. As you are about to be forced into combat, Fyda intervenes and takes you place, letting you and Princess Elle leave.

Go south two areas to meet up with Meilin in the hallway. Follow here - go south, then west when first possible, then straight north through the doorway there. You'll watch a scene between Fyda and Royd in which Royd gives up the fight.

As you progress through the hall, Elle decides to supposedly wait up for Fyda, but she just leaves to do other things... You'll then watch Royd and Wong converse; Wong reveals his boss's name - Dr. Beruga - and then things get very nasty up there, assumably.

Upon regaining control, continue along the linear path. Suddenly, as Meilin catches up to you, the castle begins to collapse. Lucky you, you awaken on the outside, relatively okay. The castle is now inaccessible, but you're safe and the prices of metal have gone down, making it possible for Will to build his airplane!

Head down to the world map when you're done.

=====  
Overworld / Nirlake  
=====

Once in the overworld, you should proceed to Nirlake now. If you don't remember where that is, back on the overworld map, use the nearby harbor to set sail. Go east to the North American continent and round it going south and around South America then up the eastern coasts. At the second harbor you reach, you'll reach Freedom. Dock there and head to the town further north, near the Great Lakes. There, in Nirlake, exit through the east-central path to find Will's house. Speak with him within to get the airplane!

The airplane can be flown at any runway like the one on the world map to the southeast. Press the A Button to engage in flight or land, the D-Pad to move, the Y Button to move faster, and the L/R Buttons to adjust your height. To land, go as far down as possible and press the A Button over a runway.

=====  
~~~~~ Dr. Beruga and Asmodeus ~~~~~ \*\*TERRA\_439\*\*  
=====

As we begin our quest towards our new target, the one supposedly responsible for the death of Elle's family and all the people in Storkholm, we first, after having made the airplane, allowed Freedom to expand for its second time, assuming this walkthrough has been followed thus far. Enter the town if you want.

=====  
Freedom - After Expansion #2  
=====

|                                 |     |
|---------------------------------|-----|
| Treasures and Rewards Checklist | \   |
| X-Spear .....                   | [ ] |



| Local Shop Details \       |            | Local Shop Details \       |            |
|----------------------------|------------|----------------------------|------------|
| Item Name .....            | Item Cost  | Item Name .....            | Item Cost  |
| S. Bulb .....              | 10 Gems    | M. Bulb .....              | 25 Gems    |
| L. Bulb .....              | 30 Gems    | P. Cure .....              | 13 Gems    |
| Stardew .....              | 30 Gems    | Serum .....                | 45 Gems    |
| H.Water .....              | 90 Gems    |                            |            |
| SlvrPike .....             | 1,500 Gems | Icepick .....              | 1,770 Gems |
| ThunPike .....             | 2,450 Gems | LghtPike .....             | 4,350 Gems |
| VestArmr .....             | 1,850 Gems | BirdSuit .....             | 1,890 Gems |
| SlvrArmr .....             | 2,500 Gems | SoulArmr .....             | 4,450 Gems |
| FireRing .. 1 Magirock and | 10 Gems    | PyroRing .. 2 Magirock and | 25 Gems    |
| Ice Ring .. 1 Magirock and | 10 Gems    | SnowRing .. 2 Magirock and | 25 Gems    |
| Zap Ring .. 2 Magirock and | 15 Gems    | BoomRing .. 3 Magirock and | 25 Gems    |
| Geo Ring .. 1 Magirock and | 15 Gems    | Sky Ring .. 3 Magirock and | 25 Gems    |
| Ray Ring .. 1 Magirock and | 15 Gems    | ElecRing .. 2 Magirock and | 30 Gems    |
| GrassPin .. 4 Magirock and | 45 Gems    | WindPin ... 2 Magirock and | 20 Gems    |
| BonePin ... 1 Magirock and | 30 Gems    | WaterPin .. 6 Magirock and | 65 Gems    |
| HornPin ... 4 Magirock and | 50 Gems    |                            |            |

The shops around here are decent for a change. The magic shop continues to sell everything possibly available to you, magic-wise. The item shop also has all of the basic items, as per usual, so stock up for a soon-to-be dungeon. And, finally, the weaponry shop... It is completely negligible for the most part. The Light Pike (LghtPike) is actually fairly well worth buying for the next dungeon, as it is superior to the EnbuPike (even with the DEF -> STR thing), and our next weapon won't come until the following dungen. The Soul Armor (SoulArmr) is a little tempting - it is going to be your main armor from here until you get the ultimate armor or the Pro Armor - but we get one for free in the next dungeon, so don't worry over it. But be ready - it boosts max HP! ^\_^

And, you're probably already familiar with the lottery. As usual, buy a maxed stock of Small Bulbs to maximize your odds of profitting. Your reward this time for winning is the X-Spear. This weapon raises your critical-hit rate. It may be worthwhile to those feeling lucky, for critical-hits are those flashy numbers that sometimes appear, indicating damage at least double the norm. Granted, I prefer the higher consistency of the LghtPike at this point in the game, but do as you will.

That's just about it here.

=====  
Overworld / Siberian Cave  
=====

| Treasures and Rewards Checklist \ |     |
|-----------------------------------|-----|
| BlockRod .....                    | [ ] |

<== Overworld ==>

Now that you're able to fly a plane, you need to fly one to Mosque. Mosque is in a relatively isolated part of the world only accessible by plane. It would be on the border between Europe and Asia, somewhere east/northeast of Loire.

Another way of looking at it is going to the icy part of the northwestern continent (Eurasia) and flying west/southwest to the airplane landing strip.

Upon landing, there are three main places to go. Mosque is the town to the north; our next dungeon is Dr. Beruga's laboratory to the south; and there is a cave in the Siberian icelands. Go east from the landing strip and north onto the icy fields, then northwest to the cavern.

<== Siberian Cave ==>

Here, go north and cross the tightrope. There, on the other side, you'll find a chest. Open it to find the BlockRod. This weapon works a reverse to the EnbuPike in that it makes 5 STR become 5 DEF. In the following dungeon, the boss especially, EVERY point of Strength will count. For now at least, unless you're around Level 30, this weapon will be a hindrance in the next dungeon, and probably for the rest of the game as a whole. So, for now, keep your LghtPike or EnbuPike - depending on whether you shopped in Freedom's third expansion or not - equipped. Backtrack outside when done.

<== Overworld ==>

Simply backtrack southeast and outside of the mountainous ice fields to the plains. Head west back to the airfield. There is no need to visit Mosque in particular, but it has shops and a Magirock, so you may as well go.

```
=====
 Mosque
=====
```

| Treasures and Rewards Checklist \ |     |
|-----------------------------------|-----|
| Magirock .....                    | [ ] |

| Local Shop Details \ |            |                 |           |
|----------------------|------------|-----------------|-----------|
| Item Name .....      | Item Cost  | Item Name ..... | Item Cost |
| L. Bulb .....        | 130 Gems   | Stardew .....   | 150 Gems  |
| Serum .....          | 140 Gems   | H.Water .....   | 150 Gems  |
| RedArmr .....        | 6,660 Gems |                 |           |

To the east upon entering town, you'll find the shop and inn. The shop is kinda pointless. The prices are highly inflated by around four times the usual prices for these items. The RedArmr is especially skippable, maybe. See, it does raise your Strength, and possibly your Defense if you haven't gotten the SoulArmr yet. (You will in the next dungeon.) However, this benefit is not worth the high point loss in maximum HP. Not to mention the fact that the SoulArmr - an armor with higher defense and a nice point INCREASE in maximum HP - can be got freely in the next dungeon. Also notice the little pun in its cost, the three sequential sixes ("666"), the number of the beast. \*dark chuckle\*

Anyways, in the western home, you will be able to find a Magirock. That's the main feature of this town. If you want, you can go around to find out just who Dr. Beruga is. These people seem to be a bit of a cult following him. You see, it is Dr. Beruga who seems to have largely saved the world from Asmodeus many

years ago. He now is planning to use this very deadly virus to kill the people unessential to the world, leaving only the ones he deems necessary to be those who are immortalized. In other words, he will kill billions to create an ideal world for himself... Or is it truly him?

Well, we have to find out one way or another. Save at the inn, and sleep there to heal if needed, then go south on the overworld map to Dr. Beruga's lab. It is on the island across the bridge.

=====  
Dr. Beruga's Lab  
=====

| Treasures and Rewards Checklist \ |                   |
|-----------------------------------|-------------------|
| DEF Potion ..... []               | SoulArmr ..... [] |

| Local Enemy Bestiary \ |        |      |      |                  |            |
|------------------------|--------|------|------|------------------|------------|
| Enemy Name             | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
| Cube                   | 299    | 102  | 102  | None             | None       |
| Goblin (Type 1)        | 312    | 100  | 75   | Confusion        | None       |
| Robot                  | 288    | 80   | 75   | Strength Down    | None       |

<== 1F ==>

Upon entering the lab, go south until you stop, then head due east into the next area. Obviously, our first duty is turning on the lights.

In this next area, head as far east as possible, then go south. Once across the bridge, hug the west wall to find a room past another bridge there. In this room, there is a console. Face its south side and press the A Button to flick on the lights. ... Aghhh! It burns!

Return east into the main hall and continue south, then west and south into another area. To the south here, you'll see some robots working on conveyor belts. They'll ignore your presence and, by my knowledge, you cannot strike them. Aww... Head east along the north wall. At the area filled with a bunch of pipes covering a low area, crawl through. Go north and throw away the brown stone, then go into the small crack nearby. On the other side, open the chest to find the SoulArmr! For now, this is almost certainly to be the best armor to equip until you get the ultimate Hero Armor, so go into the menu and equip it, enjoying your max HP boost as you do.

Return to the dungeon and go back through the crack, then head east, then north and through the automatic door. Defeat the Robot enemies here - I thought robots were programmed to NOT hurt humans... Oh, well. Use the southeastern automatic door and go south along this hall, killing two more Robots as you do. At the south end, head go along the path and past a Robot to find another console.

Flip the switch on it to make the elevator activate. Okay, progress! You just need to backtrack to the entrance room. Since it was linear getting here, this shouldn't be \*that\* hard.

Back in this entrance room, go west along the south wall to find a southbound

path. Go along it to the elevator. Trigger the rightmost switch there to bring the elevator down a floor. Wheee~!

<== B1F ==>

Go west to the next area, then north to another. Here, go west across the conveyor belt, most easily done by jumps or the Speed Shoes, then go south an area, and west another.

In this area, head west. Just to the left of the green nutrient tanks should be a crack in the wall. Crawl through it. On the other side, defeat the two nearby Goblins and go east to beat another. Go through the nearby automatic door to find a teleporter device. Jump into the black hole to ... well, teleport.

On the other side, go southwest and south into another hall. There, go west and defeat two Goblins, then turn northward, then west and north. Ignore the teleporters here - they have no real purpose - as you go north and east to beat up two more Goblins. Go through the automatic door to the next area.

Here, defeat the nearby two Goblins, then go east and across the bridge. Flip the switch on the console here to let the elevator go further, then head east and defeat two more Goblins. Then go south to the next area.

Back in this familiar zone, push the block south and you're free to go. Note that you can set up an excellent EXP. AND GEM grinding route by redoing this floor (go east to the teleporter and use it). You will want to be around Level 27 ~ 29, depending on your use of STR/DEF Potions, for our next boss.

Otherwise, when you to this area, go southeast to the purplish covering, defeating a Goblin on the way. Crawl through the hole that is implied here - you came through it before - and go south and east back to the previous area. Go north an area, ride the conveyor belt, go south and east an area, and continue back to the elevator.

Back in the elevator, flip the right switch to go down a floor.

<== B2F ==>

Go north and crush the white prisms. These are Cubes - they are easy to beat until they absorb you. Either way, just madly attack them into submission, then go north. Defeat the Robot there, and the one to the east of him... it... whatever! Go east from there to find some conveyor belts. Jump onto them. Along the north side are two teleporters - one near where you jumped on, and one to the east. Use the teleporter near where you jumped on.

Here, jump off to the south and take out the Robot, then his buddy to the east. Go south through the overhang here to a room filled with three Cubes. Defeat them and open the chest in the southwest corner. This aforementioned chest contains a DEF Potion. Go into the menu and use it, then go back to the teleporter. Use it, then, on the other side, go east and use the other one.

Here, jump off to the other and take out a Robot, then go east and use the next teleportation device. (I just remembered that, if you teleport, you must use quantumly-entangled atoms. This basically will result in your death. Or, physics-wise, it should. Heh.)

Anyways, on the other side, go south and east. Defeat the Robot, plus his

fellow Robot further to the east. After doing so, go north some to find an area heavy in conveyor belts. Use jumps and dash-jump attacks to work against them while also taking out the three Robots in the area. Then use the teleporter in the northwest corner to continue onward.

Here, use the nearby northbound path to reach a computer. Examine it and you will need a password. Yomi will materialize and tell you the password - "BLOODY MARY". Heh. Anyways, examine the computer again to input it, opening the elevator fully and the cryogenic chamber holding Dr. Beruga in stasis.

Before going, feel free to use the data logs in the computer to get the whole backstory: Dr. Beruga was once a famous scientist known for his work in bioengineering, so much so as to win a Nobel Peace Prize. His most famous effort occurred on the final days of his civilization: an virus named Asmodeus became a pandemic worldwide. It was a lethal virus, known to cause near-instant death. Thanks to Dr. Beruga's vaccine, the mortality rate of the virus was kept around 90% - in other words, not everyone died, just 9 in 10 people did. >\_> He also became known for cryogenics work - cryogenics is a science in which you freeze people, often halting the progress of a disease until said disease can be cured. (It's scientifically legitimate in our world, too.) Dr. Beruga is said to have frozen himself to later commit himself to making an ideal world. But for who this world is ideal has yet to become known...

Anyways, we've unfrozen him. We may as well meet him. Backtrack your way to the elevator and flip the switch on the right.

<== B99F ==>

After a long ride, you'll be at the bottom floor. Be sure you're around Level 27 ~ 30 for the next boss. You can easily loop your way around BlF (as mentioned previously) for some easy grinding if you need. Trust me, below that level, you'll NEED every point of Strength you can muster. Continue north to the next area, where the boss will come down, thinking you to be a threat!

| BOSS: Security Bot |        |       |      |                    |          |  |
|--------------------|--------|-------|------|--------------------|----------|--|
| Enemy/Target       | Max HP | EXP.  | Gems | Status Induced     | Weakness |  |
| Security Bot       | N/A    | 1,710 | 0    | STR Down, Immobile | None     |  |
| Each Leg (3)       | ~500   | 500   | 0    | None               | None     |  |
| Small Bots (7)     | ~100   | 30    | 0    | None               | None     |  |

Above, the Security Bot is taken as a separate entity (although EXP. is a total of all of the enemies here) that is not fightable. However, it has attacks that can hurt you. It can shoot missiles at you - to dodge them, just keep moving. The whiplash attack, which can (and almost always will) cause Strength Down, can be avoided with a well-timed jump. The judgment attack will ride the ground (is jumpable) and may paralyze you. It is noteworthy to take note that these attacks are usually only executed when you're staying on one side of the boss for an extended time period - the whiplash for the left, and judgment for the right. The Security Bot may, finally, use a general string of moves together in a combo.

As for fighting it, it is relatively simple. If you're around Level 27 ~ 30, you shouldn't have too much trouble here. Initially, you need to take out the legs the boss is propping up on. Just attack them for about 500 HP of damage to get rid of one leg. This can be harder than it sounds, due to the rapidity of

the boss's attacks. Try to prioritize surviving over fighting - especially at lower levels, it is not hard to use a fair load of Bulbs here. A good way to work at this is sort of like what we did against Bloody Mary - dash-attack through the leg and keep going past.

If you manage to wipe out all three legs - a leg can be seen as wiped out when it gets all sparkly and red - then the boss will go for its last-ditch attack. As the game says, it is rather unslightly. I interpret that as weak. >:) To eliminate them, it shouldn't take much more than one or two attacks, so don't worry too much. If you can bypass the main bot, you've pretty much won.

~~~

As the final small bot explodes in futility and defeat, the corridors to the north and south will open up. Head north two areas and you'll meet up with Dr. Beruga, just thawed out from his slumber in the cryogenic chamber. He thanks you for this and shows you to his devices for achieving immortality. As you examine the northern nutrient chamber, you realize that these people have turned into zombies. They're immortal - they will live forever - and, yet, they are saddened. As you prepare to make Dr. Beruga answer for his misdeeds (approach him), his precious robots will protect him as. Dr. Beruga walks off, leaving you to die on the ground, speaking of his liege below the surface...

Meanwhile, we watch as Asmodeus is launched. The first target of Dr. Beruga's wrath is the city of Neotokio. It is turned into one large ghost town; no being seems to have lived....

=====  
\*\*\*\*\* Fully Expanding the World \*\*\*\*\* \*\*TERRA\_4310\*\*  
=====

As Ark is teetering on the brink between the world of the living and that of the dead, he sees a vision, a vision of the Elder. He will speak to you, saying you have groomed the world well so far for Beruga's leadership. So, in the end, it seems that the Elder used Ark to unleash a morbid evil upon the world... As Ark is about to die, knowing not what he truly fought for, he is told by an outside voice that he -- no, that the world still has a chance in his hands. The voice, Lord Kumari, takes him back to Lhasa, where Ark soon awakens...

=====  
Lhasa  
=====

| Local Shop Details |            |
|--------------------|------------|
| Item Name          | Item Cost  |
| S. Bulb            | 10 Gems    |
| P. Cure            | 13 Gems    |
| M. Bulb            | 25 Gems    |
| MonkRobe           | 1,080 Gems |

Upon awakening and gaining control of Ark, go east a room, then north to Kumari. There, he will tell you to seek out the five Starstones. You will soon be able to find a fortune teller telling you where to find these stones - in a

dream, the sand, the ice fields, a mountain, and the ruins of a city recently lost.

As Kumari has said several times, Ark lies outside of the loop of fate. While what may look dark, dire, and hopeless now, there is still hope. That hope lies with Ark. He is now charged with finding the five Starstones and placing them at the grave of the legendary hero at the world's end. And then, we just might have a fighting chance against Dr. Beruga and his "liege".

Shop as you will, then return to the overworld. We'll, during this section, actually first focus on obtaining the loot found in the fully expanded towns of the world, a seemingly plausible option now. If you want to go ahead and find the Starstones, CTRL+F the tag \*TERRA\_4311\*\* to reach the section.

```
=====
 Overworld / Nirlake (Burned Down)
=====
| Treasures and Rewards Checklist \
|_____ _____
| Letter (x9) [] |
|_____ |
```

Before we go hunting for the Starstones, we may as well investigate a little bit of the world that has expanded, for we have two dungeons pending upon us.

<== Overworld ==>

When you finally reach the overworld, you need to seek out a way to get to a harbor. You could probably go along the mountains and the path will lead you to the Gobi. There, head northwest and through the Teklama Desert, then past there should be a port. Sail over to Nirlake, accessible by going north of the Freedom port on eastern North America.

<== Nirlake ==>

Apparently, the town has sorta expanded. ... It burned down! Oh, boy... The person at the entrance of the ruins will hand you nine letters. You need to hand these to people willing to help out:

- Will. He is still in Nirlake.
- Bell and Eddy, the inventors in Freedom.
- Pierre, Matis, Marily, and the winery dude, all helpers from Loire.
- The fisherman in Litz.
- Finally, the rich dude on the island all by himself north of Europe.

After this, Nirlake should expand one more time...

```
=====
 Nirlake - After Expansion #2
=====
| Treasures and Rewards Checklist \
|_____ _____
| Airfield Plans [] | Magirock [] |
|_____ |
```

| Local Shop Details \    |            | Local Shop Details \ |            |
|-------------------------|------------|----------------------|------------|
| Item Name .....         | Item Cost  | Item Name .....      | Item Cost  |
| S. Bulb .....           | 10 Gems    | M. Bulb .....        | 25 Gems    |
| L. Bulb .....           | 30 Gems    | P. Cure .....        | 13 Gems    |
| Stardew .....           | 30 Gems    | Serum .....          | 45 Gems    |
| H.Water .....           | 90 Gems    |                      |            |
| LghtPike .....          | 4,350 Gems | SoulArmr .....       | 4,450 Gems |
| Pro Armr (One-Time) ... | 7,890 Gems |                      |            |

After that dungeon, you probably do need to stock up on Bulbs and such, so feel free to do so ... although they aren't free. :P The LghtPike and SoulArmr are items you should already have, so you shouldn't really worry over them. The Pro Armr is a debatable buy. You really won't have much use for your money now beyond buying it. However, early in Chapter 4 (soon after the Starstone thing), you'll get the ultimate armor, which has around 35% more Defense than the Pro Armor. The Pro Armor does protect against all statuses, though, which can definitely be useful for a while. There aren't going to be any major purchases soon, I believe, so feel free to take it up!

Also, feel free to go to the back of town, around Mick's place, to find a free Magirock. Finally, head to Will's place to get the Airfield Plans. Then leave for Suncoast, the lone town on the continent of Australia.

=====

Suncoast - After Expansion #1

=====

| Treasures and Rewards Checklist \ |                                         |
|-----------------------------------|-----------------------------------------|
| Magirock .....                    | [ ]   WaterPin -> Magirock (x6) ... [ ] |

| Local Shop Details \ |            | Local Shop Details \    |            |
|----------------------|------------|-------------------------|------------|
| Item Name .....      | Item Cost  | Item Name .....         | Item Cost  |
| S. Bulb .....        | 10 Gems    | M. Bulb .....           | 25 Gems    |
| L. Bulb .....        | 30 Gems    | P. Cure .....           | 13 Gems    |
| Stardew .....        | 30 Gems    | Serum .....             | 45 Gems    |
| H.Water .....        | 90 Gems    |                         |            |
| LghtPike .....       | 4,350 Gems | AlphaRod (One-Time) ... | 7,500 Gems |
| DrgnArmr .....       | 3,880 Gems | SoulArmr .....          | 4,450 Gems |

When you arrive, equip and show the Airfield Plans to the mayor in the northern building with the unreachable Magirock. That'll get the town to expand, making the above stuff available.

Now, after the expansion, there are a few things to do. First, head to the inn and you'll see a man running a fever around here. If you got the Fever Medicine from the hospital in Litz -- you still can, if you don't have it -- equip it and speak with the man's bride. The man's fever will abate, and the woman will hand over a WaterPin. That's the only time you ever get a Pin twice, and, like



before, this will give six additional Magirock upon its use!

As for the other Magirock, go to the northeastern building and upstairs to find it, lying about. Well, finders keepers.

Shop-wise, there's no true point unless you're a completionist - completionists will be interested in the AlphaRod, the third special weapon of the game. Use of it is not recommended by me. Not only will you soon get a weapon superior in Strength in Chapter 4, not to mention our VERY NEXT dungeon, but it actually reduces your Strength in favor of Luck. Luck can be useful sometimes, but, at the cost of five Strength points, I just don't see it. And, as before, the LghtPike you have, SoulArmr you have (or had if you took the Pro Armr), and DrgnArmr is inferior.

Stock up at the basic item shop, then leave and head to Litz - it should be upgraded as well by now.

=====  
Litz - After Expansion #1  
=====

| Treasures and Rewards Checklist |     |
|---------------------------------|-----|
| Magirock .....                  | [ ] |

| Local Shop Details |            |
|--------------------|------------|
| Item Name .....    | Item Cost  |
| S. Bulb .....      | 10 Gems    |
| L. Bulb .....      | 30 Gems    |
| Stardew .....      | 30 Gems    |
| H.Water .....      | 90 Gems    |
| SlvrPike .....     | 1,500 Gems |
| RingMail .....     | 1,280 Gems |

| Item Name ..... | Item Cost  |
|-----------------|------------|
| M. Bulb .....   | 25 Gems    |
| P. Cure .....   | 13 Gems    |
| Serum .....     | 45 Gems    |
| Icepick .....   | 1,770 Gems |
| SlvrArmr .....  | 2,500 Gems |

Despite the expansion in Litz, however, there is little to do, assuming it even \*did\* expand. (As stated earlier, I have no full consensus on the prerequisites for expansion in Litz. It's an enigma, more or less.)

The shops are pretty worthless, and there's little, really, to do. The weapons and armor are already surpassed by your current equipment, and the only point in being here right now should be to stock up on Bulbs and status items if you need to.

Oh, and, yeah, the Magirocks. Go into the craftsman's home in the town - he's the dude who you gave the Crystal before. In the entrance room is one Magirock. There is also a hidden passage, though not SUPER hidden, leading to another Magirock.

As a bit of a side note, completionists will find that you can still get those Fever Medicines from the hospital, I believe, despite having cured the man's fever in the expanded Suncoast. Heh.

That should do it. Time to hunt down the Starstones.

=====  
 The Four Minor Starstones  
 =====

| Treasures and Rewards Checklist \ |     |                 |     |
|-----------------------------------|-----|-----------------|-----|
| HolySuit .....                    | [ ] | Magirock .....  | [ ] |
| Starstone .....                   | [ ] | Starstone ..... | [ ] |
| Starstone .....                   | [ ] | Starstone ..... | [ ] |

| Astarica Enemy Bestiary \ |        |      |      |                  |             |
|---------------------------|--------|------|------|------------------|-------------|
| Enemy Name                | Max HP | EXP. | Gems | Statuses Induced | Weaknesses  |
| Dark Chakra               | 241    | 98   | 68   | None             | None        |
| Pupila                    | 168    | 69   | 75   | Confusion        | Hits to eye |

<== Penginea ==>

If you've been following this FAQ/Walkthrough, you should already have this one. This one can be obtained by first buying a Pretty Flower from the flower girl in Loire for a few Gems. Then sail down to Liotto in South America. Go southwest and, on the plain, there should be a circular patch of trees. Go to this Stopover and speak with the gull. Answer with the "!!!" option to fly to Greenland. There, go south to the penguin village of Penginea and, there, equip the Pretty Flower and speak with one of the southeastern penguins. He'll take the flower and, in exchange, hand over the Starstone.

<== Sahara ==>

For this one, you need to sail along the western coast of Africa and northward to a port. You were here earlier in this FAQ to visit a caravan. Go into the northeastern portions of the nearby desert for a tile that brings you to a barren sandstormy area. Go north to find a fallen skeleton. Examine it to have a conversation with Yomi before taking the Starstone that seems to have been stolen from Leim. Awww....

<== Airsrock ==>

Now sail to Australia. To the northwest of where you land, and west of the town of Suncoast, is a mountain path that is rather visible. Go to this area to visit the Airsrock. Climb up the walls here and speak with the scientist at the top to, after a conversation, obtain a Starstone.

<== Astarica ==>

This place is found along the western coast of South America. Sail along it

heading northward, dock at the harbor, and continue north and into the buildings there. Drink from the goblet atop the staircase to enter a world of dreams...

In this entrance room, you'll notice some familiar-looking characters nearby, though they claim to be completely unrelated. Go south and downstairs to speak with Meila to learn of their ritual and the current problems. Anyways, go north and move the red-jeweled statue aside, then go on through.

In this area, first move each statue nearby to the end of the north corridor. At the end there, move each statue onto a pedestal to open the door to the next area.

Go along the path, killing three Dark Chakras as you go along. At the north/east fork, first go north to find the HolySuit, then go along the east branch for a bit - it's fairly linear, so you can mostly guide yourself. As you do, you'll kill four Dark Chakras and four Pupilas before being forced to go west or east at the fork. First defeat the two nearby Pupilas, then go west and snatch up the Magirock. Then go along the other branch into the next area.

Progress forward there and you'll watch the look-a-likes of Royd (Roy) and Fyda (Fyla) approach Elle. It seems that she was the chosen one for the ritual last year. Now they've returned to find her not dead, and very likely immortal. Suddenly, it all goes odd and Elle kills Fyla and Roy. Ark presumes that the drink merely awakened one's internal, darker face, before approaching Elle. Speak with her and you'll be forced to choose a goblet to drink. Which one you choose will not matter, but you will be ejected into the real world after doing so. Grab the nearby Starstone from the chest.

=====  
Neotokio  
=====

| Treasures and Rewards Checklist \ |                         |     |
|-----------------------------------|-------------------------|-----|
| H.Water .....                     | [ ]   Luck Potion ..... | [ ] |
| Magirock .....                    | [ ]   Magirock .....    | [ ] |
| Transceiver .....                 | [ ]   Sewer Key .....   | [ ] |
| Starstone .....                   | [ ]                     |     |

| Local Enemy Bestiary \ |        |      |      |                  |            |  |
|------------------------|--------|------|------|------------------|------------|--|
| Enemy Name             | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |  |
| Bit                    | 160    | 99   | 0    | None             | None       |  |
| Chariot                | 299    | 100  | 116  | Defense Down     | None       |  |
| Goblin (Type 2)        | 190    | 110  | 90   | None             | None       |  |
| Green Slime            | 184    | 40   | 0    | Confusion        | None       |  |
| Mini Green Slime       | 1?     | 19   | 47   | None             | None       |  |
| Phantom                | 230    | 98   | 89   | Death Curse      | None       |  |
| Robber                 | 270    | 98   | 311  | Can steal Gems   | None       |  |

<== Town ==>

To navigate to Neotokio, as in previous times, head around west of North America to eastern Asia. On the chain of islands where Japan would probably be is a town. Go there, as it is Neotokio.

There, it is quite like a ghost town... And not to mention hazy - is that Asmodeus still in the air? Anywho, go northwest and up the stairs and into the police station in the northwest corner. There, after hearing a sound, examine the desk in the corner to find the Transceiver. On the other end is a girl, absolutely frightened while being presumably chased. After closer hearing of the noise, we hear water - in a city, that can only mean the sewer. Ugh.

Return outside. To the east, if Quintet's company was there, the developers within are also gone. :P So, what, no ending to Terranigma? Anywho, go into the downbound staircase on the lower level and head east (or possibly west) to the wooden door. Used to, it was locked. Now it is unlocked. Go on through and into the sewers.

<== Sewers ==>

"That's the stench ... of discovery!" said Patrick Star once. Lucky he didn't have a nose - Ark almost passes out when he enters. :P Anywho, go westward for a bit. You'll battle a few Green Slimes as you approach the end of the path where you'll meet up with a Phantom. Note that these can revive themselves like the Blood Skeletons in Sylvain Castle - if they just fall but don't go "poof", stick around and poke 'em with your spear until they do. Go south when done.

Here, you'll have some encounters with Robbers (for some reason, the game text seems to say "Lobber"). These jerks can steal your money! It is best to deal with them via dashing attacks to bypass them while hurting them. If you're lucky, they'll drop their own money, the most you'll ever see - 311 Gems! =O Anywho, go south and defeat a few Robbers, then use the southeast corner to proceed into the next area.

Here, go north and across the bridge. Defeat the Goblin on the other side, then go north and east to find a third by the time you're on the other side of the bridge. There's another one or two further south. Let 'em rot with the rest of the sewer, then go east an area.

Here, go east and defeat the Green Slimes and their spawn, then head through the door nearby.

After hearing the girl from before, take note of the hole in the northeast corner of the room. Crawl through it to find a chest; open it to find the Sewer Key. This will open that locked door we found in the first area. Backtrack your way to said door, killing all of the enemies on the way. Once you reach and slay the Phantom, equip the Sewer Key and use it on the door to unlock it. Go into the next area. On the way, you'll hear that the girl is being chased by a lion. What the...?

In that next area, you'll find that she is, indeed, being chased by a lion! Oh my... Go east and north across the bridge. Destroy the two Bits on the other side, then go west to find and beat three more. Open the chest past them for a Holy Water, then go east and through the door to the next area.

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O=====O
| NOTE TO THOSE WANTING A FAIRLY EASY EXP.-GRIND |
| |
| It has been suggested by Scott Colcord to do this, and it is quite good. |
| Remember where I mentioned finding "two Bits on the other side, then go |
| west for three more"? Those five are quite easy to kill and will come |
| back when you exit north and return. It's not hard to rack up around |
| 2,500+ EXP. per minute here, which leads to quick level-ups!! |
```

In the Pond (heh), go north and defeat the two Bits, then west along the small bridge to the Phantom. Continue north and along the next small bridge. Defeat the Phantom as you go, then open the chest for a Luck Potion. Use it, then go east and north. Defeat the Phantoms, then use the next westbound narrow bridge.

On the other side, go north, then east when first possible to find and slay a Phantom. Go north and defeat the nearby Phantom and the two Bits, then head east. You'll find a chest, which will contain the Fauchard. Equip it, as it is the second-best weapon of the game and you lack the best, then head west for a bit. Once past the bridge, head south and defeat two or three more Bits. In the open area further south, head east. Destroy the Bit, then go east to grab the Magirock. Go back west, then south to the next area.

Go west and north through the other doorway.

Here, there are three northbound paths, each with Chariot on it. Go along the eastern one first to defeat the Chariot, then get a Magirock soon afterwards. Go next to the westernmost path. Past the Chariot there is a KingArmr, which is nothing compared to the Pro Armor you're probably wearing - if you're not, you should still have the Soul Armor, which should remain equipped. (The HP benefit outweighs the slight Defense boost.) Then use the central path to go north and along the linear path past the Chariot into the next area.

There, you'll see the lion preying on the poor little girl. Hurry over there so Ark can make his macho, and slightly odd-sounding threat. Suddenly, all of a sudden, the lion begins to purr docilely. As Yomi soon points out, you and this lion know each other - this is Leim, the lion who you helped to pass his test! Wow, lions mature fast... Feel free to (try to) speak with Leim, then speak with the girl. After a lengthy conversation, in which you figure out what happened here, you'll obtain the fifth and final Starstone.

Afterwards, feel free to speak to each of them again, letting Ark charge Leim with keeping the girl safe. Prepare to leave and you'll be contacted by the Freedom research team. You'll tell them about the girl and Leim, then you're free to leave. Backtrack out of here or use the BonePin.

=====  
Using the Starstones...  
=====

After having acquired the five Starstones from Airsrock, the Sahara, Astarica, Penginea, and the Neotokio sewers, return to the world map. Sail to the southernmost continent - the icy continent of Antarctica. You were probably here once before to get the Sea Mail from a chest.

Go to the south side of the continent and into the large field. You'll find it to be called "Dryvale". Around this area are five large skulls. Equip your Starstones and go in front of each of the skulls and press the X Button to light up the skull.

After all five skulls have been lit, a soul appears to the north. It will tell of your courageous, countless efforts and how, despite the trials, you never could die. This is because that Ark is indeed the legendary hero of yore. The soul then morphs into a silhouette of Ark. This is the Ark of the surface world, of the Lightside, which you are of the Darkside. The fact that two Arks exist shows that Dr. Beruga has unbalanced the scales of light and darkness,

and this must be stopped, before much, much worse occurs. To do so, the two Arks - one from the side of Light, one from the side of Dark - must and will unite as the representative of the Light and Dark: THE LEGENDARY HERO!

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#####
##
Chapter 4: The Resurrection of the Hero **TERRA_44**
##
#####
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It is not long after the events in Dryvale. Ark has gathered the five Starstones to the grave at the end of the world. There, he met his other self, his Lightside alternate. Ark has been confirmed to be the legendary hero; this is why, no matter what, he never died, and he always eventually triumphed in his efforts. The fact that the two Arks exist show that Dr. Beruga has caused a terrible imbalance in the world, one that must be corrected. And so, the two Arks merge into the one entity that can represent Lightside and Darkside throughout the whole of the Soul Blazer trilogy - the legendary hero of yore!

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=====
~~~~~ Ark Reborn! The Hero Lives! ~~~~~ **TERRA_441**
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=====
Storkholm
=====
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| Treasures and Rewards Checklist \ |                |
|-----------------------------------|----------------|
| HeroArmr .....                    | HeroPike ..... |
| [ ]                               | [ ]            |

We find ourselves back in Storkholm. Elle has decided to take nostalgic residence in her old home. There, she is nursing a baby she found in the fields one day. He looked a lot like Ark, so, for lack of creativity, she named him Ark. One night, Ark begins to cry and Elle leaves the room to get him some food.

Just after she leaves, the Elle from the underworld enters the room and approaches Ark. She hears a voice, commanding her to kill Ark before he can mature into the hero. Underworld Elle takes Ark down to the cavern where the Pandora's Box was, and, just afterwards, overworld Elle comes in, mystified. She goes on a hunt for the missing Ark.

Down in the room where the Pandora's Box was stored, we find underworld Elle, standing above Ark. She continues hesitating to kill him, and is about to give in before the overworld Elle shouts at her to cease this. Suddenly, after they recognize each other in themselves, Yomi appears, insisting Elle hurries before Ark matures.

But it is too late! Ark begins to hear Kumari and his other friends from across the world - the Great Ra Tree, Leim, Kingbird... His friends are crying out for him to protect them one last time -- nay, to protect the world! Ark suddenly grows in size and in strength (not numerically), and the legendary hero is

finally reborn into his role!

Yomi gets frustrated at the hero's rebirth. He then elaborates on his betrayal: he was ordered, before this all began, to let the hero who opened the Pandora's Box revive Dr. Beruga, then slay him before he can grow into and fulfill his duty. Yomi decides to kill you here and now, eliminating all opposition against Dark Gaia -- the Devil -- from reviving himself and the world as he sees fit.

Yomi once more commands Elle to kill Ark, for Ark could never hurt his sweetheart. She, however, goes off to the north. Go speak with her and she comments on how she never expected to meet you here. Yomi appears again, ever more furious, and tells Ark that the Elder's word is absolute and that Yomi must kill him himself. Yomi sets off an earthquake, stopping Ark from moving. As he is about to let loose with the deathblow, Elle steps in front of Ark. She tells him to save the surface world before Yomi's attack takes Yomi and underworld Elle to their graves....

Ark then gets depressed over the loss of his longtime friend and sweetheart, and begins to ponder what would have happened had his curiosity not gotten the better of him that day. Would he have remained peaceful and unknowing in Crysta, forever happy with Elle...?

Go south and speak with the overworld Elle. She comments on how devastated Ark must be, but wonders if she could replace the underworld Elle. Respond as you will, but Ark will nevertheless state that he can't think of another person right now. Elle then decides to tell you the secret of the Storkholm village, the one that King Henri XIII massacred over, the one that Columbus was tortured over.

Within the nearby Pandora's Box are the weapon and the armor of the hero of legend. Only Ark would be able to use them. Examine the spinning box and, suddenly, Yomi will come out!! But have no fear: this is the overworld Yomi. He's on your side, thankfully. He then hands over the HeroPike and HeroArmr, the ultimate weapon and armor of the game, respectively.

After Yomi disappears, you've regained control. Go into the menu and equip both of these items. The only debatable substitution is the HeroArmr over Pro Armr, which has around 15 less Defense, but it does prevent all statuses. Personally, I'd still take the HeroArmr, but do as you will.

Go back outside the cavern and the home. Outside, you'll find a bird there. Read the letter in its beak to find that it is from Meihou. He, along with Perel, Royd, Fyda, and Meilin, are on their way to Beruga's lab tower in the eastern portions of the icy Siberian wasteland. He requests that you, too, come there to help them take down Dr. Beruga before more evil can be dealt out.

You should now go south to the Norfest Forest. There, you may want to use a BonePin to get out of the dungeon instantly, or just backtrack out yourself.

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~~~~~ Dr. Beruga's Ace-in-the-Hole ~~~~~ \*\*TERRA\_442\*\*

After having left Stockholm and the Norfest Forest, you need to find a runway for airplanes. First go around to Loire and start sailing. You may want to just

go west towards Nirlake and Freedom for the one there. There, begin flying. You need to land at the same runway that is between Mosque and Dr. Beruga's lab from before - feel free to stock up in Freedom before flying. After landing, go east and northeast into the icy Siberian fields where you found the BlockRod in a cavern once before. Head to the far east to find the tower itself.

=====
Dr. Beruga's Lab Tower
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| Treasures and Rewards Checklist | \

| Life Potion [] | Magirock [] |

| Local Enemy Bestiary | \

| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
|-----------------|--------|------|------|------------------|------------|
| Bloody Chariot | 299 | 130 | 156 | Defense Down | None |
| Cube | 299 | 102 | 102 | None | None |
| Goblin (Type 3) | 342 | 100 | 51 | None | None |
| Robot | 288 | 80 | 75 | Strength Down | None |

<== 1F ==>

When you enter the tower, you'll find Meilin, Perel, and Meihou nearby; Fyda and Royd presumably have moved on past here. Feel free to speak with the former two, then speak with Meihou. He states that feels Beruga is being controlled by someone from underground and a few negligible things before leaving with Perel. Once you regain control, try going north an area. Meilin will note the security cameras to the north, and goes off to make a mirage and stuff to break it. >:)

Once she returns, go north two areas, past the camera room. There will be a few robots to the north. Meilin creates a mirage to distract them. Don't bother trying to hit them - you cannot - and go west and south to the next area.

Here, go south a bit and a crane will pick up Ark by the head. Ouch... Crazy Royd. Anyways, he'll carry you to Perel. Once you land, go speak with Perel nearby. He'll speak then go west an area. Follow him. There, he'll distract the lasers further north. After he returns, go west, north, and east into the next area.

Here, you'll meet up with a few Goblins. You can defeat them with magic rings or, if they're close enough, dashing attacks. Ignore or defeat them, then head east and up the staircase.

<== 2F ==>

Upon arriving, go south for a bit. You'll soon run into a swarm of Cubes - around four - just past the narrow bridge. Defeat them and head west an area. There, you'll meet up with Fyda. She'll go to one of the consoles to the north. Go north to your and trigger it with her to open the next door; head south and west to the three doorways. The two on the west wall each lead to two Robots to beat and nothing else; the northern door leads on to the next area.

Here, go east and defeat two of the Goblins, then head north and west for three

more. As you defeat the last of these punks just west of the exit, go west and get the Magirock in plain sight before continuing east to the next area. This area is just a staircase; use it.

<== 3F ==>

Here, you'll find a Bloody Chariot. These enemies are great for EXP. and Gems, so defeat it and continue west to the next area.

Here, go south and defeat one Robot, then west to find another. Go into the room to your north and, there, go around the room to find several more Robots to short-circuit. Be sure to use the northeastern staircase to find two more on the upper ledge, then go back to where you beat the second Robot and south to the next area.

Here, continue south to soon encounter a couple of Cubes roaming around. Go further south to the next area.

Here, defeat the Bloody Chariot in plain sight, then go east and north to find another one bloody one to beat up. Go to the southeast corner, upstairs, and east to the next area. There, just go east and north to the next area, defeating a few Goblins on the way. Beware of those on the opposite ledge - you can't hit them without some sort of magic ring!

In the next area, defeat the nearby Bloody Chariot and head north another area. There, as you proceed northward, Royd will decide to by. He'll chat briefly before operating the nearby cannon, shooting at the door ahead to knock it down. After this, go north and into the next area.

Defeat the trio of Robots there, then head on upstairs into the next area.

<== 4F ==>

Head south to find a three-way fork. Go east to fight a Bloody Chariot at a dead-end, and west to repeat this action. So do those and go south. Defeat another Bloody Chariot to find another fork. Go into the room to the west to find Meihou and a chest. Speak with Meihou if you want, then open the chest for a Life Potion. Use it.

Back outside, feel free to head east. There's nothing in the room there except Meilin. Go south from the intersection to find two more rooms to the east and west. Go east if you want to speak with Perel (past a Bloody Chariot), but there's nothing to gain there. Go west to find another Bloody Chariot. Go into the room there and approach the console and, soon, everyone will hit their switches to open the path forward.

(If you want to quickly grind here, I might suggest this. Note that, for the final boss, I recommend Level 35, up to 37 if you didn't get stat potions. Anyways, you know the room you used your switch in? Enter it, exit, defeat the Bloody Chariot, and repeat as desired. It's a pretty easy way, though it can only be done now - once you proceed to the next dungeon, you're screwed.)

Back at the crossroads, go south and west if you want to beat a Bloody Chariot. Then go east from this dead-end to find another Bloody Chariot, then another past 'im. Go north from there and upstairs. You'll find a big hole in front of you. Go to its north side and jump into the hole to quickly reach the next dungeon!

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Dr. Beruga's Airship

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| Treasures and Rewards Checklist \

| Time Bomb (x7) [] |

Local Enemy Bestiary \

| Enemy Name | Max HP | EXP. | Gems | Statuses Induced | Weaknesses |
|-----------------|--------|------|------|------------------|------------|
| Bit | 160 | 99 | 0 | None | None |
| Bloody Chariot | 299 | 130 | 156 | Defense Down | None |
| Goblin (Type 3) | 342 | 100 | 51 | None | None |

Once you land on the airship, go east and into the first room. Speak with Fyda and Royd to learn of your goal - to place Time Bombs on the seven computers of the ship. Go into the menu and equip them, and exit the menu. See that thing on the northern wall? That's a computer! Place a time bomb there with the X Button and go east two areas.

In the hallway there, go southward for a bit to take out all of the Goblins for some EXP. The southern exit is pretty useless, so use the one on the northern wall to go on.

Outside, go southward for a bit. Defeat the Goblin and continue on to the next area. There, go south and east into the ship.

Inside, defeat the Goblin to the northeast, then go north and into the room there. Speak with Fyda, who is nearby, then place Time Bombs on the two computers in the corners. Go south and outside if you want to fight some Goblins for EXP./Gems, but that ends up being a dead end if you continue south. Return north and inside, then go north another area, outside the computer room.

Back in the hall, go west/east, then north. Take out the three Goblins nearby and continue northward to the next area.

Here, go north and take out the Bloody Chariot, then go west an area, north another, and north one more past a Goblin. In that area, head east (west is a dead-end) and take out the Bits. Then place a Time Bomb on the computer behind them and continue east. Use the southbound exit - east is a dead-end.

In this area, continue south two areas and west one, past a Goblin, back inside the ship. Defeat the Bloody Chariot nearby and head north. You'll soon have to fight another one of them, then you can go on. In that computer room, there are two Bits. Defeat them, then place Time Bombs on the computers in the northeast and northwest corners.

Exit the computer room and go south an area, defeating two Bloody Chariots on the way. In the next area, continue to the south side, defeating four Goblins on the way, then use the path in the southeast corner.

Go north an area, then, in that area, continue northward past a Goblin and back inside the ship. Here, go south and take out the Goblins and use the door in the northeast corner. Cross the bridge and enter the next area.

You'll find Royd here. Speak with him and then place a Time Bomb on the nearby computer, the seventh one if you've been following this FAQ. That's it, then. Go west two areas, north another (beat Goblins for EXP. if you want), south two (beat another Goblin), west one, and then south.

In this next area, continue south and Fyda and Royd will come up behind you. The bombs placed earlier are now triggered to explode - the seven computers of the airship are taken out, which will soon cause it to crash, relatively speaking. (They're around six miles or ten kilometers in the air, so it'll take a while.)

Suddenly, Beruga chuckles in victory, claiming your efforts to be foolish. Go south an area to find him, and you'll learn just why he's won this match... Firstly, he has jet shoes - he can fly, in other words. Not to mention that your own jetpacks are disabled because they were controlled by the computer. He shall live and you'll crash into your own death...

Sadly for Beruga, the falling of the airship causes the propeller behind him to rotate faster, creating a vacuum that sucks him in, killing him... Well, that doesn't change the fact that we're still gonna crash. Suddenly, we see a lone gull - how it got this high is anybody's guess, but Royd and Fyda decide to stay behind, letting the hero go on the gull to safety. Go speak with the gull and use the "....." option to fly off...

=====
Airsrock
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There, we watch as the scientist looks into the distance. There, he sees the airship crash in the distance, setting off a large shockwave. He thinks this to be the light of the apocalypse, the final day of the planet. --

You're behind him. Feel free to speak with him and the gull, if you want, but you'll soon have to leave the area. The scientist says that the object -- the airship -- crashed around South America. And so begins the final portion of our adventure....

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~~~~~ Betrayal, Darkness, and a Conclusion ~~~~~ \*\*TERRA\_443\*\*  
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=====  
Final Boss Preparations \*\*TERRA\_443\_PREP\*\*  
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Don't worry about the CTRL+F tag in the header next to this - that's if you're coming from the Boss FAQ/Walkthrough. But this is nevertheless very critical stuff to note for the upcoming boss.

First, let's discuss what's next. After you return to the underworld, you will not be allowed either back to the overworld or into the various places of the underworld, barring one. Therefore, you need to be prepared for the final clash that is upon us.

Equipment-wise, you should be okay. The HeroPike and the HeroArmr are the most obvious preferred weaponry. You may or may not want the Pro Armr instead of the HeroArmr. It does prevent all status ailments, that is true, unlike the HeroArmr. However, it has 23 points less Defense. (It's the second-best armor.) If you want to use it, that's fine -- the final boss can cause several status ailments. However, you definitely will need to grind up to Level 44 to achieve the same defense with the Pro Armr as you would at Level 35 with the HeroArmr. And trust me, you'll probably want high Defense.

Statistically, if you've followed this walkthrough and gotten every stat potion, and equipped the HeroArmr and HeroPike, your stats will be fairly bad even still, depending on your level. Non-grinding, you should be around Level 30 at this point, which means that your HP is ~365, Strength is ~140, Defense is ~145, and Luck is ~59. That's NOT good enough. For this boss fight, you need approximately 150 Strength and Defense at minimum. This can be achieved around Level 35 or 36 easily enough, but Pro Armr users will need to be around Level 44 or 45 for the Defense. (Note that HP maxes at Level 45.)

If you need to grind, I suggest Dr. Beruga's laboratory south of Mosque. You remember the floor with the many teleporters? Go into the first one and loop around like you normally would, just killing enemies, and return to the teleporter to repeat at the end rather than leave. This got me from Level 30 to Level 36 in around half an hour.

And, finally, items. It goes without saying to have nine S. Bulbs, nine M. Bulbs, and nine L. Bulbs -- that's 2,160 total HP recovery points, which should be plenty. Beyond that, you shouldn't need much. The statuses there are incurable unless you're using magic pins and, as with all other bosses, you cannot use magic.

Okay, so, in short, I recommend this:

- Level : 35+ (44+ with Pro Armr) (+1/+2 for each without stat potions)
- Weapon: HeroPike
- Armor : HeroArmr or Pro Armr
- Items : 9 of all Bulb types

=====  
Overworld / Portal / Crysta / Gaia Stone  
=====

<== Overworld ==>

Once you are satisfied with the state of the world and Ark himself, head to the Portal. The Portal, if you'll recall, was the first place you met on the surface of the world, just as Chapter 2 began. You can find it by going along the east coast of South America and landing near Liotto. Go north of there and past the bridge, then southwest to the supposed cave.

<== Portal ==>

When you arrive, you see that the crash of the airship caused the Portal to rip open, permitting you back into the underworld. First go to the north side. There, you'll find Columbus. After having recovered from his torture in Litz, he traveled the world. He is astonished at the progress technology has made in his short lifetime - from books of woven hide to computers, from small boats to airplanes - and not to mention the fact that his rescuer is, indeed, the hero of legend.

He will mention the nearby save point before permitting you to go into the Portal. First, do save at the save point - while, sure, losing will just put you back at the previous save point you used, what if the power goes off? Then you lose both progress AND stats. This is also the last time to save and do anything else - barring a pseudo-game over, you will not be coming back...

When you're ready, speak with Columbus and opt to go into the hole...

<== Underworld ==>

Welcome back. All you can do is go to the town of Crysta to the northwest. There is nothing else to do - the Towers are all locked up from the inside, the Mu dungeon has no rocks or door (and never had enemies or shops), and the Polynese dungeon is vacated of all enemies and the revival door. (Though the little "island" at the end of the dungeon seems to have a graphical glitch in the water, though that may just be me...)

<== Crysta ==>

Here, you cannot even shop. Anyone you go speak with will suddenly turn into one of the wandering souls and try to hurt you. (Don't worry, no HP is lost.) Odd...

Go speak with the Elder in his home. He congratulates you on reviving the planet, but then decides you've learned too much for your own good. This is not good at all for you... Go outside the house and he'll speak with you further.

Outside, you are told soon about the opposing wills of the Earth. The Lightside is the one willing life to come about; the Darkside brought death to, as has been supposed, remove the unnecessary from the planet. It seems that the Darkside's bell is tolling for Ark. You are brought to the Gaia Stone.

<== Gaia Stone ==>

You are in an infinite corridor representing the everlasting flow of time from the infinitely-long-ago past to the infinitely-expanding future. A disembodied voice, that of Dark Gaia, begins to speak to you. Dark Gaia soon decides to notify you of his ultimate plan - to eliminate both shadow and light, to dissolve the good and the bad from the world, to make a world that lacks strife and grief. Thusly, what is "necessary" is kept so that consistency continues and evil and good never come about again, for eliminating one is insufficient as one cannot exist without the other.

However, at every turn, in Soul Blazer, in The Illusion of Gaia, and, with you, in Terranigma, the legendary hero has stopped him every time. This time, he is willing to pull out all the stops. He shall fight against you, not in some mediatory form, but as himself in a real form, with his full prowess, for the sake of his own perfect world.

After this is said, you are teleported to final boss. Good luck.

O-----O  
| FINAL BOSS: Dark Gaia |  
O-----O-----O-----O-----O-----O-----O-----O  
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |

|                                                 |
|-------------------------------------------------|
| 0-----0-----0-----0-----0-----0-----0-----0     |
| Part One   500   0   0   None   None            |
| Part Two   1,000   0   0   Toast, Freeze   None |
| 0-----0-----0-----0-----0-----0-----0-----0     |

-- PART ONE --

During the first part of the battle, Dark Gaia will look like a soldier. You cannot directly attack, at least not readily. He has five main attacks. One is "Gaia rage" as it is called; just jump around at the right times to dodge. The "Sonicboom" can also be jumped over, most easily at the left or right side of the arena. He can also toss about some Magirock to hinder your mobility.

There are two more you need to be especially aware of. The Orb of Light is one. You will use your Rush attack (rapid A Button pressing) to deflect it. However, this deflection only will work if around the extreme left or right side of the arena. Once there, the split-up orb will hit Dark Gaia. Once this happens, he will turn into a spiky ball and fly around the area for a fair while. You will be hurt if you touch him. If you manage to notice him being solid at any point (i.e. not flashing), do SOMETHING to try and attack him.

Once you attack him, you will keep on dodging attacks until you manage to split an orb of light successfully, then it loops again.

Strategically, it's a bit of an annoying battle. The longer you take, the much more likely you are to lose - that spiky ball attack is hard to dodge... This is primarily why I kept insisting on "higher Strength, higher Strength" through the battle prep - you need it. By the time you hit Level 35 or so, you should be dealing out around 100 or more damage with your attacks against Dark Gaia. Too much lower in Strength and you are screwed.

So, in the end, it's all about having high Strength. If you're under 125 with the HeroPike equipped, THAT'S why you're losing. If you have over 150, you just don't know what you're doing. :P Once you deal something like 500 damage to him (the stat above is not precise), you can continue to the second part.

-- PART TWO --

I can only analogize this portion of the battle to fighting a dragon. Heh. Anyways, the boss's fighting repertoire becomes fairly restricted. In most of the fight, his main attack will be to drop weird sparkly things - they first drop down, then can go left or right at you. The yellow ones cannot induce a status, but the red and blue ones can (toasted and frozen, respectively).

The boss can also use a sweeping red laser. It's pretty easy to dodge by just jumping.

The boss's other main attack would be a beam of light, much like what you saw back in The Illusion of Gaia. However, this time, you CAN'T dodge it. Every second or two you fail to guard this, this will halve your HP. That means you will generally hit about 1/16 or 1/32 (6.25% or 3.125%) by the time you're done. That can reduce 999 HP to as low as 31!! To stop this, face the boss and use the R Button to block the attack. It'll still do a fair amount of damage, but usually in integral terms of 1 ~ 4 points of damage, rarely amounting to more than twenty.

To hit Dark Gaia this time around, you need to wait until the little gut-thing (the little hole that looks like a mouth) comes down. You can then attack it. Keep dodging until you can hit again, and keep going. It's 1,000 HP, so this

can take a fair, fair while. Again, it's all about Strength in this fight - if you have around 140 ~ 150, you should be doing fine. If you have around 180 or more (max is 183 I think), you can win with one critical hit, but that's Level 50. The lower numbers I suggested are in the Level 35 ~ 40 range. Beyond this, so long as you can dodge the relatively simple attacks, you should be good with this portion of the fight as well. Good luck!

~~~

After the battle, it's pretty simple to navigate yourself to the end. If you have trouble once you regain control, just go to Ark's bed for the rest. ;)

~~~~~  
CONGRATULATIONS! YOU HAVE BEATEN  
TERRANIGMA!!  
~~~~~

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|-----|
| |                               | |
| |   Section Five: Stat-Boosting Item Hunting Guide   | |
| |                               **TERRA_5**           | |
| |-----|
```

Throughout the course of the game, you will find a number of items that boost your statistics. There are 23 such items in all - eleven Life Potions, which boost HP by five; four STR Potions, which boost Strength by one; DEF Potions, which boost Defense by one; and Luck Potions, which boost Luck by one. This section is designed to list the locations of each.

=====

Life Potions

=====

- ~ Tower 4: In this dungeon, you'll find it 3F, at the dead-end path you reach eventually for not taking the southeast hole on B1F. This cannot be obtained after the end of Chapter 1.
- ~ The Great Ra Tree: Found in a chest on B3F you have to pass by in the northwest corner. After finishing this dungeon, there is no getting it.
- ~ Grecliff: After you fall for a Magirock past the second slide, near some Borfes, go on the ground and west for a bit to find the cave with the proper chest.
- ~ Zue: Activate two of the Rainfall Altars (or three, it won't matter). Back in the area with the false wall, get on the western ledge near the white rocks. Cross that path and go to the north side of this "island" to find it, along with 65 Gems.
- ~ Eklemata: After the avalanche, head back towards the cave where you caused the avalanche. On the way, a previously unreachable chest is now

reachable. It contains the LifePotion.

- ~ Norfest Forest: Two areas after reaching the broken bridge, go to the southwest corner of the area. It should be behind a tree hidden there.
- ~ Nirlake: Before the town expands WHATSOEVER, go to the southwestern shack. Toss the pots around there to reach the chest. If the town has expanded, the Life Potion is gone, presumably consumed in the fire.
- ~ South America: There is a hidden area in South America, southwest of Liotto and north of the mouse maze. Look there for the chest.
- ~ Australia: Once you get the ship, sail here and go to the west, into a hidden area. There, climb up the vine on the right.
- ~ Antarctica: After gaining the ship, sail to the south side of Antarctica, the southernmost and icy continent. There are two open areas here; use the easy-to-navigate western cave.
- ~ Dr. Beruga's Lab Tower: You know the area with the four switch rooms? The one in the northwest corner, with Meihou, has the chest. After starting the Airship dungeon, you can't get this one ever again.

=====
STR Potions
=====

- ~ Grecliff: As you exit the first cavern you entered, to the east are some Mud Men. On the wall, there is a vine. Climb it and go along the linear path to the proper chest.
- ~ Louran Ruins: Around the southeastern North Side, you should be able to see a chest past a fence. Go into the next building to the east and go along its linear path to the dead-end with the chest.
- ~ Sylvain Castle: This is in the room with the tightropes - go to the second floor via the west stairs on the first floor, then go south to the chandelier room. There, go through the doorway to the west, then north an area to find the proper room. Jump from the tightrope nearby to the chest to get the potion.
- ~ Alaska: On the northwestern portion of North America is where Alaska would be. In the large forest there, there is a tile that brings you to some ruins where you can find this STR Potion.

=====
DEF Potions
=====

- ~ Zue: When you make the land flood for the first time, in that area, you should sail east to make landfall - at least, normally you would. However, from there, continue south and west onto the island for the DEF Potion.
- ~ Sylvain Castle: You know that room at the end of the eastern tower where you have to stick your hand down a snake's mouth to stop the

acid flow? Go south and east from there to the chest at the end of the dead-end path.

~ Mu: Go there, it's pretty easy to find. However, if you did not resurrect Mu during Chapter 1, you're screwed on this one. The island of Mu is found between South America and Australia, south of Polynese.

~ Dr. Beruga's Lab: On B2F, go along the path north and east to find the conveyor belts. Use the first teleporter you see and, on the other side, go east, south, and west to the chest.

=====
Luck Potions
=====

~ Zue: After activating the third and final Rainfall Altar, in the entrance area of the dungeon, go to the southeast corner via the water. The chest is northeast of where you land.

~ Litz: In the northwest corner of the town. This cannot be found prior to the town's expansion.

~ Indonesia: There are two islands between Australia and southeast Asia you can land on. Use the southern island and go to one of the north corners for the chest.

~ Neotokio Sewers: After unlocking the door in the entrance room with the Sewer Key, in the next area, head east and north another. There, as you go north, take the second side-path to the west to find this potion.

|_ |
| | Section Six: Magirock Hunting Guide | |
| | **TERRA_6** | |
| | _____ | |
|_ |

There are a large number of Magirock throughout the game of Terranigma. There are 96 in most versions of the game. These magical rocks contain ... well, magic that is used in the making of magical items. Said items can require one to six Magirock to create, and, the neat thing is, you get the Magirock back when the item is used! Every Magirock counts if you're a peruser of magical items - which is essential in the case of Summon Pins at least!

Anyways, the purpose of this section is to list every single Magirock in the game to the best of my ability, and note the missability of certain ones as needed. Here is the list of the locations discussed, accompanied by their respective Magirock quantities, in the order they will be listed in this section.

- Tower 1 3 Magirock
- Tower 2 3 Magirock

- Tower 3 2 Magirock
- Tower 4 3 Magirock
- Amazon Ruins 1 Magirock
- The Great Ra Tree 2 Magirock
- Evegreen 4 Magirock
- Grecliff 5 Magirock
- KingNest 2 Magirock
- Zue 3 Magirock
- Eklemata 4 Magirock
- Lhasa 1 Magirock
- Safarium (Chapter 3-4) 1 Magirock
- Neotokio 2 Magirock (or 3)
- Forest Northeast of Gobi Desert 1 Magirock
- Louran's Mirage 1 Magirock
- Louran Ruins 6 Magirock
- Mountain Northeast of Loire 1 Magirock
- Loire Castle (Before Finishing Norfest) 2 Magirock
- Norfest Forest 3 Magirock
- Loire Castle (Sometime After Reaching Litz) ... 1 Magirock
- Sylvain Castle 3 Magirock
- Freedom Harbor 1 Magirock
- Freedom (No Expansion) 1 Magirock
- Freedom (First Expansion) 2 Magirock
- Colorado River 1 Magirock
- Mouse Maze (Hidden Area Southwest of Liotto) .. 1 Magirock
- Penginea 1 Magirock
- Liotto 2 Magirock
- Mermaid Tower 6 Magirock
- New Zealand (Area East of Australia) 1 Magirock
- Cave North of Scandia (Norfest) 1 Magirock
- The Great Lake Caverns Dungeon 5 Magirock
- Yunkou 2 Magirock
- Dragoon Castle 3 Magirock
- Mosque 1 Magirock
- Astarica 1 Magirock
- Neotokio Sewers 2 Magirock
- Nirlake (Second Expansion) 1 Magirock
- Suncoast (First Expansion) 7 Magirock
- Litz (First Expansion) 2 Magirock
- Dr. Beruga's Lab Tower 1 Magirock

=====
 Tower 1 - 3 Magirock (Cannot be obtained after Chapter 1)
 =====

- Second floor, east side.
- Third floor, in the northwestern corner past the stairs.
- Fourth floor, southwest side. Go north after going downstairs upon your entrance.

=====
 Tower 2 - 3 Magirock (Cannot be obtained after Chapter 1)
 =====

- First floor, southwest corner.

- Second floor, southeast corner.
- Fourth floor, northwest corner.

=====
Tower 3 - 2 Magirock (Cannot be obtained after Chapter 1)
=====

- On the first floor, go to the northeast corner and downstairs, then west to the magirock.
- Fourth floor, southeast corner.

=====
Tower 4 - 3 Magirock (Cannot be obtained after Chapter 1)
=====

- When presented with the option to jump down into four holes on B1F, go down any but the southeast one. Go along the path presented to you to the area with the two tightropes. There, take the southern one to a Magirock.
- When presented with the option to jump down the holes on B1F, go down any but the southeast one. As you proceed to the next floor, go south and to the southwest corner of that room to find a Magirock.
- In the final room of the dungeon, on the east side of the tightropes, go as far north as possible.

=====
Amazon Ruins - 1 Magirock
=====

- To the south of the Evegreen and Portal, there should be a Magishop in a sandstormy ruin. Go south, east, and north of the soul to the rock.

=====
The Great Ra Tree - 2 Magirock (Cannot be obtained after finishing dungeon)
=====

- In the room where you acquire Giant Leaves, southwest corner on an island. You'll need to take the Giant Leaves first to get this.
- You know where you obtain the Ra Dewdrop? Go east an area and you'll see the exit vine at the right side. Behind the nearby waterfall, if you look close enough, is the Magirock.

=====
Evegreen - 4 Magirock
=====

- These four come with the GrassPin after speaking with the Great Ra Tree.

=====
Grecliff - 5 Magirock
=====

-
- I'm not exactly sure on this location - I know it is north of an eastbound entrance into the cliffs' insides. I think it is north of the cavern leading to the RocSpear chest...
 - When you reach the first sliding area, just go down it, or down the vine to south, then west to the Magirock.
 - There is a room with Mini Quakers, above which are normal Quakers. Go to the northwest corner of the Mini Quaker room.
 - Just after getting the Sharp Claws, go north and climb the ledges to it.
 - At the second slide, hold Right on the D-Pad to reach it.

KingNest - 2 Magirock

- These two come along with the WindPin, obtained by speaking with Kingbird.

Zue - 3 Magirock

- At the second Rainfall Altar, from its entrance, head west an area and north to find it.
- In the area where you find a dead-end and two Doumas (past another set of Doumas in the previous area) after the second Rainfall Altar. Continue to the end of the dead-end to find it. If the third Rainfall Altar is triggered, this one goes away...
- To the west of the third Rainfall Altar, then north on land.

Eklemata - 4 Magirock

- Upon entrance, head west and through the path in the trees.
- There is one point, past the river, where you can go west or east after climbing a vine. Go east and along the path to a cave for one...
- ...and go west to find a number of Rakshakis and holes in the ground. At the south end of that area is another.
- In plain sight before jumping into a large hole.

Lhasa - 1 Magirock

- They come with the BonePin Kumari gives you the first time you're here.

=====

Safarium (Chapter 3-4) - 1 Magirock

=====

- This can only be obtained after Chapter 3 begins. Return to the Safarium however you desire and, there, go into the northeastern tunnel. In this first area, head west to find a human with a little Whack-a-Mole game, in which you are supposed to hit as many gray things as possible. Hit enough and you'll get his Magirock.

=====

Neotokio - 2 Magirock (3 in Japanese version)

=====

- This one is the only one that can be obtained before or after the Asmodeus incident. Go into the room on the left of the building to the left of where you enter town.
- After Asmodeus hits the town, you cannot get this one. In the lower areas of the town to the northeast, go into the westernmost wooden structure to find a noodle-eating contest. Speak with the man at the counter, then go next to the empty seat and face west. Rapidly press A and B alternately and eat enough things of noodles to win - I usually take each button with different thumbs and quickly go back-and-forth.
- For some reason, this one is only on the Japanese version of the game, and is presumably unavailable after the Asmodeus incident. I have no idea if it really exists, but the general consensus is that it does. Anywho, there is one man in town who is supposed to give you a "yes/no" quiz. If you answer the questions correctly (I have no idea what they are yet), you'll get the extra Magirock.

=====

Forest Northeast of Gobi Desert - 1 Magirock

=====

- This area is to the northeast of the Gobi Desert. The Gobi Desert is where you can find the Nomads' and Louran. In the area to the northeast, in the hidden area, you can walk west and find it pretty easily.

=====

Louran's Mirage - 1 Magirock

=====

- When you enter Meilin's house, on the first floor, go into the only doorway on the north wall to find it.

=====

Louran Ruins - 6 Magirock

=====

- From the Square, use the lower entrance on the east side and go into the first building you see to the north.
- Repeat the above, but with the upper-east entrance.

- On the North Side, there are a number of buildings at the extreme northern portion of the area. Go into the westernmost building and downstairs, then look in the rooms here for the Magirock.
- In this same building, continue along this path to the northeast corner and up the stairs and along to the second floor. In the southeast corner there, there will be a table against the wall. Press the A Button when against it and crawl along to find a hidden Magirock.
- Once at the North Side, along the south side, you should have two buildings on the south side of this portion - basically, the southeasternmost two buildings. The eastern of these has a Magirock inside.
- In the previously described area, outside, south of those two buildings is a way southward. It goes to an otherwise unreachable part of the Square where you can find a Magirock.

=====
Mountain Northeast of Loire - 1 Magirock
=====

- There is a mountain path east/northeast of the town of Loire and its castle. Go to this unnamed area for an easy Magirock.

=====
Loire Castle (Before Finishing Norfest) - 2 Magirock
=====

- Upon entrance in the castle, go north an area, then east one, then north another to the kitchen. Go northeast to the pantry and head to the southeast corner for a Magirock.
- You'll blatantly see it when you come for the Protect Bell.

=====
Norfest Forest - 3 Magirock
=====

- Once Meilin joins up with you, go south an area. Here, go to the extreme east side and into the small tree alcove for this one.
- Two areas after the previous one, upon entrance, go very far to the north to find it near a pack of enemies.
- Two more areas after the second Magirock listed, there are two westbound exits. Use the southernmost of the two past the lake and go west in the next area to this Magirock.

=====
Loire Castle (Sometime After Reaching Litz) - 1 Magirock
=====

- I'm not sure on exactly when this is activated, but I'm fairly certain it is after reaching Litz. Back in the castle, you'll be subject to a speed-eating contest. First make the northwestern and northeastern foods open - they are

worth three points each. Go speak with the man north of where you entered and enter the contest. Go to the special foods, then go along the tables, eating all the bread and apples in a minute you can. If you get more than 20 points, you win a Magirock.

=====

Sylvain Castle - 3 Magirock

=====

- From the room with the chandeliers in it (on the first floor, use western upbound stairs, then go south an area), go through the western doorway. As you head north, there are three westbound paths. Use the third one to find, at the north side, a Magirock.
- From where you entered the Royalty (where you found the previous Magirock), head north to the tightrope area. Proceed east there and jump to the one on the south side from the tightrope when you reach it.
- In the eastern tower's lowest floor, you'll need to head west, then north. As you turn north, there is an eastbound path. Use it for this Magirock.

=====

Freedom Harbor - 1 Magirock

=====

- In the southeasternmost hut.

=====

Freedom (No Expansion) - 1 Magirock

=====

- This cannot be obtained after an expansion. In Bell's house, the first time you speak with him, he'll tell you to check on Amanda in Nirlake. Do so and return. Tell him the truth and he'll head to the pub. Go there, speak with him, leave, and try again. He should thank you and prepare to hand over the Magirock. If you told a lie, you'll never get the Magirock.

=====

Freedom (First Expansion) - 2 Magirock

=====

- After the second expansion, this cannot be obtained. Go to the lower level of one of the shops in town and you'll find a black market. There, spend 5,000 Gems to free the Kingbird, then return to his nest in the Sanctuar's KingNest for the rock.
- You know where Stoma, the food gourmet, lives? It's in his back room.

=====

Colorado River - 1 Magirock

=====

- It's in the middle of the bridge after completion. You complete this bridge by going to the Gumin and returning to the river (the river is in the middle of North America along a tile, like the Indus River) to hand the man there

nine Logs from Gumin.

=====
Mouse Maze (Hidden Area Southwest of Liotto) - 1 Magirock
=====

- Complete the maze by speaking with the mouse at the entrance, then winning in 20 seconds or less. Staying along the south side generally works for me. Just remember that cacti can be lifted!

=====
Penginea - 1 Magirock
=====

- When you arrive here, go into the southwesternmost igloo.

=====
Liotto - 2 Magirock
=====

- In the northwestern building should be a food store selling various Brazilian cuisines. Go to the back room for a Magirock.
- East of there is a game in which you toss rocks at cat signs. Remember to try and hit two that are next to each other whenever possible.

=====
Mermaid Tower - 6 Magirock
=====

- These all come with the WaterPin you earn for finishing the dungeon.

=====
New Zealand (Area East of Australia) - 1 Magirock
=====

- On the dockable island east of Australia, it's pretty easy to find the hidden area and the Magirock within.

=====
Cave North of Scandia (Norfest) - 1 Magirock
=====

- Somewhere north of Europe, and generally north of Norfest, you'll find a cavern while sailing. Go there and cross the tightrope there.

=====
The Great Lake Caverns Dungeon - 5 Magirock
=====

- When you eventually flood a room by cracking a leaking wall near a pit (this leaking wall is above the Douma filled area), look around on the lower flooded floor for the Magirock.

- Additionally, four more Magirock come with the HornPin Gossie gives you.

=====

Yunkou - 2 Magirock

=====

- In the northeast corner, head west to find it.
- Go into the building south of here. You will find a couple here distraught over their having to give up their daughter, Chija. Chija is the mute girl that lived with the Nomads northwest of the Gobi Desert. If you handed her a Pretty Flower (buyable in Loire), she'll tell you her name. If you speak with her parents afterwards and go to the Nomads, you should get the Magirock upon uniting the parents with Chija.

=====

Dragoon Castle (Cannot be gained after dungeon completion) - 3 Magirock

=====

- When you see underworld Elle in the dungeon, first go south to find it.
- When you see a mirage of the underworld Elle going north, first go along to the east and north, then east again. You should see a Magirock south of the chest with 200 Gems.
- From the previous rock, continue along into the northeastern corner and head down two floors to find it pretty easily along the east side.

=====

Mosque - 1 Magirock

=====

- Northwestern home, back room.

=====

Astarica (Cannot be gotten after awakening) - 1 Magirock

=====

- As you go along the path here, shortly before ending the dungeon, you will meet two Pupilas at an east/west path. To the west is the Magirock.

=====

Neotokio Sewers - 2 Magirock

=====

- In the Pond area, near the west-side exit, you'll reach a relatively open area after some Bits. There, go to the far east to find the Magirock.
 - Two areas later, you'll be presented with three northbound paths, each guarded by a Chariot. The easternmost path yields the Magirock at the north end of it.
- =====

Nirlake (Second Expansion) - 1 Magirock

- East of Mick, outside his fast food chain factory.

Suncoast (First Expansion) - 7 Magirock

- Upon earning the mayor the Airfield Plans Will will give you after expanding Nirlake twice, equip them and speak with the mayor of Suncoast. Once the town expands this way - that's usually the last thing, but other things may be needed - go speak with the mayor and head to his home's upper floor.
- If you give the feverish man the Fever Medicine you gained from the woman at the counter of the Litz hospital, you'll get a WaterPin. Like before, this comes with six Magirock.

Litz (First Expansion) - 2 Magirock

- Go into the craftsman's home - the man who you needed to give the Crystal to to induce expansion - and you'll easily find it.
- Behind a semi-hidden passage behind the northwestern homes.

Dr. Beruga's Lab Tower - 1 Magirock

- A few areas past being helped by Fyda, there is an east-then-north corridor along the wall of a room. The enemies you fight are Goblins. When you reach the exit, head west to find this. If you've already accessed the airship, then you cannot get this.

Section Seven: Expanding the Towns

TERRA_7

As you progress through Chapter 3, you will come across five towns that can be expanded. This expansion requires the meeting of certain tasks, and can yield some good rewards. Some new items are opened up, primarily Magirock, though the shops can become better considerably as well.

All of those upgradeable towns can go up one or two levels. The five towns that are expandable are Loire, Litz, Freedom, Nirlake, and Suncoast. By the end of Chapter 3, each of them can be expanded to their highest level. Here are the listings of what must be done:

=====
Loire: Two Expansions
=====

Expansion #1:
.....

- Vote for Jean in the election after King Henri XIII dies.

Expansion #2:
.....

- Get the wine from the winery and give it to the girl in the Freedom pub.
- Get the NiceSuit from Marily and give it to the three girls in Freedom.
- Sell the painting from Matis to the rich guy in Britain (north of Europe).
- Help Pierre invent the Camera in Freedom.
- Help Eddy with his electricity experiment in Freedom.
- Use the Camera to show pictures of Loire to all tourism centers.

=====
Litz: One Expansion
=====

Expansion #1:
.....

- Give Tin Sheet from Will's Nirlake home to fisherman in Litz.
- Give fisherman's Canned Sardines to Stoma in Nirlake.
- Get a Crystal for 1,000 Gems from the African caravan; give to craftsman.
- Heal man in expanded Suncoast with Fever Medicine.
- Show pictures of Litz in all other tourism centers.

=====
Freedom: Two Expansions
=====

Expansion #1:
.....

- Meet with Perel and his fellow friends.
- Help Eddy with his electricity experiment.
- Help Bell with his Amanda issue; it matters not if you tell the truth here.

Expansion #2:
.....

- Complete the Dragoon Castle and earn the airplane from Will.
- Speak with Bell to find his telephone invention.
- Speak with Eddy to find his lightbulb invention.
- Show pictures of Freedom in every tourism center.

=====
Nirlake: Two Expansions
=====

Expansion #1:
.....

- Complete Dr. Beruga's Lab and revive him.
- Help Mick with his burger: grind the beef, put it in lettuce, then in a bun.
- Show pictures of Nirlake in every tourism center.

Expansion #2:

.....

- Give out the nine letters to Will in Nirlake; Eddy and Bell in Freedom; Pierre, Marily, Matis, and the winery owner in Loire; the fisherman of Litz; and the rich guy in the lone house on Britain (north of Europe).

=====
 Suncoast: One Expansion
 =====

Expansion #1:

.....

- Complete Dr. Beruga's lab and revive him.
- Get the Tasty Meat from the guy to the north; give it to Stoma in Nirlake.
- Give the Airfield Plans from Will (Nirlake expansion two) to Suncoast mayor.
- Take pictures of the town and show them in all tourism centers.

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| |                                     | |
| |               Section Eight: Enemy Bestiary               | |
| |                   **TERRA_8**                               | |
| |-----|
|-----|
  
```

This section is designed to list the data on every enemy in the game. This was made, at least at this time, from self-observation of the enemies and some mental calculations and probabilities. Therefore, most HP numbers will not always be 100% accurate.

Each number, therefore, is somewhat subject to approximation. This section will list the enemies in alphabetical order, except bosses, who get their own section because they're special. The data consists of maximum HP, potential elemental weaknesses that deal extra damage, EXP. earned, and statuses you can be hit with, among a number of other things.

=====

[enemy name]

- Maximum HP : [the minimum damage that must be dealt to kill the monster]
- EXP. Earned: [how much EXP. Ark earns]
- Gems Earned: [how much money you earn if the enemy drops money]
- Weaknesses : [what elements or attacks may do extra damage]
- Statuses : [what statuses you may be hit with in fighting this monster]
- Other Notes: [anything else to note]
- Locations : [where this enemy is found]

=====

Abbee

- Maximum HP : ???
- EXP. Earned: 0
- Gems Earned: 0

- Weaknesses : None
- Statuses : None
- Other Notes: This enemy must be picked up and thrown to be beaten.
- Locations : The Great Ra Tree

=====

Bee

- Maximum HP : 18
- EXP. Earned: 10
- Gems Earned: 3
- Weaknesses : None
- Statuses : None
- Other Notes: These are found only under bushes.
- Locations : Zue

=====

Basilisk

- Maximum HP : 49
- EXP. Earned: 32
- Gems Earned: 32
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Louran Ruins

=====

Bit

- Maximum HP : 160
- EXP. Earned: 99
- Gems Earned: 0
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Neotokio Sewers, Dr. Beruga's Airship

=====

Blood Skeleton

- Maximum HP : 120
- EXP. Earned: 45
- Gems Earned: 0
- Weaknesses : None
- Statuses : Cure
- Other Notes: This enemy can revive itself until 120+ total damage is dealt.
- Locations : Sylvain Castle

=====

Bloody Chariot

- Maximum HP : 299
- EXP. Earned: 130
- Gems Earned: 156

- Weaknesses : None
- Statuses : Defense Down
- Other Notes: None
- Locations : Dr. Beruga's Lab Tower, Dr. Beruga's Airship

=====

Blue Borfe

- Maximum HP : 35
- EXP. Earned: 16
- Gems Earned: 15
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Grecliff

=====

Blue Gall Fish

- Maximum HP : 10
- EXP. Earned: 49
- Gems Earned: 0
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Great Lake Dungeon

=====

Blue Slime

- Maximum HP : 66
- EXP. Earned: 30
- Gems Earned: 0
- Weaknesses : None
- Statuses : Confusion
- Other Notes: Splits into four Mini Blue Slime upon its defeat.
- Locations : Eklemata

=====

Cadet

- Maximum HP : 20
- EXP. Earned: 6
- Gems Earned: 13
- Weaknesses : None
- Statuses : Immobilization
- Other Notes: None
- Locations : Tower 2, Tower 3, Tower 4, Tower 5

=====

Cally

- Maximum HP : 187
- EXP. Earned: 62
- Gems Earned: 79

- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Mermaid Tower

=====

Chakra

- Maximum HP : 125
- EXP. Earned: 35
- Gems Earned: 39
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Sylvain Castle

=====

Chariot

- Maximum HP : 299
- EXP. Earned: 100
- Gems Earned: 116
- Weaknesses : None
- Statuses : Defense Down
- Other Notes: None
- Locations : Neotokio Sewers

=====

Chonchon

- Maximum HP : 44
- EXP. Earned: 24
- Gems Earned: 34
- Weaknesses : None
- Statuses : Sleep
- Other Notes: Only damageable through jumping attacks.
- Locations : Louran Ruins

=====

Cube

- Maximum HP : 299
- EXP. Earned: 102
- Gems Earned: 102
- Weaknesses : None
- Statuses : None
- Other Notes: Can engulf you to cause continual damage.
- Locations : Dr. Beruga's Lab, Dr. Beruga's Lab Tower

=====

Cursed Armor

- Maximum HP : 150
- EXP. Earned: 38
- Gems Earned: 38

- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Sylvain Castle

=====

Dark Bat (Sylvain)

- Maximum HP : 55
- EXP. Earned: 34
- Gems Earned: 30
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Sylvain Castle

=====

Dark Bat (Norfest)

- Maximum HP : 20
- EXP. Earned: 28
- Gems Earned: 27
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Norfest Forest

=====

Dark Chakra

- Maximum HP : 241
- EXP. Earned: 98
- Gems Earned: 68
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Astarica Dream

=====

Demi Basilisk

- Maximum HP : 44
- EXP. Earned: 19
- Gems Earned: 22
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Zue

=====

Dignal

- Maximum HP : 24
- EXP. Earned: 15
- Gems Earned: 19

- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : The Great Ra Tree

=====
Douma (Great Lake Dungeon)

- Maximum HP : 190
- EXP. Earned: 66
- Gems Earned: 117
- Weaknesses : None
- Statuses : Deadly Poison
- Other Notes: Has a counterattack that blows you back as far as possible.
- Locations : Great Lake Dungeon

=====
Douma (Zue)

- Maximum HP : 60
- EXP. Earned: 20
- Gems Earned: 23
- Weaknesses : None
- Statuses : Poison
- Other Notes: Has a counterattack that blows you back as far as possible.
- Locations : Zue

=====
Dungun

- Maximum HP : 28
- EXP. Earned: 18
- Gems Earned: 10
- Weaknesses : None
- Statuses : Toasted
- Other Notes: If it is sunny, the Dungun explodes upon defeat, which may cause toasting. If rainy, there is no explosion.
- Locations : Zue

=====
Goblin (Type 1)

- Maximum HP : 312
- EXP. Earned: 100
- Gems Earned: 75
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Dr. Beruga's Lab

=====
Goblin (Type 2)

- Maximum HP : 190
- EXP. Earned: 110

- Gems Earned: 90
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Neotokio Sewers

=====

Goblin (Type 3)

- Maximum HP : 342
- EXP. Earned: 100
- Gems Earned: 51
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Dr. Beruga's Lab Tower, Dr. Beruga's Airship

=====

Green Gall Fish

- Maximum HP : 6
- EXP. Earned: 11
- Gems Earned: 0
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : The Great Ra Tree

=====

Green Slime

- Maximum HP : 184
- EXP. Earned: 40
- Gems Earned: 0
- Weaknesses : None
- Statuses : Confusion
- Other Notes: Divides into four Mini Green Slimes upon defeat.
- Locations : Great Lake Dungeon, Neotokio Sewers

=====

Guardner

- Maximum HP : 9
- EXP. Earned: 7
- Gems Earned: 0
- Weaknesses : None
- Statuses : Sleep
- Other Notes: Only able to be hurt by jumping attacks.
- Locations : Tower 3, Tower 4, Tower 5

=====

Gumin

- Maximum HP : 90
- EXP. Earned: 19

- Gems Earned: 0
- Weaknesses : None
- Statuses : None
- Other Notes: Splits into four Mini Gumins upon defeat.
- Locations : Gumin

=====

High Cadet

- Maximum HP : 15
- EXP. Earned: 0
- Gems Earned: 0
- Weaknesses : None
- Statuses : Immobilization
- Other Notes: None
- Locations : Tower 3

=====

Ice Gems

- Maximum HP : 34
- EXP. Earned: 17
- Gems Earned: 21
- Weaknesses : Fire
- Statuses : Freezing
- Other Notes: None
- Locations : Eklemata

=====

Living Statue

- Maximum HP : 23
- EXP. Earned: 10
- Gems Earned: 20
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Tower 1, Polynese Dungeon

=====

Lizard Man

- Maximum HP : 24
- EXP. Earned: 22
- Gems Earned: 25
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Zue

=====

Maduu

- Maximum HP : 54
- EXP. Earned: 26

- Gems Earned: 0
- Weaknesses : None
- Statuses : Curse
- Other Notes: Once defeated, it releases a ghost. This ghost will take you back to the start of the dungeon if the Holy Seal is not equipped.
- Locations : Louran Ruins

=====

Mini Blue Slime

- Maximum HP : 10
- EXP. Earned: 5
- Gems Earned: 0
- Weaknesses : None
- Statuses : Defense Down
- Other Notes: Four split from one Blue Slime upon defeat.
- Locations : Eklemata

=====

Mini Green Slime

- Maximum HP : 1? (it's very low, one-hit kill even low-level at that point)
- EXP. Earned: 15
- Gems Earned: 0
- Weaknesses : None
- Statuses : None
- Other Notes: Four split from one Green Slime upon defeat.
- Locations : Great Lake Dungeon, Neotokio Sewers

=====

Mini Gumin

- Maximum HP : 1
- EXP. Earned: 19
- Gems Earned: 47
- Weaknesses : None
- Statuses : None
- Other Notes: Four split from one Gumin upon defeat.
- Locations : Gumin

=====

Mini Quaker

- Maximum HP : 5
- EXP. Earned: 18
- Gems Earned: 24
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Grecliff

=====

Mud Man

- Maximum HP : 30
- EXP. Earned: 19
- Gems Earned: 21
- Weaknesses : None
- Statuses : None
- Other Notes: Slider attacks.
- Locations : Grecliff, Canyon

=====

Orange Huball

- Maximum HP : 14
- EXP. Earned: 4
- Gems Earned: 6
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Tower 4

=====

Periton

- Maximum HP : 21
- EXP. Earned: 14
- Gems Earned: 0
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Grecliff, Canyon

=====

Phantom

- Maximum HP : 230
- EXP. Earned: 98
- Gems Earned: 89
- Weaknesses : None
- Statuses : Death Curse
- Other Notes: Can revive self until it sustains over 230 cumulative damage.
- Locations : Neotokio Sewers

=====

Pupal

- Maximum HP : 179
- EXP. Earned: 69
- Gems Earned: 56
- Weaknesses : None
- Statuses : None
- Other Notes: Hit its eye, primarily with jumping attacks, to deal damage.
- Locations : Great Lake Dungeon

=====

Pupila

- Maximum HP : 168
- EXP. Earned: 69
- Gems Earned: 56
- Weaknesses : None
- Statuses : None
- Other Notes: Hit its eye, primarily with jumping attacks, to deal damage.
- Locations : Astarica Dream

=====

Purple Flower

- Maximum HP : 20
- EXP. Earned: 13
- Gems Earned: 14
- Weaknesses : None
- Statuses : Poison
- Other Notes: None
- Locations : The Great Ra Tree

=====

Purple Huball

- Maximum HP : 4
- EXP. Earned: 2
- Gems Earned: 3
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Tower 1, Tower 2

=====

Purple Whisp

- Maximum HP : 20
- EXP. Earned: 20
- Gems Earned: 0
- Weaknesses : None
- Statuses : Toasted
- Other Notes: None
- Locations : Norfest Forest

=====

Quaker (Eklemata)

- Maximum HP : 12
- EXP. Earned: 18
- Gems Earned: 24
- Weaknesses : None
- Statuses : Immobilization
- Other Notes: None
- Locations : Eklemata

=====

Quaker (Grecliff)

- Maximum HP : 5
- EXP. Earned: 18
- Gems Earned: 24
- Weaknesses : None
- Statuses : Immobilization
- Other Notes: None
- Locations : Grecliff

=====

Raiden

- Maximum HP : 64
- EXP. Earned: 23
- Gems Earned: 36
- Weaknesses : None
- Statuses : Immobilization
- Other Notes: Use Slider attacks.
- Locations : Louran Ruins

=====

Rakshaki

- Maximum HP : 45
- EXP. Earned: 23
- Gems Earned: 34
- Weaknesses : None
- Statuses : Confusion
- Other Notes: Use Slider attacks to deal damage.
- Locations : Eklemata

=====

Red Flower

- Maximum HP : 148
- EXP. Earned: 75
- Gems Earned: 65
- Weaknesses : None
- Statuses : Deadly Poison
- Other Notes: None
- Locations : The Great Ra Tree

=====

Red Borfe

- Maximum HP : 48
- EXP. Earned: 26
- Gems Earned: 28
- Weaknesses : None
- Statuses : None
- Other Notes: These guys have a flurry attack that can sort of trap you in for lots of damage. Either keep your distance or use attacks that drag you past the enemy (Slider).
- Locations : Louran Ruins

=====

Red Huball

- Maximum HP : 14
- EXP. Earned: 4
- Gems Earned: 6
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Tower 1, Tower 3, Tower 4

=====

Red Whisp

- Maximum HP : 7
- EXP. Earned: 4
- Gems Earned: 6
- Weaknesses : None
- Statuses : Toasted
- Other Notes: None
- Locations : Tower 1, Tower 2, Tower 3, Tower 4, Tower 5, Polynese Dungeon, Canyon

=====

Robber

- Maximum HP : 270
- EXP. Earned: 98
- Gems Earned: 311
- Weaknesses : None
- Statuses : None
- Other Notes: This enemy can steal Gems. The game oddly calls 'em "Lobbers".
- Locations : Neotokio Sewers

=====

Robot

- Maximum HP : 288
- EXP. Earned: 80
- Gems Earned: 75
- Weaknesses : None
- Statuses : Strength Down
- Other Notes: None
- Locations : Dr. Beruga's Lab, Dr. Beruga's Lab Tower

=====

Sabredog

- Maximum HP : 106
- EXP. Earned: 30
- Gems Earned: 32
- Weaknesses : "Wolf" element
- Statuses : Poison
- Other Notes: Can call for allies.
- Locations : Norfest Forest

=====

Sabrewolf

- Maximum HP : 52
- EXP. Earned: 23
- Gems Earned: 33
- Weaknesses : "Wolf" element
- Statuses : None
- Other Notes: Can call for allies.
- Locations : Eklemata

=====
Skeleton

- Maximum HP : 120
- EXP. Earned: 32
- Gems Earned: 31
- Weaknesses : None
- Statuses : None
- Other Notes: Explodes into eight bones that go in every direction (north, south, east, west, and their intermediates) upon death.
- Locations : Sylvain Castle

=====
Soul Knight

- Maximum HP : 170
- EXP. Earned: 59
- Gems Earned: 57
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Sylvain Castle

=====
Stone Golem

- Maximum HP : 30
- EXP. Earned: 17
- Gems Earned: 25
- Weaknesses : None
- Statuses : None
- Other Notes: None
- Locations : Grecliff

=====
Warlock

- Maximum HP : 98
- EXP. Earned: 28
- Gems Earned: 27
- Weaknesses : None
- Statuses : Toasted
- Other Notes: None
- Locations : Norfest Forest

=====
Yellow Flower

- Maximum HP : 20
- EXP. Earned: 13
- Gems Earned: 14
- Weaknesses : None
- Statuses : Poison
- Other Notes: None
- Locations : The Great Ra Tree

=====
Yeti

- Maximum HP : 84
- EXP. Earned: 21
- Gems Earned: 0
- Weaknesses : Fire?
- Statuses : None
- Other Notes: Only attacks you if YOU attack it.
- Locations : Eklemata

=====
Zombie Boy

- Maximum HP : 60
- EXP. Earned: 18
- Gems Earned: 21
- Weaknesses : Light
- Statuses : Poison
- Other Notes: None
- Locations : Louran Ruins

=====
Zombie Girl

- Maximum HP : 80
- EXP. Earned: 18
- Gems Earned: 21
- Weaknesses : Light
- Statuses : Poison
- Other Notes: Throws its head, which later explodes...
- Locations : Louran Ruins

=====
Zombie Girl Head

- Maximum HP : 10
- EXP. Earned: 18
- Gems Earned: 0
- Weaknesses : Light
- Statuses : None
- Other Notes: None
- Locations : Louran Ruins

Zombie Man

- Maximum HP : 50
- EXP. Earned: 18
- Gems Earned: 21
- Weaknesses : Light
- Statuses : Poison
- Other Notes: None
- Locations : Louran Ruins

Zombie Woman

- Maximum HP : 54 + one hit that does nothing but remove head
- EXP. Earned: 18
- Gems Earned: 21
- Weaknesses : Light
- Statuses : Poison
- Other Notes: None
- Locations : Louran Ruins

Section Nine: Boss FAQ/Walkthrough

TERRA_9

Within this section of the FAQ, you'll find the strategies detailing all of the bosses in the game, as they appear in the walkthrough. Aside from the strategies, you'll also receive some basic stats for the monsters. There are ten bosses in all across this game.

That's pretty much it. Here is a list of the bosses, coupled with their locations. You can find their CTRL+F codes in the Contents section. I will note that each one fits the format ****TERRA_9##****, where **##** is replaced with the boss's ordinal number from this list.

- The Shadowkeeper (Tower 5)
- The Parasite (The Great Ra Tree)
- Dark Twins (Grecliff)
- Storm Master (Zue)
- Dark Morph (Eklemata)
- Miserly Ghost (Neotokio, pre-Asmodeus)
- Bloody Mary (Sylvain Castle)
- Hiterodon (x3) (The Great Lakes Dungeon)
- Security Bot (Dr. Beruga's Lab)
- Dark Gaia (Gaia Stone)

| BOSS: The Shadowkeeper | | | | | | **TERRA_91** |
|------------------------|--------|------|------|----------------|----------|--------------|
| Location: Tower 5 | | | | | | |
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness | |
| Left Claw | 40 | 30 | 0 | None | None | |
| Right Claw | 40 | 30 | 0 | None | None | |
| Face/Head | 50 | 100 | 0 | None | None | |
| Eye | 100 | 100 | 0 | None | None | |

There are three main parts to this first boss.

The first one involves the two claws, one on the left and right sides. During this period of the battle, the Shadowkeeper will primarily just crawl forward. He can also attack you with nine to twelve lasers from his mouth - they be blocked with the R Button, or dodged by jumping or being very close and at the edge of the battlefield. He can also slam the claws into the ground, though that is easily dodged by also being to the side.

Perhaps the main thing to be aware of is that this part of the boss does have a time limit, to a point - if you take too long, as the Shadowkeeper crawls forward, you will be sent into the previous room. That undoes all of your work in the battle.

To damage the boss, you'll need to be prepared to use a few Bulbs here - the Crystal Spear often takes too long to heal, so it may be better to use the Hex Rod as your weapon. Anyways, I usually stick to the far left or right for each claw, then rapidly press the A Button while facing northward, ignoring my being hit until I'm in low health, at which point I'll press Select and heal.

Once both claws are destroyed, the second portion of the battle begins.

During this portion of the battle, the Shadowkeeper will retain only his laser attack. This is used less often, however, in favor of a direct string attack from the tail. This attack is hard to dodge, so it's better left ignored until you need to heal. Offensively, you first want to combo-attack the beast in the face, for that is its new weak point, until it backs up to where it started. From there, get on the side of the face. This will protect you from the lasers.

Once the face is destroyed, the hard part is over, but the battle goes on into the third and final stage.

During this part of the battle, the Shadowkeeper's head is wide open, revealing an eye. That is its weak point here. The boss will rarely attack, sticking only to more of the stinging attack. Generally, if you had continued your combo-attacking from the previous stage, and are around Level 6 ~ 8, you'll probably win this portion of the battle without even being attacked at if you keep up the attacking.

| BOSS: The Parasite | | | | | | **TERRA_92** |
|-----------------------------|--------|------|------|----------------|----------|--------------|
| Location: The Great Ra Tree | | | | | | |
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness | |
| Small Enemies | 1 | 13 | 0 | None | None | |
| Parasite | 110 | 350 | 0 | None | None | |

During the first part of the battle, you'll be dealing with two things. First is the big blue centipede-like thing coming from the north-central part of the area. This thing will primarily just wiggle around and try to smack you. He's pretty hard to avoid, actually, due to his length and tendency to get in your way, so try to ignore him.

The other thing are the little small enemies coming from the six holes around the area. You need to hit them several times to be able to proceed. They will usually shoot lasers at you, kind of like the Abbees earlier in the dungeon. These can be hard to dodge, as you want to hit the enemies and they don't stay up for too long. It's kinda best to just deal with the pain and attack anyways, healing with Bulbs as needed.

The second part of the battle is a bit longer. Now, the blue enemy from before will go from hole to hole on the arena - he's still invincible, and will rarely actually hit you. The Parasite itself will appear in the top-center area. He can only be damaged when his eye is open.

His eye is usually open sometime after it sends a swarm of small enemies at you. There will be six in all. They can be easily taken out with a single attack, and are a fairly okay way to grind yourself up to Level 10 ~ 11 at this point, if you want.

Once you defeat the six enemies, dash-attack at the eye, then begin to use combo attacks from there. The Parasite may rush at you. Ignore this and keep attacking. The boss will soon send another swarm of the small enemies, and this pretty much loops until the boss dies.

In the end, this is mostly an endurance fight. If you have plenty of Bulbs, you should be okay. Otherwise, grinding is the way to go.

| BOSS: Dark Twins | | | | | | | **TERRA_93** |
|--------------------|--------|------|------|----------------|----------|--|--------------|
| Location: Grecliff | | | | | | | |
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness | | |
| Each Dark Twin | 80 | 500 | 0 | None | None | | |

This battle is both easy, yet annoying. The green Dark Twin - the one you begin the battle fighting - primarily will send feather missiles at you. They can be blocked with the R Button or just dodged. That is pretty much all this one will do on offense. He can also set up a tornado which will push you away from him, and, if you leave this platform, you'll start the boss ALL OVER AGAIN.

Anyways, damage is relatively simple - attack when you can. Jump-attack tend to be the best here, but even they only have real use when the bird is flying low or is starting up a tornado. This would be one of the few times I give credit to the use of magic rings, though it is far from impossible to do the fight without them. (Anyways, you're not allowed to do so. :P)

After a certain point, the boss will call for help from the other twin. What this bird like to do is just fly around, usually unreachable, and just spray his droppings all over you and the field. How ... refined. Anyways, they are pretty easy to dodge.

You'll want to focus your offense on the green bird even after the other, rather more annoying bird appears. This is because of the logic that these two birds will die when just one of them does. Illogical as it is, we have to abuse it.

```

O-----O
|
|          BOSS: Storm Master          **TERRA_94** |
|          Location: Zue                |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Part One     | 150   | 300  | 0    | None           | None     |
| Part Two     | 100   | 350  | 0    | None           | None     |
O-----O-----O-----O-----O-----O-----O-----O

```

During the first portion of the battle, the Storm Master will have two main attacks. The first involves a throwing of his scythes. They will go to the sides and around the room back to him, damaging you if you touch them. The other attack he uses is rarely used if you're close - it involves a throwing of some flames. He also has a rarely-used attack involving a direct attack with one of his scythes. It is easily dodged by moving aside or just generally moving around.

Offensively, I tend to wait around for the first scythe attack - this often happens if you stay close. When he does, I dash-attack, jump over either scythe, then I wait briefly. As the scythes are being absorbed, I abuse the temporal invulnerability granted by the dash-attack/dash-jump attack and attack once more.

Around Level 11 ~ 12, that should take out around 10 damage per cycle at around 25 Strength. So it'll take about fifteen cycles of that to win at minimum.

After 150+ damage is taken, you'll earn some EXP. and possibly level up, but the fight is not over. The boss is now flying around and he'll throw rocks and fire at you. The best you can do with those is get out of the way. After some time - be patient, it can take a fair while - he'll come down in a slow tackle. That is usually the only time he is hittable - use this time to get on his north side (trust me, as he retracts, you mathematically should do a slight bit more damage) and combo-attack him. After around 100 HP of damage, he'll be defeated!

```

O-----O
|
|          BOSS: Dark Morph          **TERRA_95** |
|          Location: Eklemata        |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Yeti Form    | N/A   | 0    | 0    | None           | None     |
| Cadet Form   | 150   | 350  | 0    | None           | None     |
| Dark Bats Form | 200  | 350  | 0    | None           | None     |
O-----O-----O-----O-----O-----O-----O-----O

```

The first part of this battle deals with the Yeti. This portion of the battle seems to be timed, seeing as you're unable to attack it. The Yeti will begin

by throwing around a dozen ice rocks across the arena. If you run into them, you'll be hurt, and, because the Yeti causes a whirlwind, it'll be hard to stay in one place. I'd suggest trying to stick in a corner and hold the Y Button while you run towards it.

Eventually, the battle will progress into its next part.

The Cadet morph is by far the easiest part of this battle. The boss will teleport across the field randomly and rapidly. In most cases, he'll be either due north/south/east/west of you. Why? His main attack is a straight-line projectile that'll damage you. To damage the Cadet back, use an attack to reflect his projectile. This is most easily done by always facing the Cadet and then mashing on the A Button.

After 150 HP of damage, this battle progresses into by far its most annoying part.

The boss will take his shadowy form and roam around the place. While he is not intending to directly hit you at this point, don't try touching him, either, as it'll damage you. You need to attack him. Problem is, generally these attacks can be weak for some reason (maybe I'm underleveled?), so it'll be a long fight, even if you've beaten every enemy thus far. Matthew Mayabb has suggested to switch to the weaker Neo's Fang spear, since the Dark Morph is likely fire-resistant, tripling damage others. Anyways, after the attack you throw, if it hits, the Dark Morph will take the damage, then split up into a number of bats. (Later, these are found to be Dark Bats.) You can't hurt them, just wait around for them to grow back into the Dark Morph. In the meantime, try to stay out of their way.

It's hard, yeah. Lucky you, if you die, you'll be teleported out of the arena, leaving you a chance to grind or shop as necessary, a chance you NEED to take. Additionally, if you return, you'll be back starting the form you died on, although he'll be at full health.

```
O-----O
|
|          BOSS: Miserly Ghost          **TERRA_96** |
|          Location: Neotokio, pre-Asmodeus          |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Miserly Ghost | 750 | 0 | 0 | None | Light? |
O-----O-----O-----O-----O-----O-----O-----O
```

This boss is relatively funnier than most. The boss will primarily just go around the room complaining about random things. Feel free to laugh at it for a bit, but you have to fight eventually.

Depending on when you fight this - this boss can be fought, I believe, any time from the opening of Chapter 3 prior to the Asmodeus incident of Chapter 4 - this boss can be extremely hard or extremely easy. Right after Louran is probably a good time to fight, as you're likely still using the LightRod, and I'd assume this boss to be weak to Light.

This is primarily due to the fact that you should be doing about 40 ~ 50 damage per hit after Louran (Level 19, LightRod). The boss will take a lot longer otherwise, but there is little variation in the general strategy - when the boss appears, do a dashing attack at it! Repeat until it dies. (Again?)

```

O-----O
|
|          BOSS: Bloody Mary          **TERRA_97** |
|          Location: Sylvain Castle      |
O-----O-----O-----O-----O-----O-----O-----O
|  Enemy/Target |  Max HP |  EXP. |  Gems |  Status Induced |  Weakness |
O-----O-----O-----O-----O-----O-----O-----O
|  Bloody Mary  |   400  |  850  |   0   |  None           |  Light?   |
O-----O-----O-----O-----O-----O-----O-----O

```

However, take note of this. This boss is unusually difficult, as far as statistical calculations for damage go. I will recommend you grind up until Level 25 before actually trying to fight this boss. Any much lower and you'll deal out uselessly-low amounts of damage during third part of the fight, which can easily make it more likely for you to die. That's the main thing to be aware of with this one. The best place to grind can be found like so - go to the area before the castle kitchens, through the northwest exit, then through the north exit. Defeat the Soul Knight, exit, re-enter, battle, and repeat. You should easily get to Level 25 from around Level 21/22 in about forty minutes.

As for the fight itself...

Part one is pretty simple. You'll be allowed to roam semi-freely through the castle dungeons. Notably, there is a prisoner in the northwest corner of the room north and east of where you're dropped. For time convenience, you may as well stay near this area.

During this portion of the battle, you merely need to hit the real one of the four things circling around you. However, which one is real? It will be whichever doll is to your back when they all stop. To help in this, just face a certain direction, wait for the enemies to stop, then strike the one to your back. It's easiest to recognize which way Ark is facing if he faces south, then strikes to the north. The enemies will not attack you here unless you hit the wrong one, so take a long as you need. It'll take three strikes to end this.

Once you're done with part one, speak with the prisoner nearby to oddly be teleported.

Part two of the battle consists of a half-attempted game at Simon Says. For this phase, when the doll says to move, you can move - if not, DO NOT MOVE. If you move after being told to stop, you will be taken back to the start of the room and possibly damaged. This can be done in one go if you start moving eastward right from the start.

After a lone hit, you are teleported to the truly hard part.

Bloody Mary has several attacks. She will summon a set of four colored spheres to circle around her, dealing damage to anyone fool enough to get close. She can also get her face to go around the field, and just move around. She can move around at any time, and teleport at will. Any time you touch her or are attacked, you'll usually take heavy damage. Even when equipped and upgraded optimally (non-hacking), at Level 24, you're still going to take around 15 damage per hit. Around Level 21, the non-grinding average, you'll take easily 30 to 40 damage per hit.

Your offensive strategy is a bit simpler than one would think. You may want to consider equipping the LightRod, as it may do more damage than the Icepick. Anyways, to damage Bloody Mary, you want to do a dashing-attack (without any

jumping for the execution thereof) at her. If you do this just north of the center of the orb circle around her, you shouldn't be damaged.

You'll have to do that repeatedly. Around Level 24 ~ 25, even optimally equipped, you aren't going to be doing much more than 7 ~ 20 damage per hit, assuming criticals for the max. It'll take a fair while, but, so long as you have plenty of healing bulbs, and maybe a GrassPin, you should be just fine.

```
O-----O
|                BOSS: Hiterodon (x3)                **TERRA_98** |
|                Location: The Great Lakes Dungeon                |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Each Hiterodon | 150 | 350 | 0 | None | None |
O-----O-----O-----O-----O-----O-----O-----O
```

This battle will be pretty easy. It'll help to be around Level 25 by this time to make it also easier on your health. Anyways, Hiterodons are those three starfish that keep jumping out of the water. They will attach themselves to you to periodically deal damage. That is their only attack, and it can be dodged. If you do happen to get a Hiterodon on your head, the sea dragon in the back will release fire at you. THIS IS GOOD. This fire shouldn't really hurt you, and will just get rid of the Hiterodon. I can see how it could be confusing, though. :P

So, anyways, strategy. The Hiterodons will primarily come from two places. If they come from the left/right side of your platform, just dash-attack them and that'll work fine. If they come from above, it's a bit trickier. I would presume a normal jumping attack would be sufficient, but it is also possible to walk under the Hiterodon (which triggers it to fall), then get out of the way and hit it when it lands.

The battle will end when every Hiterodon is dead. If you're around Level 24 or 25, you should be one- or two-hit killing these. After all, they're just starfish!

```
O-----O
|                BOSS: Security Bot                **TERRA_99** |
|                Location: Dr. Beruga's Lab                |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Security Bot | N/A | 1,710 | 0 | STR Down, Immobile | None |
| Each Leg (3) | ~500 | 500 | 0 | None | None |
| Small Bots (7) | ~100 | 30 | 0 | None | None |
O-----O-----O-----O-----O-----O-----O-----O
```

Above, the Security Bot is taken as a separate entity (although EXP. is a total of all of the enemies here) that is not fightable. However, it has attacks that can hurt you. It can shoot missiles at you - to dodge them, just keep moving. The whiplash attack, which can (and almost always will) cause Strength Down, can be avoided with a well-timed jump. The judgment attack will ride the ground (is jumpable) and may paralyze you. It is noteworthy to take note that these attacks are usually only executed when you're staying on one side of the boss for an extended time period - the whiplash for the left, and judgment for the

right. The Security Bot may, finally, use a general string of moves together in a combo.

As for fighting it, it is relatively simple. If you're around Level 27 ~ 30, you shouldn't have too much trouble here. Initially, you need to take out the legs the boss is propping up on. Just attack them for about 500 HP of damage to get rid of one leg. This can be harder than it sounds, due to the rapidity of the boss's attacks. Try to prioritize surviving over fighting - especially at lower levels, it is not hard to use a fair load of Bulbs here. A good way to work at this is sort of like what we did against Bloody Mary - dash-attack through the leg and keep going past.

If you manage to wipe out all three legs - a leg can be seen as wiped out when it gets all sparkly and red - then the boss will go for its last-ditch attack. As the game says, it is rather unslightly. I interpret that as weak. >:) To eliminate them, it shouldn't take much more than one or two attacks, so don't worry too much. If you can bypass the main bot, you've pretty much won.

```
O-----O
|
|          FINAL BOSS: Dark Gaia          **TERRA_910** |
|          Location: Gaia Stone           |
O-----O-----O-----O-----O-----O-----O-----O
| Enemy/Target | Max HP | EXP. | Gems | Status Induced | Weakness |
O-----O-----O-----O-----O-----O-----O-----O
| Part One     | 500    | 0    | 0    | None           | None     |
| Part Two     | 1,000  | 0    | 0    | Toast, Freeze  | None     |
O-----O-----O-----O-----O-----O-----O-----O
```

-- PREPARATIONS --

If you need a look at some good preparatory work for this boss, it will be a good idea to CTRL+F the tag ****TERRA_443_PREP**** to get to the designated part of the walkthrough.

-- PART ONE --

During the first part of the battle, Dark Gaia will look like a soldier. You cannot directly attack, at least not readily. He has five main attacks. One is "Gaia rage" as it is called; just jump around at the right times to dodge. The "Sonicboom" can also be jumped over, most easily at the left or right side of the arena. He can also toss about some Magirock to hinder your mobility.

There are two more you need to be especially aware of. The Orb of Light is one. You will use your Rush attack (rapid A Button pressing) to deflect it. However, this deflection only will work if around the extreme left or right side of the arena. Once there, the split-up orb will hit Dark Gaia. Once this happens, he will turn into a spiky ball and fly around the area for a fair while. You will be hurt if you touch him. If you manage to notice him being solid at any point (i.e. not flashing), do SOMETHING to try and attack him.

Once you attack him, you will keep on dodging attacks until you manage to split an orb of light successfully, then it loops again.

Strategically, it's a bit of an annoying battle. The longer you take, the much more likely you are to lose - that spiky ball attack is hard to dodge... This is primarily why I kept insisting on "higher Strength, higher Strength" through the battle prep - you need it. By the time you hit Level 35 or so, you

should be dealing out around 100 or more damage with your attacks against Dark Gaia. Too much lower in Strength and you are screwed.

So, in the end, it's all about having high Strength. If you're under 125 with the HeroPike equipped, THAT'S why you're losing. If you have over 150, you just don't know what you're doing. :P Once you deal something like 500 damage to him (the stat above is not precise), you can continue to the second part.

-- PART TWO --

I can only analogize this portion of the battle to fighting a dragon. Heh. Anyways, the boss's fighting repertoire becomes fairly restricted. In most of the fight, his main attack will be to drop weird sparkly things - they first drop down, then can go left or right at you. The yellow ones cannot induce a status, but the red and blue ones can (toasted and frozen, respectively).

The boss can also use a sweeping red laser. It's pretty easy to dodge by just jumping.

The boss's other main attack would be a beam of light, much like what you saw back in The Illusion of Gaia. However, this time, you CAN'T dodge it. Every second or two you fail to guard this, this will halve your HP. That means you will generally hit about 1/16 or 1/32 (6.25% or 3.125%) by the time you're done. That can reduce 999 HP to as low as 31!! To stop this, face the boss and use the R Button to block the attack. It'll still do a fair amount of damage, but usually in integral terms of 1 ~ 4 points of damage, rarely amounting to more than twenty.

To hit Dark Gaia this time around, you need to wait until the little gut-thing (the little hole that looks like a mouth) comes down. You can then attack it. Keep dodging until you can hit again, and keep going. It's 1,000 HP, so this can take a fair, fair while. Again, it's all about Strength in this fight - if you have around 140 ~ 150, you should be doing fine. If you have around 180 or more (max is 183 I think), you can win with one critical hit, but that's Level 50. The lower numbers I suggested are in the Level 35 ~ 40 range. Beyond this, so long as you can dodge the relatively simple attacks, you should be good with this portion of the fight as well. Good luck!

| |
|-----------------------------------|
| Section Ten: Basic Items Listings |
| **TERRA_10** |

This section's purpose is obviously fairly basic - to list the consumable items in this game, their effects, and how to get said items.

=====
=====

[item's game name]

- Full Name: [the full name attributed to the item]
- Effect(s): [what the item does]

- Shop Cost: [what the item costs in shops; see that section for more]
- Locations: [where to get the item from a chest]

=====

DEF Potion

- Full Name: Defense Potion
- Effect(s): Raises base Defense by one point.
- Shop Cost: N/A
- Locations: - Zue (x1)
 - Sylvain Castle (x1)
 - Mu (x1)
 - Dr. Beruga's Lab (x1)

=====

H.Water

- Full Name: Holy Water
- Effect(s): Cures the Death Curse ailment.
- Shop Cost: 90 Gems (150 in Mosque)
- Locations: - Neotokio Sewers (x1)

=====

L. Bulb

- Full Name: Large Bulb
- Effect(s): Restore 150 HP.
- Shop Cost: 70 Gems (130 in Mosque)
- Locations: - Louran Ruins (x1)
 - Mush (x1)
 - Sylvain Castle (x1)
 - Dragoon Castle (x1)
 - Freedom Lottery Prize

=====

Life Potion

- Full Name: Life Potion
- Effect(s): Raise maximum HP/Life by five points.
- Shop Cost: N/A
- Locations: - Tower 4 (x1)
 - The Great Ra Tree (x1)
 - Grecliff (x1)
 - Zue (x1)
 - Eklemata (x1)
 - Norfest Forest (x1)
 - Nirlake (x1)
 - South America hidden area (x1)
 - Australia hidden area (x1)
 - Antarctica hidden area (x1)
 - Dr. Beruga's Lab Tower (x1)

=====

Luck Potion

- Full Name: Luck Potion
- Effect(s): Raise base Luck by one point.
- Shop Cost: N/A
- Locations: - Zue (x1)
 - Litz (x1)
 - Indonesia hidden area (x1)
 - Neotokio Sewers (x1)

=====

M. Bulb

- Full Name: Medium Bulb
- Effect(s): Restores 70 HP.
- Shop Cost: 25 Gems
- Locations: - Tower 4 (x1)
 - The Great Ra Tree (x4)
 - North America hidden area (x1)
 - Grecliff (x1)
 - Zue (x2)
 - Louran Ruins (x1)
 - Norfest Forest (x2)
 - Freedom Lottery Prize

=====

P. Cure

- Full Name: Poison Cure
- Effect(s): Cures the Poison status.
- Shop Cost: 13 Gems
- Locations: - The Great Ra Tree (x3)
 - Zue (x2)
 - Louran Ruins (x1)

=====

S. Bulb

- Full Name: Small Bulb
- Effect(s): Restores 20 HP.
- Shop Cost: 10 Gems
- Locations: - Crysta (x1)
 - Tower 1 (x1)
 - Tower 2 (x1)
 - Tower 3 (x1)
 - The Great Ra Tree (x1)
 - Grecliff (x1)
 - Zue (x1)
 - Freedom Lottery Prize

=====

Serum

- Full Name: Serum
- Effect(s): Cures the Deadly Poison status.
- Shop Cost: 45 Gems (140 in Mosque)
- Locations: - None

Stardew

- Full Name: Stardew (sometimes "herb" is appended)
- Effect(s): Cures the Curse status.
- Shop Cost: 30 Gems (150 in Mosque)
- Locations: - Eklemata (x2)
 - Sylvain Castle (x1)

STR Potion

- Full Name: Strength Potion
- Effect(s): Raises base Strength by one point.
- Shop Cost: N/A
- Locations: - Grecliff (x1)
 - Louran Ruins (x1)
 - Sylvain Castle (x1)
 - Alaska hidden area (x1)

| |
|---|
| Section Eleven: Weaponry Listings
TERRA_11 |
|---|

This section's purpose is obviously fairly basic - to list the various weapons in this game, their stats, and how to get said items.

[weapon in-game name]

- Full Name : [the whole name]
- Strength +/- : [change in Strength prior to other changes]
- Other Changes: [other stats changed, but the amounts change as you level up]
- Spear Element: [element given to the weapon]
- Other Notes : [anything else noteworthy]
- Shop Costs : [how much this costs in shops; see that section for more]
- Location(s) : [where to get this freely in chests]

3PartRod

- Full Name : Three-Part Rod
- Strength +/- : +48
- Other Changes: Defense
- Spear Element: None
- Other Notes : None

- Shop Costs : None
- Location(s) : - Dragoon Castle (x1)

=====

AlphaRod

- Full Name : Alpha Rod
- Strength +/- : +53
- Other Changes: Some Strength becomes Luck
- Spear Element: None
- Other Notes : None
- Shop Costs : 7,500 Gems
- Location(s) : - N/A

=====

BlockRod

- Full Name : Block Rod
- Strength +/- : +53
- Other Changes: Some Strength becomes Defense
- Spear Element: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Siberian Cave (x1)

=====

BrnzPike

- Full Name : Bronze Pike
- Strength +/- : +17
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : 880 Gems
- Location(s) : - N/A

=====

CrySpear

- Full Name : Crystal Spear
- Strength +/- : +3
- Other Changes: None
- Spear Element: None
- Other Notes : Heals HP slowly when equipped until Chapter 2.
- Shop Costs : None
- Location(s) : - Earned upon finding the Pandora's Box in Chapter 1

=====

DrgnPike

- Full Name : Dragon Pike
- Strength +/- : +40
- Other Changes: None
- Spear Element: None
- Other Notes : None

- Shop Costs : 3,150 Gems
- Location(s) : - N/A

=====

EnbuPike

- Full Name : Enbu Pike
- Strength +/- : +44
- Other Changes: Some Defense becomes Strength
- Spear Element: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Mu (x1)

=====

Fauchard

- Full Name : Fauchard
- Strength +/- : +58
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Neotokio Sewers (x1)

=====

FirePike

- Full Name : Fire Pike
- Strength +/- : +14
- Other Changes: None
- Spear Element: Fire
- Other Notes : None
- Shop Costs : None
- Location(s) : - Eklemata (x1)

=====

GeoStaff

- Full Name : Geo Staff
- Strength +/- : +43
- Other Changes: None
- Spear Element: Earth
- Other Notes : None
- Shop Costs : None
- Location(s) : - Great Lake Dungeon (x1)

=====

HeroPike

- Full Name : Hero Pike
- Strength +/- : +80
- Other Changes: None
- Spear Element: None
- Other Notes : None

- Shop Costs : None
- Location(s) : - Earned upon finding the Pandora's Box in Chapter 4

=====

HexRod

- Full Name : Hex Rod
- Strength +/- : +4
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : 170 Gems
- Location(s) : - N/A

=====

Icepick

- Full Name : Icepick
- Strength +/- : +25
- Other Changes: None
- Spear Element: Ice
- Other Notes : None
- Shop Costs : 1,770 Gems
- Location(s) : - Sylvain Castle (x1)

=====

LghtPike

- Full Name : Light Pike
- Strength +/- : +51
- Other Changes: None
- Spear Element: Light
- Other Notes : None
- Shop Costs : 4,350 Gems
- Location(s) : - N/A

=====

LightRod

- Full Name : Light Rod
- Strength +/- : +15
- Other Changes: None
- Spear Element: Light
- Other Notes : None
- Shop Costs : 980 Gems
- Location(s) : - Louran Ruins (x1)

=====

Neo Fang

- Full Name : Neo's Fang
- Strength +/- : +12
- Other Changes: None
- Spear Element: None
- Other Notes : None

- Shop Costs : None
- Location(s) : - Earned after saving Leim from the Canyon

=====

Ra Spear

- Full Name : Ra Spear
- Strength +/- : +6
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : 240 Gems
- Location(s) : - The Great Ra Tree (x1)

=====

RocSpear

- Full Name : Rock Spear
- Strength +/- : +8
- Other Changes: None
- Spear Element: Earth
- Other Notes : Can break black boulders, and thusly is not trashable.
- Shop Costs : None
- Location(s) : - Greycliff (x1)

=====

SeaSpear

- Full Name : Sea Spear
- Strength +/- : +37
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Mermaid Tower (x1)

=====

SlvrPike

- Full Name : Silver Pike
- Strength +/- : +22
- Other Changes: None
- Spear Element: Wolf
- Other Notes : None
- Shop Costs : 1,500 Gems
- Location(s) : - N/A

=====

SoulWand

- Full Name : Soul Wand
- Strength +/- : +25
- Other Changes: Raises maximum HP
- Spear Element: None
- Other Notes : None

- Shop Costs : 1,650 Gems
- Location(s) : - N/A

=====

Sticker

- Full Name : Sticker
- Strength +/- : +9
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Zue (x1)

=====

ThunPike

- Full Name : Thunder Pike
- Strength +/- : +35
- Other Changes: None
- Spear Element: Thunder
- Other Notes : None
- Shop Costs : 2,450 Gems
- Location(s) : - Freedom lottery after one expansion

=====

Trident

- Full Name : Trident
- Strength +/- : +28
- Other Changes: None
- Spear Element: None
- Other Notes : None
- Shop Costs : 2,100 Gems
- Location(s) : - N/A

=====

X-Spear

- Full Name : X-Spear (?)
- Strength +/- : +40
- Other Changes: Raises critical-hit rate.
- Spear Element: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Freedom lottery after two expansions

=====

This section's purpose is obviously fairly basic - to list the torso armors in this game, their stats, and how to get said items.

=====

[armor in-game name]

- Full Name : [the whole name]
- Defense +/- : [change in Defense prior to other changes]
- Other Changes: [other stats changed, but the amounts change as you level up]
- Armor Element: [armor elements reduce damage taken of that element]
- Status Immune: [statuses that will not affect the armor wearer]
- Other Notes : [anything else noteworthy]
- Shop Costs : [how much this costs in shops; see that section for more]
- Location(s) : [where to get this freely in chests]

=====

BirdSuit

- Full Name : Bird Suit
- Defense +/- : +12
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 550 Gems
- Location(s) : - N/A

=====

Clothes

- Full Name : Clothes
- Defense +/- : +3
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Earned upon finding the Pandora's Box in Chapter 1

=====

DrgnArmr

- Full Name : Dragon Armor
- Defense +/- : +40
- Other Changes: None
- Armor Element: Thunder
- Status Immune: None
- Other Notes : None
- Shop Costs : 3,880 Gems
- Location(s) : - Great Lake Dungeon (x1)

ElleCape

- Full Name : Elle Cape / Elle's Cape
- Defense +/- : +6
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : Used to block the projectile shot at you in Tower 5.
- Shop Costs : None
- Location(s) : - Give Elle the Crystal Thread in Crysta.

FurCoat

- Full Name : Fur Coat
- Defense +/- : +14
- Other Changes: None
- Armor Element: Ice
- Status Immune: None
- Other Notes : None
- Shop Costs : 750 Gems
- Location(s) : - N/A

HeroArmr

- Full Name : Hero Armor
- Defense +/- : +88
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Earned after finding the Pandora's box in Chapter 4

HolySuit

- Full Name : Holy Suit
- Defense +/- : +40
- Other Changes: Some Strength becomes Luck
- Armor Element: None
- Status Immune: Confusion
- Other Notes : None
- Shop Costs : None
- Location(s) : - Astarica Dream (x1)

Ice Suit

- Full Name : Ice Suit
- Defense +/- : +15
- Other Changes: None
- Armor Element: Fire

- Status Immune: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Eklemata (x1)

=====

KingArmr

- Full Name : King Armor
- Defense +/- : +50
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Neotokio Sewers (x1)

=====

KungFuGi

- Full Name : Kung-Fu Dogi
- Defense +/- : +30
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 1,220 Gems
- Location(s) : - N/A

=====

LeafSuit

- Full Name : Leaf Suit
- Defense +/- : +8
- Other Changes: None
- Armor Element: None
- Status Immune: Poison
- Other Notes : None
- Shop Costs : 210 Gems
- Location(s) : - The Great Ra Tree (x1)

=====

Leather

- Full Name : Leather
- Defense +/- : +5
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 190 Gems
- Location(s) : - N/A

=====

MonkRobe

- Full Name : Monk Robe
- Defense +/- : +18
- Other Changes: None
- Armor Element: None
- Status Immune: Curse
- Other Notes : None
- Shop Costs : 1,080 Gems
- Location(s) : - N/A

=====

NiceSuit

- Full Name : Nice Suit / Fancy Clothes
- Defense +/- : +20
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : Give to the three girls in Freedom to aide in expansion.
- Shop Costs : 480 Gems
- Location(s) : - Win the Freedom lottery pre-expansion.

=====

PoshSuit

- Full Name : Posh Suit
- Defense +/- : +20
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 1,220 Gems
- Location(s) : - N/A

=====

Pro Armr

- Full Name : Pro Armor
- Defense +/- : +65
- Other Changes: None
- Armor Element: None
- Status Immune: All
- Other Notes : None
- Shop Costs : 7,890 Gems
- Location(s) : - N/A

=====

Ra Armor

- Full Name : Ra Armor
- Defense +/- : +10
- Other Changes: None
- Armor Element: None
- Status Immune: Poison
- Other Notes : None
- Shop Costs : 380 Gems

- Location(s) : - N/A

=====

Rags

- Full Name : Rags
- Defense +/- : +3
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Louran Ruins (x1)

=====

RedArmr

- Full Name : Red Armor
- Defense +/- : +44
- Other Changes: Increases Strength, decreases maximum HP
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 6,660 Gems
- Location(s) : - N/A

=====

RingMail

- Full Name : Ring Mail
- Defense +/- : +22
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 1,280 Gems
- Location(s) : - Norfest Forest (x1)

=====

Sea Mail

- Full Name : Sea Mail
- Defense +/- : +43
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : None
- Location(s) : - Hidden area of southwest Antarctica (x1)

=====

SlvrArmr

- Full Name : Silver Armor
- Defense +/- : +35

- Other Changes: None
- Armor Element: None
- Status Immune: Poison
- Other Notes : None
- Shop Costs : 2,500 Gems
- Location(s) : - N/A

=====

SlvrVest

- Full Name : Silver Vest
- Defense +/- : +26
- Other Changes: None
- Armor Element: None
- Status Immune: Poison
- Other Notes : None
- Shop Costs : 1,550 Gems
- Location(s) : - N/A

=====

SoulArmr

- Full Name : Soul Armor
- Defense +/- : +48
- Other Changes: Raises maximum HP
- Armor Element: None
- Status Immune: Death Curse
- Other Notes : None
- Shop Costs : 4,450 Gems
- Location(s) : - Dr. Beruga's Lab (x1)

=====

VestArmr

- Full Name : Vest Armor
- Defense +/- : +29
- Other Changes: None
- Armor Element: None
- Status Immune: None
- Other Notes : None
- Shop Costs : 1,850 Gems
- Location(s) : - Sylvain Castle (x1)

=====

This section's purpose is obviously fairly basic - to list the magical items in this game, their effects, and how many Magirock are used in each. The Magirock number listed for this section is both the give and yield - the number you use to make it is the number of Magirock you regain after using the item. Therefore, so long as you know where a Magishop is (see the next section to where to buy specific items), you can figure this all out. That is especially true in the case of shop costs - they vary throughout the game.

In short, this is the basic stuff on the magical rings - how to use, what they do, elements, etc. If you need to learn where to find them or how many Gems they cost, go to the following section on shops.

```

O=====O
|                   Magical Rings                 |
O=====O

```

```
=====
```

[item name]

- Description : [what this ring does and how to use it as applicable]
- Ring Element: [what element is any damage dealt?]
- Magirocks : [the Magirock give/yield on this]

```
=====
```

BoomRing

- Description : Hits the enemy with several bolts of lightning.
- Ring Element: Thunder
- Magirocks : 3

```
=====
```

ElecRing

- Description : Damages all enemies visible on the screen.
- Ring Element: Light
- Magirocks : 2

```
=====
```

FireRing

- Description : Releases a stream of fire you can aim with the D-Pad.
- Ring Element: Fire
- Magirocks : 1

```
=====
```

Geo Ring

- Description : Hits all ground-based enemies with an earthquake.
- Ring Element: Earth
- Magirocks : 1

```
=====
```

Ice Ring

- Description : Shoots a blizzard of ice you can aim with the D-Pad.
- Ring Element: Ice
- Magirocks : 1

=====

PyroRing

- Description : Damages all nearby enemies.
- Ring Element: Fire
- Magirocks : 2

=====

Ray Ring

- Description : Shoots an orb of light due south.
- Ring Element: Light
- Magirock : 1

=====

Sky Ring

- Description : Kills all enemies nearby.
- Ring Element: N/A
- Magirocks : 3

=====

SnowRing

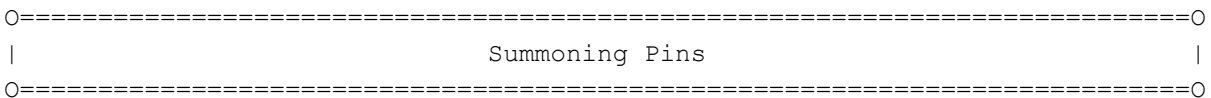
- Description : Hits all nearby enemies.
- Ring Element: Ice
- Magirocks : 2

=====

Zap Ring

- Description : Hurts anyone who touches the temporarily-electrified Ark.
- Ring Element: Thunder
- Magirocks : 2

=====



[pin name]

- Description: [what the item does]
- Pin Giver : [who gives you the pin and when]
- Magirocks : [how many Magirock you get upon its use and need to make it]

=====

BonePin

- Description: Escape from a dungeon to the overworld map.
- Pin Giver : Kumari in Chapter 3
- Magirocks : 1

GrassPin

- Description: Fully restores your HP, no matter how damaged you are.
- Pin Giver : The Great Ra Tree, Chapter 2, after saving it and talking to it
- Magirocks : 4

HornPin

- Description: Prevents all status ailments until you go to a new area.
- Pin Giver : Gossie, Chapter 3, after finishing the Great Lake Dungeon
- Magirocks : 4

WaterPin

- Description: Temporarily prevents all damage.
- Pin Giver : The mermaids in the Mermaid Tower of Chapter 3, and from the bride of the feverish man after giving him Fever Medicine in the expanded Suncoast. Yes, there are two given in-game.
- Magirocks : 6

WindPin

- Description: Cures all status ailments.
- Pin Giver : Kingbird, after restoring the wind at Windvale in Chapter 2.
- Magirocks : 2

|_ |
| |
| | Section Fourteen: Shop Documentation | |
| | **TERRA_14** | |
| |
|_ |

The purpose of this particular section of the FAQ is to document every single shop in the game. The shops are listed here by town, in the order they are made available, which is just about the same order as the walkthrough goes. Remember to see how many expansions are listed in the detailing's title before thinking of going there, and remember that the |---...+...---| structure divides the individual shops within a town (item shop, magishop, etc.).

| Crysta Shop Details \ | | | |
|-----------------------|-----------------------|-----------------|-----------------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Hex Rod | 170 Gems |
| Leather | 190 Gems | | |
| FireRing ... | 1 Magirock and 5 Gems | Ice Ring ... | 1 Magirock and 5 Gems |

| Amazon Ruins Shop Details \ | | | |
|-----------------------------|-----------------------|-----------------|-----------------------|
| Item Name | Item Cost | Item Name | Item Cost |
| Fire Ring .. | 1 Magirock and 7 Gems | Zap Ring ... | 1 Magirock and 9 Gems |

| Evegreen (Before Ra Revival) Shop Details \ | | | |
|---|-----------|-----------------|-----------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | | |

| Evegreen (After Ra Revival) Shop Details \ | | | |
|--|-----------|-----------------|-----------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Ra Spear | 240 Gems |
| Leaf Suit | 210 Gems | Ra Armor | 380 Gems |

| Sanctuar (Before Birds' Revival) Shop Details \ | | | |
|---|------------------------|-----------------|------------------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | | |
| FireRing .. | 1 Magirock and 10 Gems | PyroRing .. | 2 Magirock and 15 Gems |
| GrassPin .. | 4 Magirock and 20 Gems | | |

| KingNest Shop Details \ | | | |
|-------------------------|--|--|--|
|-------------------------|--|--|--|

| Item Name | Item Cost | Item Name | Item Cost |
|-----------|-----------|-----------|-----------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | BirdSuit | 550 Gems |

Safarium Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|----------------------------|-----------|----------------------------|-----------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| Geo Ring .. 1 Magirock and | 10 Gems | Zap Ring .. 2 Magirock and | 10 Gems |
| SnowRing .. 2 Magirock and | 15 Gems | GrassPin .. 4 Magirock and | 35 Gems |
| WindPin ... 2 Magirock and | 10 Gems | | |

Indus River Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|----------------------------|-----------|----------------------------|-----------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Fur Coat | 750 Gems |
| FireRing .. 1 Magirock and | 10 Gems | PyroRing .. 2 Magirock and | 15 Gems |
| GrassPin .. 4 Magirock and | 35 Gems | WindPin ... 2 Magirock and | 15 Gems |

Lhasa Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------|-----------|-----------|------------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | MonkRobe | 1,080 Gems |

Louran's Mirage Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------|-----------|-----------|-----------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| BrnzPike | 880 Gems | | |

Loire (No Evolution) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------|-----------|-----------|-----------|
|-----------|-----------|-----------|-----------|

| | | | |
|---------------------|------------------------|----------------|------------------------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| ----- | | | |
| BrnzPike | 880 Gems | LightRod | 980 Gems |
| SlvrPike | 1,500 Gems | RingMail | 1,280 Gems |
| ----- | | | |
| Ray Ring .. | 1 Magirock and 15 Gems | ElecRing .. | 2 Magirock and 30 Gems |
| Zap Ring .. | 2 Magirock and 15 Gems | GrassPin .. | 4 Magirock and 45 Gems |
| WindPin ... | 2 Magirock and 20 Gems | BonePin ... | 1 Magirock and 30 Gems |
| ----- | | | |
| Pretty Flower | 5 Gems | | |

Loire (First Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|---------------------|------------------------|-----------------|------------------------|
| ----- | | | |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| P. Cure | 13 Gems | Stardew | 30 Gems |
| ----- | | | |
| LightRod | 980 Gems | SlvrPike | 1,500 Gems |
| Icepick | 1,770 Gems | RingMail | 1,280 Gems |
| SlvrVest | 1,550 Gems | VestArmr | 1,850 Gems |
| ----- | | | |
| PyroRing .. | 2 Magirock and 25 Gems | Ice Ring .. | 1 Magirock and 10 Gems |
| SnowRing .. | 2 Magirock and 25 Gems | Zap Ring .. | 2 Magirock and 15 Gems |
| BoomRing .. | 3 Magirock and 25 Gems | Ray Ring .. | 1 Magirock and 15 Gems |
| ElecRing .. | 2 Magirock and 30 Gems | GrassPin .. | 4 Magirock and 45 Gems |
| WindPin ... | 2 Magirock and 20 Gems | BonePin ... | 1 Magirock and 30 Gems |
| ----- | | | |
| Pretty Flower | 5 Gems | | |

Litz (No Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|------------|-----------------|------------|
| ----- | | | |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | | |
| ----- | | | |
| LightRod | 980 Gems | SlvrPike | 1,500 Gems |
| RingMail | 1,280 Gems | SlvrVest | 1,550 Gems |

Freedom (No Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|------------|-----------------|------------|
| ----- | | | |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | | |
| ----- | | | |
| SlvrPike | 1,500 Gems | SoulWand | 1,650 Gems |

| | | | |
|----------------|------------------------|----------------|------------------------|
| Icepick | 1,770 Gems | RingMail | 1,280 Gems |
| SlvrVest | 1,550 Gems | VestArmr | 1,850 Gems |
| ----- | | ----- | |
| FireRing .. | 1 Magirock and 10 Gems | Ice Ring .. | 1 Magirock and 10 Gems |
| Zap Ring .. | 2 Magirock and 15 Gems | GrassPin .. | 4 Magirock and 45 Gems |
| WindPin ... | 2 Magirock and 20 Gems | BonePin ... | 1 Magirock and 30 Gems |

Freedom (First Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|------------------------|-----------------|------------------------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| ----- | | ----- | |
| SlvrPike | 1,500 Gems | Icepick | 1,770 Gems |
| Trident | 2,100 Gems | VestArmr | 1,850 Gems |
| BirdSuit | 1,890 Gems | SlvrArmr | 2,500 Gems |
| ----- | | ----- | |
| FireRing .. | 1 Magirock and 10 Gems | PyroRing .. | 2 Magirock and 25 Gems |
| Ice Ring .. | 1 Magirock and 10 Gems | SnowRing .. | 2 Magirock and 25 Gems |
| Zap Ring .. | 2 Magirock and 15 Gems | BoomRing .. | 3 Magirock and 25 Gems |
| GrassPin .. | 4 Magirock and 45 Gems | WindPin ... | 2 Magirock and 20 Gems |
| BonePin ... | 1 Magirock and 30 Gems | | |

Nirlake (No Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|-----------|-----------------|-----------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | | |

Liotto Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|-----------|-----------------|-----------|
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |

African Oasis/Caravan Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|-----------|-----------------|-----------|
| M. Bulb | 25 Gems | P. Cure | 13 Gems |

| | | | |
|-------------------------|------------|----------------|------------|
| BrnzPike | 880 Gems | VestArmr | 1,850 Gems |
| S. Bulb | 10 Gems | P. Cure | 13 Gems |
| Crystal (one time only) | 1,000 Gems | | |

| Suncoast (No Expansion) Shop Details \ | | | |
|--|------------|-----------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| ThunPike | 2,450 Gems | PoshSuit | 1,220 Gems |

| Loire (Second Expansion) Shop Details \ | | | |
|---|------------|----------------------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| LightRod | 980 Gems | SlvrPike | 1,500 Gems |
| Icepick | 1,770 Gems | VestArmr | 1,850 Gems |
| SlvrArmr | 2,500 Gems | DrgnArmr | 3,880 Gems |
| NiceSuit | 480 Gems | Fur Coat | 750 Gems |
| PoshSuit | 1,220 Gems | | |
| FireRing .. 1 Magirock and | 10 Gems | PyroRing .. 2 Magirock and | 25 Gems |
| Ice Ring .. 1 Magirock and | 10 Gems | SnowRing .. 2 Magirock and | 25 Gems |
| Zap Ring .. 2 Magirock and | 15 Gems | BoomRing .. 3 Magirock and | 25 Gems |
| Geo Ring .. 1 Magirock and | 15 Gems | Sky Ring .. 3 Magirock and | 25 Gems |
| Ray Ring .. 1 Magirock and | 15 Gems | ElecRing .. 2 Magirock and | 30 Gems |
| GrassPin .. 4 Magirock and | 45 Gems | WindPin ... 2 Magirock and | 20 Gems |
| BonePin ... 1 Magirock and | 30 Gems | WaterPin .. 6 Magirock and | 65 Gems |
| HornPin ... 4 Magirock and | 50 Gems | | |
| Pretty Flower | 5 Gems | | |
| Bed | 100 Gems | Bookshelf & Teddy Bear .. | 100 Gems |
| Desk & Save Point | 100 Gems | Dresser | 100 Gems |
| Rug | 100 Gems | | |

| Yunkou Shop Details \ | | | |
|-----------------------|-----------|-----------------|-----------|
| Item Name | Item Cost | Item Name | Item Cost |
| L. Bulb | 30 Gems | Stardew | 30 Gems |

| | | | |
|----------------|------------------------|----------------|------------------------|
| H.Water | 90 Gems | DrgnPike | 3,150 Gems |
| KungFuGi | 1,220 Gems | | |
| ----- | | | |
| FireRing .. | 1 Magirock and 10 Gems | PyroRing .. | 2 Magirock and 25 Gems |
| Ice Ring .. | 1 Magirock and 10 Gems | SnowRing .. | 2 Magirock and 25 Gems |
| Zap Ring .. | 2 Magirock and 15 Gems | BoomRing .. | 3 Magirock and 25 Gems |
| Geo Ring .. | 1 Magirock and 15 Gems | Sky Ring .. | 3 Magirock and 25 Gems |
| Ray Ring .. | 1 Magirock and 15 Gems | ElecRing .. | 2 Magirock and 30 Gems |
| GrassPin .. | 4 Magirock and 45 Gems | WindPin ... | 2 Magirock and 20 Gems |
| BonePin ... | 1 Magirock and 30 Gems | WaterPin .. | 6 Magirock and 65 Gems |
| HornPin ... | 4 Magirock and 50 Gems | | |

Freedom (Second Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|------------------------|-----------------|------------------------|
| ----- | | | |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| ----- | | | |
| SlvrPike | 1,500 Gems | Icepick | 1,770 Gems |
| ThunPike | 2,450 Gems | LghtPike | 4,350 Gems |
| VestArmr | 1,850 Gems | BirdSuit | 1,890 Gems |
| SlvrArmr | 2,500 Gems | SoulArmr | 4,450 Gems |
| ----- | | | |
| FireRing .. | 1 Magirock and 10 Gems | PyroRing .. | 2 Magirock and 25 Gems |
| Ice Ring .. | 1 Magirock and 10 Gems | SnowRing .. | 2 Magirock and 25 Gems |
| Zap Ring .. | 2 Magirock and 15 Gems | BoomRing .. | 3 Magirock and 25 Gems |
| Geo Ring .. | 1 Magirock and 15 Gems | Sky Ring .. | 3 Magirock and 25 Gems |
| Ray Ring .. | 1 Magirock and 15 Gems | ElecRing .. | 2 Magirock and 30 Gems |
| GrassPin .. | 4 Magirock and 45 Gems | WindPin ... | 2 Magirock and 20 Gems |
| BonePin ... | 1 Magirock and 30 Gems | WaterPin .. | 6 Magirock and 65 Gems |
| HornPin ... | 4 Magirock and 50 Gems | | |

Mosque Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|------------|-----------------|-----------|
| ----- | | | |
| L. Bulb | 130 Gems | Stardew | 150 Gems |
| Serum | 140 Gems | H.Water | 150 Gems |
| RedArmr | 6,660 Gems | | |

Nirlake (Second Expansion) Shop Details \

| Item Name | Item Cost | Item Name | Item Cost |
|-----------------|-----------|-----------------|-----------|
| ----- | | | |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |

| | | | |
|-------------------------|------------|----------------|------------|
| LghtPike | 4,350 Gems | SoulArmr | 4,450 Gems |
| Pro Armr (One-Time) ... | 7,890 Gems | | |

| Suncoast (Second Expansion) Shop Details \ | | | |
|--|------------|-------------------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| LghtPike | 4,350 Gems | AlphaRod (One-Time) ... | 7,500 Gems |
| DrgnArmr | 3,880 Gems | SoulArmr | 4,450 Gems |

| Litz (First Expansion) Shop Details \ | | | |
|---------------------------------------|------------|-----------------|------------|
| Item Name | Item Cost | Item Name | Item Cost |
| S. Bulb | 10 Gems | M. Bulb | 25 Gems |
| L. Bulb | 30 Gems | P. Cure | 13 Gems |
| Stardew | 30 Gems | Serum | 45 Gems |
| H.Water | 90 Gems | | |
| SlvrPike | 1,500 Gems | Icepick | 1,770 Gems |
| RingMail | 1,280 Gems | SlvrArmr | 2,500 Gems |

| |
|--|
| <p>Section Fifteen: Player Level-Up Stat Changes</p> <p>**TERRA_15**</p> |
|--|

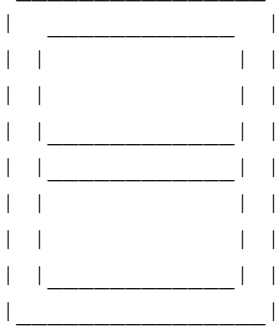
Unlike with most RPGs - at least, from what I've experienced - your level-ups in this game and the stat increases resulting from these are rather fixed. After defeating enemies and gaining so-much EXP., Ark will level-up. This will trigger an increase in some or all of his four stats of Life/HP, Strength, Defense, and Luck. As a result, Ark becomes stronger and more able to handle the trials ahead.

It, therefore, is a relatively useful idea to have a stat-growth chart, so you can see prime spots for leveling up a particular stat, or to match the stat recommendations I've placed at times in the walkthrough. This chart will detail the total of a stat you have at a certain level, the change from the previous level (+/- column), and the EXP. to the next level, plus the total thus far.

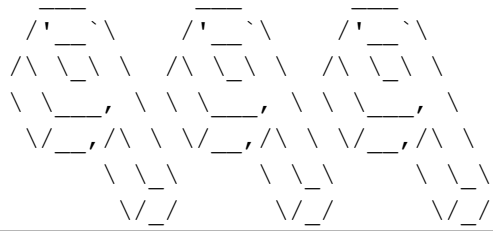
Note that this chart does not take into account the use of the stat-boosting potions or the effects of various equipment. These are the absolute base level stats.

| Level | Life/HP | | Strength | | Defense | | Luck | | Experience Points | |
|-------|---------|-----|----------|-----|---------|-----|------|-----|-------------------|---------|
| | All | +/- | All | +/- | All | +/- | All | +/- | Overall | Next Lv |
| 1 | 28 | N/A | 3 | N/A | 2 | N/A | 3 | N/A | 0 | + 38 |
| 2 | 33 | + 5 | 4 | + 1 | 3 | + 1 | 4 | + 1 | 38 | + 82 |
| 3 | 39 | + 6 | 4 | + 0 | 4 | + 1 | 5 | + 1 | 120 | + 130 |
| 4 | 47 | + 8 | 5 | + 1 | 5 | + 1 | 6 | + 1 | 250 | + 180 |
| 5 | 52 | + 5 | 6 | + 1 | 5 | + 0 | 7 | + 1 | 430 | + 245 |
| 6 | 59 | + 7 | 6 | + 0 | 6 | + 1 | 8 | + 1 | 675 | + 320 |
| 7 | 65 | + 6 | 7 | + 1 | 7 | + 1 | 9 | + 1 | 995 | + 578 |
| 8 | 72 | + 7 | 8 | + 1 | 7 | + 0 | 10 | + 1 | 1,573 | + 720 |
| 9 | 79 | + 7 | 10 | + 2 | 8 | + 1 | 11 | + 1 | 2,293 | + 548 |
| 10 | 86 | + 7 | 11 | + 1 | 10 | + 2 | 12 | + 1 | 3,138 | + 980 |
| 11 | 95 | + 9 | 13 | + 2 | 11 | + 1 | 13 | + 1 | 4,118 | + 1,115 |
| 12 | 102 | + 7 | 15 | + 2 | 14 | + 3 | 14 | + 1 | 5,233 | + 1,280 |
| 13 | 109 | + 7 | 16 | + 1 | 16 | + 2 | 15 | + 1 | 6,513 | + 1,445 |
| 14 | 118 | + 9 | 18 | + 2 | 19 | + 3 | 17 | + 2 | 7,958 | + 1,620 |
| 15 | 125 | + 7 | 20 | + 2 | 21 | + 2 | 19 | + 2 | 9,578 | + 1,805 |
| 16 | 134 | + 9 | 23 | + 3 | 22 | + 1 | 20 | + 1 | 11,383 | + 2,000 |
| 17 | 144 | +10 | 25 | + 2 | 24 | + 2 | 22 | + 2 | 13,383 | + 2,205 |
| 18 | 153 | + 9 | 27 | + 2 | 25 | + 1 | 24 | + 2 | 15,588 | + 3,220 |
| 19 | 164 | +11 | 29 | + 2 | 27 | + 2 | 25 | + 1 | 18,808 | + 2,645 |
| 20 | 175 | +11 | 31 | + 2 | 29 | + 2 | 28 | + 3 | 21,453 | + 2,880 |
| 21 | 188 | +13 | 34 | + 3 | 31 | + 2 | 29 | + 1 | 24,333 | + 3,125 |
| 22 | 201 | +13 | 36 | + 2 | 33 | + 2 | 31 | + 2 | 27,458 | + 3,380 |
| 23 | 213 | +12 | 38 | + 2 | 35 | + 2 | 34 | + 3 | 30,838 | + 3,645 |
| 24 | 224 | +11 | 41 | + 3 | 37 | + 2 | 36 | + 2 | 34,483 | + 3,920 |
| 25 | 238 | +14 | 44 | + 3 | 39 | + 2 | 39 | + 3 | 38,403 | + 4,205 |
| 26 | 252 | +14 | 46 | + 2 | 42 | + 3 | 43 | + 4 | 42,608 | + 4,500 |
| 27 | 265 | +13 | 49 | + 3 | 45 | + 3 | 46 | + 3 | 47,108 | + 4,805 |
| 28 | 279 | +14 | 51 | + 2 | 48 | + 3 | 49 | + 3 | 51,913 | + 5,120 |
| 29 | 294 | +15 | 53 | + 2 | 50 | + 2 | 52 | + 3 | 57,033 | + 5,445 |
| 30 | 310 | +16 | 55 | + 2 | 52 | + 2 | 54 | + 2 | 62,478 | + 5,780 |
| 31 | 324 | +14 | 58 | + 3 | 55 | + 3 | 57 | + 3 | 68,258 | + 6,125 |
| 32 | 356 | +32 | 60 | + 2 | 58 | + 3 | 60 | + 3 | 74,383 | + 6,480 |
| 33 | 395 | +39 | 62 | + 2 | 60 | + 2 | 61 | + 1 | 80,863 | + 6,845 |
| 34 | 432 | +37 | 65 | + 3 | 62 | + 2 | 66 | + 5 | 87,708 | + 7,220 |
| 35 | 489 | +57 | 67 | + 2 | 65 | + 3 | 69 | + 3 | 94,928 | + 7,605 |
| 36 | 532 | +43 | 70 | + 3 | 67 | + 2 | 73 | + 4 | 102,533 | + 8,000 |
| 37 | 589 | +57 | 72 | + 2 | 70 | + 3 | 75 | + 2 | 110,533 | +26,470 |
| 38 | 631 | +42 | 75 | + 3 | 72 | + 2 | 78 | + 3 | 137,003 | +19,805 |
| 39 | 694 | +63 | 78 | + 3 | 75 | + 3 | 80 | + 2 | 156,808 | +36,025 |
| 40 | 753 | +59 | 80 | + 2 | 77 | + 2 | 82 | + 2 | 192,833 | +40,570 |
| 41 | 812 | +59 | 83 | + 3 | 80 | + 3 | 84 | + 2 | 233,403 | +45,385 |
| 42 | 853 | +41 | 85 | + 2 | 83 | + 3 | 85 | + 1 | 278,788 | +50,470 |
| 43 | 912 | +59 | 87 | + 2 | 85 | + 2 | 89 | + 4 | 329,258 | +54,010 |
| 44 | 953 | +41 | 90 | + 3 | 88 | + 3 | 93 | + 4 | 383,268 | +59,545 |
| 45 | 999 | +46 | 92 | + 2 | 90 | + 2 | 96 | + 3 | 442,813 | +65,350 |
| 46 | 999 | ± 0 | 94 | + 2 | 93 | + 3 | 99 | + 3 | 508,163 | +71,425 |
| 47 | 999 | ± 0 | 96 | + 2 | 95 | + 2 | 99 | ± 0 | 579,588 | +79,083 |
| 48 | 999 | ± 0 | 98 | + 2 | 97 | + 2 | 99 | ± 0 | 658,671 | +57,865 |
| 49 | 999 | ± 0 | 99 | + 1 | 98 | + 1 | 99 | ± 0 | 716,536 | +85,899 |
| 50 | 999 | ± 0 | 99 | ± 0 | 99 | + 1 | 99 | ± 0 | 802,435 | N/A |

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|_|
|_|
|_|      This is the end of KeyBlade999's FAQ/Walkthrough
|_|      for the SNES game Terranigma.
|_|
|_|
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|_|         |_|
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KeyBlade999