

# Wonderous Magic (Import) FAQ/Walkthrough

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Updated to v1.5 on May 5, 2006

## WONDEROUS MAGIC

(c) 1993. ASCII/SYSTEM SACOM

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## GUIDE

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## VERSION HISTORY

v1.0 (07/18/04) - Initial release.

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

Please use these cheat codes.

Infinite bezetta 7E328CFF

7E328DFF

Infinite onyx 7E328EFF

7E328FFF

## About the game

An RPG which makes the stage a fantasy world where sword and magic collide. A story where you go on an adventurous journey so that a brave girl Fierice may stop the revival of the Great Magician Ivas. It uses a realtime system in the battle.

## Sheroon

Go to Sada's house to get butou sake. Leave the village, and Linekle Le Imcort will join Fierice Le Imcort. Go north to Magic Forest.

## Magic Forest

Press the Y button and directionally button at the same time to make the duo move faster. The items found inside of the treasure chests are potion and food. In battle, press the R or L button to turn right or left, and press the Y button continuously to attack the enemy. Midway thru the forest, Linekle will disappear. Now, open the menu, and use Fierice's magic of heal to bring back Linekle. Recommend LV5. After finding the exit, leave and go north to the town of Aria.

## Aria

The institutions are general store, advice store, curio dealer, lodging, shrine. At the advice store, you have to pay in bezetta to see what are the items with ???, or you can exchange bezetta into onyx or onyx into bezetta. At the general store, you can buy equipment in bezetta or onyx. At the curio dealer, you can by items in bezetta or onyx. Go to the bar to get the sake of success prayer. At this lodge, you can deposit items & recover HP. The sake of success prayer can be sold for 1000 bezetta at the store. At the shrine, you can be revive or recover MP & abnormal status. Go to the magic temple to get the three different spells. Leave, and go north to the town of Krog.

## Krog

The institution are general store, advice store, lodging, shrine, library. Go to the Tower of Magic, and the items found inside of the treasure chests are treasure chest key x4 & door key on 1F, door key x4 on 2F, amulet & beast feather on 3F, food x2 and potion on 4F. Recommend LV10 for Fierice & Linekle. On 4F, get the crystal of magic source called "rose quartz" which is an enchanter symbol. After the duo automatically teleport to the entrance of 1F, leave the magic tower. Equip Fierice with the rose quartz. Go to the general store, and buy a magic wand & magic cape for Fierice and Linekle in onyx. As the duo is about to leave, the two-headed dragon Fright will appear. Fight Fright. After defeating Fright, go back to Aria.

## Aria

Go to the palace, and Soldick Systeld will join the duo. Leave, and go west to Nekstoria.

## Nekstoria

The institution are general store, advice store, curio dealer, lodging, shrine. First, go to the magic temple. Then, go to the palace, and Fredia will join the group. Leave, and go north to the Tower of Spirit.

## Tower of Spirit

The items found inside of the treasure chests are goddess statue & hourglass on B1, magic wand, magic pierced earring, magic robe on 1F, treasure chest key, potion, pendant, amulet, 500 onyx, 1000B on 2F, beast feather & potion on 3F. Recommend LV10 to LV11 for the group. On 4F, search the treasure chest (the treasure chest key is required to open it) to get the magical wand (1-3). Use the beast feather to warp back to the entrance. Leave, and go back to Krog.

## Krog

Go to the Old Labyrinth, and the items found inside of the treasure chests are full plate, magic shield, magic robe, magic wand, satan rod on 1F, full helm, magic hat, magic shoes on 2F, evil wand, meteo stone, cure herb, magic robe, magic shoes on 3F. Recommend LV12 to LV14 for the group. Make sure to read each one of the three slates on the walls of each floors about the goddess's magician to open the three doors on 1F. After opening the third door which is middle one on 1F, go thru that door to 3F until you reach another area of 1F. On 1F, ignore the stairs on the left because it will take you back to the entrance of the labyrinth so go up the stairs on the right to the ravine. Recommend LV14 to LV15 for the group. Near the entrance of the ravine, go up, right, left, up, up, right until you reach a blue tunnel. Go thru that tunnel to enter the dwarf's village of Zevu.

## Zevu

The institution are shrine, general store, curio dealer, lodging. First, remove all of Soldick's equipment. Then, go to Void's Mansion. At the mansion, Soldick will leave the group, and Gastall Void will take his place. Equip Gastall with Soldick's equipment. After Gastall joins the group, go back into the ravine to get the mandragora from the treasure chest. Leave, and go east to the Oasis of Monster.

## Oasis of Monster

Fight Shierusuko. After defeating Shierusuko, go back to Zevu.

#### Zevu

First, remove Gastall's equipment. Then, go to Void's Mansion. At the mansion, Gastall will leave the group, and Soldick will take his place. Equip Soldick with Gastall's equipment. Go to the Chief's house to get the shrine key, and Fredia will temporarily leave the group. Leave, and go west to the Old Shrine.

#### Old Shrine

On 1F, you can pray to the goddess statue to recover the group's prayer power (MP). The items found inside of the treasure chests are demon's heart on B1, pendulum, magic pierced earring on B2, luna soup, marionette, cure herb on B3. Go to B2, and get the small feather of a wand (2-3). On B3, you will need the goddess's key to open the locked door. After that, leave, and go back to Zevu.

#### Zevu

Go to the Chief's house, and Fredia will rejoin the group. Go to Void's mansion, and speak to Gastall. Leave, and go north to the town of Steel.

#### Steel

The institutions are lodging, general store, curio dealer, shrine, advice store. First, go once to the Chief's house, and go to Coop's house six times. Leave, and go east to the dungeon of Derleth.

#### Derleth

Recommend LV22 for the group. The items found inside of the treasure chests are mandragora on 3F, potion and 5000B on 2F, devil mace & magic cape on 1F, the wand which summons evil, magic mantle (the treasure chest key is required to open it), treasure chest key on B1, potion on B2. On 3F, go to the library room at the top, and walk onto the warp to teleport to B1. On B1, go to the far lower left area, and go down the stairs to B2. On B2, go to the far upper left area, and walk onto the warp to teleport to center room on B2. In the center room, go to the lower right area where there is another warp, and there will be an event with Irion. Fight the two-headed dragon zombie. After defeating dragon zombie, you get cure ring and rosary. Now, go to the lower right area, and walk onto the warp to teleport back to the entrance. Leave, and go north to Stalker's Castle.

#### Stalker's Castle

Recommend LV24 for the group. Since this maze like castle is sort of complex, Linekle's magic of recall cannot be used nor the beast's feather until you have defeated West Stalker. On 1F, ignore the path on the right which goes to B1. On 1F, go to the upper left, and go up the stairs 3F. The items found inside of the treasure chests are summon harp, door key x2, curse dice, mandragora on 3F, star colon, astral stone, goddess statue on 2F, goddess statue, luna brooch, door key on 1F, door key on B1. After getting the two door keys, just find your way to another area of 1F. On 1F, walk along the left hand side of the wall area, and go to where the locked doors are at. (Please do not walk along the right hand side of the wall area because you will end up in B1). Use the two keys to open the two doors, and go down the stairs to B1. On B1, go to left, and search the treasure key to

get the door key. Go back up the stairs to 1F. On 1F, go thru those two doors, and go up the stairs to 2F. On 2F, walk onto the warp to teleport to another area. Go up the stairs. Walk onto the warp to teleport to 3F. On 3F, walk onto to the warp that's on the right to teleport to the area where there is another locked door. Use the door key to open that door. Go thru the door, and fight West Stalker. After defeating West Stalker, search the treasure chest to get the large feather of a wand (3-3). Use Linekle's magic of recall to teleport back to the entrance of the castle. Leave, and go back to Steel.

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Steel

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First, go to the Chief's house, and to Coop's house to get dragonoc. Leave, and go southwest to Nekstoria.

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Nekstoria

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Go to the magic temple to give Syphon the three wands of "magical wand", "wand of a small feather" and "wand of a large feather." After the event, Fierice will leave the group. Leave, and go back to Zevu.

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Zevu

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Go to Void's Mansion to get the goddess's key, and Gastack Void will join the group. Leave, and go west to the Old Shrine.

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Old Shrine

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Go to B3, and use the goddess's key to open the locked door. Go thru that door, and walk onto the warp to teleport to a room with a treasure chest. Search the treasure chest for luna club. Use Linekle's magic of recall to teleport back to the entrance of the shrine. After that, leave, and go back to Zevu.

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Zevu

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Go to Void's Mansion, and Gastack will leave the group. Go to the Chief's house. Leave, and go northwest to the hobbit's village of Baobabo.

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Baobabo

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Speak to every hobbit inside of the huts until the hobbit girl named Mabu who lives in the hut that's on the left hand side of the entrance to get the "tree of creation of the world." If you search the mirror in one of the huts, the group's prayer power will be fully recovered. Leave, and go back to Zevu.

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Zevu

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Go to Void's mansion to get "Schuller's wand." Leave, and go to Nekstoria.

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Nekstoria

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Go to the magic temple. After the event, Fierice will rejoin the group. Leave, and go back to Zevu.

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Zevu

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Go to Void's mansion. Leave, and go west of Baobabo to Shiibara.

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Shiibara

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After the event, leave, and go west to Elf's Horn.

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#### Elf's Horn

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Recommend LV25 for the group. The items found inside of the treasure chests are shihorn (the treasure chest key is required to open it) on 1F, magic sword on 3F, treasure chest key on 4F. On 3F, there is an old man who can recover the group's HP. Go up the stairs to 4F. On 4F, search the treasure chest to get the treasure chest key. After that, walk onto the red warp to teleport to 1F where the treasure chest is at. On 1F, search the treasure chest to get shihorn. Use Linekle's magic of recall to teleport back to the entrance. Leave, and go to Shiibara.

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#### Shiibara

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After the event, go to Nekstoria.

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#### Nekstoria

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Recommend LV30+ for the group. Go to the harbor. After the event, fight kraken. In battle, destroy both of Kraken's arm first. After defeating kraken, the group will arrive in the town of Le Reuss.

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#### Le Reuss

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The institutions are general store, curio dealer, tarot's house, lodging, shrine. Go to the city chief. After the event, Soldick will leave the group, and Sesilea Fermir will take his place. Leave, and go north to Fantasy Garden.

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#### Fantasy Garden

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Recommend LV32 for the group. The items found inside of the treasure chests are luna robe, writing of the creation of the world, vega shield on 1F, tera met, star hat, writing of consciousness on 2F, a goddess's pierced earring, vega armor on 3F, star shoes, astral stone, tera boots on 4F. Go to 5F, and search the statue to get the marble. After getting the marble, use Linekle's magic of recall to teleport back to the entrance. Leave, and go back to Le Reuss.

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#### Le Reuss

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Go to the city chief. After the event, Sesilea will leave the group, and Soldick will take his place. Leave, and go south to the Floating Continent.

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#### Floating Continent

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Recommend LV40 for Linekle & Fierice, LV39 for Fredia, and LV37 for Soldick. The items found inside of the treasure chests are moon sand, star sand, earth, dream lottery on 1F, golden spoon, hertalot, magic seed on 2F. Go to 4F, and fight Irion. After defeating Irion, use Linekle's magic of recall to teleport back to the entrance. Leave, and go south to Sherell Shrine.

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#### Sherell Shrine

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Recommend LV45 for Linekle, Fierice & Fredia L45, and LV42 for Soldick. There are no monsters in this dungeon. The items found inside of the treasure chests are goddess statue on 1F, potion, mandoragora, demon safia on B1. On B1, fight the final boss who has two forms. First, fight the Magician Ivas, then after defeating the Magician Ivas, he will transform into Roid Fon.

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THE END  
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THIS PART OF THE GAME IS OPTIONAL!!  
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It is an addition dungeon which is not related in clearing the game. Many rare items can be found inside this dungeon, but the enemies are quite strong if the group is below L40. There is a white old man who will give you hints of the game on 2F. The items found inside of the treasure chests are the god of death mantle, luna hat on 1F, tera sword, star proof, luna sandal, luna symbol on 2F, magic armor, vega helmet, star pictorial book, vega boots, door key on 3F, crown, luna ring, stellar proof, magic key, sterling, goddess shield, shrine maiden's wand on 4F.

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Version 1.5

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