

Down the World: Mervil's Ambition (Import) FAQ/Walkthrough

by ritchie

Updated on Sep 4, 2004

DOWN THE WORLD
MERVIL'S AMBITION

(c) 1994 ASCII

(c) CHINFA KANG

(c) SUSUMU MATSUSHITA COMPANY

++++
GUIDE

++++
After choosing the hero's name, reply with yes twice.

After the Golden Ark disappear, reply with yes, then no, and go into Poi's House which is nearby.

Poi's House

Speak to Poi. You can search the jars for items of jiiba scale and guri bud. After that, leave the house, and go southwest to Gara Town. On the way, reply with yes.

Dara Village

After that, leave, and go west to Gara Town. On the way, reply with yes.

Gara Town

The items found inside the treasure chest are witch's wine x2 and guri bud x2. Go to the bar which is on the upper right side of the town, and speak the old man on the left who is standing in front of the counter to hear his story about the 6 Sages. After that, leave the town, and go north to the Transmigration Forest. Recommend LV5 for the Blue Tears Knight, Gao. On the way, reply with yes.

Transmigration Forest

Speak to the tree that is nearby the entrance who will say that you need the language powder to talk to the transmigration people. After that, leave the forest, and go back to Gara Town.

Gara Town

First, go to the curio dealer, and speak to man behind the counter. Next, go to the inn, and reply with yes to rest. After speaking to the one-eyed man, Muccha, reply with yes. Now, leave the inn, and go to the bar. At the bar, speak to the girl. Now, go back to the inn, and go upstairs to 2F. On 2F, Muccha gives Gao the key for the back of Gara Town. After that, leave the inn, and go to the upper left side of the town, and use the key to open the door. Now, go thru that door to the Back of Gara Town.

Back of Gara Town

Go to the curio dealer to get the language powder. Now, leave both towns, and go back to Transmigration Forest.

Transmigration Forest

Use the language powder on the tree that is nearby the entrance. Now, speak to the tree, space sage, Conmos (1-6). Go to the upper right side of the forest, and use the language powder on the bird. Now, speak to the bird, the battle sage kurikuresu (2-6). After that, go a little further down, and use the language powder on the fox. Now, speak to the fox, love sage amoria (3-6). After that, go a little further down, and use the language powder on the echo (white ball). Now, speak to the echo, the music sage ekoru (4-6). After that, go a little further to the right, and use the language powder on the snake. Now, speak to the snake, the wisdom sage papirupa (5-6). After that, go a little further up into another area of the forest, and use the language powder on the fish. Now, speak to the fish, the magic sage bararaato (6-6). After that, leave the forest, and northwest to the Guru's Shrine. On the way, reply with yes.

Guru's Shrine

After speaking to the Guru, search the treasure chest to get the item of the beginning apple, and nothing (motonomokuami). After that, go back to the Transmigration Forest.

Transmigration Forest

First, go back to the area where the fish, the magic sage pararaato is at. Then, use nothing (motonomokuami) on the fish, the magic sage pararaato to transform it into a human form. Reply with yes, and the magic sage Bararaato becomes a friend. After that, go back to Gara Town.

Gara Town

Go to the front of the weapon and protection shop, and speak to the blacksmith Yoshua who becomes a friend. Now, go to the upper left to the blacksmith's house, and speak to Yoshua's brother the blacksmith Kashua. After that, leave the house, and go to the top area of the town, and speak to the temple guard who is standing in front of the large temple entrance. Fight the temple guard. After defeating the temple guard, go inside the large temple. Recommend LV7-LV10 for the group. In the temple, go up into the room at the back, and go up the stairs to 2F. The item inside the treasure chest on 2F is pepariru fruit. On 2F, go to the lower left, and go up the stairs to 3F. The item found inside the treasure chest on 3F is scale of jiiban. On 3F, go to the top, and go up the stairs to 4F. On 4F, fight Jawaruda. After defeating Jawaruda, the group gets EX30 and 190R. After the scene, go down the bottom stairs to 2F to a room that has two switches on the wall. -Now, pull both switches in that room, and jump thru the hole into the underground. The item found inside the treasure chest is pepariru fruit. In the underground, go to the lower right, and go down the stairs to where Jawaruda is at. Fight Jawaruda again. After defeating Jawaruda, the group gets EX55 & 288R, and the fire ring. After that, the group goes falling "DOWN THE WORLD" to Flower Landrea Town which is nearby, and reply with yes.

Flower Landrea Town

Go to Gacha's house which is in the lower right side of the town, and go up the stairs to 2F. On 2F, speak to Seri. After speaking to Gacha's mother Seri, go back downstairs to 1F. On 1F, speak to Gacha, and reply with yes to rest. After that, leave the town, and go north to Ice Cave. On the way, reply with yes. Recommend LV11-LV13 for the group.

Ice Cave

Go all the way to the left side, and go up the stair to exit the cave. Now, go to the Blue Tears Fort which is nearby.

Blue Tears Fort

Open the gate, and go inside the fort. Go upstairs to 3F, and speak to King Mamuran. Gao gets the spell of zabanza & the pepariru cooler spell, and the sword of honor. After the fort disappears, go back to Flower Landrea Town. Make sure to equip Gao with the sword of honor.

Flower Landrea Town

Go to Gacha's house, and speak to Gacha, and reply with yes to rest. During the scene on 2F with the fairy Bellbell and Gao, reply with yes twice. Leave the town, and go northwest to Saihate Village. On the way, reply with yes.

Saihate Village

Go to the sled craftsman's house in the lower right, and speak to sled craftsman. Reply with yes. After that, go back to Flower Landrea Town.

Flower Landrea Town

Go to the front of the protector shop which is in the lower left, and speak to the person who will tell you to meet the person in the bar named Kiraranokyouka. After that, go to the bar which is in the upper left, and speak to the bartender. After the stage show, go to the room at the back, and speak to Missooji who is blocking the door to Kiraranokyouka's room. Now, go back into the barroom area, and speak to the person who is sitting down on the left side of the table. Speak to the bartender, and reply with yes to buy gingin wine for 150R. After getting the wine, return to the room in the back, and speak to Missooji. After talking to Missooji, speak to the person who is standing nearby Missooji, and reply with yes. Now, leave the bar, and go to the curio dealer. After buying the flower decoration tiara for 300R, return to the bar, and go to the room at the back. Speak to Missooji. After talking to Missooji, speak to the person who is standing nearby Missooji, and reply with yes. Now, leave the bar, and go to the protector shop. After buying the fur coat for 1000R, return to the bar, and go to the room in the back. Speak to Missooji. After talking to Missooji, go back into the barroom area, and speak to the person (the one without a hood) who is selling violet floral gift for 5R. Reply with yes twice. Now, go to the room in the back, and speak to Missooji who will let only Gao into Kiraranokyouka's room. After the scene, leave the town, and go back to Saihate Village.

Saihate Village

Go to the sled craftsman's house, and speak to Sori. After that, leave the village, and go south to Ice cave. On the way, reply with yes.

Ice Cave

Go all the way to the right side, and go up the stair to exit the cave. Now, go west to Guru's Shrine which is nearby.

Guru's Shrine

After speaking to the Guru, search the treasure chest to get the item of Sala's apple and cleansing alcohol. After that, go back to Saihate Village.

Saihate Village

Go to the sled craftsman's house, and speak to the sled craftsman. Now, drive back to Flower Landrea Town.

Flower Landrea Town

Go to the bar to the room in the back, and speak to Kiraranokyouka to get the fire of wish. After that, drive northwest on the sled to Gira Mountain. Recommend LV13-LV14 for the group.

Gira Mountain

Go into the cave, and go down the stairs to B1. On B1, take the path on the upper left side of the cave, and go down the stairs to B2. The items found inside of the treasure chests on B1 are attakai clothes and jiiba mustache. On B2, take the path on the left or right to the top area, and go down the stairs to B3. The item found inside of the treasure chest on B2 is witches's wine. On B3, go to lower right, and go upward to where Girin is at. The item found inside of the treasure chest on B3 is buttobashi hammer. Fight the dragon Girin. During battle, when Gao says, "Use the fire of wish," quickly go to the item menu, and use it on Girin. After defeating Girin, the group gets EX200 & 261R, and ice bracelet. After the scene, the snow and monsters disappear. Now, go back to Flower Landrea Town.

Flower Landrea Town

Go to Gacha's house, and go upstairs to 2F. Speak to Gacha's mother Seri. During the scene, reply with yes to make the Knight Gacha becomes a friend. The Knight Gacha is level 1. Outside Gacha's house, speak to the old woman who is standing in front of the door. After the scene, the group goes falling "DOWN THE WORLD" to Wind Castle.

Wind Castle

After the scene, go to the upper top left side of the castle wall where there is a brown door. After searching the brown door, go thru the castle gate, and go to Wind Town which is nearby. Reply with yes.

Wind Town

Don't buy any equipment for Bararaato since he will leaving the group later on. After that, leave the town, and go east to Teoshisu' Uba Village.

Teoshisu' Uba Village

Go to Uba's house which is in the top left side of the village, and speak to the old woman facing sideways that's on the top far right to hear something about the brown door that is at the back of Wind Castle. After that, leave the town, and go back to Wind Castle.

Wind Castle

Go to the upper top left side of the castle wall, and search the brown door. Now, go thru that door into the forest, and go upward to the entrance of the Confession Cave. After the scene, go into the Confession Cave. After the scene, leave, and go back to Wind Town.

Wind Town

Go to the front of the weapon and protector shop which is on the lower left side of the town, and speak to the old man (with the white turban on) to get the Flag Race Tower key. After that, leave the town, go to the Flag Race Tower which is near by. Recommend LV16-LV17 for the three members of the group, and LV5 for the Knight Gacha.

Flag Race Tower

Go to the item menu, and use the Flag Race Tower key on the door. Now, go thru the door, and go upstairs to 3F. The items found inside of the treasure chests on 1F are 500R, jiiba mustache, pepariru fruit, and witches's bread. The item found inside of the treasure chest on 2F is jiiba mustache. The items found inside of the treasure chest on 3F are pepariru fruit and the great physical strength ax. On 3F, fight Chinonen. Be careful of Chinonen's double attack. After defeating Chinonen, the group gets EX70 and 1R. After the scene, the Ghost General Chan becomes a friend as the magic sage Bararaato leaves the group. Yoshua can use magic now. The Ghost General Chan is level 20. Now, go back to Wind Castle.

Wind Castle

Go thru the brown door, and go into the Confession Cave. After the scene, go back to the entrance of the castle, and fight the guards. After defeating the guards, go inside the castle. Recommend LV17-LV20 for the three members of the group, and LV7 for the Knight Gacha. The items found inside of the treasure chests on 1F are 300R, kazakiri sword, hero's helmet, pepariru fruit. Go upstairs to 2F, and fight Zawakku. After defeating Zawakku, the group gets EX180 & 450R, and breeze bracelet. Now, speak to King Teoshisu who is sleeping in bed to get the squall flag. After the scene, follow after King Teoshisu. After the scene, leave the castle, and go south to the Fire Gate. On the way, reply with yes.

Fire Gate

Fight the guards who are blocking the fire gate. After defeating the guards, Gao automatically uses the squall flag to put out the flames on the fire gate. Go thru the gate, and go northeast to the cave called the Noblin's Dwelling. Recommend LV18-LV21 for the three members of the group, and LV9 for the Knight Gacha.

Noblin's Dwelling

There is an inn, a weapon and protector shop. Just buy equipments only for Yoshua. Go all the way to the lower left, and go down the stairs to B1. On B1, go to the lower right, and go down the stairs to B2. The item found inside of the treasure chest on B2 is 100R. On B2, go to the upper left side to an intersection path. The path on the right will take you to B1 where there is a Noblin by himself. On the bottom right side of that Noblin, there is a secret passage (going upward) that will take you to a small area with a treasure chest with the item of glacial armor. In the intersection, go to the path on the top left side, and go up two-flight of stairs to exit the cave. After that, go to the Witch's Tower which is nearby.

Witch's Tower

Speak to the Witch Majooru, and reply with yes to get the root of new life. The three witches will recovers the group's HP & MP. After that, leave the tower, and go north to Gadarl's Fort. Recommend LV20-LV22 for the three members of the group, and LV11 for the Knight Gacha.

Gadarl's Fort

Go all the way up to the fort's entrance. At the entrance of the fort, speak to General Kashuta, and reply with yes twice to get the guidance sword for Gacha. After that, go into the fort, and go thru the door on the left which will take you to a lot of rooms that have a series of warps that go to the place where Gadarl is at. The items found inside of the treasure chests are guri root, 500R, pepariru fruit, jiiba mustache, glacial armor, beginning apple, glacial shield. Fight Gadarl. After defeating Gadarl, the group gets EX240 & 699R, and the firebird necklace. At the entrance of the fort, the Knight Gacha and General Chan will leave the group. Then, the magic sage Bararaato who appears makes Yoshua a full magician. The magician Yoshua gets the Sage's mantle and the magic tonkachi. After the magic sage Bararaato leaves, the group goes falling "DOWN THE WORLD" to Princess Nashia's Castle.

Princess Nashia's Castle

Go to the left, and go up the stairs to 2F. The items found inside of the treasure chests on 2F are jiiba mustache, guri root, medallion shield. On 2F, go to Ponparu's room which is on the left, and search Garakitta's coat to get Princess Nashia's room key. Go to Princess Nashia's room which is on the right, and use the key to open the door. Now, go inside Princess Nashia's room. After the scene, the Knight Roland will come into the room. Reply with yes, and the Knight Roland becomes a friend. After that, go back downstairs to B1. On B1, go to the church which is in the lower left, and speak to the soldier. After the scene, go the blacksmith which is on the lower right, and speak to the blacksmith. After Yoshua makes the singing handbell, reply with yes, and go back to the church. In the church, go to the front of the bell, and use the singing handbell to destroy the bell. After the scene, go down the ladder (the hole) into the Underground Cave to B1. Recommend LV22-LV27 for the group.

Underground Cave

On B1, go to the upper left, and go down the stairs to B2. In the upper left area of B1, there is a secret passage (going upward) that will take you to a small area with a treasure chest with the item of gringo ring. On B2, go to the upper left, and speak to Princess Nashia. The items found inside of the treasure chests are jiiba mustache, guri root, witch's bread. After that, Garakitta and his wife Ponparu will come by. Fight Garakitta. After defeating Garakitta, the group gets EX120 & 488R, and aurora ring. After the scene, the group will automatically return back to Princess Nashia's Castle.

Princess Nashia's Castle

Leave, and go south to Toranjieruda Town. On the way, reply with yes. Recommend LV23-LV28 for the group.

Toranjieruda Town

After that, leave, and go to southwest to Princess Arara's Castle.

Princess Arara's Castle

Speak to one of the guards who are blocking the gate. After that, leave, and go back to Toranjieruda Town.

Toranjieruda Town

Speak to the two girls that are near the town's entrance. Go to the charun shop

which is the middle house on the left, and buy charun for 2000R. After that, leave, and go back to Princess Arara's Castle.

Princess Arara's Castle

Speak to one of the guards who are blocking the gate, and reply with yes. After that, leave, and go back to Toranjieruda Town.

Toranjieruda Town

Go to the charun shop, and speak to the old man who is sitting at the table. Reply with no. Go to the upper right side of the town, and speak to the beggar Hisashuu. The beggar Hisashuu will put on the charun costume, and accompany the group. After that, leave, and go back to Princess Arara's Castle.

Princess Arara's Castle

Speak to one of the guards who are blocking the gate. After the scene, go thru the gate, and go upstairs to 2F. On 2F, go into thru the middle into the throne room, and speak to Garakitta. After the scene, leave the throne room. Now, go to the upper left side, and go up the stairs to 3F. On 3F, go to Princess Arara's room, and speak to Princess Arara. After that, leave Princess Arara's room, and go back to 1F. On 1F, go to the upper right side, and go down two-flight of stairs into the celler. In the celler, speak to the woman. Now, go back to 3F to Princess Arara's room, and speak to the woman who is standing nearby the Princess. After that, leave Princess Arara's room, and go back to 1F. On 1F, speak to the woman who is walking back and forth in the middle of the hallway. Now, go back to 2F. On 2F, go to the throne room, and search on the left side of Garakitta's chair. Fight Garakitta. After defeating Garakitta, the group gets EX175 & 532R, and the oharikon mirror. Now, leave the throne room, and go back to 3F to Princess Arara's room. Fight Garakitta again. After defeating Garakitta, the group gets EX178 & 435R, and the fairy pierced earring. Go inside Princess Arara's room, and use the oharikon mirror on Princess Arara. After the scene, leave the castle, and go back to Toranjieruda Town.

Toranjieruda Town

Go to the fortune-teller's house which is in the upper right side of the town, and speak to the fortune-teller. Outside the fortune-teller's house, speak to the owl, Mustafa, who is nearby. After speaking to the owl, Mustafa, the group will warp to Moon Toranjieruda.

Moon Toranjieruda

Now, go into the Great Witch Taama's house that is nearby, and speak to the Great Witch Taama. Reply with yes. The hero Gao will learn the tarie spell. After the Great Witch Taama removes the barrier in Mosaic Tower, the owl, Mustafa, becomes a friend. Mustafa is level 30. Outside the Great Witch Taama's house, go to the top right side, and search the red fruit garden to get the rejuvenation grass fruit. The protector shop which is in the lower left sells equipment only for Yoshua. After that, leave, and go back to Princess Arara's Castle.

Princess Arara's Castle

On 1F, go to the upper right side, and go down two-flight of stairs into the celler. In the celler, speak to the woman. The woman eats the rejuvenation grass fruit, and transforms into Kyouka Kirarano. Reply with yes to kiss Kyouka Kirarano. After that, leave, and go to northeast Mosaic Tower. Recommend

LV24-LV30 for the group.

Mosaic Tower

Go upward, and go up the stairs to 2F. On 2F, go to the upper right (just walk along the right side of the wall of the middle room), and go up the stairs to 3F. On 3F, go to the upper left, and go up the stairs to 4F. (The only way you can get to the two treasure chests on 3F is by falling down from 5F to 4F into the correct area on 3F where they are at). The items found inside of the treasure chests are guri root x2 (go to the right and left side on 2F), herbal leaf helmet (2F), Sala's apple (3F), paralysis guard mantle (3F). On 4F, go to the top left area, and go up the stairs to 5F. On 5F, go to the bottom area (just walk along the right side of the wall of the room), and go up the stairs to 6F. Recommend LV26-LV31 for the group. On 6F, go up, up, left, up, left, up, up, up, up, and go the room where Domus is at. Fight Domus. Be careful since Domus' offensive strength is high. After defeating Domus, the group gets EX192 & 528R. Now, go up the stairs to 7F. On 7F, go to the bottom area into the room, and speak to the lady. After that, search the stain glass in that room to get the awakening apple. After the scene, Yoshua will learn the spell of gyaradouun and moon barrier. Make sure to remove the knight Roland's equipment. Now, speak to the sleeping Princess Mariya. After the scene, the group will automatically end up in throne room of Princess Arara's Castle. After the knight Roland and the owl Mustafa leave the group, the blue tear knight Gao and the magician Yoshua go falling "DOWN THE WORLD" to the Town of Ruins.

Town of Ruins

Leave, and go east to Kaoshia.

Kaoshia

Go inside to the top area, and go down the stairs to B3. On B3, go to the bottom middle area, and go thru the grayish door which is the entrance into Kaoshia Town.

Kaoshia Town

Go to the upper left area, and go into the Papura Cave. Recommend LV27-LV28 for the blue tear knight Gao and the magician Yoshua.

Papura Cave

Go all the way up to the top right area, and go into the cave. In the cave, first speak to the guy who is standing in front of the wooden box with the elephant. Then, speak to the child elephant. After removing the elephant from the wooden box, go outside, and speak to the man. After that, follow the man into another area. In this area, go all the way to the top area to Muccha's Hideout.

Muccha's Hideout

Speak to the thief Mucha. After that, leave, and go back to Kaoshia Town.

Kaoshia Town

Leave the town area, and go back into B3 of Kaoshia. Recommend LV28-LV29 for the blue tear knight Gao and the magician Yoshua.

Kaoshia

On B3, go to the upper right area, and go down the stairs all the way to B8. On B8, go to the top right area, and go thru the grayish door which is the entrance into the Jewelry Collection Place.

Jewelry Collection Place

Speak to one of the four guards who are blocking the door entrance of the Jewelry Collection Place. After that, leave, and go back up to B3 to Kaoshia.

Kaoshia

On B3, go to the bottom middle area, and go thru the grayish door which is the entrance into Kaoshia Town.

Kaoshia Town

Go to the upper left area, and go into the Papura Cave.

Papura Cave

Go to the left, and go into the cave that's nearby. It is the cave with the sleeping girl called Swan. After the scene, the thief Muccha becomes a friend. Muccha is level 30. Now, leave, and go back to the Jewelry Collection Place. Recommend LV29-LV31 for the group.

Jewelry Collection Place

Speak to one of the four guards. After that, go into the Jewelry Collection Place. Go in the order of right, down, left, up, left, up, right, down, right, up, left, up, up into the room where Shylock is at. While speaking to Shylock, the red ground knight Gacha will come by to re-join the group. The red ground knight Gacha is level 27. Fight Shylock. After defeating Shylock, the group gets EX190 & 800R. There is a treasure chest in the place with the item of the golden decorated armor, but I didn't bother to go back in to get. After that, leave the place, and go back to Kaoshia B8 area.

Kaoshia

On B8, speak to the Kitara tribe who are blocking the path. After that, the thief Muccha leaves the group. Now, go down the stair to Kitara Tribe's Graveyard.

Kitara Tribe's Graveyard

Go upward to the top area, and speak to the elder Jemjem. Reply with yes, and the blue tear knight Gao learns the spell of rasae. After that, go into warp which is behind the elder Jemjem to teleport to another area. In the area, go upward into the Demon Bridge. (Make sure that the fairy Bellbell has 6 wings because each one of her wings will revive only the fallen hero Gao in a battle. It is like a continuation to continuing the battle). Recommend LV27-LV31 for the group.

Demon Bridge

Speak to the devil Barubadora. Fight Barubadora and Elefankia. In battle, use the magic of pepariru cooler (L3-15MP) to revive a fallen member, but only the fairy Bellbell can revive Gao with her 6 wings. After defeating Barubadora and Elefankia, the group gets EX248 & 242R, and a spear of a pouring shadow. After the scene, speak to Elefankia who will fly the group to the other side. Now, go to Darkun Town which is nearby.

Darkun Town

Go to the elder Kawadan's house which is in the lower left, and speak to the elder Kawadan. Reply with yes. After that, leave the elder Kawadan's house, and go to the upper left side of the town to the graveyard. In the graveyard, search the top left gravestone to reveal a hidden stairs. Now, go down the stairs, and speak to the white bone knight Giyaman who becomes a friend. The white bone knight Giyaman is level 35. After that, leave the town, and go southwest to the Withered Branch Forest. Recommend LV28-LV35 for the group.

Withered Branch Forest

Go upward into another area of the forest that has a three-way path. First, go to the left to the next three-way path area. Then, go right into the next three-way path area. Now, go right into the next three-way path area. After that, go right into the next three-way path area to where Geegar is at. Fight Geegar. After defeating Geegar, the group gets EX198 & 772R, kanata spear, and dawn crystal. After that, return back to Darkun Town.

Darkun Town

Go to the curio dealer, and stock up on items such as witch's onion, pepariru fruit, and beginning apple. Go to the center area of the town, and go to the front of the stand to make the blue tear knight Gao put the dawn crystal on the stand. After that, walk thru the dawn crystal to Highland.

Highland

Speak to the sage Karahanta, and the hero Gao will learn the spell of miina. After that, the sage Karahanta will teleport the group to Dead End Castle. Recommend LV30-LV36 for the group.

Dead End Castle

Go up the stairs to 1F. On 1F, there are three doors. The middle door is locked. Go thru the door in the upper right, and go upstairs to 5F. On 5F, go to the lower left side of the room, and search the treasure chest to get the poison board armor. After that, go to the center area of the room where there are two open doors. Now, jump thru the door on the right to a ledge on 4F. On 4F, jump off the bottom area of the ledge to 3F. On 3F, search the treasure chest to get the rainbow-colored shield. Then, jump thru the door on the right to a ledge on 2F. On 2F, search the treasure chest to get the aiuchi sword. Now, jump off the bottom area of the ledge into B1. Recommend LV30-LV37 for the group. On B1, fight Domus. Be careful since Domus' offensive strength is high. In battle, use the spell of crystaria (Gao-to raise the group's defence), pepariru cooler (Gao-to revive a fallen member), faimos (Gacha- to raise the group's attack power). After defeating Domus, the group gets EX248 & 1025R. Now, go upward to get back to 1F where the three doors are at. On 1F, go thru the door in the upper left into the next room. In the next room, go to the upper left, and go upstairs to 2F. On 2F, go to the upper right, and go up the stairs to 3F. On 3F, go to the upper right, and go down the stairs to 2F. The items found inside of the treasure chests along the way are sharing ball (1F), witch's onion (3F), jiiba tail (1F), high kiln (3F). On 2F, go to the upper left, and go down the stairs to 1F. On 1F, go to the lower right to a room with a square hole. Recommend LV32-LV38 for the group. Jump into that hole into B1. On B1, fight Caracalla. Be careful since Caracalla's offensive strength is high. In battle, use the spell of crystaria (Gao), pepariru cooler (Gao), faimos (Gacha). After defeating Caracalla, the group gets EX255 & 604R, life ring, and promised sword. Now, go upward to get back to 1F where the three

doors are at. (You can leave the castle, and go back to Darkun Town to stock up on items such as witch's onion, pepariru fruit, and beginning apple). On 1F, go thru the middle door into the next room, and go up the stairs. On the way, the white bone knight Giyaman will be killed by the witch Ellis' lightning spell. Now, fight the witch Ellis. Be careful since the witch Ellis' offensive strength is high. In battle, use the spell of crystaria (Gao), pepariru cooler (Gao), faimos (Gacha). After defeating the witch Ellis, the group gets EX238 & 650R, and witch's onion. After the scene, Gao and the others will unite the three swords into the prayer sword, and the magician Yoshua learns the spell of Gades. (You can leave the castle, and go back to Darkun Town to stock up on items such as witch's onion, pepariru fruit, and beginning apple for the final battle). Recommend LV32-LV36 for the group. Go further up the stairs, and speak the final boss Mervil. Fight mole griffin. In battle, use the spell of crystaria (Gao), pepariru cooler (Gao), faimos (Gacha). After defeating mol-griffin, the group gets EX210 & 1R, and witch's onion. Fight psycho paiyasu. In battle, use the spell of crystaria (Gao), pepariru cooler (Gao), faimos (Gacha). After defeating psycho paiyasu, the group gets EX220 & 1R, and witch's onion. Fight jurasujurasu. In battle, use the spell of crystaria (Gao), pepariru cooler (Gao), faimos (Gacha), gringo (Gao & Gacha-to fully recover one's HP), and Grinpappa (Gacha-to recover abnormal status of one member). After defeating jurasujurasu, the Blue Tears Knight Gao uses the prayer sword to cut the sage's ball to defeat Mervil. Type in the word of YOMIGAERITAMAE---SAARA to open the door to Sala's shrine, and reply with yes. Inside the shrine, reply with yes.

+++++
THE END

+++++
Item Data

Name	Price	Effect
Jiiba scale	20	Recovers HP60.
Jiiba mustache	100	Recovers HP200.
Jiiba tail	500	Fully recovers HP.
Witch's wine	100	Recovers MP16.
Witch's bread	400	Recovers MP60.
Witch's onion	1200	Fully recovers MP.
Guri bud	10	Recovers abnormal status.
Guri root	150	Recovers abnormal status.
Pepariru fruit	200	Revives a fallen member.
Beginning apple	1000	Fills up one wing of Bellbell.
Sala's apple	5000	Completely fills up Bellbell's wings.

Magic Data

Name	Consumption	MP effect
Gringo	2	Recovers HP.
Grinpappa	3-1	Recovers abnormal status.
Pepariru cooler	15	Revives a fallen member.
Faimos	6	Rises the attack power on all members.
Nemurun	3	Put an enemy to sleep. Range 3x3.
Crystaria	6	Rises the defense power of all members.
Lemuria	6	Makes a enemy become silent. Range 3x3.
Karinga	4	A magic attack of flame.
Exkaringa	18	A magic attack of a 3x3 flame.
Zabanza	20	Starts a tidal wave that damage all members and enemies.
Asurin	4	A magic attack of ice.
Asuringiza	18	A magic attack of a 3x3 ice.
Moon barrier	3	Paralyzes one enemy.
Gyaradoun	20	Damage all members who are in a linear orbit.

```
Bara latch          3          A magic attack of wind.  
Gades              15         Make a skull hits the enemy in battle.  
+++++  
Version 1.0  
By Ritchie (hidall@hotmail.com)
```

This document is copyright ritchie and hosted by VGM with permission.