

# Ys III FAQ/Walkthrough

by schism trace

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YS III - WANDERERS FROM YS (SNES) FAQ/WALKTHROUGH v.1.2

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First, the ubiquitous copyright stuff...

This FAQ is copyrighted by Parasite Taco (hereby referred to as "me" or "I"). There now, that wasn't so bad, was it? Seriously, though, if you want to use this, fine, just...A: give me full credit and...B: don't change anything. That's all I ask.

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#### CONTACT INFORMATION (2.0)

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If you have a question regarding the game or just some info I screwed up or missed, feel free to ask your question on the correlating GameFAQs message boards (in this case, the Ys III: Wanderers From Ys board) or by email (reinholder\_t0@hotmail.com). Full credit will be given with any verified information.

#### VERSION INFORMATION (3.0)

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##### version 1.0

The first version. I don't think I missed anything, but you know what to do if I did. If you don't know, you should read the contact section.

##### version 1.1

Small changes to text and format.

##### version 1.2

Added info on the 5th ring. Said information was contributed by the following wonderful human beings:

alphonse castonquay, Derik Saastamoinen, Nick Nerren, tabitha, s higgins, Craig Curtin, and Myles F.

note: if you'd rather not have your name on this FAQ, or would prefer to be recognized differently, just email me about it. I promise I'll act on that email considerably faster.

Added Programmers Cheats section, as well as the Debug Menu code. Thanks goes to s higgins for this.

#### CONTROLS (4.0)

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\*\*Note: to attack, you must first equip a sword

Left - Moves Adol left, moves cursor in inventory  
Right - Moves Adol right, moves cursor in inventory  
Down - Makes Adol duck, moves cursor in inventory  
Up - Go through doors, moves cursor in inventory  
Up + Y - Attack up  
Down + Y - Attack while ducking  
A - Uses equipped items  
B - Makes Adol jump, accept (menu)  
Y - Attack, cancel (menu)  
Start - Pauses the game  
Select - Brings up the menu

#### ITEMS (5.0)

-----  
Medicinal Herb - Restores all of your health  
Mirror of Illusion - Temporarily freezes enemies  
Amulet - Damages some bosses, must be onscreen, can  
be used 3x  
Brocia's Secret Medicine - Partially recharges your ring power, can be  
used 3x  
Ogre's Ball of Fire - Gives light to Galbalan's Island, must be  
equipped to work

#### WEAPONS (6.0)

-----

\*\*Note: Each consecutive sword is stronger than the last

Short Sword (Redmont)  
Long Sword (Tigray Quarry)  
Broad Sword (Redmont)  
Banded Sword (Hermit's Cabin)  
Flame Sword (Clock Tower)

#### ARMOR (7.0)

-----

\*\*Note: Each consecutive suit of armor is stronger than the last

Leather Armor (Redmont)  
Chain Mail (Redmont)  
Plate Mail (Cursed Mine)  
Banded Armor (Redmont)  
Battle Armor (Ballacetine Castle)

#### SHIELDS (8.0)

-----

\*\*Note: Each consecutive shield is stronger than the last

Wood Shield (Redmont)  
Small Shield (Ilvern Ruins)  
Large Shield (Redmont)  
Banded Shield (Redmont)  
Battle Shield (Ballacetine Castle)

#### RINGS (9.0)

-----

\*\*Note: Rings can only be used if you have some ring power remaining.  
On the main game screen there is a part that says "RING" followed by a  
number. The number is the ring power remaining. If any ring is  
equipped, the ring power will rapidly diminish. Ring power can be  
recharged by killing enemies or by selecting "Recharge Ring" at the  
Item shop. The max ring power is 255.

Power Ring (Tigray Quarry)  
Doubles your attack power

Shield Ring (Redmont)  
Doubles your defensive power

Time Ring (Redmont)  
Halves enemy speed

Healing Ring (Redmont)  
Restores your health slowly

Protection Ring (Clock Tower)  
Makes you invincible at the cost of devouring your ring power

#### GAME GENIE CODES (10.0)

-----  
\*\*Note: all information found at the Game Genie Code Creator's Club

Start with 65280 EXP .....EE8E-01FE  
Protection from most enemies .....C2B3-D092  
Start with 65512 gold .....EE8E-00BE  
Free items if you have the money ....6DEB-D46F + DCEB-D4AF

I personally verified that these work. If they don't work for you, however, try changing the third slot of the code using the following conversion chart:

D <-----> 6	0 <-----> A
F <-----> B	9 <-----> 2
4 <-----> C	7 <-----> 3
7 <-----> 8	5 <-----> E

#### WALKTHROUGH (11.0)

I should note that the walkthrough is written with minimal ring usage in mind. This way, you have more latitude in how you approach the game (you don't need me to hold your hand all the time, right?), as well as saving ring power for emergencies.

#### ----- REDMONT (start)

After the opening scene ends, you'll be free to explore the town. From the left, the houses hold: the Inn, an empty house (comes into play later), an old woman, the Item/Herb shop (also lets you recharge your rings), and the Weapon/Armor shop. First, go to the Weapon/Armor shop and buy a Short Sword, a Wood Shield, and Leather Armor. Next, go to the Item/Herb shop and get a Medicinal Herb. Now just head right and listen to the townspeople. Leave town to the right.

#### TIGRAY QUARRY (11.1)

Robert's Pendant, Warehouse Key, Power Ring, Long Sword, Medicinal Herb, Sun Statue

In this game, pretty much every level has an opening area like this: a long, straight, monster-free intro. Just head right to enter the mine.

I won't mention any enemies in this walkthrough (excepting bosses) in

order to save space and keep from becoming tedious, so feel free to fight or avoid them as you see fit. I would suggest fighting everything you come across to gain levels, but it's up to you. Also, to climb stairs...say you have a stairway going up and to the right. To go up, hold up and right on the directional pad.

Head to the right to enter the next area. For this place, you can either fight your way down the stairs or just jump off the first platform. At the bottom of the room, go right. Go up the stairs at the end of this area. Now, in this room, you must avoid the blue slimes, as you likely aren't strong enough to even take one hit, let alone fight them. Grab the treasure chest (Robert's Pendant) at the end and go down the stairs. Head right and Duey will give you the Warehouse Key.

Now head back left for two screens to get back to the big vertical area. Now go all the way to the left to get the Power Ring. Go back to the vertical area and climb until you run out of stairs. Jump right to another platform and climb these stairs. Jump onto the blue rock outcropping and up again. Now head right and in the door to fight...

BOSS: DULAN

.....  
Suggested: 2000 EXP, Medicinal Herb

Run up and kneel in front of him. This will cause his fireballs and swords to miss. He can still run into you though. Just keep after him. He's not too strong if you have at least the suggested amount of experience.

For killing him, you get another Herb and the Long Sword.

.....

If you have trouble with Dulan, you may want to go back to town to get the Chain Mail and level up a bit.

Now, head back to Duey and go down the stairs in front of him. Keep dropping down the shafts and going right until you reach some stairs. This leads to the Mines boss, so either head down, build your levels, buy stuff, whatever.

BOSS: GARGOYLE

.....  
Suggested: 6000 EXP, Medicinal Herb

Get under the thing and jump and slash (B + Y). You need to be at a fairly high level to do this (see suggested EXP). Most of the bosses in this game are simple wars of attrition.

You get the Sun Statue and Edgar for your troubles.

.....

After the little scene, head back to town.

REDMONT (11.2)  
Shield Ring

The guard will tell you that Dogi is looking for you and to see him at the Inn. Go there. Okay, now go to the house containing the old woman

and talk to her to get the Shield Ring. Buy an Herb (if needed) and any weapons and armor you can afford. Now head to the Ilvern Ruins.

### ILVERN RUINS (11.3)

Small Shield

Enter, head right and down the stairs, continue right and out the door. There's an easy way to get EXP here. Just stand at the entrance and hold up and Y. You'll take some hits, but you can easily reach 10,000 EXP (actually you can max out your levels if you're patient). Keep heading right until you re-enter the ruins then...head right. Head down the first set of stairs to get the Small Shield (if you didn't already buy the Large Shield). Keep heading right and listen in on a conversation...then get dropped into a fun place.

### LAVA PIT (11.4)

Medicinal Herb, Firedragon's Amulet, Star Statue

First, run to the left, drop down the cliff and keep going left to get an Herb. Now head right through two screens, jumping to avoid the flame column in the second.

### BOSS: FIREDRAGON GILAN

.....  
Suggested: 12,000 EXP, Amulet, Medicinal Herb

First, use the Amulet until it disappears from your inventory. Now stand on the highest rock platform and attack the boss' head whenever he comes near. War of attrition, remember?

You get the Firedragon's Amulet as a reward.  
.....

Retrace your steps back to that Herb (the one on the cliff face). Hop up to the rock platform above you and head right. When you reach the lava bed, you'll automatically use the Firedragon's Amulet. Not much to say here, just keep going right and don't die. Eventually, you'll come across some stairs, so go up and get out of this deathtrap.

After the scene, head right and move the statue. Keep going right until you hear some familiar music...

### BOSS: WYVERN

.....  
Suggested: Amulet, Medicinal Herb, Shield Ring

Use the Amulet up, then equip the Shield Ring. The Wyvern tends to hang out to the right and breath fire. Run over to him, then run back to the highest rock outcropping and, depending on how close he comes, either jump off and attack or swing your sword like mad. Repeat.

The Star Statue is your reward.  
.....

Head back to the left until you find Chester and Ellena. Now you'll go back to town.

REDMONT (11.5)

Time Ring

Here, buy another Amulet and a Herb, and recharge your ring power. Dogi will say he's off to the Eldam Mountains and to talk to Edgar. Edgar's house is the one that was previously empty. Go there to learn about Ballacetine Castle and get the Time Ring. Now head back to the Tigray Quarry.

TIGRAY QUARRY (11.6)

Enter, then go back to the bottom of the vertical room and go left. Enter the door behind Duey and prepare yourself for some really annoying music.

CURSED MINE (11.7)

Shining Crystal, Mission Tablet, Plate Mail, Flash Statue

Head all the way to the left to receive a Shining Crystal.

\*\*Optional

Head back to town. Go to the Item/Herb shop and you'll receive some Brocia's Secret Medicine in exchange for the Shining Crystal. Also, get a Broad Sword while you're there. Now head back.

On the way to the Shining Crystal, you saw a hole in the walkway you were on. Get there, and go down. Duck to continue to the right and fall down the shaft, then head left and down the stairs at the end. Get the Mission Tablet from the chest and continue left. Downstairs, head all the way left to get the Plate Mail. Head back to the right and down the stairs. How many times have I said that now? O\_o

Now, head right (yeesh...) and fall down in the pit. Climb all the stairs to the right and jump left. You should land on another platform. Climb up the cliff to the left and continue down the only path to...

BOSS: CRYSTAL DEMON (well, what would you call it?)

.....  
Suggested: 30,000 EXP, Medicinal Herb

Remember the Gargoyle boss? You have to do the same thing here: get under him (it?), jump up and hit it with your sword. Don't try and jump up on the platform with it, you'll die so fast it won't even be funny (unless you're seriously over leveled).

Killing him nets you the Flash Statue.

.....

Retrace your steps back to Duey's room (at the entrance to the Cursed Mine). He'll take you outside and tell you to see Edgar. He'll give you a letter and tell you to take it to the hermit in Eldam Mountains. Do whatever you need to in town and get moving.

ELDAM MOUNTAINS (11.8)

Banded Sword, Judgment Staff, Dark Statue, Healing Ring

Head off in what apparently was the level designers favorite direction (right), watching out for these tough monsters that erupt from the ground. Keep going till you reach a cave and enter. There's nothing here except a whole bunch of monsters, so keep heading right and exit the cave to reach the hermit's cabin. The hermit (Dogi's master that he spoke of last you saw him) will give you some clues and a Banded Sword (yay!).

Head right and take note of the statue you pass, then keep going until you're rudely interrupted by...

BOSS: HARPY

.....  
Suggested: 40,000 EXP, Amulet, Power Ring

Use your Amulet first, then equip your Power Ring and leap at her from the rock outcroppings. Her triple fireball attack shoots down and diagonally to each side, which is easily avoided.

You get the (ahem) Judgment Staff as a parting gift.

.....

Now head back to that statue. If you need to refill your health, head back to the cabin. You can also take this opportunity to go back to Redmont if you'd like. Anyway, head down the hole you just created and go right, through the cave, and into the room of...

BOSS: ICE DRAGON

.....  
Suggested: save before you fight :0

He's just hard. Well, he can be. If he hits you with his tail, you're a goner. To avoid this, stand just far enough away so that you can jump and hit his snout with your sword. Keep doing this and he should only shoot fire occasionally, and will never swing his tail.

You get the Dark Statue upon his death.

.....

Now try to leave. After the scene, you'll be back at the Hermit's Cabin, one foe shorter. You'll then go back to Redmont. You'll get the Healing Ring from the guard. Stock up, then talk to Edgar. He'll open the way to Ballacetine Castle, so head there.

#### BALLACETINE CASTLE (11.9)

Battle Shield, Garnet Bracelet, Battle Armor, Prison Key, Blue Bracelet

Enter, go downstairs, then head right. There's only one path, so follow it until the decor changes. Then head right (...). You can only cross the knight statues when they raise their axes. The spears you'll see rising out of the ground can be safely crossed when fully retracted, but are very damaging otherwise (even the pole part). Up the stairs, right, down the stairs, right, up the stairs, right. At the far end of this hall, there is a door. Don't go in yet. Instead, go up the stairs, right for several screens, up the stairs, right, up the stairs, LEFT, and grab the Battle Shield under the staircase. Now go up the stairs. Head right through traps galore, then up the stairs (tired of this yet?).



BOSS: BOLO KNIGHT

.....  
Suggested: Power Ring, Medicinal Herb

He's pretty easy. Equip the Power Ring and crawl (not walk) right up to him and start swinging.

You get the Garnet Bracelet upon victory.

.....  
Now head back to that door I told you to ignore. Go through, and you'll automatically use the Garnet Bracelet on the statue. Keep going. Head down the stairs to get the Battle Armor to the right, then go back up and continue right to face...

BOSS: HELLHOUND

.....  
Suggested: Medicinal Herb, Time Ring (optional)

Just follow him around and hit him. If he moves too fast for you, equip the Time Ring to halve his speed.

.....  
Keep going right. After the scene, follow the guy down the stairs. There's just one path here, so keep moving until you reach a jail cell. The prisoner will tell you what to do, so go right, up the stairs, and fight...

BOSS: BLUE KNIGHT JILDUROS

.....  
Suggested: Medicinal Herb

DO NOT ATTACK UNTIL HE COMES OUT OF HIS SHIELD! Once he's out, run up, hit him once and back off to avoid his counterattack. Repeat.

The Prison Key is now yours.

.....  
Head back to the jail cell and talk to everybody to get a Blue Bracelet. Now go back to Jilduros' room. Head up the stairs and follow the path to an even more annoying area.

CLOCK TOWER (11.10)

Flame Sword, Protection Ring, Evil Night Spell

Make your way right and up the stairs, then start hopping gears left, then right, left, then right again and jump to the platform with the door. Go through. In the next section, go straight right to find a chest with the Flame Sword (it looks like you can't make most of the jumps, but you can). Go left until you see a chain moving up and down. Drop down onto it, then ride the hook down to the next part of the room. You have to jump to the horizontal gear from the chain. Then, go right and drop down to a door. Go in.

**\*\*Update\*\***: In the room with the Flame Sword, head to the upper leftmost part of the room (you'll have to make a big jump to get to the off screen platform there) to find the Protection Ring.

Go right, hop on the gear, go left, then up and right. Crawl

underneath the low gear, then jump to the horizontal gear to your left and go up and right. The path should be pretty obvious and is kind of difficult to explain (hence the past couple of rambling, non-sensical paragraphs. Anyway, the exit is in the upper right corner.

Kill the guard in this room to lower a chain, then hop on and go right at the top. Keep going right to find Garland.

BOSS: GARLAND

.....

Suggested: Medicinal Herb, Amulet, Shield Ring

After using the Amulet, with the Shield Ring equipped, run through Garland to get behind him. Turn and start slashing. You actually take less damage doing this than you would if you stood in front and got pasted by his lightning bolts.

Your reward is the Evil Night Spell.

.....

REDMONT (11.11)

Ogre's Ball of Fire

Talk to the people at the front gate, then go see Edgar. He will give the Ogre's Ball of Fire for use at Galbalan's Island. Get what you need from the shops and head for the Island.

GALBALAN'S ISLAND (11.12)

Make sure to equip the Ogre's Ball of Fire. Head right until the scenery changes. Now, head right until you reach a square, mis-colored block. Stand on it and it will begin descending. Stay put the first stop and get off and head right the second. On the next screen, you'll quickly come to a hole. Drop down, but hold left on the pad. You'll fall into a side passage. Head left, then fall down and go right until you reach...

BOSS: GARLAND

.....

This is exactly the same as the first: Shield Ring, get behind him, swing sword.

.....

You now have a straight path to...

FINAL BOSS: GALBALAN

.....

Suggested: Amulet, Shield Ring, Power Ring, Medicinal Herb, Brocia's Secret Medicine

First, you have to destroy both his hands. No special tricks to this, just hit them when they come in range and try to avoid the fireballs they shoot at you.

Once that's done, equip the Amulet and wait for the orb to appear on his body. Use up the Amulet, and then equip the Power Ring and start hitting it. If you start getting hammered by his attacks equip the Shield Ring. He usually fires three fireballs before exposing his orb, if that helps.

That could have been worse, eh?

.....

And, you're done! Now you get treated to one of the most rambling endings I've ever seen. Enjoy!

PROGRAMMERS CHEATS (12.0)

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\*\*Note: information contributed by s higgins

Debug Menu:

"turn on the game and wait for the sammy logo To completly fade in then press up down up down select start on controller 2 then bring up the status then press select on controller 2 the word debug should apper next to status"

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