

Arabian Nights (Import) FAQ/Walkthrough

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ARABIAN NIGHTS -Sabaku no Seireiou-
ARABIAN NIGHTS -THE SPIRIT KING OF THE DESERT-
(c) TAKARA CO., LTD 1996
(c) Pandora Box

VERSION HISTORY

v1.0 (08/12/03) - Initial release.

***I added some cheat codes.

Please use these cheat codes.

Infinite Dams 7EF78EFF
7EF78FFF

This information was translated from the back of the SFC game box

"A wish, Mr. Spirit of the ring. To bring peace to this world..."
The curtain of an adventure was raised by that word of a girl!
Here, it is a mysterious world where monsters, spirits, and humans live. A lonely girl, Shokran, lives in that world. A certain day, she picked up a strange ring. They say that the former spirit king "Ifrit" is sealed in the ring, and he will fulfill one wish for anything. The tenderhearted girl said to Ifrit whom she approaches. "A wish, Mr. Spirit of the ring. To bring peace to this world..."
A player decides an advanced way! A multi-scenario & ending!
Discover the spirit of a friend who sleeps somewhere in this world!!
Advantageously develop a battle using the "field of cards."

PROLOUGE

Far away, there was a world where the ancient spirits and humans of eternity lived together...
Suleyman came into Ifrit's Shrine. While inside, he heard a voice. Then, the king of djinn, Ifrit, and his subordinate, Majnun, appeared. The king of djinn, Ifrit, attacks Suleyman several times with his magic powers. Suleyman then attack back with his own magic towards Ifrit. At Suleyman's house, Ifrit awoke in his bed thinking that it was a dream. Suleyman enters Ifrit's bedroom, and Ifrit told him that he dreamt that Suleyman had killed him. Suleyman ignores Ifrit's dream, and send Ifrit on an errand. After Ifrit left the house. Suleyman suddenly heard a voice in the room giving him a warning about Ifrit, and then an explosion went off. Ifrit arrived back at the place to see it destroyed, and rushes to see if Suleyman is ok. Then Suleyman uses a lightning spell on Ifrit. The spell removed 8 spheres from Ifrit's body, and turned Ifrit into a ring.
"You are sealed in the contract ring. You will become free, when it crosses to 1,000 persons' hands and fulfills 1000 wishes. Until then, to cool down your anger."
.....Then, several hundred years later.....
Then the ring appears in Bazaar Town. A orphan girl came across the ring and picked it up. She heard a mysterious voice. She began to look around to see who it was. The voice told her to take the ring into her house. So she took the ring inside her house, and the ring transformed into the djinn king,

Ifrit.

THIS PLAYER'S GUIDE WILL HELP YOU GET TO SEE THE GOOD ENDING

Bazaar Town

Speak to Ifrit, and he will ask you to make a wish. Choose yes as your answer. Shokran makes a wish for her country to become peaceful. Then, Ifrit joins Shokran. You can always take a rest at Shokran's house to recover your health. Leave Shokran's house, and go into the house next door which is Shokran's aunt and uncle's house. Go inside the bedroom, and search on the right hand side of the bedroom wall until you find a small opening that leads to a hidden dark narrow passageway which will lead you to a treasure chest. The item inside is mountain angler which is a beautiful thing. Then go to the house that is on the left side of the weapon shop, and search the wall that's between the bookshelf and bed in the bedroom for 50dams. After that, go to the gate on the left side of the town, and speak to the guard at the bottom. Shokran will try to distract one of the guards by showing him her necklace. Then, Ifrit knocks down the two guards. Proceed thru the gate, and go south to the South Desert. The duo should be around LV3 before going to the desert. Please remember as you go on your journey, try to collect earth card LV1-5 on the way.

South Desert

Enter the desert. Make your way thru the gliding sand. The items found inside of the treasure chests are herb leaf x2 which recovers 200HP, and apricot which recovers faint. Go to the cave's entrance that is near the save point (a small glowing white ball). Ifrit senses something near. Enter the cave. Inside the cave, the items found inside of the treasure chests are apricot (lower left side) and 100dams (upper right side). Walk to the upper left side until you see the stairs. Go down those stairs which will take the duo further into the cavern underground. Walk to the lower right side until you see another save point. The Sand Spider who is the first boss is nearby that area. The items found inside of the treasure chest are herb leaf (lower left side), and feather mantle which is an armor for Shokran (lower right side). The duo should be around LV6 before fighting the Sand Spider. Now go into area where the Sand Spider is at. Speak to the Sand Spider to go into battle. After defeating Sand Spider, the duo receives 70EXP, 100dams, a card (?) and a herb seed. Leave the South Desert, and return back to Bazaar Town.

Bazaar Town

At the gate, the three guards will alert the others, and Shokran and Ifrit will encounter 4 more guards along with the public officer Abdul. The guards try to capture Ifrit, but they were unsuccessful. Ifrit tells Shokran to run, but she accidentally falls down. Shokran and Ifrit are arrested as offenders for beating up the guards by Abdul, and then thrown inside of Bazaar Town public office jail. While inside the jail, Ifrit tells Shokran his story saying, "The greater part of my powers are sealed. There are crystals that are confined with my power somewhere in this world. You will understand when I obtain them. If my powers are regained, I can destroy the contract ring." Abdul who overheard Ifrit's story came down the stairs and said, "In fact, I want that certain crystal which is in a certain place. I will release you, if you bring it to me." Abdul will ask you to steal the crystal for him. Choose NO as your answer. Then Ifrit will agree to do it in order to bring peace to this world. Abdul takes away Shokran's necklace to make sure that they bring the crystal back to him. He informs them that there is a crystal in a big mansion on the other side where you cross a bridge to the north of this town. Exit the gate on the right side of the town, and go north to the North

Mansion. The duo should be around LV9 before going to the North Mansion.

North Mansion

The guards will tell you not to wander far. Pass thru the gate of the mansion. Go into yard of the mansion. A treasure chest is hidden behind a palm tree in the upper left. The items found inside is 250dam. Go inside of the mansion. Inside the room, and you will hear two voices approaching from the east door. Ifrit tells Shokran to run and hide but Shokran falls down instead. Suddenly, someone came down from the ceiling using a retractable rope and quickly pick up Shokran. Then Ifrit hid himself behind a pillar. The old handy man and Princess Salalah, entered the room, talked for a moment and then exit the room thru the north door. The guy with the rope comes back down from the ceiling with Shokran, and introduces himself as Harty. Harty, who is a thief, will talk to you for a moment, and then leaves thru the north door. Go thru the west door, and be on the lookout for a small room with a treasure chest nearby. The item found inside is sleep flower which causes sleep. There is also an hidden dark passage in that small room which will take you too another treasure chest. The item found inside is 500dams. Then make your way up thru several rooms into a narrow hallway. As you enter inside the last room, you will find Harty who is nearby the crystal that is on a pedestal. When Harty takes the crystal from the pedestal, he fell from the stairs, and a small section of the back wall in the upper right corner crumbles and a lion appears. Fight the lion. After defeating the Lion, you will receive 100EXP, 150dams, a card (?), and a herb seed. Harty gives Ifrit the magic crystal. Now, Ifrit absorb the magic crystal of wind, and regain the spell "storm meeting." The trio was able to escape using Harty's retractable rope just before four soldiers entered into the room. There will be a small conversation between three of them in the mansion garden. Since Shokran and Ifrit helped rescued Harty, Harty wants to help the duo to look for the 7 other magic crystals. Then, Harty joins the duo. Now, the mansion is called the Small Royal Palace, and you cannot enter it anymore. Leave the mansion, and return back to Bazaar Town.

Bazaar Town

Go back to the jail in the public office, and speak to Abdul. There will be a small confrontation between Ifrit and Abdul. Abdul gets angry with Ifrit for using the magic crystal on himself. Ifrit uses his power to knock Abdul out cold against the wall. The unconscious Abdul drops the necklace and Shokran quickly runs to pick it up. The trio gathers and automatically leaves the jail place. Go to the inn, and stay overnight. There will be a conversation between the three of them as Harty tells them, "Can I borrow the ring from the girl? I want to confirm whether it was a magic treasure. It is understood that the contract ring is real. There are surely other magic treasures. We look for it. Tomorrow, we go to Northeast Town. The weapon merchant Dates there should know." Exit the town on the left hand side, and go northeast.

Northeast Town

Enter the town. First, go into the house that is in front of the well, go inside the bedroom, and search on the right hand side of the bedroom wall until you find a small opening that leads to a secret narrow dark passageway which leads you to a hidden treasure chest. The item inside is fighting knuckle which a weapon for Ifrit. Then go into the house that is on the right side of the item shop, and search the jar for sheeps laser which is a armor for Harty. After that, go into the house that is in front of the weapon shop, go inside the bedroom, and search on the right hand side of the bedroom wall until you find a small opening that leads to a secret dark narrow passageway which leads you to a hidden treasure chest. The item inside is feather boots

which are boots for Shokran. Now, go to the weapon shop, speak to the man who will tell you that Dates has gone out for supply, and hasn't returned yet. Leave the weapon shop, go into the house that is in front of the inn, and speak to the man who will say that his daughter is being offered as a sacrifice, and that the heresy group kidnaps and uses women for their sacrifice. The trio agrees to help to protect the man and his daughter. Then, four mask men in robe known as Believers came into the man's house to take his daughter away, but the Believers were stopped by Shokran, Ifrit, and Harty who then go into battle against the four Believers. After defeating the Believers, the trio receives 160EXP, 200dams, and a card (?). Then, the Believers will run away yelling out the name of Majnun-sama. Afterward, the man tells the trio that the Heresy Organization is in the west of this town. The trio goes outside of the man's house. Then, Ifrit tells Shokran that Majnun is a djinn who was his best friend, and they should go to meet him at once. Shokran will then receive prison key (1) which is a key for a prison. Leave the town, and go northwest to the Heresy Organization Hideout. The trio should be around LV12 before going to the Heresy Organization Hideout.

Heresy Organization Hideout

Enter the hideout, and go up the stairs. As you try to enter the door, two Believers will stop the trio from going thru the door. The trio will be ask to fight the Believers. Choose yes as your answer. Fight the Believers. After defeating the Believers, the trio receives 160EXP, 200dams, and a card (?). Two more Believers appear. Then, a mysterious voice tells the Believers to let the trio go thru. Enter and take either stairs that is on the lower left or right corner of 1F and go down the cellar. The three treasure chests found are herb leaf (room on the left), herb seed which recovers 700HP (middle room), and pawazan which causes poison (room on the right). Go back to 1F, and this time go up and take either stairs that is in the upper left or right corner to 2F. Continue walking until you see a treasure chest in the room on the left. The treasure found is stall. Return back to 1F, and take the middle stairs to go to 2F. Now, go into a room where you will see a gigantic statue of Majnun. There is a treasure chest in front of the statue. The item found inside is the holy scarf of white (1-9) which is Majnun's holy scarf. Now, in that same room, take either stairs to go down. Then, continue walking up, and search in the hallway nearby the stairs to receive another prison key (2). Go down the stairs into the dungeon with two prison cells. The prison cell on the right has the 4 girls, and the prison cell on the left has the weapon merchant Dates. Shokran will speak to girls, and then use the prison key (1) to open the door to free the 4 girls. After the girls thank you, they return back to their town. Now, go to the left side and Shokran will speak to Dates, and then use the prison key (2) to open the door to release Mr. Dates. After Dates thanks you, he leaves. Walk further up to the back of the prison area, and go up the stairs that is in the left or right corner. Continue walking until you reach a room with four lit candles and a treasure chest. The treasure inside is boots which are boots for Shokran or Harty. Now go thru the door at the top, and as you enter, you will hear the mysterious voice again inside the big room. Ifrit recognizes the voice that was heard as the djinn of light, Majnun then appeared in the room. There will be a small conversation between Ifrit and Majnun. Majnun ask Ifrit who is that girl. Ifrit replies that she is the master of the contract ring. Majnun tells Ifrit that if he kills this girl, he will be free from the contract ring, then Majnun shoots a spell at Shokran. Harty then quickly push Shokran out of the way before Majnun's magic hits her. The trio will be asked if they should escape. Choose yes as your answer. Then, Jambia who entered the room, spoke to Majnun saying that Ifrit has changed. After Jambia event, you will automatically returned back to the doorway entrance of the hideout. Return back to Northeast Town.

Northeast Town

Go to the weapon shop, and speak to the weapon merchant Dates who will tell the trio that a magic crystal is to the north on Iririta Mountain, and that the Roc is also there. After speaking to Dates, he will give you a corne which is a weapon for Shokran. Leave the town, and go north to Iririta Mountain. The trio should be around LV15 before going to Iririta Mountain.

Iririta Mountain

Enter the mountain. Go all the way right until you see a cave. To the right of the cave is a treasure chest. The treasure chest found is a rose which recovers a condition. Go thru the first cave and come out the other side. Continue making your way up the mountain until you come across the second cave. Go thru the second cave and come out the other side. Continue making your way up the mountain until you see a treasure chest on the right side of a stairs. The treasure chest found is scholar whip which is a weapon for Harty. Climb up the stairs further to the top of the mountain and encounter Roc. Fight Roc. After defeating Roc, the trio will receive 158EXP, 367dams, a card (?) and a herb leaf. Harty walks into Roc's nest, and then the ground underneath the nest collapses along with Harty in it. Shokran calls out Harty's name who has fallen into the hole to see if he is all right. Harty replies that he is ok. Ifrit and Shokran climb down the vine into the cavern to where Harty is at. There is a conversation between the trio. You cannot go back up as yet. There is a treasure chest in the lower right side of the cavern. The item inside is mint leaf. Now, make your way to the lower left side of the cavern until you find a room filled with gold. Ifrit, who will see a flashing object among the gold, goes in front of the object, and picks it up. The flashing object turns out to be a magic crystal. Ifrit absorb the magic crystal of steel, and regain the spells of "gravity ball" and "rock pressure." Harty who is bedazzled by the gold, is dragged away by Ifrit. Now, re-enter back to that room again. Search along the wall at the lower left to find a hidden passage that will lead you to two treasure chests. The treasures are sleep flower and knuckle storm which is a weapon for Ifrit. Go further up from the room with the gold to the upper left side. There you will find an area with a big empty bird's nest. When you go in front of the nest, it will move, and a big baby bird will appear. Shokran goes in front of the baby bird, and there will be a conversation between the trio. The trio gathers. Return back to the area where Harty had fell into, and climb back up the vine. At the summit, Roc will re-appear, and there will be a conversation between Roc and the trio. Roc will tell Shokran that she had passed, and has been chosen as the master for the baby bird. After the event ends, Roc will fly away. The trio gathers. Make your way back down the mountain. At the foot of the mountain, the trio will meet the badly injured Uji who will ask them to get the legendary magic treasure, the slate of Zeitoon, for him and to bring it to his cavern in Riyadh Village. Uji said that the old temple is in the east, and gives you the key of the shrine. Then he disappears. Now, leave the mountain, and go north to Assam Village.

Assam Village

Enter the village. Go to the house that is in the upper left hand corner, and speak to the girl named Luly. She is Harty's older sister. Apparently, Harty hasn't been visiting his brother and sisters. She will ask you if you want to rest. Choose YES as your answer, and Luly will give Shokran lunch which recovers 20HP. Go to the item shop and buy 50 herb seeds. Leave, and go southeast to the Ancient Temple. The trio should be around LV18 before going to the Ancient Temple.

Ancient Temple

Enter the temple. Shokran uses the shrine key to open the door. Go straight up until you are in a room that has twelve stands with lit candles. Go thru the west door, and you will quickly see a very small room with a treasure chest in it. Search for an opening that leads to a hidden dark narrow passageway which takes you to a treasure chest. The item inside is a joint ring which is an armor for Ifrit or Harty. Return back to the room with twelve stands with lit candles. Go thru the east door, and you will quickly see a very small room with a treasure chest in it. Search for an opening that leads to a hidden dark narrow passageway which takes you to the treasure chest. The item inside is a mint seed which recovers 200MP. Now, go all the way up, then left, and go thru the north door. Go all the way up and then left. Go thru the door. Go up until you see a treasure chest. The item inside is a herb leaf. Go thru the north door which will take you up to 2F. Now go down, then walk all the way to the right until you reach a big room. Inside this room, the door in the upper left will take you to a treasure chest. The item found is mint seed. The door in the upper right will take you to a treasure chest. The item found is herb seed. The door in the lower right will take you to a treasure chest. The item found is lapis lazuli which is a beautiful thing. Go back to the big room, and go thru the east door. Go right, and all the way up. Go thru the north door which will take you up to 3F. Go down, left, down, and then left. Now, take the door on the right which will take you to a room with a save point. Continue walking up until you reach a room with eight candle stands. When all eight candles are lit, a huge stair will appear. Go up the stairs to 4F. As you enter the room, you will hear the voice of Dave. Sand Spider and Scorpionman appears. There will be a conversation between the trio and Sand Spider. Sand Spider believes that you have stolen his treasure. The trio fights Sand Spider and Scorpionman. After defeating Sand Spider and Scorpionman, the trio will receive 150EXP, 150dams, and a card (?). Sand Spider disappears, and the Scorpionman who remained for a while talks with Ifrit. Ifrit ask him where is the magic treasure. The magic crystal appears on one of the eight candles stands, as Harty tries to reach it. Scorpionman then disappears leaving a puzzle behind for the trio to solve. You have to guess which one of the eight candle stands where the magic crystal finally lands on. If you guess correctly, you get the magic crystal. But if you guess incorrectly, you will have to fight two of Scorpionman's subordinates. After guessing it correctly, the voice of Dave will be angry with you for getting the magic crystal. Ifrit absorb the magic crystal of fire, and regain two spells, "emitting smoke of flames" and "shadow of Death." The trio gathers. Go in front of the door at the back, and Ifrit will use his magic to destroy the door. The trio gathers. Go thru the door that Ifrit destroyed with his magic. There are two treasure chests on the right and left side of the doorway. Search until you find a small opening nearby the wall of the pillars on the left and right that will lead you to a secret narrow dark passageway which leads you to the hidden treasure chests. The item found inside on the right is blade knuckle which is a weapon for Ifrit, and the item found inside on the left chain is an armor for Shokran or Harty. Go up the stairs, and enter a room where you will see a slate floating over a pedestal. When Shokran goes in front of the pedestal to touch it, the slate will then transforms into the djinn of wind, Zeitoon, and Shokran then goes into a slumber. Ifrit is shocked to see Zeitoon. Zeitoon will tell her side of the story in a flash back event of what happened to her. Apparently, a mysterious man came into her shrine. She attacks the mysterious man with a wind spell which he blocks. Then the man uses a lightning attack spell to turned her into a slate in which she is sealed. After the flash back event ends, Zeitoon uses her magic to awake Shokran who will then thank her for waking her up, and then turn back into a slate. After that, Zietoone will give Shokran two items. The first item is slate which is Zeitoon's magic treasure to summon her, and the second item is carpet of wind which is a a carpet that can fly in the air. The trio gathers. Open the treasure chest on the right

side of the pedestal to get holy scarf of sky (2-9) which is Zeitoon's holy scarf. Leave the Ancient Shrine. Press the select button to summon carpet of wind, and fly southwest to Northeast Town. The carpet of wind will make the trio invincible against the enemy.

Northeast Town

Press the select button to get off the carpet. Enter, and speak to the worried old man who is walking back & forth on the wall in the upper left corner of the town. He will ask Shokran for LV1-5 of earth card. Once you have given the old man all LV5 earth cards in numerical order, he will tell you how to get LV0 card. Just remember that in a battle, you need to use any of the cards in sequence from LV1 to LV5, for example, fire card LV1, fire card LV2, fire card LV3, fire card LV4, fire card LV5 in each turn. After defeating the monster or enemy, you will get fire card LV0 at the end of that battle. These LV0 cards are special card that are very powerful. Leave the town, and fly northeast to Riyadh Village to see Billkiss.

Riyadh Village

Enter the village. Apparently someone had destroyed the village. You will see three of the remaining villagers lying down on the ground. First, speak to the man near the village exit who will say something about a man of silver, and then disappear. The trio gathers. Next go up, and speak to the caravan man who will mention something about Uji, and the man of silver, then disappear. The trio gathers. Finally, speak to the old man who will say something about a spirit, djinn, then disappear. The trio gathers. Ifrit said to head east to Wadi Village. The trio gathers. At the back village, there is a treasure chest. The item found inside is mint extract which recovers 500MP. Leave the village, and fly east to Wadi Village. The trio should be around LV21 before going to Wadi Village.

Wadi Village

Enter the village. The place looks somewhat empty. Go up to the top area of the village, and someone will throw a knife at the trio. Then, the djinn of steel, Bardot appears. Ifrit knew that it was Bardot who had destroyed Riyadh Village. There is a conversation between Bardot and the trio. Bardot wants Ifrit to become his partner. Fight Bardot. Just let Ifrit and Harty attack while Shokran heals the two of them. After defeating Bardot, the trio will receive 290EXP, 220dams, and a card (?). Then, Bardot summons a tornado spell and throws it at the trio which will imprisoned Shokran, Ifrit, and Harty into a different dimensional labyrinth. The trio awoke. Ifrit said that this is a world which Bardot's thoughts created. If the fellow is off guard, there must be an open portal somewhere. Harty proclaims that they can do nothing but look for it. The trio gathers. Be careful of Dave's monster called ramia whose physical attack is invincible, but that monster has only 2HP, and she can die in a two-turn attack of a card (one turn with a LV3 or LV4 flame card). Sometimes ramia can also die in a two-turn attack from Harty's skill of "blowgun" that can poison the enemy. While in the labyrinth, you need to find levers and pull them down in order to pass thru the spike floor. Continue walking until you see a stairs. Go up the stairs to 2F. Go to a room where there are two unlit candle stands. Light the candle stand on the right which will open a doorway at the bottom of the room. Enter the room at the bottom and continue walking until you reach a room with only one candle stand. Light that one candle stand which will make a stair appear in another room. In that room with the one candle stand, there is a hidden dark passage in the upper left corner which will take you to a hidden treasure chest. The treasure inside is mint extract. Once you get the treasure, return back to the room with the two candle stands. Light the candle stand on the left which

will open the doorway at the top of the room. Enter the doorway at the top of the room. Continue walking until you see a stairs. Don't go up the stairs as yet. Search the lower right side in that room to find an opening which leads to two dark passages. The first passage goes down and it will take you to a small room with a treasure chest. The item found inside is crystal coral which is a beautiful thing. The second passage goes up all the way to the far right, and it will take you to a small room with two treasure chests. This passage is very complex to go thru since it is dark. The treasures found are herb extract which recovers 5000HP, and pikopiko hammer which is the most powerful weapon in the game for Shokran. Return back to the room with the stairs, and go up the stairs to 3F. Walk all the way to the far right until you see a treasure chest. The item inside is rose which recovers a condition. Now, walk all the way to the far left until you see a stairs. Go up those stairs to 4F. Walk to the upper left area where you will find a room with six of the villagers from Wadi Village. Speak to the Elder of Wadi Village who will tell that they were sent here in a tornado by the djinn called Bardot. The Elder will ask you that when you find the exit to the labyrinth, please come back for them. Return back to where 4F stairs is at. There is a room in the upper top right corner that has a treasure chest. The treasure inside is poison whip which is a weapon for Shokran. Leave that room and continue walking down until you see a stairs going up to 5F. Go to the upper left area which will take you to a room with a treasure chest. Treasure chest found is lumuscus which chops up one enemy. Continue walking toward the upper left area until you see the exit of the labyrinth in a hallway. After Shokan looks at the exit, return back to 4F to the room where the six people of Wadi Village are in. Gather all of the six villagers, return back to 5F, and go thru the labyrinth exit. As a small black hole appeared in Wadi Village, the trio and the villagers will fall from the hole. The Elder gives Shokran as a reward, a magic crystal. Then, Ifrit absorbs the magic crystal of green, and regains two spells, "sorrow of trees" and "a lump of ice collection." The Elder thanks the trio. The trio exits the village. Re-enter the village, and go inside the inn. Two thieves will rob the innkeeper and Shokran. The innkeeper will ask for your help to get back his money from the thieves. Choose yes for your answer. Exit the village, and fly southeast to Tompei Mountain. The trio should be around LV27 before going to Tompei Mountain.

Tompei Mountain

Enter the mountain. You can make a lot of money and gain a lot of experience points on this mountain. Now, make your way thru the mountain until you see a cave. Enter the cave to find a treasure chest. The item inside is thief costume for Shokan. Exit the cave, and continue going up the mountain. Near the summit is another cave. Go inside that cave, cross the wooden bridge, and you will encounter one of the thieves who will runaway to alert the other thieves. Continue to cross the bridge to the other side. The trio will hear voices heading in their direction. Two of the thieves showed up with Madeel. A conversation between the trio and Madeel. Shokran ask Madeel for the money back. But Madeel declined. Harty throws a knife injuring one of the guards, then Ifrit killed both of them, leaving only Madeel. Then a gang of four thieves showed up before the trio. Ifrit and Harty said something to the thieves who will then run away, leaving Madeel again. Madeel who got scared, gave the money back to the trio, and finally run away. Shokran asked Harty were they really going to kill Madeel. Harty reply with, "By no means, it was a bluff." Then the trio exits the cave. Re-enter the cave, and go back to where you were confronted by Madeel and thieves. You will find a treasure chest. The item inside is goddess tear which is a beautiful thing. Leave the mountain, and fly north back to Wadi Village.

Wadi Village

Enter, go to the inn, and speak to the owner who will thank you by giving you an infinite free stay at his inn. Exit the village, and fly west back to Iririta Mountain.

Iririta Mountain

Enter, and make your way up to the summit of the mountain. Now, go back down into the cavern to the area where the baby bird is at. You will have an option to feed the baby bird or not. Choose to feed as your answer. The baby bird eats everything, but its favorite food is ironware, meaning expensive unused equipments such as weapons & armors that the trio are not using. Continue feeding the baby bird those equipments until the ground begins to shake and rocks starts to fall. The trio will automatically return back to the top of the mountain with the grown baby bird who has now matured into Roc. Now, get on Roc, and get ready to go on a mission to find the two of the spirits, the water djinn & the fire djinn. First, fly southwest to Bazaar Town, then fly south to Bottom of the Earth's Lake. The Bottom of the Earth's Lake is basically south of the South Desert.

Bottom of the Earth's Lake

Press select to get off Roc. Enter the cave. Walk to the lower left corner until you see a treasure chest. The item inside is an ice knife which is a weapon for Shokran. Make your way thru the mist inside the cave. Go to the upper left area until you find a blue jar. Search the jar, and a small pink fish will appear in the lake. The fish will ask you do you want to go meet with Marid. Choose YES as your answer. After the fish finished talking to the trio, the fish then goes back under the lake. The trio then jumps into the lake and nothing happened. The fish then re-appears to give Shokran a item. The item is a pink scale which can make the trio go underwater easily. The trio enters the bottom of the lake. The fish ask the trio to follow him to Marid's house. Then the trio gathers. While enroute to Marid's house, you will find two treasure chests, but one of them is hidden. Walk to the right until you see a treasure chest. The item inside is roriris. Walk all the way down to the lower left corner, and search for the hidden treasure chest. The item inside is penguin costume for Shokran. Then go to the all the way to the right until you see a shrine. Go inside the shrine, and speak to Marid. Shokran will ask for Marid help to join the group. Marid replied by sending the group on a task to clean the red dirty water in the Northwest Spring. He will tell you that you need 10 toies. In order to get the toies which is a thing to make water clean, the group has to go to the Lava Cave, and defeat one of Dave's monsters called fregret. When you defeat these monsters, occasionally they will leave a toie behind. After speaking to Marid, open the treasure chest which is on the right side of the desk. The item inside is the holy scarf of blue (3-9) which is Marid's holy scarf. Leave the lake, and fly northeast across the sea to Lave Cave which is a small cave surrounded by mountains. There are also small white stone on the right and left sides of the cave. Lava Cave is basically far south of Wadi Village. The trio should be around LV30 before going to the Lave Cave.

Lave Cave

Enter the cave. Search for a hidden treasure chest in the lower right corner. The item inside is turquoise which is a beautiful thing. Search for a hidden treasure chest in the upper left corner. The item inside is ruoriris which fully recovers everyone. Be sure to fight a lot of Dave's monsters called fregret in order to get the item of toie. It will be good to make Harty steal the toies from the fregrets in battle with "pilfer." Make your way up thru the upper right side of the cave until you see the stairs. Go down those stairs into the underground, and continue walking to the lower left side of

the underground until you see a shrine. A save point is nearby. Enter the shrine. Go in front of the big basin that is filled with flames. The djinn of fire, Githil will appear from the flames. There will be a conversation between the trio and Githil. Githil believes that the person he sees right in front of him isn't the spirit king. So, Githil will then pick a fight the group. Fight Githil. After defeating Githil, the group will receive 321EXP, 256dams, a card (?). Githil will apologize, and give Shokran two items. The first item is lamp which is Githil's magic treasure to summon him, and the second item is battle shoes which are the most powerful shoes for Ifrit. Afterwards, Shokran thanks Githil for the two items. Githil then disappears, and the group gathers. On the left side of the big basin with flames, there is a treasure chest. The item inside is the holy scarf of red (4-9) which is Githil's holy scarf. Before leaving the cave, make sure that you have a total of 10 toies in your item menu. Now, fly west across the sea to the Northwest Spring which is basically west of Bazaar Town.

Northwest Spring

Enter the spring. It seems that the red water in the spring is dirty. Go in front of the spring. You will be asked if you want to throw in the toies. Choose yes as your answer. As Shokran throws in the 10 toies into the dirty red spring, the spring becomes clean again. Marid appears in the spring, and then gives Shokran an item. The item is mirror which is Marid's magic treasure to summon him. Shokran then thanks Marid. Marid will tell the trio that the magic treasure in which I was confined by a mysterious man after Ifrit-sama was gone. My soul is still sealed in this. So, the person, who has this, becomes my master. When Marid disappears, a flashing object falls into Ifrit's hand. The object is a mysterious medallion. Then the trio gathers. Leave the spring, and fly east to Desert People Camp. Desert People Camp is basically far south of Wadi Village.

Desert People Camp

The group is now inside of a desert. A lightning bolt strikes and Majnun appears. Majnun shows the magic crystal of earth to the group as it floats over his head. Then the djinn of earth, Jambia appears from the sky and falls to the ground. There will be an event between the group, Majnun, and Jambia. Majnun will ask you to choose between Jambia and the magic crystal of earth. Choose Jambia as your answer. Ifrit receives dagger which is Jambia's magic treasure from Majnun. After Majnun makes the magic crystal of earth vanish, then he disappears. Jambia speaks to Ifrit, and then the trio gathers. Jambia will thank Ifrit and then disappear. The trio then appears at the entrance of the Desert People Camp. Exit the camp, and fly north to the Jungle which is basically north of Riyadh Village.

Jungle

Enter the jungle. Make your way up until you see a log. Cross over the first log, and continue to walk up, then to the right until you see another log. Cross over the second log, and walk a little further to the right until you see a cave. Enter the cave. Inside the cave take the path on the right which will take you to a save point. Then walk down thru the hidden path and you will be in front of the shrine. Go inside the shrine, and speak to Jambia. He will tell the trio where he hid his power. There is a treasure chest on the right side. The item inside is the holy scarf of brown (5-9) which is Jambia's holy scarf. When you leave the shrine, there is a treasure chest on the left side. The item inside is oris which fully recovers one. Leave the cave, cross the second log bridge and go southeast to a big tree that is near a big flower. On the lower right side behind that big tree, there is a hidden treasure chest. The treasure inside is suspenders which is an armor for

Ifrit. Go in front of that big tree, the trio will have a conversation. Now, go to where the first log is at. Don't cross the log. Instead go southeast where you will encounter a scene with a jumping rabbit being attacked by a big flower. You will be asked to help the jumping rabbit. Choose yes for your answer. Shokran will hurl herself at the big flower which then releases the jumping rabbit. The rabbit is happy that Shokran saved it, and then hops away. The trio gathers and automatically follows the rabbit to a tree. The rabbit then throws a nut in front of the trio as a reward. Shoran thanks the rabbit. There will be a conversation between Jambia and the trio as they look at the nut. Jambia explains to the trio that the nut has the power of the earth spirit. Ifrit eats the nut, absorbs the powers of the earth spirit, and regains three spells, "flying rock," "satellite of destruction," and "anger of flower." The trio gathers. Leave the jungle, and fly south back to the Desert People Camp.

Desert People Camp

Enter the camp, go inside the middle tent, and search the jar for a cute dress, then speak to Qutar-san. Apparently Qutar likes Shoran and he also has one of the magic crystals. Qutar will ask Shokran to take a test. Choose yes for your answer. The scene will then shift over from the Desert People Camp to the Quicksand Cave Entrance. Shokran goes into the cave by herself. Make your way to the lower left side of the cave until you see a crystal on a pedestal at the top of the stairs. Climb to the top of the stairs, and go in front of the pedestal to get the crystal. Suddenly, Shokran will hear the voice of Dave who is angry as he climbs up the stairs to approach Shokran. Shokran will fight Dave in one on one battle and get injured. As Qutar-san comes to her aid quickly, Dave disappears. Afterward, Ifrit and Harty appeared from a secret passage. Qutar, Ifrit, and Harty spoke for a while. The slightly injured Shokran awoke. You will be asked to return the magic crystal back to Qutar-san. Choose yes for your answer, and Qutar-san will say that Shokran can have the magic crystal. Shokran gives the magic crystal to Ifrit. Ifrit then absorbs the magic crystal of water, and regains two spells, "ice pillar attack" and "ventilation blade slice." The scene shifts back to the Desert People Camp inside Qutar's tent. Qutar-san gives the group information where to go next. Leave the camp, and fly south to the Oasis.

Oasis

Enter the Oasis. The trio sees a man being chased by a monster name gross. The trio stopped and cornered gross to fight it. After defeating gross, the man will then thank you and introduce himself as Kriyat. Apparently, he is looking for a girl. Go to northwest side of the pond until you see a flower that is in front of a palm tree. Go in front of the flower, and a girl will appears from behind the palm tree. She introduces herself as the djinn Mishmish. During her conversation with the group, Kriyat will come by for a moment. Kriyat then leaves the conversation. The trio gathers. Speak to Mishmish again. Mishmish refuses to join the group and also hand over her magic treasure. Shokran decided to use the djinn Zeitoon to persuade Mishmish. Shokran holds up the slate to summons Zeitoon. Zeitoon appears and Mishmish jumps for joy. After listening to Zeitoon, Mishmish agrees to join the group. Mishmish give Shokran lute which is Mishmish's magic treasure to summon her. Then, Zeitoon turns back into a slate, and disappears. Shokran receives Mishmish's holy scarf of green (6-9), and then the trio gathers. Leave, and fly south to Badiya Mountain.

Badiya Mountain

Enter the mountain. The path on the right will take you to a treasure chest. The item inside is herb seed. The path on the left will take you up the

mountain. Make your way up to the summit of the mountain. At the summit, the trio will encounter Manticore. You will be asked to choose between us or Manticore. Choose "us" as your answer, and then the trio will go into battle with Manticore. After defeating Manticore, you receive 122EXP, 80dams, a card (?), and stall. Manticore will say that was the correct answer, and then disappear leaving behind desert rose which Shokran picks up. Leave, and fly north back to the Oasis.

Oasis

Enter the Oasis, and go in front of the pond. Shokran throws the desert rose into the pond, and the Goddess appears before them. The Goddess will tell them that they can only ask her three questions. One question from each of them. First, Shokran ask to made it rain in the desert. Second, Ifrit ask for the location of the final magic crystal. Finally, Harty ask who turned the djinns into magic treasures. The Goddess makes a flashing imagery of Suleyman appeared. The Goddess tells them that it was Suleyman who had did it. Ifrit thinks that the Goddess is lying. Afterwards, the Goddess then disappears. The trio gathers. From the pond, walk south until you see a small flashing light. Go in front of the flashing light to pick up the silver stick. Leave, and fly southeast to the Silver Shrine.

Silver Shrine

Enter the shrine. As Shokran goes in front of the wall to inspects it, she will notice that there is a small hole in the wall. Then, Harty will use the silver stick to insert into the hole which will make some of the floor tiles change directions. Go to the left side, and hop onto the slide which is in the middle that will take you up, left, up. Continue to walk up, left, down and then right until you see a stairs. Go up those stairs which will take you into a small room with a lever on 2F. Pull the lever down. Now go back down those stairs. Now walk left, down, right, then up and hop on to the slide which will take you back to the entrance of the Silver Shrine. Now, go to the right side, and hop on to the slide which is on the far right end which will take you up, right, down, and then right. Walk to the right a little further, and hop on to the slide which is in the middle will take you right, and then up. Walk all the way up, and then turn left. Hop onto the slide which is at the top will take you left, up, left, down, left, down and then left. Walk up, then left until you will see a save point that is next to a stairs. Go up those stairs to 2F. On 2F, go to the room in the upper right corner which has a treasure chest. The item inside is falx food which is a rare thing. In that same room, you will find an opening to a secret dark room. Inside that dark room, search around the lower left area until you find two items in one. The items are Sari costume and clown costume for Shokran. Now leave that room, go left, then go all the way down. Hop onto the slide which is on the far right end will take you to the left side of the room. Now there is a hidden slide at the bottom which cannot be seen. Hop onto that hidden slide which will take you to the right side of the room. Continue to walk right, then up until you see a stairs. Go up those stairs to 3F. On 3F, go up, right, down, left and then up until you see a save point that is next to the stairs in a room. Go up those stairs to 4F. On 4F, go thru the door into the other room. Now, go in front of the pedastal. As the group looks at the crystal, the djinn of silver Fridda appears. There will be a small converstion between Fidda and the group. Fidda will tell them that there are 3 more left, and then she disappears. There will be a conversation among the group. After the conversation ends, Ifrit absorbs the magic crystal of silver, and regains two spells, "moonlight night rabbit" and "blade of steel." The trio gathers. On the right side of the pedestal, there is a treasure chest. The item inside is the holy scarf of silver (7-9). Leave the room, and go all the way back to 1F. Now, Shokran have to leave the shrine to

go and find the other 3 spirits, the djinn of silver, the djinn of steel, and the djinn of darkness that are left, so fly across the sea to the Bottom of the Earth's Lake, and then fly south across the sea again to Dark Castle.

Dark Castle

Enter, and go up the stairs. The group will have a small conversation about the castle. The trio gathers. One of Dave's monster called ashack who appears in the castle is weak, but it has 150 EXP. Go thru the door, and take the path on the right. Walk all the way around to the upper right corner until you see the stairs going up. Don't go up the stairs. Just look behind the pillar on the right side stairs to find a hidden treasure. The item inside is cat costume for Shokran. Return back to hallway where you first came in, and take the path in the middle. Walk all the way up until you see Fridda. Fridda will speak to the trio again. Apparently, Fidda came by the castle to visit her older sister Lalya. After the conversation ended. Fidda says that she will join the trio if you find her magic treasure. There is a treasure chest on the left of the throne. The item inside is the holy scarf of black (8-9). Return back to hallway where you first came in. Now walk all the way around to the upper left corner until you see the stairs going up. Go up the stairs to 2F. On 2F, walk all the way down pass the stairs, then right until you see the hair oil in a room. You will be ask to take the hair oil. Choose yes as your answer. Apparently, Harty who loves the scent of the hair oil will pick it up. Now go back to the stairs that you just pass. Go up those stairs to 3F. On 3, go all the way down, and then make your way to the upper right area of the floor until you have reached a room with four candle stands that are lit. Inside this room, search by the left side of the candle stand that is in the lower left corner to find Fidda's scroll which is a magic treasure to summon her. Fridda will then appear before the group. Fidda will tell her side of the story in a flash back scene of what happened to her. Apparently, the magician Suleyman came into her shrine and used a lightning spell on her, turning her into a scroll. After Fidda's conversation with the trio, she disappears and becomes a part of the trio. Leave the castle, and fly to Bottom of the Earth's Lake, then fly east across the sea to a big island where there are a lot of trees and a mountain near a Fortress; or you can fly first to Badiya Mountain, then fly south across the sea to the Fortress. Also, there are three small white stones on the right and left side of the Fortress. The trio should be around LV33 before going to the Fortress.

Fortress

Enter the front door of the Fortress. Ifrit and Harty will try their best to open the door but fail in their attempt. Shokuran will find a round small hole in the door. Then she will ask you to put something inside of the hole. Put the medallion into that small hole. After the medallion has been placed, the door will open. Go thru the door. A treasure chest is found on the right. The item inside is silent boots which are the most powerful shoes for Harty. Take the path all the way up on the left until you see a treasure chest. The item inside is ice knuckle which is a weapon for Ifrit. Now walk all the way to the right until you see a shrine. Go inside the shrine. Walk straight up until you see the stairs. Go up those stairs to 2F. On 2F, walk down, left, down then right until you see a treasure chest in a room. The item inside is ruoriris. Leave that room, and go to the upper left corner until you see a treasure chest in a room. The item inside is the HOLY SCARF OF ASH (9-9) which is Bardot's holy scarf. Walk down to the lower left corner until you see a stairs. Go up the stairs to 3F. On 3F, walk all the way to the lower right corner until you see a treasure chest. The item inside is lumuscus. Now walk all the way back to the left until you see a save point. Also nearby is a stairs. Go up the stairs to 4F. On 4F, go thru the door into the other room, and speak to Bardot who will fight you again. After defeating Bardot,

you will receive 290EXP, 220dams, a card (?). There will be a small conversation between Bardot and the trio. Bardot will say that he will join the trio when they have collected all 9 of the holy scarfs which are fire, water, earth, green, wind, dark, silver, steel and light. Since you have already collected all 9 of the djinn holy scarfs, speak to Bardot again. After the conversation between Bardot and the trio ends, Bardot give Shokran his hourglass which is a magic treasure to summon him. Then the trio gathers. Leave the Fortress, and fly north across the sea to Bazaar Town, then fly east to Northeast Town. The trio should be around LV33 before going back to the Silver Shrine.

Silver Shrine

Enter the shrine. Hop on to the slide which is in the middle will take Shokran up, left, up. Continue to walk up, left, then up until you see a small room in the upper left corner. A stairs will appear as you enter that room. Go down those stairs which will take you into the underground. Now, hop on to the slide which is at the top will take you all the way up, then left. Hop on to the slide which is at the top will take you to the right. Hop on to the slide which is at the bottom will take you down, then right to the area where there is a stairs. Go down the stairs. Walk all the way to the left corner until you see a room with five statues. Go into that room. Among the five statues, there are two statues that are unbroken, and three statues that are broken. Counting the five statues from the left to right in the numerical order of 1 (broken), 2 (unbroken), 3 (broken), 4 (broken), and 5 (unbroken). Just remember that you have to match the sounds with the broken statues and sounds with the unbroken statues. After doing this correctly, a big hole will appear in the floor behind the statues. Jump into that hole. You will end up in a dark cave in the underground. Every time you move one or two steps in the dark cave a light will flash for a moment then disappears. Just remember that there is a big rock at the center of this cave. Just walk up, left then down going to the left side of that big rock, and you will see a stairs. Struggle your way going down those stairs since it is kind of dark to see where you are going. One of Dave's monster called ashack who appears a lot inside of the cave is also weak, but it has 150EXP each. Make your way to the lower right side of the cave until you see a stairs. Go down those stairs. Walk all the way up on the right hand side until you see a shrine. As you go inside of that shrine, Layla will greet you. There will be a small conversation between Layla and the group. After the conversation, Layla will ask you question. Choose "A way, I suppose" as your answer which is the top choice. There will be more conversation between Layla and the group. After that, Layla will give Ifrit the magic crystal of darkness. Then Ifrit absorbs the magic crystal of darknes, and regains the two spells, "rat of darkness" and "explosive fire of flame." After Ifrit regains his magic spells, the trio suddenly hears the voice of Majnun who was secretly listening to their conversation in the shrine. The furious Majnun decided to destroy the place with falling rock. Then Layla quickly escape with teleportion leaving the group alone inside of the shrine. As rock continues to fall in the shrine, Shokran gets hit on her by a falling rock. Now, more rocks begin to fall down. Then suddenly the falling rocks became suspended in midair, and the group heard a mysterious voice telling them to go quickly. Ifrit wonders who is that voice. Then the group automatically leaves that shrine, and appears from the big hole that is in front of the 5 statues. Then Suleyman suddenly enters into that room. There will be a conversation between Suleyman and the group. Suleyman tells Shokran that she is an ancestor of his because he was the one who made that necklace that she is wearing around her neck. After their conversation, Suleyman disappears, and the group gathers. From that room, you walk all the way to the right until you see a stairs. Go up those stairs. Hop on to the slide which is at the bottom will take you left, down, right, up, then left. Walk to the left a little further, and hop on to the

third slide which is near at the bottom will take you left, down, right, up, left and then down to the left. Hop on the second slide which is near at the top will take you right, down, right, down, left, down, and then right. Continue to walk right a little further, and then hop on to the fourth slide which is at the bottom will take you right, up, right, down, then right. You will see a stairs. Go up those stairs. Now, walk all the way down, then right, and hop on to the slide which will take you back to the entrance of the shrine. Leave, and fly northwest to Ifrit's Shrine. The trio should be around LV36 before going to Ifrit's Shrine.

Ifrit's Shrine

Enter the shrine. Walk all the way up, left, up, and then right until you see a treasure chest. The item inside is breast plate which is the most powerful armor for Ifrit. The monster of Dave called lucky pot (green looking jar) that appears a lot inside of the shrine are strong but not powerful, but it has 1000EXP each. Needless to say, this is the best place to level up. Now walk down, a little to the right, and up until you are in a room with two candle stands. Also in that room, there are stairs on opposite sides. Take either stairs to go up to 2F. Now walk down, then all the way to the left until you see a stairs. Go up those stairs to 3F. Walk down, right then up until you see a treasure chest. The item inside is kaiser knuckle which is the most powerful weapon for Ifrit. Retrace your steps back to 2F area hallway. This time walk right, down, right, up, then right until you see a treasure chest in a room. The item inside is jewels which is the most powerful weapon for Harty. Now retrace your steps and walk all the way to the lower right side until you see a stairs. Go up those stairs to 3F. Now, walk left, then all the way up until you see Card Master in the room. Ifrit will ask Card Master, "What are you doing in my castle?" Card Master will reply with, "The Lord of this castle is me!" You will now go into battle with the Card Master. In battle, Card Master will use a lot of LV0 cards so be careful. Whenever Card Master place a LV0 card down, just wait until it is your turn, then you place any level type card down. Please don't use any LV0 card on Master Card for you should save those for the last boss. After defeating the Card Master, the group will get 500EXP, 1000dams, and a LV0 card. The Card Master will declare that he has lost, and then disappear. Leave the shrine, and fly west across the sea to Northeast Town, then fly across the sea west to the Heresy Organization Hideout. The trio should be around LV39 before going to the Heresy Organization Hideout.

Heresy Organization Hideout

Enter the hideout, and go up the stairs. Go thru the door, and then walk all the way up to 2F. In the room where there is a gigantic statue of Majnun, take either stairs to go down. Then, walk up the left until you see a stairs. Go down those stairs. In the prison area, go left, up then left until you see a stairs. Go up those stairs. Walk right, and go thru the door. Walk straight up until you see a stairs. Go up those stairs. You will be in a room with four lit candle stands. Now go thru the door at the top, but before going thru that door, just make sure that your HP and MP are not low. Now, enter the big room, and Ifrit will call out Majnun's name. The djinn of light, Majnun will then appeared in that room. There will be a small conversation between Ifrit and Majnun. The trio will go into battle with Majnun. In battle, Majnun uses LV5 card of light a lot so be careful. Just let Ifrit and Harty attack while Shokran heals and revive them. After Majnun is defeated, the trio will get a card (?). There will be a conversation between Majnun and Ifrit. The lights in the room begins to flicker, and a portal to another world opens at the back of Majnun's throne. The voice of Mother Goddess calls to Majnun. The place begins to shake violently, and the trio & Majnun run out of that room into another room. There will be a conversation

between Majnun & the trio. Majnun tells his side of the story of what really happen to him in his shrine. Majnun opens the portal for Mother Goddess. Majnun's flash back ends. The conversation continues between Majnun and the trio again. After the conversation ends, the 8 magic treasures of the djinns appeared in the room. The magic treasure turns into the 8 djinns. There is a conversation between the trio and the 9 djinns. Then 5 of the djinns disappeared leaving Layla, Fidda, and Zeitoon. Then, they hear the voice of Suleyman who has entered the room. Zeitoon recognizes Suleyman as the person who turned her into a slate. Suleyman explains why he turned the djinns into magic treasures. Then, Suleyman releases Ifrit's seal. Ifrit absorbs the magic crystal of light, and regains the last two spells, "halo of glitter" and "halo of postwar." Ifrit also receives Majnun's magic treasure. Shokran is surprised to see Ifrit's true form. The djinns disappears. The trio gathers. Suleyman then teleport the trio and himself back into the room where the portal is at. Suleyman opens the path and tells Shokran to jump into the portal. You cannot go back from here on. In the portal room, there is a save point. Take the path on the right. You will be going thru a series of rooms or places that you have visited before such as the North Mansion, Heresy Organization, Ancient Shrine, and Jambia's Cave. Finally, you will now end up in the cave of Mother Goddess. The trio should all be around LV37-LV44. Walk all the way up until the group hears Mother Goddess's voice. A conversation between Mother Goddess and the trio. The ground shakes violently. All 9 of the djinns appear to join the trio in battle against the final boss, Mother Goddess. Use LV0 cards against Mother Goddess. In battle, just let Ifrit & Harty attack while Shokran heals & revive them, and please also use Majnun's magic. After defeating Mother Goddess, you will receive a card (?). Now, the ground continues to shake more violently because Mother Goddess is angry that she lost. Inside of the cave begins to collapse, and the trio quickly escape along with the 9 djinns. The scenerio changes over to Bazaar Town.

Bazaar Town

The trio is nearby the exit on the right, and Shokran gives Suleyman the 8 magic treasures. You will be asked to break the 8 magic treasures or not. Choose yes as your answer. After Suleyman breaks the 8 magic treasures, the djinns will all be freed. 7 of the 9 djinns will appear one by one in the order of Mishmish, Marid, Jambia, Bardot, Githil, Fidda and Zeitoon thanking Shokran for freeing them. Layla couldn't make it. Then the trio hears Majnun's voice. After Suleyman and Zeitoon disappear, there will be a conversation between the trio. Shokran gives Ifrit back the contract ring. Ifrit picks up the ring from the ground. Then Ifrit throws the ring back on the ground. A man came by and seesthe contract ring on the ground. Shokran then jumps on top of the ring. The man then quickly walks away. The conversation continues between the trio. Ifrit chases Harty. Shokran looks puzzled. The game credits begins to roll up or appears.

THE END

NOTE

I completed the game in 10:00 hours at LV37 for the trio. I strongly recommend LV44 just in case if you are having problems with the final boss.

OPTIONAL SIDE QUESTS

Hut

Use the Roc to fly north of the Northwest Spring to the hut. Go inside, and speak to the man who will let you use his vacant room because he is going on an adventure trip after this. Then the man leaves the room. For fun, this is

a place where Shokran models 9 of her costumes such as thief costume, cute dress, penguin costume, folk costume, China dress, Sari costume, clown costume, cat costume, and the royal princess dress that were found in various places. (In Egypt Town, go to house with two windows that is on the right side of the weapon shop, and search along the left wall for a folk costume. Go into the house that is in the lower right corner, and search the drawer that is between the two beds in the bedroom for a china dress). Whenever Shokran models each of the costumes, Ifrit and Harty will give their own opinion about that costume.

Royal Palace

When you have obtain the five beautiful things (lapis lazuli, crystal coral, goddess tear, turquoise, and mountain angler), go southwest of Iririta Mountain to the Royal Palace. Go to the front of the gate. Speak to the guard who is on the right side of the gate. If you have the special item called falx food, the guard will open the gate. Pass thru the gate of the mansion. Go inside of the mansion. Inside the first room, go thru the east door which will take you into a library. Search the bookshelf on the far right hand side to find royal princess dress which is a costume for Shokran. Return back to the first room of the palace, and go thru the west door which will take you to a hallway. Go up in the next hall way and go the lower right side of the wall, and you will see a treasure chest in a small room. Just search for the wall for a secret opening. The item inside is mint wine which recover all MP. Return back to the first room, and go thru the north door which will take you in a room with five people who are the Storyteller, the Old Handyman, the King, the Court Lady, and Princess Salalah. When you speak to Princess Salalah, there will be a light conversation between her and the group. Apparently, Harty likes Princess Salalah. Afterwards, Princess Salalah will ask Shokran for the following special items which goes in the sequence of lapis lazuli, crystal coral, goddess tear, turquoise, and mountain angler. Once Shoukran has given Princess Salalah all five of these special items. Princess Salarara in return will thank Shoukran and give her a special item of princess dress. When, you speak to the King, there will be a light conversation between the King and the group. The King will ask Shokran for the special food called falx. He will ask Shokran how much she wants to sell the falx food for. The three choices are in the order of 500dam, 1000dam, and 10000dam. The King will then say that you shouldn't go wonder freely around the palace.

Northeast Town

If you have money, you can come back later on. Go to the inn and speak to the woman on the right 50 times, then she will give you picopico sandals which are the most powerful shoes for Shokran. Let's keep in mind that your donation does come out of your money about 5000dam. Also please remember that the game is timed.

Bazaar Town

At the inn, if you speak to the woman 50 times, she will give you picopico hammer which is the most powerful weapon in the game for Shokran. Let's keep in mind that your donation does come out of your money about 5000dam. This is just a waste of time and money since you can find another picopico hammer inside of Bardot's Laybrinth for free.

SPECIAL ITEMS

Contract ring: A ring that grants a wish. (Bazaar Town) (A magic treasure)
Necklace: Mother's keepsake. (Bazaar Town)

Mountain angler: A beautiful thing. (Bazaar Town) (Give it to Princess Salalah)

Prison key 1: A key to a prison. (Northeast Town) (Use it to open the prison in the Heresy Organization Hideout)

Holy scarf of white: Majnun's holy scarf. (Heresy Organization Hideout)

Prison key 2: A key to a prison. (Heresy Organization Hideout) (Use it to open the prison in the Heresy Organization Hideout)

Shrine key: The key of an old shrine. (Iririta Mountain)

Lapis lazuli: A beautiful thing. (Ancient Shrine) (Give it to Princess Salalah)

Slate: To summon Zeitoon. (The Ancient Shrine) (A magic treasure)

Carpet of wind: A carpet that can fly in the air. (Ancient Shrine)

Holy scarf of air: Zeitoon's holy scarf. (The Ancient Shrine)

Crystal coral: A beautiful thing. (Wadi Village-Different Dimensional Labyrinth) (Give it to Princess Salalah)

Pink scales: Able to go into water. (Bottom of the Earth Lake)

Holy scarf of blue: Marid's holy scarf. (Bottom of the Earth Lake)

Lamp: To summon Githil. (Lava Cave) (A magic treasure)

Turquoise: A beautiful thing. (Lava Cave) (Give it to Princess Salalah)

Holy scarf of red: Githil's holy scarf. (Lava Cave)

Mirror: To summon Marid. (Northwest Spring) (A magic treasure)

Goddess tear: A beautiful thing. (Tompei Mountain) (Give it to Princess Salalah)

Dagger: To summon Jambia. (Desert People Camp) (A magic treasure)

Holy scarf of brown: Holy scarf of Jambia. (Jungle)

Lute: To summon Mishmish. (Oasis) (A magic treasure)

Holy scarf of green: Holy scarf of Mishmish. (Oasis)

Desert rose: A flower that blossoms in Badiya Mountain. (Throw it into the pond in the Oasis)

Silver stick: Stick of sliver. (Oasis) (Use it to move the direction of the floor slide on the first floor of the Silver Shrine)

Falx food: A rare thing. (Silver Shrine) (Sell it to the King for a bargain price)

Holy scarf of silver: Fidda's holy scarf. (Silver Shrine)

Holy scarf of black: Layla's holy scarf. (Dark Castle)

Perfumed oil: To summon Layla. (Dark Castle) (A magic treasure)

Scroll: To summon Fidda. (Dark Castle) (A magic treasure)

Holy scarf of ash: Bardot's holy scarf. (Fortress)

Hourglass: To summon Bardot. (Fortress) (A magic treasure)

Princess dress: A beautiful dress. (Royal Palace) (After you give Princess Salalah the 5 items of lapis lazuli, crystal coral, goddess tear, turquoise, and mountain angler, she will give Shokran the Princess dress)

SHOKRAN'S 9 HIDDEN COSTUMES

Thief costume. (Tompei Mountain)

Cute dress. (Desert People Camp)

Penguin costume. (Bottom of the Earth Lake)

Folk costume. (Egypt Town)

China dress. (Egypt Town)

Sari costume. (Silver Shrine)

Clown costume. (Silver Shrine)

Cat costume. (Dark Castle)

Royal princess dress. (Royal Palace)

CARDS

Note: In battle, a card only has 3 turns.

Fire 0: Special of fire.
Fire 1: Attribute attack of fire.
Fire 2: Attack power up.
Fire 3: Attribute attack of fire.
Fire 4: Attack power up.
Fire 5: Attribute attack of fire.
Water 0: Special of water.
Water 1: MP recovery.
Water 2: Attribute attack of water.
Water 3: MP recovery.
Water 4: Attribute attack of water.
Water 5: MP recovery.
Earth 0: Special of earth.
Earth 1: Defense power up.
Earth 2: Attribute attack of earth.
Earth 3: Defense power up.
Earth 4: Attribute attack of earth.
Earth 5: Defense power up.
Wind 0: Special of wind.
Wind 1: Attribute attack of wind.
Wind 2: Agility power up.
Wind 3: Attribute attack of wind.
Wind 4: Agility power up.
Wind 5: Attribute attack of wind.
Light 0: Special of light.
Light 1: Magic attack times two.
Light 2: Attribute attack of light.
Light 3: Absolute critical.
Light 4: Attribute attack of light.
Light 5: Is the special attack powerless?
Dark 0: Special of dark.
Dark 1: Attribute attack of dark.
Dark 2: Evasion rate up.
Dark 3: Attribute attack of dark.
Dark 4: Evasion rate up.
Dark 5: Attribute attack of dark.
Steel 0: Special of steel.
Steel 1: Attribute attack of steel.
Steel 2: It takes money.
Steel 3: Attribute attack of steel.
Steel 4: It takes money.
Steel 5: Attribute attack of steel.
Tree 0: Special of tree.
Tree 1: HP recovery.
Tree 2: Attribute attack of trees.
Tree 3: HP recovery.
Tree 4: Attribute attack of trees.
Tree 5: HP recovery.
Moon 0: Special of moon.
Moon 1: Is the magic attack powerless?
Moon 2: Attribute attack of moon.
Moon 3: Is the physical attack powerless?
Moon 4: Attribute attack of moon.
Moon 5: Is the card powerless?

MAGIC

Shokran

Majnun: Attack of light.....55MP

(Heresy Organization Hideout)
 Jambia: Attack of earth.....30MP
 (Desert People Camp)
 Githil: Attack of fire.....45MP
 (Lava Cave)
 Fidda: Status up.....35MP
 (Dark Castle)
 Layla: Attack of darkness.....35MP
 (Heresy Organization Hideout)
 Marid: Attack of water.....45MP
 (Northwest Spring)
 Zeitoun: Attack of wind.....45MP
 (Ancient Shrine)
 Mishmish: Recovers HP.....30MP
 (Oasis)
 Bardot: Attack of steel.....50MP
 (Fortress)

 Ifrit

Emitting smoke of flame: A flame arrow moves toward the enemy.
 One enemy.....38MP The magic crystal of fire
 An explosive fire of flame: The flame wraps the enemy.
 One enemy.....68MP The magic crystal of darkness
 A lump of ice collection: A lump of ice attacks.
 All enemies.....32MP The magic crystal of green
 Ice pillar attack: Hail falls and wraps the enemy.
 One enemy.....72MP The magic crystal of water
 Rock pressure: A rock wraps the enemy.
 One enemy.....32MP The magic crystal of steel
 Flying rock: A rock attacks the enemy.
 All enemies.....74MP The magic crystal of earth
 Storm meeting: A tornado wraps the enemy.
 One enemy.....20MP The magic crystal of wind
 Ventilation blade slice: The blade of the wind cuts the enemy.
 One enemy.....68MP The magic crystal of water
 Halo of glitter: Light comes down and shoots the enemy.
 All enemies.....42MP The magic crystal of light
 Halo of postwar: Light concentrates to an enemy.
 One enemy.....85MP The magic crystal of light
 Shadow of Death: Death attacks the enemy.
 One enemy.....38MP The magic crystal of fire
 Rat of darkness: A rat steps on and crushes the enemy.
 All enemies.....74MP The magic crystal of darkness
 Gravity ball: Steel flies and beats the enemy.
 One enemy.....32MP The magic crystal of steel
 Blade of steel: A blade attacks from the ground.
 All enemies.....68MP The magic crystal of silver
 Sorrow of trees: A fruit is dropped and beats the enemy.
 One enemy.....32MP The magic crystal of green
 Anger of a flower: Light is discharged from a flower.
 One enemy.....68MP The magic crystal of earth
 Satellite of destruction: A ball dances around the enemy.
 One enemy.....32MP The magic crystal of earth
 Moonlight night rabbit: A rabbit steps on and crushes an enemy.
 All enemies.....74MP The magic crystal of silver

 MAGIC CRYSTALS

Ifrit

The magic crystal of wind. (North Mansion)
The magic crystal of steel. (Iririta Mountain)
The magic crystal of fire. (Ancient Shrine)
The magic crystal of green. (Wadi Village)
The magic crystal of earth. (Jungle)
The magic crystal of water. (Quicksand Cave)
The magic crystal of silver. (Silver Shrine)
The magic crystal of darkness. (Underground of the Silver Shrine)
The magic crystal of light. (Heresy Organization Hideout)

SKILLS

Harty

Blowgun: Give poison to one enemy.
LV6.....5MP
Sand of sleep: Put one enemy to sleep.
LV9.....8MP
Blindness increase: Lower one enemy's life.
LV11.....9MP
Remove protector: Lower one enemy's defense.
LV14.....12MP
Pilfer: Steal an item from the enemy.
LV16.....15MP
Escape: Certainly escape. (The companions)
LV19.....8MP
Delude: Confuse one enemy.
LV20.....18MP
Heavy eyelid: Put to sleep the entire enemy.
LV23.....22MP
Top: Steal a card from the enemy.
LV25.....15MP
Arms double: Lower the entire enemy's attack.
LV28.....25MP
Shadow needlework: Movement is impossible to one enemy.
LV29.....14MP
Hint: Raise an evasion. (The companions)
LV31.....10MP
Mask throw: Silence the whole enemy.
LV34.....9MP
Who? Confuse the entire enemy.
LV37.....24MP
Limit drop: Lower the parameter of all the enemies.
LV40.....32MP
With a vital point: Completely beats one enemy.
LV44.....35MP

SHOPS

BAZAAR TOWN

Item

Herb leaf: Recovers 200 HP.....10 dam
Mint leaf: Recovers 50 MP.....20 dam
Rose: Recovers a condition.....10 dam
Mirura: Recovers faint and HP.....100 dam
Ruorirus: Full recovery. All.....2000 dam
Oris. Full recovery. One.....1500 dam

Lumuscus: Chops up one enemy.....500 dam

Weapon

Stick.....10 dam
Knife.....50 dam
Scimitar.....120 dam
Glove.....60 dam
Knuckle.....110 dam
Darts.....30 dam
Net.....90 dam
Sharp knife.....170 dam
Mantle.....10 dam
Folk clothes.....40 dam
Tanned clothes.....100 dam
Chest.....240 dam
Sandals.....30 dam
Leather shoes.....90 dam
Wood shoes.....140 dam

NORTHEAST TOWN

Item

Herb seed: Recovers 700 HP.....50 dam
Herb leaf: Recovers 200 HP.....10 dam
Mint seed: Recovers 200 MP.....80 dam
Mint leaf: Recovers 50 MP.....20 dam
Myrrha: Recovers faint and HP.....100 dam
Apricot: Recovers faint.....20 dam
Paralyze: Inflicts paralysis.....15 dam
Sorrento: Unable to use magic.....15 dam
Stall: Escape from battle.....20 dam

Weapon

Whip.....320 dam
Cornet.....590 dam
Flour Sack.....510 dam
Brass knuckle.....1150 dam
Chakram.....370 dam
Boomerang.....650 dam
Hauberk.....540 dam
Linen.....770 dam
Leather Jerkin.....1120 dam
Boots.....200 dam
Speed boots.....480 dam

ASSAM VILLAGE

Item

Herb seed: Recovers 700 HP.....50 dam
Herb leaf: Recovers 200 HP.....10 dam
Mint extract: Recovers 500 MP.....400 dam
Mint seed: Recovers 200 MP.....80 dam
Sitoras: Recovers paralysis and silence.....6 dam
Apricot: Recovers faint.....20 dam
Sleep flower: Causes sleep.....15 dam
Pawazan: Causes poison.....15 dam

Stall: Escape from battle.....20 dam

Weapon

Jambia.....1080 dam
Fail.....1710 dam
Blade Knuckle.....2390 dam
Mullet.....1400 dam
Hunting.....1840 dam
Saber.....2340 dam
Brigandine.....1370 dam
Ring Tunic.....1800 dam
Chain.....2250 dam
Spike Shoes..... 840 dam

WADI VILLAGE

Item

Herb extract: Recovers 5000 HP.....300 dam
Herb seed: Recovers 700 HP.....50 dam
Herb wine: Recovers all HP.....800 dam
Mint extract: Recovers 500 MP.....400 dam
Jasmine: The intellect of poison.....6 dam
Sitoras: Recovers paralysis and silence.....6 dam
Rumirarura: Recover faint and HP.....1000 dam
Sleep flower: Causes sleep.....15 dam
Paralyze: Inflicts paralysis.....15 dam
Pawazan: Causes poison.....15 dam
Sorrento: Unable to use magic.....15 dam
Stall: Escape from battle.....20 dam

Weapon

Afwan.....2060 dam
Galín Corne.....2700 dam
Ifrit Knuckle.....2740 dam
Hatchet.....2840 dam
Morning Star.....3410 dam
Spear.....4090 dam
Cuirass.....3520 dam
Steel.....4160 dam
Cuirboil.....4890 dam
Ri Tifull.....1020 dam
Nisai.....1230 dam

EGYPT TOWN

Item

Herb extract: Recovers 5000 HP.....300 dam
Herb seed: Recovers 700 HP.....50 dam
Herb wine: Recovers all HP.....800 dam
Mint extract: Recovers 500 MP.....400 dam
Jasmine: The intellect of poison.....6 dam
Sitoras: Recovers paralysis and silence.....6 dam
Rumirarura: Recover faint and HP.....1000 dam
Sleep flower: Causes sleep.....15 dam
Paralyze: Inflicts paralysis.....15 dam
Pawazan: Causes poison.....15 dam

Sorrento: Unable to use magic.....15 dam
Stall: Escape from battle.....20 dam

Weapon

Afwan.....2060 dam
Galín Corne.....2700 dam
Ifrit Knuckle.....2740 dam
Hatchet.....2840 dam
Morning Star.....3410 dam
Spear.....4090 dam
Cuirass.....3520 dam
Steel.....4160 dam
Cuirboil.....4890 dam
Ri Tifull.....1020 dam
Nisai.....1230 dam

FORM

Please choose a character to change position.

SYSTEM

Character speed: Fast Usual Slow
Window: Dark 1 2 3 4 5 Light
Frame color: Yellow Green Red
Background: 1 2 3 4 5
Sound output: Stereo Monoral
Words sound: With Without
Auto battle: Off On

BATTLE SYSTEM

Attack, Card, Auto, Escape.

Physical strength Attack
Endurance Defense
Quickness Speed
Money in hand

DIARY

We did it! Bazaar Town is safe now

The spider of Dave has turned up, and everyone in Bazaar Town was troubled. It is a favor of Ifrit. At that time, I picked up the ring which was really good.

Seriously! The necklace was taken!

After we attacked the sand spider and return back to the town, we were caught by the government official-san. A man called Abdul has taken away my mother's keepsake necklace. When we stole the crystal from a big mansion in the north of Bazaar Town, we return. I don't have too much confidence...

A meeting with Harty

At the Small Royal Palace, Harty became a friend. He seems very dexterous and knowledgeable. The magic crystal of Ifrit seems to be in a town to the northeast of Bazaar. We quickly got it, and this country was not made

peaceful. For that purpose, we meet the weapon merchant Dates-san!

The kidnapper's heresy organization

Seriously! There is a rogue called the heresy organization that kidnaps people using them as sacrifice. The rogue is in this nearby hideout. We didn't go to help.

Dates-san, safely rescue

Dates-san, who was caught by the heresy organization, was found. Now, we can hear about the magic crystal.

The djinn of light, Majnun-san

We met the djinn of light, Majnun-san. He was very angry without listening to a word of Ifrit. But, somehow he looks like a person who seems to be lonely. Is it my imagination...

The whereabouts of the second magic crystal...

Dates-san seems to have lost the magic crystal in Iririta Mountain. We also heard that a lot of Daves are on the mountain, but is it safe?

A new friend, Bui-chan

At last, we got the second magic crystal. Moreover, we become friends with the baby bird of the cute Roc. It seems that the wicked Dave is in the Ancient Shrine in the east, so say the caravan man. He didn't go.

Am I also a splendid mother?

Bui-san of Roc grew up at last. Somehow, I have a wee bit mother like feeling. After this, we can go anywhere together?

The djinn of wind, Zeitoun-san

We met the djinn of wind, Zeitoun-san in a place called the Ancient Shrine. However, who is the man of mystery? For the time being, we go to see Billkiss in Riyadh Village. Then, the friend of Uji-san should have the thing.

The djinn of steel, Bardot visit

We were confined in a strange labyrinth by a man called Bardot of steel. Somehow, his relation with Ifrit seems to deteriorate. The labyrinth of Bardot-san is even a very strange place. I want to come out quickly.

We did it! A successful escape!

We came out of the labyrinth of Bardot-san. I think that I feel relieved now. This, Bardot-san is also a djinn. But, somehow he wanted to help.

The desert people, Qatar-san

We met the person called Qatar-san in the desert. If you want the magic crystal, he said it would take one person, me. I will do my best without depending on Ifrit and Harty!

Somehow, it seems I want to succeed...

We got the magic crystal of water in the Quicksand Cave. We made our greeting to Qatar-san, and went to the location of the Goddess in desert oasis. But why do Ifrit and Harty dislike Qatar-san?

The cute djinn, Mishmish

Mishmish of the Oasis told us that the desert rose was required so that we can meet the Goddess.

It is in Badiya Mountain. Kriyatt-san likes Mishmish.

Lord of the mountain, Manticore-san

We got the desert rose. Manticore-san is slightly fearful, but I think that he is a really good person. We return to the Oasis afterwards, and didn't meet the Goddess.

The Goddess of the Oasis

The Goddess told us the location of the remaining magic crystal. There seems to be one in an ancient shrine to the northeast of the Oasis. Which reminds me, but I heard that there is another type of shrine?

We did it! We got the magic crystal of silver.

At last, we got the magic crystal of silver. But why do I feel that we have forgotten something? There is still something in this shrine... I have such a feeling.

My ancestor!

Ifrit of Suleyman-san who had said that he is my ancestor. With the necklace of mother's keepsake, I immediately understood what he said. Even so, we should fight with Majnun-san? I want to improve all relations.

Thank you, Jambia-san!

At last, we got the magic crystal of earth! I also regard this as being all a favor of Jambia-san. And we become friends with the cute spring hare-chan. I am happy.

A small friend, Githil-san

Githil-san of flame became a friend. He is very heartening. But, Githil-san looks smaller than me, but I wonder how old is he?

The mystical Fidda-san

Fidda-san became a friend. Even so, her silver power, is slightly a wonderful touch.

An event in the Dark Shrine

Harty found the hair oil in the Dark Shrine. It was very beautiful, but he shouldn't steal people's thing. Harty was disappointed, but it is unavoidable.

The djinn of water, Marid-san

We were able to reconstitute the spring water as it was said by Marid-san. I am happy since the water becomes beautiful. Marid-san of water became a

friend. He is a quiet and a gentle-looking person. I want to unite everybody's power and to regain peace quickly.

Bardot-san now is made into a friend

We got all of the holy scarves. Bardot-san also becomes a friend now. But, Ifrit settled it without any difficulty. I believe him.

????? (Unknown)

Well, the final battle

Majnun-san was defeated. But, the real evil one was not Majnun-san. In order to make this country peaceful, we depart once again into the final battle.

THE TWO BAD ENDINGS

1. I am done writing, the djinn of light Majnun-san fell. After a while, the figure of the fearful Dave also disappeared after that. Peace returned to the ground...

(You will get this ending if the game is completed in 15 hours or more, and you didn't get all of the djinns, nor answered some of the questions correctly.)

2. The trip of Shokran, Ifrit, and Harty was finished. However, could you truly fulfill the wish of Shokran...?

No, the tale has not finished yet. There is another correct way. The djinn and human's right tale.

...However, now again, we will wait for a visit of the person who finds out the truth.

(You will get this ending if the game is completed in less than 15 hours, and you got all the djinns, but didn't answer the final question correctly.)

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