

Chou-Mahou Tairiku WOZZ (Import) Walkthrough

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Chou-Mahou Tairiku Wozz
Hyper Magical World WOZZ

(c) 1995 BPS

(c) 1995 RED

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GUIDE

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VERSION HISTORY

v1.0 (08/24/03) - Initial release.

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

Please use these three cheat codes.

Infinite Gold 7E24F93F
 7E24FA42
 7E24FB0F

----- About the game

An RPG where the heroes are three brave men who fight to save the world "Wozz" ruled by the powers of evil. In battle, you can attack also with ESP besides weapon and magic. Moreover, you can also invent new weapons & items, and use them in battle.

----- Magic Land Continent (Wizards and Alchemists)

----- Journey Town

I have chosen the Japanese girl Reona Kitazato as the main character among the three which means that the player will be seeing only her perspective of the events of being the hero even though the American Shot Phoenix and the Chinese Chun Chingtao will still accompany her on the quest. Afterwards, the wizard Sullivan will give the heroes oak bow, Wozzooka gun, and 300G. Go to the telepaBOX to open the line. Search the jar in front of the item shop for magic tea, and the weapon shop for Wozztamin. Go into the house in the upper right on 2F for a magic tea. Leave the town, and go north to Dryun Village.

----- Dryun Village

Search the jar near the item shop for ion stone, and the inn for flame ruby. Go inside of the inn, and speak to the worried parents. Apparently, their child had bath himself in "Fear Rain" and seem to become a monster. They will ask you to go Spring Cave and get evian. The mother will let you stay at the inn for free. Leave and go north to Spring Cave. Shot will leave the party, and go into the forest.

----- Spring Cave

As you venture further into the cave, Reona and Chun will hear the sounds of earthquake. Treasures found on the way are Wozztamin, hitch of explosive fire,

magic tea, and genius drop. Chun who is too scared to go any further will leave Reona. When Reona goes into the next cave, rocks will begin to fall blocking the entrance. Treasure found on the way is Wozztamin. At the back of the cave, there is a save point. Treasure found is Wozztamin X. When Reona approaches the waterfall, the angry Balamo who is making the earthquake sounds attacks her. Then, Shot and Chun came back to help Reona, and the three of them fight Balamo. Balamo data: Special skill is "earthquake." HP is 2000. Weakness is lighting. After defeating Balamo, the party gets 200G & 150EXP. Then, Reona will go in front of the waterfall to get the evian which is a good healthy delicious water. After that, the party will automatically ends up at the cave's entrance. Return back to Dryun Village.

Dryun Village

Go to the inn, and give the father the evian to cure his sick child. Afterwards, the child will talk about a big tree that is in Romwan Forest. Leave and return back to Journey Town.

Journey Town

Go to the wizard Sullivan's house and speak to him. Sullivan will tell the party about the mysterious forest Romwan, and the sacred tree called Maharod. After the conversation ends, Sullivan joins the party as a NPC. Leave and go north to Romwan Forest.

Romwan Forest

When the party enters the forest, Sullivan will tell them which direction to go. The directions are north, north, east, east. Treasures found on the way are dopen drop and flame ruby. A save point is nearby. Walk all the way up until the party sees the drunken sacred tree, Mahrod, blocking the exit. Because Sullivan couldn't get rid of Mahrod with his magic, the party has to fight Mahrod instead. Mahrod data: Special skill is "drunkard's breath." HP is 2700. Weakness is fire. After defeating Mahrod, the party gets 250G & 200EXP. Shot will learn the skill "power shot" from Mahrod who has regain his senses. Sullivan separates from the party. Exit the forest, and go north to Jik Village.

Jik Village

The party will be greeted at the village entrance and also has to hand over their items of CD player (Shot), diver watch (Reona), notebook PC (Chun) inspected by several of the villagers. Shot will get angry and take back those items from the nosey villagers. Search the jar inside of the inn for Wozztamin. The floor above the inn has a factory room where Reona can make things such as items, vehicles, and robots. On 3F, there is a secret passage which leads to a room with 5 treasure chests. The items found are Wozztamin, jewel stone, 300G, and antidote potato. Search the jar on 4F for a revive sake cup. Leave the village, and go west to Madisto's House.

Madisto's House

In the first room, the treasure chest found inside are genius drop, magic tea and escaping fireworks. In the next room, the treasure chest found inside is Wozztamin. Speak to Madisto and give him the following items of pocket bell, diver watch, notebook PC, and CD player. He will ask the party if he can take those items. Choose yes as your answer. Madisto will ask the party to go to the Big Laboratory Site which is northeast of Jik Village to get Zaurus DNA. You will get the ID card to enter the laboratory, and Chun will learn the magic "media" from Madisto. Leave and go east to the Big Laboratory Site.

Big Labatory Site

Use the ID card to enter the building. When you enter, you will see a person running by. The stairs on the left will take you to a treasure chest for dopin drop. Take the stairs on the right. Go into the room in the far right corner which is a small library and search the bookshelf in the second row. Reona will learn how to make "escaping fireworks." Take the stairs in the upper right corner. Go thru any of the four large pipes that is on the left. The stairs going down will take you to a treasure chest for silvera brooch. The room in the lower left corner has three treasure chests with cloth robe, Wozztamin X, and jewel stone. Go to the room in the upper right corner which has a big library that has a save point and a puzzle (when you pull down all the levers, it will open). There are six levers counting 1, 2, 3, 4, 5, 6 from left to right. Pull the lever in the order of 4 down, 3 down, 1 down, 5 down, 4 up, 4 down. If this is done correctly, the door in the left corner will open. Go into the next room to encounter Mawshit and his 4 Bandits. Mawshit data: Special skill is "kick." HP is 1000. Weakness is ice. Bandits data: Special skill is "snatch." HP is 250. Weakness is ice and lightning. After defeating Mawshit and his 4 Bandits, the party gets 360G & 245EXP. Reona will go and get the Zaurus DNA which is a dianosaur fossil from the storage machine. After that, go thru the door in the upper left, and the party will automatically wind up outside of the labatory. Return back to Madisto's House.

Madisto's House

Speak to Madisto who will be happy that you have return with the Zaurus DNA from the Big Labatory Site. Then, Reona gives Madisto Zaurus DNA. Since Chun has the ability to learn magic, Madisto will give him the magic of "dark" and "quit." Apparently, Madisto is gathering information on fear rain. Since he doesn't have any equipment on him, Madisto gives the heroes 1000G, and then joins the party. Go northeast to Northern Town.

Northern Town

Search the drawer at the inn for flame ruby. Search the two jars behind the weapon shop for Wozztamin and gelmet. Search the jar on 2F of the item or weapon shop for Wozztamin X. Go to the telepaBOX to open the line. Go behind the back of the factory and search the jar for a silvera brooch. Go inside of the factory, and make the summon robot called pepper robo. The required materials are oak bow 5 (Journey Town), gelmet 1, and Wozztamin 5. Leave the town, and walk west behind the mountain to Fire Forest.

Fire Forest

Enter the forest, and walk all the way up. The fire fairy called Fiyan (1-7) who is the keeper of fire magic will appear. Since Chun has the ability to learn magic, Fiyan will give him the fire magic of "burn." Leave the forest, return back to Northern Town. Don't enter Northern Town. Instead go northeast to Magic Cave.

Magic Cave

Inside the cave, there is a barrier. Madisto will use his magic to remove the barrier. Further, in the underground, Shot will notice the color of the lake, and ask Madisto if he can make a "water purifier" to make the water clean. Madisto say that he is not good at making things. Reona replies with that she will make it. The three materials that are needed to make the "water purifier" are antidote potato (1), ion stone (1), and crennain jar (1). They

can be found inside of this cave. After that, Reona learns how to make "water purifier," cross the bridge. The path all the way down on the lower right will take you to a treasure chest for an ion stone. The path in the center will take you to a treasure chest for crennain jar. The path at the top will take you to a treasure chest for antidote potato, but don't go any further into the underground after this. Just leave the cave, and return to Northern Town.

Northern Town

Go to the factory house in the upper right corner of the town, and make the water purifier. After the water purifier is made, leave the town, and return back to Magic Cave.

Magic Cave

Go back to area of the lake, cross the first bridge, and this time take the path where you found the antidote potato, and continue to go further into the underground. Cross the second bridge. A save point is nearby. Go down the stairs, and go further down until you encounter Zanzorie who is blocking the third bridge. There is no data on Zanzorie, but his skills are halberd attack, poison needle attack, chibi zorie, and sharp tackle. After defeating Zanzorie, the party gets 4500G & 1200EXP. Cross the bridge, go all the way up to the edge, and a whale will come by. Chun uses telepathy to talk with Whale-kun. Chun explains to Whale-kun that they had defeated Zanzorie. After that, Chun then attaches the "water purifier" to Whale-kun head, and the group will automatically teleported back to Northern Town.

Northern Town

Leave, and go north to Spirit Forest.

Elemen Continent (Spirits)

Spirit Forest

The treasure chest found in the lower left corner is leather gloves. The area where there are three fairies who are nearby the save point, just walk all the way to the right which will take you to inside of the Wind Shrine. Search the jar for Wozztamin X. Go thru the door that is at the top of the room. Go in front of the wall where there is a switch. You will be ask to press the switch or not. Choose yes as your answer. The room will shake several times. Go thru the door you just came thru, you will be inside of Aeolis' Room. Speak to the fairy Aeolis (2-7) who is the keeper of wind magic. Since Chun has the ability to learn magic, Aeolis will give him the wind magic of "Win." As the party is about to leave, Aeolis will ask for a favor to search for her seven lost cats and bring them back to her. Since all seven of the treasure chests in the room are locked, she will give you an item (Aeolis's rod, wind slash sword, wind pongee bow, Aeolis' shield, wind harp, elegant blade & Reona's secrets) from each one of the treasure chests everytime you return back to her shrine with a cat. Go thru the door, press the switch, leave the Wind Shrine, and return back to the forest. Treasure chests found on the way are Elemen dress I, and silvera brooch. Speak to the fairy who is nearby those two treasure chests, and Reona will learn how to make "wood tank." Continue your journey thru the forest all the way to the upper left side to reach the exit. Leave the forest, and go south to Fairun Town.

Fairun Town

Go to the telepaBOX to open the line. Go to the inn, search the bookshelf on

1F for a revive sake cup, and the drawers on 2F for a doll's tear. Go to the factory, and make the ground type vehicle called wood tank. The required materials are steel bow 5 (Northern Town), bracelet 5 (Northern Town) and Wozztamin 5. Also make the weapon for Reona called bom launcher. The required items are Wozzooka gun 1 (Journey Town), ion stone 5 and escaping fireworks 1. Leave the town. When you are outside, press the X button to bring up the menu. Choose the type of vehicle, meaning the wood tank. The wood tank will automatically appear and the party will go inside. Now, walk or drive the wood tank southwest to the Fortune-teller Baba's House. Press the X button to get out of the wood tank which will then disappear.

Fortune-Telling Baba's House

Go into the house, and speak to Baba who will tell you that the entrance of Fairy Castle is north of Fairun Town, and that the cane called "fairstick" is required to get inside. The fairstick is there in underground of this house. Baba will call Ceramic who will become the chief of the fortune-teller clan. Speak to Baba again, and you will be ask if you want to go that place or not. Choose yes as for both answers. Apparently, you have to bring along Ceramic with the group. The group will end up in the back of the room with Baba and Ceramic. Madisto say that he will stay behind with Baba. Baba will tell you that wall there is entrance. Ceramic will use here powers to teleport the party and herself to the other side of the wall. Go all the way down the ladder until you see a circle which is an entrance. Ceramic and the party will walk on to the circle. Then Ceramic will use the powers of the fortune teller clan to guide her thru that place in the underground. The party ends up in a big room which has eleven panels with animal's name on them. There is a save point nearby the rabbit panel. Search the jar on the left for escaping fireworks. Treasure chest found on the way is Wozztamin X (near the walrus panel), chain mail (near the eel panel), magic tea (near the elephant panel), revive sake cup (the upper left near the hermit crab panel). There is a hidden dark passage in the upper left corner near the turtle panel which will take you to a treasure chest. The item inside is a book called "How to make a powerful weapon." After reading the book, Reona will learn how to make an "antitank gun." Search the jar for a flame ruby which is above the right of the turtle panel. There is a dark hidden passage on the middle right corner between the bottom bookshelf and the cockroach panel which will take you to a treasure chest. The item inside is sonic shoes. The fairstick is inside of a treasure chest in a room that is in the upper right corner. After taking the fairstick, Ceramic tries to teleport the party to the exit of the underground but she couldn't. As she consult her notes, it seems that the exit will appear when the three plates that appears to the fortune-teller are touched in order. The plates on the wall are also the panels. Afterwards, Ceramic will be given three different clues of a discription of a certain animal. Then, the party will have to go and look for that certain plate or panel. First, walk all the way to the far left hallway which is nearby the dark hidden passage and touch the turtle panel. Next, walk all the way to the far right, go into the small room where you found the sonic shoes, and touch the elephant panel. Finally, walk all the way to lower right passing the cockroach panel, and then touch the snake panel. The exit will appear, and the party will be able to teleport back to Baba's house. Apparently, Ceramic wants to go on the journey with the party to defeat Baram. Madisto who made the "telepabell" based on Shot's pokebell will say that when a person has this, a friend can be called at anytime with the telepaBOX in a town. Then, Madisto gives Ceramic this bell, and leaves the party returning back to his house. After that, Ceramic joins the party. Now, leave, and walk or drive north to the end passing Fairun Town until you see two trees that are side by side. Enter the trees and the party will appear in Mystery Square.

Mystery Square

Walk onto the entrance, and Reona will use the fairstick which will teleport them to Fairy Castle.

Fairy Castle

Go into the castle. Take the stairs on the right or left into the castle underground. Treasure chest founds are in the two rooms in the upper left. The items are Fiyan's letter, chain mail, a book of part-time jobs, and elemen dress W. Take the stairs to go further into the underground. As you enter the area, you will hear disco music playing. At the back is Ms. Bombariyone's room. Go into that room and speak to the explosive fairy called Bombariyone (3-7) who is the keeper of explosion magic. Ms. Bombariyone will be dancing to techno music. Since Chun has the ability to learn magic, Bombariyone will give him the explosion magic of "bom." Leave Ms. Bombariyone's room, and go back up stairs to 1F. Take the stairs up to 3F. On 3F of the Fairy Castle, you will see the Queen and Eliza. Speak to the Queen who will give Reona "fairy map" which is a map that have the location of the fairies. Go to the back of the room, and open the treasure chest. The item inside is "A Book on Fairy Weapon." After reading the book, Reona will learn to make "sleep rod." Leave the castle. As you exit Mystery Square, the fortune-telling Baba will come by to inform the party that Sullivan has been kidnapped. Apparently, a duo of monsters came by Romwan Forest and took Sullivan. Then she leaves returning back to her house. Walk or drive all the way to the west passing Fortune-telling Baba's House to Chilled Village.

Chilled Village

The villagers will tell you that two monsters who took Sullivan are inside the tower in the north, and that the two subordinates with the witch are there. The witch called Miarf attacks the area in the north. Go to the house on the lower right, and search the jars on 2F for a magic tea and Achilles drop, and the drawers for a fur hood. Go to the inn to 2F, and search the bookshelf for a chain mail. Leave the village, and walk or drive north to Cold Tower.

Cold Tower

Enter the tower. Treasure chest found is magic drink, success drop & Pegasus muffler. First read the puzzle on the wall in the upper right that says, "The switch which opens the door is in one of the fish preserves in this way. The fish preserve...there is no crab on the right of the octopus. There is no fish above the crab. There is no octopus on the left of the fish." Apparently, there are nine fish preserves. Go into the fish preserve which is the middle one that is in the bottom row, and press the switch to open the door. Go thru the door to take the elevator to 2F, and you will end up in a large room that has a lot of switches which lower the brown bridges or make treasure chests appear. First, cross the brown bridge which will lower itself. Then go up, and then pull the switch up which will make a treasure chest appear. The item inside is punk wrist. Go all the way down until you see two switches. First, pull the switch up on the right which will make a treasure chest appear. Then pull the switch up on the left which will lower a brown bridge on the right. Cross over that lowered bridge, and pull the switch up next which will lower another brown bridge. Cross over that lowered bridge, and go up and pull the switch which will make a treasure chest appear. Now go up the stairs, but don't touch the switch as yet. Just walk around all the way down until you reach the treasure chest. The item inside is a sacred woman's medal. Return back to that switch and pull it up which

will lower the next bridge. Go down the stairs, and cross over that bridge. Open the treasure chest for the item of elemen dress I. Don't touch this switch that is in front of the treasure chest because a big object will fall and hit Reona on her head. Instead, go all the way down to where there are three switches. Only pull the switch on the right up which will make stairs appear on the right. Go up that stairs, and walk all the way up to where there are two switches. First pull the left switch up which will raise the bridge. Walk onto that bridge, and then pull the right switch down which will lower the bridge. Go all the way down to the last switch, and pull the switch up to raise the brown bridge. There is a save point nearby. Go all the way up thru the door onto the elevator which will take you up to 3F where the captive Sullivan who is inside a cell including Darak and Funmu who are subordinates of the witch Miarf. Sullivan tell the party to escape that it is a trap because that person is also a queen of fairies. Then, Darak and Funmu teleport themselves leaving Ice Devil to fight the party. Ice Devil data: Special skill is "paralyze feather." HP is 9500. MP is 400. Weakness is fire, explosion, and earthquake. After defeating Ice Devil, the party gets 600G & 1200EXP. Sullivan will tell the party to go quickly to the Fairy Castle. The party will automatically wind up outside of the tower. Now, walk or drive back to Fairy Castle.

Fairy Castle

Go into the castle. Take the stairs up to 3F. On 3F, you will see Eliza in a confrontation with the witch Miarf. The party will help Eliza fight Miarf. There is no data on Miarf, but her skills are fairy magic, gold ax, medical, silver radiance, and binding hand and foot. After defeating Miarf, the party gets 6000G & 7000EXP. Miarf quickly retreat with teleportation. Then, the Queen will thank the party and restore their HP & MP. Apparently, the Queen tells the party that Miarf had served in this castle a long time ago, and she became a witch who now is a subordinate of Balaam. Miarf is on a small island which is further north of the northern snow ground. Eliza wants to go along with the party. Ceramic teleported back to the old woman's house, and Reona hands the telepabell over to Eliza. Now, Eliza joins the party. Leave the castle, and return back to Chilled Village

Chilled Village

Go to the inn on 1F to the item shop that sells regular parts which are repairing parts for a vehicle or a robot. Leave, and walk or drive northwest to Sin Mountain.

Sin Mountain

Enter, and make your way thru this complex mountain. Treasure chest found along the way are flame ruby, beret cap, genius drop, potato antidote, doll's tear, and broker. There is a treasure chest with a book called "A Book on Wozz Bow." After reading that book, Reona will learn to make "triple cross bow." Also, a treasure chest that recovers the party HP. Once you have found the exit leave the mountain, and walk or drive to Tsuarael Inn which is closeby.

Tsuarael Inn

Go inside, speak the person who is sitting at the table will give Reona "down jacket." After receiving the "down jacket" from that person, Reona will learn to make "down jacket." Go upstairs to 2F, search the bookshelf for a Wozztamin X, and the jar for a bareknuckle. Leave the inn, and drive all the way north to Minokeresse Town.

Minokeresse Town

Go to the telepaBOX to open the line. All the doors inside of the town are locked except for the bar door. Go inside the bar. A child will see you and runaway into the next room. Follow the child into the next room and you will see five more children. The children suspects that you are friends of Balaam and starts throwing objects at the three heroes saying to return their papa and mama. The three heroes explains to the children that they are not friends of Balaam so the children asked for the heroes help. The children will say that at the back of the town there is a cave where the strange duo of friends of Miarf went to. Shot will leaving the party and go to the cave by himself. Leave the bar and go to the back of the town where the cave is at. There is a save point nearby. Enter the cave, and make your way down the stairs into underground until you reach the prison cells with the children's parents. Treasure chest found along the way are a sacred woman's medal, a revive bonbon. The prison cells are locked and cannot be opened so go to the upper left corner, and go down the stairs. There is a save point nearby. Go to the upper right corner and go up the stairs. You will re-encounter Darak, Funmu, and Shot who is packed in ice. Chun will use his telekensis to remove the ice from Shot. Then the party fights Darak and Funmu. There is no data on Darak, but his special skills are numbness scalpel, cold ray, sleeper hold, flying scalpel. Also, there is no data on Funmu, but his special skills are blast fire, club punch, angry waves exert themselves, and light club punch. After defeating Darak and Funmu, the party gets 9000G & 10000EXP, and also the children's parents are freed. Darak and Funmu will get angry that they lost the fight and runs away. Reona will yell at Shot for going off by himself. Now, go up the stairs, and you will wind up on a small island with the Witch's Mansion.

Witch's Mansion

Enter the yard of the mansion. Go to the right side of the trees, and walk onto the yellow circle which will teleport you to a room in the mansion with a treasure chest. The item inside is Maria's ring. Go inside of the mansion. Treasure chest found on the way thru the mansion are genius drop, tower medal, psycho drop, witches dress, magic stone, magic drink. Go upstairs to 2F, and go thru the double doors into the other room. You will meet Miarf inside. She will welcome the heroes to her mansion. Miarf will leave a clue to where the hero can find her, then she disappear. There are two small rooms that each has one statue. The statue in the room on the right recovers MP, and the statue in the room on the left recovers HP. Leave that room, go down stairs to 1F, and go thru the passage that is under the stairs. Treasure chests found on the way thru the mansion are shell pierced earrings, and Wozztamin X. Walk all the way up and go thru the fire place. Go up the stairs and make your way thru the long hallway. There is a save point nearby. Walk all the way up the big stairs. The party will encounter Darak and Funmu again. Then the party fights Darak and Funmu for a second time. There is still no data on Darak, but his skills are numbness scalpel, cold ray, sleeper hold, flying scalpel. Also, there is still no data on Funmu, but his skills are blast fire, club punch, angry waves exert themselves, and light club punch. After defeating Darak and Funmu, the party gets 9000G & 10000EXP. Take the stairs on the left or right, and go thru the double door. Walk all the way up until you encounter Miarf. Fight Miarf. There is still no data on Miarf, but her skills are fairy magic, gold ax, medical, silver radiance, and binding hand & foot. After defeating Miarf, the party gets 6000G & 10000EXP. The group will teleport outside of the mansion. Poln delivers Sullivan's letter to Reona, and then flies away. Apparently, you have to go Undeata Continent to protect the 3 god beast from Balaam's followers. Leave the mansion, and walk back to Minokeresse Town.

Minokeresse Town

Go to the bar and walk to the right side until you reach the yard. Pick up Aeolis' cat. Go to the factory, and make the ground type vehicle called laser tank. The required materials are crystal ball 9 (Fairun Town), high Wozzooka 5 (Northern Town) and Wozztamin X 5 (Fairy Castle). Make the ground type vehicle called el moss tank. The required materials are fur hood 1, plastic bow 3, and magic tea. Make the weapon for Reona called paralyzer. The required items are Wozzooka gun 1 (Journey Town), crystal ball 1 (Fairun Town) and ion stone 10. Make a summon robot for Chun called sissors robo. The required items are steel bow 5 (Northern Town), punk wrist 1 and Wozztamin 5. Leave town, and walk or drive east to Kamakura.

Kamakura

Look at the wall and the party will automatically hop into the el moss tank which will be used to break down a portion of the front section of the high ice wall. Go inside the shrine. Treasure chest found are beret cap, and escaping fireworks. Speak to the fairy of ice magic Kachuarin (4-7) who is the keeper of ice magic. Since Chun has the ability to learn magic, Chakan will give him the ice magic of "ice." Leave the shrine, and return back to Minokeresse Town.

Minokeresse Town

Leave the town by using the telepaBOX to go to Fairun Town.

Fairun Town

Now, leave the town, and walk or drive north to the end passing Fairun Town until you see two trees that are side by side. Enter the trees and the party will appear in Mystery Square.

Mystery Square

Walk onto the entrance, and Reona will use the fairstick which will teleport them to Fairy Castle.

Fairy Castle

Go into the castle, take the stairs up to 3F, and speak to the Queen. Afterwards, Shot will learn the skill "double shot" from the Queen. Leave, and walk or drive all the way southwest of Chilled Village to Undeata Large Cave.

Undeata Continent (Undeads)

Undeata Large Cave

Enter, and make your way thru the cave to the lower right. Treasure chest found is broker. Show the person who is blocking the stairs Sullivan's letter, and he will let you by. Go down the stairs. You will end up in an area with a lot of wooden bridges. Treasure chest found on the way are magic drink, silvera brooch, dopin drop, and proto drop. As you cross over the last bridge on the lower right, it will collapse with the party who will land in an area that has a sign post. The jar on the far right of the sign post restores the party HP & MP. The circle on the left of the sign post will teleport the party back to the area where the bridge collapsed. Treasure chest found in the upper left is flame ruby. Walk all the way to the upper left corner. Go down the stairs. This area is connected to Kaka Mountain. Be

careful because the lava on the ground can cause minor damage to the party. Walk all the way down, then go to the right, then up. Go down the stairs. Walk all the way up, and speak to the great flame fairy called Chakan (5-7) who is the keeper of the great fire magic. Since Chun has the ability to learn magic, Chakan will give him the great flame magic of "flare." Go all the way up those stairs until you reach a room with a jar. Search the jar for a book on how to make weapon. After reading that book, Reona will learn to make "mythril yoyo." Return back to the sign post area. This time go down to the lower right corner. Treasure chest found is jewel stone (left) and devil cuffs (right). Go all the up the stairs until you reached the right side of the area where the bridge collapse. Treasure chest found is Ifrit bow. Continue to go up the stairs. Treasure chest found is Wozztamin DX. Search the jars for body conscious x2. Treasure chest found is ion stone. Walk all the way to the lower right and go thru the door which will take you to the location of the exit. The exit is being block by a monster called Zaruru. Fight Zaruru. Zaruru data: Special skill is "fire whip." HP is 5000. Weakness is ice, and explosion. After defeating Zaruru, the party gets 1000G & 1400EXP, and Reona learns how to make the weapon called "ice launcher." Leave the cave, and walk south to Zombie Palace.

Zombie Palace

Go to the telepaBOX to open the line. The villagers will say that at night the monsters come by to attack the castle. Go to the castle. Go up the stairs that is near the save point to 2F, and speak to the Elder (the guy with the white beard). Reona shows the Elder Sullivan's letter. Now return back to 1F where the Commander (the guy with red helmet) is at and speak to him. The Commander will ask you, "Do you rest while preparing for the battle. Choose yes as your answer. At night, the party will join the Commander to fight the enemy. The party will have to fight the enemy for three nights. Fight the main Zaruru who is blocking the small bridge three times. Zaruru data: Special skill is "fire whip." HP is 5000. Weakness is ice, and explosion. After defeating Zaruru, the party gets 1000G & 1400EXP. When morning arrives, Zaruru will teleport. When Zaruru is finally defeated in the third battle, Shazaan will come by to fight the party. Shazaan data: Special skill is "Satan cutter." HP is 12000. MP is 900. Weakness is ice, lightning and explosion. After defeating Shazaan, the party gets 1000G & 1400EXP, and the other Zaruru will retreat. Now, Zombie Palace is now saved. The Commander will thank the heroes. Then the head of the Great Turtle (the first god-beast) will appear, and thank the heroes. After that the party will end up back in the castle. In the upper left corner of the castle, go and speak to the girl who is behind the counter. Apparently she is the fairy, Icees (6-7) who is the keeper of the great cold magic. Since Chun has the ability to learn magic, Icees will give him the great cold magic of "Shiva." Go back upstairs to 2F and speak to the elder who will give you the treasure key. Go back to 1F. Go to room in the upper right corner to open the treasure chest. The items found are revive bonbon, longevity drop, and genius drop. The treasure chest on the far left is the entrance to the Zombie Palace Underground Cave. Treasure chest found on the way are dark ring, proto ring & holy launcher. Return back to 1F of the palace. Leave and go southeast to Rairyun Shrine.

Rairyun Shrine

Enter, and read the sign which says that you should turn up the volume. Go and open the treasure chest. You will be asked two questions about where you have heard that music. The answers to the questions are #2 (When we stay at the inn) and #3 (Journey Town). The entrance will appear. Walk onto the entrance which will teleport the party further into Rairyun Shrine. Walk all the way up, and speak to Rairyun (7-7) who is the thunder fairy and the

keeper of thunder magic. Since Chun has the ability to learn magic, Fiyan will give him the thunder magic of "Lyra." Leave the shrine, and walk or drive south to Skele Fortress.

Skele Fortress

Go to the telepaBOX to open the line. Go and speak to the skeleton who is by the castle door. The group will split up into three. Shot enter thru the left door of the castle and Chun enter thru the right door of the castle. That leaves the middle door for Reona. Go thru that door and take the stairs on the left to 2F. Take the stairs to 3F. Take the stairs to 4F. Take the stairs to 5F. On 5F, as Reona will try to take the stairs to go up, she is push back by the wind. Now, read the letter that is below the snake's picture. It goes something like this, "The snake in the middle that is lined up with the five." After reading the letter, take the stairs that is on the left, and go back to 3F. Now, walk onto the circle that is on the right for it will teleport the duo to another room on 2F. Walk all the way around to the back wall, and search the snake's picture that's in the middle among the five snakes' pictures for a switch to turn off the wind. Return back to 5F, and continue to go up the stairs until you reach the top floor. Apparently, Shot and Chun are already there with Don Crobee. The party fights Don Crobee. Don Crobee data: Special skill is "blast bom." HP is 16000. MP is 950. Weakness is ice. After defeating Don Crobee, the party gets 8000G & 4800EXP. Skele Fortress is now saved. The chief of the Great Snake (the second god-beast) will thank the heroes. Then Reona will learn how to make the weapon of flame thrower. Now go get those treasure chests. Treasure chest found on the way are genius drop, a revive bonbon, Wozztamin X, jewel stone, and antidote shiek. Leave, and walk or drive northwest to Ghos Castle.

Ghos Castle

Go to the telepaBOX to open the line. Go to the castle, and speak to the guard who is at the main door. Attempt to walk away, and an old man will come by asking for your help. Agree to go and help find his grandson who went out to get some herb along the path of the big tree. Then, the party will end up inside of the house of the old man who will tell the group where his grandson when to. The old man will say that only three can go, so Chun decides to stay behind. Leave, then walk or drive southwest of the castle to the Rotten Big Tree.

Rotten Big Tree

Enter, and climb the ladder on the right. The treasure chest found is flame ruby. Now, climb the ladder on the left and go all the way up. Treasure chest found on the way are stardust staff, doll's tear, ebiyan, success drop, tower medal, witch cap, power belt, and wozztamin. At the top of the tree, the trio will find the old man's grandson. The weight of the trio and the old man's grandson will collapse the edge, and they will fall further down into the bottom of the big tree. After speaking to the the old man's gandson, go inside the cave. Return to where the old man's gandson is at, and you will hear Chun's voice. Chun who climbed down the rope will fall because the rope is too short. Now, Chun is with the party. The party decides to look for an exit. Go back into the cave, and Chun will use his telekinesis to create a path for them to cross over to the other side. Go up the stairs, and the party will automatically wind up outside of the Rotton Big Tree with the old man's grandson. Return back to Ghos Castle.

Ghos Castle

Go and speak to the oldman who is in front of his house. He will ask you to

go and help the elephant. Choose the top choice to go and help. The old man will give Reona "Wozz fruits." Go and speak to the guard who is by the castle door. He will ask you to go into the castle. Choose the top choice to go. The guard will introduce himself as Delon will say that he will go into castle with the party which means Eliza has to stay outside the castle. He will ask two more questions which are "do you go to the rest-room (toilet room)?" and "do you want to save?" Choose "we go inside now" as the answer to the first question and "we do" as the answer to the second question. You will now have 15 minutes inside of the castle to find the Great Elephant. Go to the far left, then go up until you see the stairs. Go down those stairs. After opening the treasure chest to get the item of longevity drop, read the paper that is at the bottom of the treasure chest. It goes something like this, "The elephant's room. The head of the elephant 1. The back of the elephant 2. The head of the elephant 2. Jar 1." Go back up the stairs. You will encounter Paralysis Zaruru who is one of Zaruru 4 Sky Kings patrolling on the left side on 1F of the castle. He will paralyse the party first before going into battle with them. The other 3 Sky Kings of Zaruru are Thief Zaruru (after defeating him, you will get Wozztamin, Achilles drop, and magic drink), Quiz Zaruru, and Poison Zaruru. After defeating Paralysis Zaruru, make your way to the center area of 1F until you find the stairs. Go down those stairs. The party will end up in a foggy room in the shape of an elephant. Just remember the puzzle. Inside this room, first, go to head of the elephant's head, and push the elephant's panel once. Now, go to back of the elephant, and push the elephant's panel twice. Now, return back to the elephant's head, and push the elephant's panel twice. Finally, go to the jar, and search it once. The party will teleport into the true room and encounter Hyudorokupe. Fight Hyudorokupe. Hyudorokupe data: Special skill is "ghost shield." HP is 14444. MP is 950. Weakness is lightning and earthquake. After defeating Hyudorokupe, the party gets 7000G & 4200EXP, and Reona gives the Great Elephant the "Wozz fruit" to cure its poison. Now, Ghos Castle is saved. After Eliza enters the room, Doron will thank the heroes. Apparently, Doron wants to join the party. Shot gives Delon the telepabell. Doron joins the group, and Eliza returns back to Fairy Castle. The Great Elephant will thank the party, and say that a treasure chest is in the underground for them. Search the jar in that room because it is the entrance to the underground. Search the treasure chest for the "Book on the Ghost tribe's Equipment Goods." After reading that book, Reona learns how to make the weapon called "triple bracelet." Leave and return back to 1F of the castle. Treasure chest found on the way thru the castle are shell pierced earrings with evian at the bottom, doll's tear, and shell pierced earrings. When the party leaves Ghos Castle, Poln will fly by with a message stating that Balaam brings monsters in the middle of this continent. Reona suggest Arijika Tower is in the middle of this continent. Walk or drive east until you see a long shape mountain.

Arijika Tower

Enter, and search the door which is locked. Chun will see an big hole above the doorway. Then, Shot will attach a rope to his bow, and shoot it toward that hole. Climb up the rope to go inside the tower. Search the jar for antidote potato, and the treasure chest for a magic drink. The stairs in the upper right will take you to a treasure chest with high interior parts. Take the stairs in the lower right. Search the treasure chest for jewel stone, antidote shake, and the jar for Wozztamin. Go all the way up and take the stairs down. Search the jar for a longevity drop. Go to the left and take the stairs up. Search the jar for regular parts, and the treasure chest fo a witch cap. Take the stairs on the left. Go all the way to the right and take the stairs up. Pick up Aeolis' cat. The stairs on the right take you a treasure chest for Artemis bow. Take the stairs up on the left. Search the jar for flame ruby. Walk all the around to left until you reach the stairs. There is a save point nearby. The stair going up will take you to the roof

of the tower. Take the stairs going down to the main floor of the tower. Queen Artemis is there. Fight Queen Artemis. There is no data on Queen Artemis, but her skills are queen pluse laser, baby ant, gizan, and iron claw. After defeating Queen Artemis, the party gets 7500G & 20000EXP. Go thru the door to exit the tower. The party will meet Madisto outside. He will ask a question. Just reply with ok. Madisto will give Chun two magic for recovery all which are "yoin" and "crayoin". He will also say that there is an area where the sorcerer lives to that says Iryuuzu in the west of this continent, and also that you can get a boat in Dictator Town by going south of this continent. Leave, and walk or drive all the way south to Dictator Town.

Dictator Town

Go to the telepaBOX to open the line. Speak to Icees who is at the habor. Then, go to the inn, speak to the person who is sitting by the table in the lower left corner. The person will ask a question. Choose "a wish" (top choice) as your answer, and the person will give you the warehouse key. On 2F of the inn, search the drawers for a success drop. Leave the inn, and go west to the warehouse with two door. Go thru either door to enter the warehouse. Take the stairs down into the undergorund. Treasure chest found on the way are jewel stone, dopin drop, moon fragment, doll's tear, a sacred woman's medal, revive bonbon, and camphor stone. Once you get the camphor stone, walk all the way down until you have reach another area. Take the tunnel on the far right to come out of the exit. When the party exit the underground of the warehouse, they will hear a loud bang sound. The party goes outside and the sounds continues. Make your way to the factory. While inside Reona will learn how to make "battle yacht." After making the battle yacht, the party will go to the harbor and hop into that boat. At sea, it seems that Chun is having problem steering the boat. Then, the party runs into Whale-kun who will tow the boat which had engine failure back to Dictator Town. Go back to the factory to make the real battle yacht. Go inside of the factory, and make a summon robot called puterano robo. The required materials are namenun NA 1 (Northern Town), boomerang 6 (Fairun Town), and magic tea 5 (Northern Town). Leave the town, summons the battle yacht into the sea, and sail all the way east to Poison Island.

Poison Island

Enter the cave, and take the stairs down on the right. Search only the jar on the right and left for antidote shake. Don't drink the water in jar that's in the middle for it will poison a member of the party. Take the stairs down on the left. Search only the jar on the right and left for antidote shake. Don't drink the water in jar that's in the middle for it will poison a member of the party. Go up the stairs up that's in the upper left corner. Go in front of the table with the mushroom and letter. After reading that letter, choose yes as your answer to eat the mushroom. Chun will eat the mushroom, and learn the poison magic called venom. Leave the island, summons the battle yacht into the sea, and sail all the way to the west in the yacht to the Pirates' Hideout which is in the south of Iryuuzu Continent.

Iryuuzu Continent (Witchcrafts)

Pirates' Hideout

Enter the cave of the hideout. You will be ask a question. Just answer with "O.K. stand firm" (first choice) as your answer. Reona will go inside by herself to look around. Items found inside of the treasure on the way are Wozztamin X and jewel stone. Go further to the room where the pirate's boss, Bangass, is at. Reona will be surrounded by Bangass and his pirates. You

will be ask a question. Choose "escape" as your answer. Reona will be tied up, and Shot & Chun will enter that room. Reona who freed herself from the rope will join the group to fight Bangass. Bangass data: Special skill is "viking sword." HP is 20000. MP is 655. Weakness is nothing special. After defeating Bangass, the party gets 4500G & 7000EXP. The unconscious Bangass will wake up. One of Bangass' men will come by with some information. Follow Bangass. Apparently, there is a cave-in at the exit of the cave's hideout which is cause by Pilder who is a follower of Balaam. A rock will hit Delon on his head knocking him unconscious. Follow Bangass back inside, and speak to him. Bangass will show you a secret path, and then follow the party. Treasure chest found on the way to the exit are Wozztamin X, high interior parts, proto drop, scatter parts, and tattered sword. When you reach the exit, Bangass joins the party and gives Reona the "Document of Many Islands." Leave, and walk to Phantom Inn.

Phantom Inn

Go inside, and go to 2F. Search each of the four drawers for a revive bonbon, Wozztamin X, high interior parts, and magic cocktail. Leave, and go north to El Fish Town.

El Fish Town

Go to the telepaBOX to open the line. Search the jars for a Wozztamin X, genius drop. Speak to the Mayor of the town at the back. The Mayor will ask you come inside of his house to eat. Choose yes (the top choice) as your answer. Apparently, the Mayor had spike the food with sleeping drug. The heroes will end up in a lock prison. Try to open the prison door, and Ceramic will come by to open it for you, then leave. Search the two treasure chests on the other side of the prison room for an energy ring and doll's tear. Go up the stairs, a save point is nearby. Go thru the door. Follow Ceramic outside of the town. Speak to Ceramic who will say that it is a trap of Pilder. She will ask you a question. Choose "of course" (the top choice) as your answer, and then follow Ceramic to the cave in the north.

Geronimon Cave

Follow Ceramic into the cave. Reona will ask "Where is Ceramic?" Take the path on the far left to a statue of Zanzorie. When you search Zanzorie statue, the three heroes will warp back to Magic Cave to fight Zanzorie's again. There is no data on Zanzorie, but his skills are halberd attack, poison needle attack, chibi zorie, and sharp tackle. After defeating Zanzorie, the party gets 4500G & 1200EXP. The three heroes get warp back to Geronimon Cave. Take the path on the far right to the three statues of Darak, Funmu, and Miarf. When you search Darak, Funmu, and Miarf's statue, the heroes will warp back to the Witch's Mansion to fight Darak and Funmu again. There is no data on Darak, but his special skills are numbness scalpel, cold ray, sleeper hold, flying scalpel. Also, there is no data on Funmu, but his special skills are blast fire, club punch, angry waves exert themselves, and light club punch. After defeating Darak and Funmu, the party gets 9000G & 10000EXP. Go up the stairs to fight Miarf. There is still no data on Miarf, but her skills are fairy magic, gold ax, medical, silver radiance, and binding hand & feet. After defeating Miarf, the party gets 6000G & 10000EXP. The three heroes get teleport back to Geronimon Cave. The items found inside of the treasure chests are high interior parts, jewel stone, ryuurin gauntlet, and a sacred woman's medal. Now, take the path in the middle on the left to a statue of Queen Artemis. When you search Queen Artemis' statue, the three heroes will warp back to Arijika Tower to fight Zanzorie again. There is no data on Queen Artemis, but her skills are queen pluse laser, baby ant, gizan, and iron claw. After defeating Queen Artemis, the party gets 7500G &

20000EXP. The three heroes get warp back to Geronimon Cave. Go to the door at the back, and Mills will come by and join the three heroes. Go thru the door, and you will see Ceramic who is lying on the ground and Geronimon. Fight Geronimon. Geronimon data: Special skill is "tomahawk boomerang." HP is 26000. MP is 800. Weakness is nothing special. After defeating Geronimon, the party gets 6000G & 12000 EXP. Ceramic gets up and her head fell off. It turns out that Ceramic is a doll. Reona finds Pilder's letter on the doll's body. The letter tells the party to go to the tower on Marion Island that is in the west. Walk all the way west to the seashore, and summons the battle yacht. Sail to the small island that is nearby.

Marion Tower

Enter the tower. Fight several of the puppets (dogs) who won't let you pass. Treasure chest found on 1F are a revive sake cup, and Wozztamin DX. After reading the letter in one of the treasure chests, Reona will learn how to make "rhythm maker." Take the stairs up to 2F. Treasure chest found on 2F is magic drink. Take the stairs in the upper left corner to the roof. There is a save point nearby. Go thru the door. Apparently, Pilder had captured Ceramic, Eliza, Delon and Bangass turning them into puppets. Pilder will then use the four members to stop the party from coming near him. Chun will use his telekinesis to stop the four members. Fight Pilder. There is no data on Pilder, but his skills are mind marionette, mind crush, partner sleep, and flashing claw. After defeating Pilder, the party gets 12000G & 30000EXP. The four members who have been turn into puppets are taken back to El Fish Town to recover at the inn.

El Fish Town

Speak to the Mayor. Leave the town, and go north to the Oasis (1).

Oasis (south)

Pick up Aeolis' cat. The lake in this oasis can recover the party's HP & MP. Leave, and go north to Bikke Village.

Bikke Village (east)

There is nothing really to do here, but you can buy Wozztamin DX and revive bonbon from the item person or dealer. Leave, and go north to Paraji Village.

Paraji Village (north)

Search one of the jars by the lake to get a magic cocktail. Speak to the village chief, and reply with yes twice to his two questions (the top choice), and he will teach Reona how to make "magic cocktail." As the party is about to leave. The entire villagers will disappear. Go in front of the lake where you will find two letters. Read the letters, and then go north to Wozztenon Shrine.

Wozztenon Shrine

Enter, and take the stairs on the right or left which will take you down to the underground. Treasure chest found are moon fragment, 300G, 500G, and doll's tear. A save point is nearby. Go thru the iron door and walk all the way up to the statue. Balaam's shadow will appear and send the three heroes into the hole under the statue into the Dark World leaving Mills behind. As the heroes fall further into the dark hole, they land in Sinner Town in the Dark World.

Dark World

Sinner Town

A mysterious girl comes by and will tell the heroes that her father the Great King Podes wants to talk to them, and then she leaves. Search the jar near the inn for Achilles drop, and the barrel near the factory for magic tea. Go to the bar and speak to Icees. Answer with the top choice to her question. Go to the house of the Great King Podes and speak with him. Answer with ok (the top choice) to the question of the Great King Podes. As the Great King Podes calls his daughter Lamoon, he got not response. Leave the town. There is a save point nearby.

Shambles of Hell Cave

There is a door which leads to a room that offers hell's merchandises. The party would have to fight victorious in many rounds to get special products of the Dark World. Also, search the jar which will fully recover your HP & MP. You speak to the hell's porter, and agree to fight for 15 rounds. If you are victorious after the 15th round, retreat during the 16th battle and you will get Maria's ring, and the key to open the door of Larmyarna Cave. Leave, and walk all the way south then east. Speak to the person who is guarding the entrance to Suns Cave. Apparently, you need to get permission from the Great King Podes. Now, return back to Sinner town.

Sinner Town

Speak to the Great King Podes. Then, he will call his daughter Lamoon who will then accompany the heroes. Go back to the area where that guard is at and speak to him again. He will let you pass thru the door to Suns Cave.

Suns Cave

When the party enters the room, it will become dark and one of Balaam's subordinate, Okuchular will appear. After Okuchular finishes speaking, he leaves. The lights will come on and the party will be in a maze like room. Make your way thru the maze until you see the stairs. Items found in the treasure on the way are ryuurin no kote, yellow orb, a sacred woman's medal. Go up the stairs to 2F. Make your way to where Okuchular is at. Items found inside of the treasure chest on the way are Aeolis' cat and dragon god clothes. A save point is nearby. Fight Okuchular. There is no data on Okuchular, but its skills are spiral net, octopus punch, spiral smoke, and summon subordinate. After defeating Queen Okuchular, the party gets 9000G & 50000EXP. The party will automatically teleport back to town in the Great King Podes' house. After Lamoon becomes a member, the party will teleport back to Wozztenon Shrine. Go back to El Fish Town.

El Fish Town

Use the telepaBOX to warp to Journey Town.

Journey Town

Go and speak to Sullivan who will tell you that to need to use a drill vehicle to open the hole that is on the west side of the mountain which is near Wozztenon Shrine. Use the telepaBOX to warp back to El Fish Town.

El Fish Town

Leave, and return back to Wozztenon Shrine.

Wozztenon Shrine

Enter the shrine and observe the hole. After Shot looks at the hole, Reona will learn how to make the vehicle "jet mole." Go back to El Fish Town.

El Fish Town

Go to the factory and make the ground type vehicle called jet mole. The required items are plastic bow 5 (Minokeresse Town), improve spray 5, and Wozztamin X 5. Make the summon robot for Chun called puterano. The required items are namenun NA, boomerang 6 (Fairun Town) and magic tea 5 (Fairun Town). Leave, and return back to the location of Wozztenon Shrine.

Wozztenon Shrine

Go outside on to the world map, and go to the left side of the shrine. Look at that mountain, and then the party will automatically hop into the jet mole which will clear the path thru the mountain with the assistant of Chun's telekenisis. After the path is cleared, the party will be in Delmon Continent.

Delmon Continent (Demons)

Caim Town

Go to the telepaBOX to open the line. The item found inside of the treasure chest is icarus's wing. Leave, and go west to Balaam Village.

Balaam Village

It appears the village was destroyed by Balaam. Go into the house that is in the lower right corner. Search the bookshelf, and Reona will learn how to make airplane. Go into the house that is in the upper left, and go down the stairs into the basement. The item found inside of the treasure chest is "play with a cat." Leave, and go north to Woffle Tower.

Woffle Tower

Apparently, Balaam's pet cat Edwin is blocking or guarding the tower entrance. Look at the cat, and Chun will guide it away. After Chun return back to the party, go into the tower, and the chief guard will prevent you from going any further into the tower. Fight the chief guard. After defeating the chief guard, take the stairs on the far left, and go up the stairs to 2F. Fight the Zaruru. The items found inside of the treasure chest are longevity drop and regular parts. Go back down the stairs to 1F, and go up and take the stairs down to the basement. The items found inside of the treasure chest is proto drop. Go back up to 1F, and take the stairs on to the right, and go down the stairs to the basement. The items found inside of the treasure chest is jewel stone. Go back up the stairs to 1F, and take the nearby stairs up to 2F. Fight Zaruru. The items found inside of the treasure chest are Wozztamin and pepper bomb. Go into the room where there are four treasure chests. The items found inside of the treasure chests are jewel stone, pain bracelet, and a revive sake cup. If you opening the treasure chest with the trap, the Trap Master will fight the party. Go into the room in the upper left corner, and go down the stairs to 1F. Use the warp tiles (the top one) to go back and forth into different rooms. The items found inside of the treasure chest is brachium bell, angel blow, ring of darkness, Wozztamin X, and high interior parts. The warp tiles should have take you all the way to the upper right corner in a room. Go thru the door, and take the stairs up to the second

stairs. Walk all the way to the left, and take the stairs up to 3F. Walk all the way to the right, there is a save point nearby, and take the stairs up to 4F. Walk all the way to the left, and fight Tower Ghost. Tower Ghost data: Special skill is "binding hands and feet." HP is 30000. MP is 200. Weakness is wind. After defeating Tower Ghost, the party gets 4500G & 15000EXP, and Reona learns how to make the large devil gun. Go up the stairs to 5F. Speak to Obsarn who will ask you if you want to go to the Sacred White World. Choose yes (the top choice) as your answer. He will then say that he needs the white snake statue from the underground in Raikanai Mountain. After that he will warp the party out of the tower to show them the location of Raikanai Mountain. Now, go north to Raikanai Mountain.

Raikanai Mountain

Enter the mountain, and go down the stairs into the underground. In order to find the correct warp which is in the lower right corner. First, walk all the way to the right, then go down, left, down, left, down, right, down, right, down, and walk onto the warp. You will be teleported to another area of the underground. Go to the sign which will ask you a question. Choose Sullivan (the second choice) as the answer. When you answer the question correctly, the rock on the left near the sign will disappear revealing a hidden passage. Go thru the hidden passage to get into No Lute Village. Go into the room (inn) near the exit, and search the jar for a dopin drop. Leave the village, and walk further to the left until you see another sign by the stairs. Go down the stairs. There is a save point nearby. Search the jar for sage's robe. Go up the stairs on the left, and you will now be in Balaam's Room. Walk all the way up to the throne, and Balaam's subordinate, the Commander-in-Chief Cannibal will appear. Fight the Commander-in-Chief Cannibal. The party will have a three turn attack at the beginning of the battle. There is no data on the Commander-in-Chief Cannibal, but his skills are Wozz sword, black magic, undeata magic, fairy magic and sonic breaker. After defeating the Commander-in-Chief Cannibal, the party gets 13500G & 60000EXP including the white snake statue. Go thru the door that is behind the throne which is the exit of the mountain. Now, go east to Ague Town.

Ague Town

Go into the telepaBOX to open the line. Go into the house that is in the upper left corner to 2F. Speak to the person who will ask you a question. Choose yes (the top choice) as your answer, and Reona will learn how to make "ladybird." Go to the factory, and make ladybird. The required items are icarus's wing 1, devil arrow 1, revive bonbon. Also, make the large devil gun for Reona. The required items are Wozzooka gun 1 (Journey Town), death god's spear 1 (Dark World), plastic bow 1 (Minokeresse Town). At the inn, go to 2F, and speak to Obsarn who will say that he needs the "turtle statue" and the "elephant statue." Use the telepaBox to warp to Journey Town.

Journey Town

Speak to Sullivan who will give you the turtle statue. Use the telepaBOX to warp to Fairun Town.

Fairun Town

Leave the town, summon the vehicle ladybird and fly to Fortune-telling Baba's House.

Fortune-telling Baba's House

Speak to the Baba who will give you the elephant statue. Leave, and fly west

over the lake which is near the Baba's house to Shoal Shrine.

Shoal Shrine

The items found inside of the treasure chest are racoon dog kigurumi x 5, and high interior parts. Lamoon will go to retrieve the item from one of the treasure chests since she is the slimmest one among the party, and gives it to Reona. Afterwards, Reona will learn how to make the vehicle "gushing tank." Leave, and fly south to the Mountain Cave which is in the center of the mountains near Undeata Large Cave.

Mountain Cave

Enter and search the jars for high interior parts, proto ring, and the Alchemist Book of Wozz. After Reona reads that book, she learns how to make the robot "rush." Search the treasure chest for a regular part. Leave and fly further south to Zombie Palace.

Zombie Palace

Enter, and use the telepaBox to warp to Ague Town.

Ague Town

At the inn, go to 2F, and speak to Obsern who will tell you to take those three statues to Raikanai Mountain which will open the path to the Sacred White World. Leave, and fly to west Raikanai Mountain.

Raikanai Mountain

Enter, then go in front of the three tables, and the party will be asked a question that says do you want to go to the Sacred White World. Choose yes (the top choice) as the answer, and the three heroes will place the three statues on the table. Apparently, only three heroes can go leaving Lamoon behind. The heroes then warp to the Sacred White World.

Sacred White World

Zeus Shrine

Enter, and take the stairs up that is in the far left corner. You will see a person who looks like Aeolis. Speak to that person who will then turn into a cat. Pick up Aeolis' cat. Go back down the stairs to where the save point is at. The items found inside of the treasure chest are ruby tiara, and angel bow. Take the stair on the right or left to 2F. Speak to Icees who is on the top left, and she will give you amethyst pierce. Speak to the person who is on the bottom right, and Reona will learn how to make the robot "solo." After speaking to Zeus, you will hear the voice of Balaam who returns the heroes back to the human world. Whichever person you choose as the main character at the beginning will be the person's home you will be sent back temporarily in the World of Humans. Reona will be in her room. Search around the room until you find the weapon laser blade and nitroVZ. After looking at the gold medal that is on top of the drawers, you will be asked a question. Choose the top choice as the answer. Go into the dimensional tunnel, and you will be asked a question. Choose let's go (the top choice) as the answer, and you will be warped back to Zeus Shrine. After speaking to Chun, the heroes are back together again. Shot brought back phoenix bow and an old carrot. Take the stairs on the left or right to 1F, and go back to 2F to speak to Zeus who will ask you a question. Choose yes, it is good (the top choice) as the answer. Zeus will ask you a second question. Choose yes (the top choice) as

the answer. Then Zues warps the heroes to the entrance of Balaam's Flying Air Castle which is at the top of Arijika Tower. The six other members will come by to join the group. You can select one of the six members who can join the party. The party will then climb the ladder into Balaam's Flying Air Castle.

Balaam's Flying Air Castle

The save point is nearby. Take the stairs up. The item found inside of the treasure chest is Yama whip. Take the stairs up in the upper left corner. The items found inside of the treasure chests are murasame blade, deep-red guitar, magic tea, Wozztamin X. Take the stairs up in the upper left corner. Search the treasure chest for psycho drop. Go thru the door. The items found inside of the three warehouses on the left are motor, Aeolis' cat, large cogwheel. The items found inside of the two warehouses on the far right are shaft, angel bow, cord. Inside of one of the warehouses, there is a puzzle room that you have to solve in order to get an important item that is inside of a treasure chest. Enter that warehouse, and read the puzzle on the wall which says, "When you push the button in the treasure chest, the treasure chest of that color shines. When all the treasure chests are shone as follows, pull the lever. Red is two, and another color is one. Above purple is yellow. Right and left of light blue are yellow and white. Above green is white." Apparently, there are two rows with a total of eight treasure chests. First, start with the bottom row from right to left. Then with the top row from left to right.

Top row: red (#3), yellow (#3), light blue (#1), white (#2)

Bottom row: blue (#1), purple (#3), red (#0), green (#3)

After pushing all the buttons in the each of the treasure chests, pull the lever, and if this is done correctly a stairs will appear. Go up that stairs, and open the treasure chest to get the item of vacuum tube. Leave, and go to the door that is in the far upper left corner. Go thru that door. Occasionally, the lights will flicker on and off leaving the room dark sometimes. The items found inside of the treasure chest are Poseidon mantle and Venus dress. Take the stairs up to 2F. The item found inside of the treasure chest is Mars breastplate. Take the stairs up to 3F. The items found inside of the treasure chest are small cogwheel and radiant priest's robe. Go thru the opening which is further right where you found the radiant priest's robe. Walk all the way to the right on bridge and go thru the door. Continue to walk to the right which will lead you to another opening. Walk all the way to the right on the next bridge and go thru the door. The items found inside of the treasure along the way are success drop, proto drop. Take the stairs down to 2F. The item found inside of the treasure along the way is Liana's dress. Take the stairs down to 1F. There is a safe point nearby. Go in front of the computer. Apparently, the central tower door won't open so you have to repair the machine. The six required items to fix the machine are small cogwheel, motor, large cogwheel, vacuum tube, cord, and shaft. Since all of the items have already been picked up, Reona will repair the machine to open the central tower door. Leave, and walk all the way to the left, and go thru the double doors of the central tower. Take the stairs up to 2F. The item found inside of the treasure along the way is meiou armor. Take the stairs up to 5F. Then, go down to go thru the opening, and go to the left. Go thru the door. Take the stairs up to 8F. Speak to Balaam. Fight Balaam. There is no data on Balaam, but he has two forms. In his first form, his skills are dimensional beam, Balaam cutter, Balaam arrow, telekinesis and attack teeth. After defeating Balaam's first form, the party gets 9000G & 60000EXP. In his second form, his skills are magic tribe great magic, arm attack, fear venom, attack teeth and dark great magic. After defeating Balaam's second form, the six members will disappear, and the three heroes get warp back to Journey Town.

Journey Town

Go and speak to Sullivan who will accompany the heroes. Then, leave and fly to Madisto's House.

Madisto's House

Enter the house, and go down the stairs into the underground. Make your way thru the underground. There is a save point nearby. Go up further, and speak to the Synthetic Beast. Fight Synthetic Beast. There is still no data on Synthetic Beast, but its skills are rocket tackle, hacker access, CD launcher, sleep command. After defeating Synthetic Beast, the party gets 13500G & 60000EXP. Go into the next room, and speak to Madisto who has the dimensional tunnel opening and closing ball "comb." Apparently, Madisto, who is ringleader behind all the evilness that has been happening in Wozz, will ask you a question. Choose the top choice as the answer. Fight Madisto. There is no data on Madisto, but his skills are crazy shoes, ticksite, world ent, scarf and refresh. After defeating Madisto, the heroes will automatically warp out of the underground. Sullivan will appear and warp the heroes to Mystery Square.

Mystery Square

As the heroes stand on the entrance, Sullivan uses his magic to open the gate to the World of Humans to return Reona Kitazato, Shot Phoenix, and Chun Chingtao back to their world.

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AT THE END OF THE FINAL CREDITS, IT SAYS:

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Thank you for playing Hyper Magical World WOZZ.

Anytime if there'll be any world in trouble, we believe you to be a brave man once more again

See you in some time.

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Version 1.5

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