

Aretha (Import) FAQ/Walkthrough

by ritchie

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ARETHA

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GUIDE

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VERSION HISTORY

v1.0 (03/12/06) - Initial release.

***I added some more cheat codes.

Please use these cheat codes.

Infinite PERA 7E0C833F
 7E0C8442
 7E0C850F
Soul of Fire 7E0D6E03
Soul of Water 7E0D7003
Soul of Wind 7E0D7203
Soul of Earth 7E0D7403
Soul of Light 7E0D7603
No Encounter 7E13CD0E
EXP after battle 7E0436FF
 7E0437FF

About the game

The Super Famicom version of the popular Game Boy series. An RPG where you act with the party of four people or less, and fights while cooperating with a companion. It becomes an all direction battle system to fight the enemy who is not only at the front but at the back, left and right.

Seara's House

Now, speak to Seara who is in the next room to get the gold ring, medical herb bag, potion A & meragen A. After that, leave the house. Now, search the wooden box that's on the left side of the house for the leather boots. Make sure to equip the leather boots on Ariel. After that, go all the way down to where the exit sign is at, and go into Fawcett Forest. Recommend LV2 for Ariel. (In battle, use the L or R button to move from side to side).

Fawcett Forest

Now, go all the way down to where the exit sign is at, and go south to Nineve Town which is nearby.

Nineve Town

Now, go to the medicine shop with the leaf sign, and speak to Arma who is behind the counter to get the red bag, potion A, & meragen A. Make sure to buy new equipment for Ariel. (Search the wooden box on the left that's in front of elder's house which is in front of the medicine shop for an exilir A). After that, leave the town, and go back to Fawcett Forest.

Fawcett Forest

Now, go upward, and there is a scene. After that, go left thru the trees, and then go downward. A hole will appear in the grass (lower left), and Ariel will fall thru that hole into the Dwarf Cave.

Dwarf Cave

Now, go upward, and go into the room on the left that's nearby with the green-haired boy, Pill. After that, speak to Pill who will accompany Ariel. (Search the treasure chests for a meragen A & leather armor). Make sure to equip Ariel with the leather armor. Now, go to the upper left, and speak to Pepetto who is blocking the door. After that, go upward, and speak to Jack. There is a scene. Now, fight Ent x2. In battle, use Ariel's magic of air bose A (4MP) on the Ents. After defeating Ent x2, there is a scene, and Ariel gets back the red bag & the green egg. A hole will appear in the ground, and Ariel & Jack will fall thru that hole back into Fawcett Forest.

Fawcett Forest

There is a scene. After that, go all the way up, and go back into Seara's House.

Seara's House

Now, speak to Seara, and there is a scene. After that, the blue dragon, fang will join Ariel. Now, go back into the house, and speak to Seara to get an exilir A, potion A & meragen A. After that, leave the house, and go back into Fawcett Forest.

Fawcett Forest

Now, go all the way down, and speak to the old man who is nearby the exit sign. After that, choose yes, and the old man will accompany Ariel & Fang. Now, go all the way up, and then go to the left. After that, go upward to exit the forest. Now, go to Etna Mountain which is nearby. Recommend LV5 for the duo.

Etna Mountain

Now, go to the upper right, and goto the front of the cave. There is a scene. In the cave, go to the lower right, and go into the next area. In this area, go around to the upper right, and search the huge crystal. There is a scene. After that, the boy, Doll, becomes a friend. Now, go back into the other area to where the entrance is at, and there is a scene. After that, leave the mountain, and go back to Fawcett Forest.

Fawcett Forest

Now, go back to Seara's House.

Seara's House

There is a scene. After that, go back into Fawcett Forest.

Fawcett Forest

Now, leave the forest, and go back to Nineve Town.

Nineve Town

Now, go to the medicine shop, and speak to Arma. There is a scene. After that, leave Arma's house. Now, go into the elder's house which is in front of the medicine shop, and speak to the elder who nearby the door to hear the story of Aretha. Choose "no" because the elder will repeat the same story over again. After that, leave the elder's house. Now, go back to the medicine shop, and speak to Arma. After that, leave Arma's house. Now, go into Jack's house which is on the left side of the entrance, and speak to Jack who is in the bedroom to get the monster picture book. After that, leave Jack's house. Now, search the top barrel that's on the right side of the private house which is on the left side of the weapon shop to get the leather hat for Ariel. Make sure to buy new equipment for the duo. After that, leave the town, and go east to Port Town Santorio.

Port Town Santorio

Now, go to the inn, and go into the barroom which is in the top room on the left. In the bar, speak to Murdoch who is sitting at the top table. After that, Murdock becomes a friend. Now, leave the inn. Make sure to buy new equipment for the trio. (Search the first & second barrels [counting from left to right] that are in front of the ship hotel with an anchor sign to get potion B & meragen B). After that, go to the ship hotel, and go into the room on the top right. In this room, speak to the man who is behind the counter, and choose yes twice to get the ticket (50PERA). After that, leave the ship hotel, and speak to the red-haired man who is nearby the ship's dock. Then, the ship will automatically take the group to Port Town Dayle.

Port Town Dayle

After Murdock leaves the group, go to the old man's house which is behind the tool shop with a candlestick sign, and speak to the old man. Now, leave the town, and go east to Cause Mountain.

Cause Mountain

Now, go around to the uppr right, and go into the cave. (Search the treasure chest for an elixir A). In the cave, go to the upper right, and go thru the opening into another area of the mountain. In this area, go upward, and search the pointy edge of the cliff to get the sapphire of Shil. After that, go back into the cave. In the cave, go to the lower left, and go thru the opening into another area of the mountain. In this area, go upward, and search the front door the wizard Wallace's house. There is a scene. Wallace will talk to the group about the "mixed form" which is magic to create an equipment by selecting a total number of souls of each of the four elements of fire, water, wind, earth & light, and then combining that given total number of each souls. If the total number of souls changes, you will get a different equipment. The total number of souls increases as you go from town-to-town. As a reminder, weapons can only be made with fire, helmets can only be made with water, options or others can only be made with wind, armors can only be made with earth, and shields can only be made with light. [Select (#1), Change (#2), Start (#3) & Stop (#4)]. Make sure to make the weapon of nail's revenge with fire (10 souls) for Fang. Now, choose "stop (#4)." After that, Murdoch rejoins the trio again. Now, leave the mountain, and go back to Dayle Town.

Dayle Town

Now, go back to the ship's dock, and go thru the gate which is nearby the green-haired man. Then, the ship will automatically take the group to Port

Town Albairra.

Port Town Albairra

Make sure to buy new equipment for the group. Now, go to Harrison's house which is on the right side of the tool shop with a candlestick sign, and speak to Harrison who is in the room on the top left. (Search the barrel on the left that's on the right side of Harrison's house for a meragen S). After that, leave the town, and go south into Molbur Forest.

Molbur Forest

Now, to the upper right, and go into the cave. Search the treasure chest on the left which is in the cave for a meragen A. In the cave, go around to the right, and go down the stairs to B1. Search the treasure chest fo a glebe, cure sleep & potion A. On B1, go around to the upper right, and go up the stairs to 1F. On 1F, go to the lower left, and search the green plant to get the medical herb. After that, leave the forest, and go back to Port Town Albairra.

Port Town Albairra

Now, go back to Harrison's house, and speak to Harrison to give him the medical herb. After that, leave the town, and go back into Molbur Forest.

Molbur Forest

Now, go into the cave. In the cave, go back to the area where you found the medical herb. In this area, go thru the opening at the bottom to go into the forest area. In this area, go downward to exit the forest. After that, go southeast to Castle Town Estarrant.

Castle Town Estarrant

Make sure to buy new armor for Murdock. After that, leave the town, and go east to Jura Mountain.

Jura Mountain

Now, go upward, and go into the top cave. In the cave, go around to the lower left, and go thru the opening into another area of the mountain. In this area, go to the right, and there is a scene. After that, go upward, and go into the cave. In the cave, go all the way to the right, and go thru the opening into another area of the mountain. In this area, go into the next cave that's nearby. In this cave, go to the upward, and go thru the opening into another area of the mountain. In this area, speak to the injured man who is nearby to get the silver knife. After that, go back into the cave. In the cave, go downward, and go thru the opening back into the other area of the mountain. In this area, go all the way down to exit the mountain, and go east to Port Town Listhorn.

Port Town Listhorn

Now, go to the weapon shop that's in the front of the inn, and speak to Majuuzu who is behind the counter. There is a scene, and Murdock will leave the group. Now, leave the weapon shop which is Murdock's house, and speak to everyone that's in the town & port area to get some information. After that, go back to the weapon shop (Murdock's house), and speak to Murdock. There is a scene at the dock. Then, the ship will automatically take the trio to Port Town Port-Murcia.

Port Town Port-Murcia

Now, speak to everyone to get some information. Search the barrel that's on the left side of the inn for sling (Doll). After that, leave the town. Now, go east, and go to the forest into Aretha's Shrine.

Aretha's Shrine

Now, go upward, and go into the shrine. In the shrine, go all the way up, and speak to the Shinto priest (Keel). There is a scene.

Balga's Castle

There is a scene, and Ariel will be by herself. After that, Marie will comeby, and join Ariel. Now, go upward thru the hole that's nearby. After that, go to the right, and go thru the opening into the next area. In this area, go all the way to the far lower right, and there is a scene.

Aretha Shrine

There is a scene, and Marie leaves Ariel. After that, try to leave the shrine, and there is a scene. Kyle will join Ariel. Now, leave the shrine, and go northwest to Haroharo Town.

Haroharo Town

Make sure to buy new equipment for the duo. Now, go to the right side of the medicine shop with the leaf sign, and speak to boy named Billy. After that, go into the medicine shop, and speak to the person who is behind the counter. Now, leave the medicine shop. After that, go around to the back (the top left side) of that medicine shop to go inside of Mim's house, and speak to Mim who is with the dragon, Fang. There is a scene. After that, try to leave the town, and Fang will rejoin the duo. Now, go back to Port Town Port-Murcia.

Port Town Port-Murcia

Now, go downward, and go into the port area where the four warehouses are at. After that, go into the fourth warehouse (counting from left to right). In the fourth warehouse, go up to the top, and search the strange color wooden box. There is a scene, and the trio will be taken onto the ship. There is a scene, and then Dalahide joins thetrio.

Port Town Listhorn

Now, go into the town area, and go back to the weapon shop (Murdock's house). In the weapon shop, speak to Murdock. There is a scene, and Fang gets cat nail. Make sure to buy new equipment for Kyle & Dalahide. After that, leave the town, and go back to Jura Mountain.

Jura Mountain

Now, go thru the mountain, and go back to Molbur Forest.

Molbur Forest

Now, go thru the forest, and go back to Port Town Albaira.

Port Town Albaira

Now, go to the ship hotel with an anchor sign, and go into the room on the top right. In this room, speak to the man who is behind the counter, and choose yes to take the ship back to Dayle for 700PERA. Then, the ship will automatically take the group to Port Town Dayle.

Port Town Dayle

Now, leave the town, and go back to Cause Mountain.

Cause Mountain

Now, go all the way back to the wizard Wallace's house, and speak to Wallace. There is a scene. After that, Wallace will teleport the group back to Port Town Listhorn.

Port Town Listhorn

Now, leave the town. After that, go northwest of Port Town Listhorn, and walk into the small pond which is Bangi Desert.

Bangi Desert

Now, go all the way to the upper left. After that, go downward, and then go to the left into Sand Castle.

Sand Castle

Now, go into the castle. In the castle, go all the way up, and go up the stairs to 2F. On 2F, go all the way up, and go up the stairs to 3F. Recommend LV19-LV23 for the group. On 3F, search the green crystal that's nearby to get the gold & silver ring. There is a scene. Now, fight Blue Gene, Bayant & Laface. In battle, use Ariel's magic of air bose A (4MP) on Blue Gene, Bayant & Laface. After defeating Blue Gene, Bayant & Laface, leave the castle, and go back into Bangi Desert.

Bangi Desert

Now, leave the desert, and go back to Port Town Listhorn.

Port Town Listhorn

There is a scene, and Dalahide leaves the group. Now, go back to the weapon shop (Murdock's house), and speak to Murdock. There is a scene, and Ariel gets the pendant. After that, leave the town. Now, go southwest of Port Town Listhorn, and go into Kurdistan Forest which is nearby by the mountains.

Kurdistan Forest

Now, go left, left, up, right, up, right and there is a scene. Choose "to help (#2)," and there is a scene. After that, go to the left thru the trees, left thru the trees, left, down, left and there is a scene.

Giant's Cave

There is a scene. Now, go down to the front of the iron-barred door, and press the down button three times. There is a scene.

Kurdistan Forest

There is a scene, and Torasaco joins the trio. After that, go left, left,

left of the exit sign, and there is a scene. Now, fight Daedabock. In battle, use Ariel's magic of air bosc A (4MP) on Daedabock. After defeating Daedabock, the group will automatically leave the forest. Now, go west, and walk into the small pond which is the West Desert.

West Desert

Now, go left, down, left, down, and speak to the traveling salesman to buy some new equipment for Kyle. After that, go up, left, and then go around the pond to the area where the hut is at. In this hut, speak to the old man who will mention something about the Cohac's lens. After that, leave the hut. Now, go up, left, down into the center area which is surrounded by cactus. There is a scene, and Fang will be separated from the group.

Desert Ant's Cave

There is a scene. Now, go all the way to the far upper left, and go thru the opening into Red Ant's Town.

Red Ant's Town

Now, go all the way to the upper left, and go thru the opening into the Red Queen Ant's room. In Queen Ant's room, go upward, and speak to the Red Queen Ant to get the black box. Now, speak to one of the two red ant soldiers who are nearby the Red Queen Ant to get the bronze medal. Since you have gotten the bronze medal, you can now buy items & equipment at the two shops that are in the town area. Make sure to buy new equipment for Ariel & Kyle. After that, leave the town, and go back into the Desert Ant's Cave.

Desert Ant's Cave

Now, go all the way down, right, up, right, down, right, downward (to brake the stone wall away), all the way to the left, and go thru the opening into Blue Ant's Town.

Blue Ant's Town

Now, go around to the far lower right, and speak to the blue ant who has the mixed form. Make sure to make new equipment for Ariel, and the weapon of flame nail with fire x1 (39 souls) for Fang. After that, go all the way back to the entrance area. At the entrance area, go thru the stone wall that's nearby on the right side into a secret passage, and then go all the way to the lower right thru that passage to where the blue ant soldier who is nearby the entrance of the Blue Queen Ant's room. After that, go into the Blue Queen Ant's room, and speak to the Blue Queen Ant to give her the black box. There is a scene. Now, fight Hell Ant x12. After defeating Hell Ant x12, Ariel gets the agate orb. After that, leave the town, and go back into the Desert Ant's Cave.

Desert Ant's Cave

Now, go back to Red Ant's Town.

Red Ant's Town

Now, go back into the Red Queen Ant's room, and speak to the Red Queen Ant to get the Cohac's lens. After that, Ariel will automatically use the agate orb to warp back to the West Desert.

West Desert

Now, go back into the hut, and speak to the old man to get the Cohac's glasses. After that, leave the desert, and go north to Conron Mountain.

Conron Mountain

Now, go all the way to the far upper left, and then go all the way down to exit the mountain. After that, go west, and go into Spirit Forest which is nearby by the mountains.

Spirit Forest

There is a scene. Now, speak to the fairy (1-4) that's nearby. After that, go upward, and walk into the red pentagram to warp to the next area. In this area, speak to the fairy (2-4) that's nearby. After that, walk into the top red pentagram that's nearby to warp to the next area. In this area, speak to the fairy (3-4) that's nearby. After that, walk into the top red pentagram that's nearby to warp to the next area. In this area, go to the left, and walk into the red pentagram to warp to the next area. In this area, walk into the red pentagram that's nearby on the bottom left to warp to the next area. In this area, walk into the red pentagram that's nearby on the bottom right to warp to the next area. In this area, go to the right, and walk into the red pentagram to warp to the next area. In this area, go upward thru the trees to where the three blue birds are at, and there is a scene. After that, press the up button to search those trees, and Kyle will mention something about searching. Now, walk into the red pentagram to warp to back to the other area. In this area, go into the cave that's nearby. In the cave, go upward. Now, drink the water, and then speak to the human form fairy (4-4) twice to get the fairy staff. After that, leave the cave. Now, walk into the red pentagram that's nearby on the right to warp back to the other area. In this area, go upward thru the trees to where the three blue birds are at, and there is a scene. After that, go upward, and go into the large tree into Fairy Village.

Fairy Village

Now, go around to the upper right. After that, go into the Grand Superior's house, and speak to the Grand Superior. Now, leave the Grand Superior's house. After that, go into the next house that's nearby on the top left side of the Grand Superior's house, and speak to the human form fairy who has the mixed form. Make sure to make new equipment for Ariel. After that, leave the village, and go back into Spirit Forest.

Spirit Forest

Now, go downward, and walk into the red pentagram on the right to warp to the next area. In this area, go upward, and exit the forest. After that, go south to Holy Mountain.

Holy Mountain

Now, go all the way to the upper right, and go into the cave. In the cave, go along the right side to the top area, and go thru the opening into another area of the mountain. In this area, go upward, and go into the cave. In the cave, go all the way up, and search the yellow switch on the wall that's nearby the treasure chest. After that, leave the cave. Now, go upward, and go into the Dragon's cave. In the Dragon's cave, go all the way up, and speak to the Grand Superior. Choose yes. After that, leave the mountain, and go back into Spirit Forest.

Spirit Forest

Now, go downward, and walk into the red pentagram to warp to the next area. In this area, go upward thru the trees to where the three blue birds are at, and there is a scene. After that, go upward, and go into the large tree into Fairy Village.

Fairy Village

Now, go into the Grand Superior's house, and speak to the Grand Superior. After that, leave the Grand Superior's house. Now, go around to the lower left, and go into Zoppel's house which is on the right side of the entrance. In Zoppel's house, speak to Zoppel to make Zoppel joins the trio. After that, leave Zoppel's house. Now, go back to the Grand Superior's house, and speak to the Grand Superior. After that, try to exit the village, and Torasaco will leave the group.

Spirit Forest

Now, leave the forest, and go southwest of Holy Mountain to Tsngsca Cliff.

Tsngsca Cliff

Now, go downward. After that, go to the right, and go into the cave. In the cave, go upward, and search the yellow switch on the left to make a door appear. After that, go thru that door into the next area. In this area, go downward, and go thru the opening into another area of the cliff. In this area, go into the cave that's nearby on the right. In this cave, go around to the lower left, and go thru the opening into another area of the cliff. In this area, go into the cave that's nearby on the right. In this cave, go all the way down, and go thru the opening into another area of the cliff. In this area, go to the right, and go into the cave. In this cave, go downward, and go thru the opening into another area of the cliff. In this area, go into the cave that's nearby on the bottom right into Rainbow Kingdom. After that, go northwest to Rainbow Town.

Rainbow Town

Zoppel leaves the duo. Make sure to buy new equipment for the duo. Now, go all the way to the upper right, and go into the palace. In the palace, go thru the middle into the throne room, and speak to King Zoppee. After that, leave the palace, and search the treasure chest that's nearby on the left five times for zoppee sword. Now, go around to the backside of the palace, and search the top area. Ariel will mention something about an entrance to a place (which is a cave). In this cave, go around to the far lower right, and go thru the opening into another area. In this area, go into the house that's nearby, and speak to Zoppee who is at the top of the room to get the ruby of Shil. After that, leave that house, and go back into the cave. Now, leave the cave, and go back into the town area. Now, go into the wizard Zoppee's house that's nearby the top steps, and speak to the wizard Zoppee who has the mixed form. Make sure to make new equipment for Ariel. After that, try to leave the town, and Zoppel will come by. Choose yes to make Zoppee rejoins the duo. Now, go all the way northeast to Rainbow Mountain.

Rainbow Mountain

Now, go around to the far upper right, and then go into the cave. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go thru the opening on the left into the next area. In this area, go to the upper left, and go up the stairs into the next area. In this area,

go all the way around to the lower left, and go thru the opening into another area of the mountain. In this area, go upward, and go into the cave. In the cave, there is a scene. Now, fight Biin Biin & friends. After defeating Biin Biin & friends, Ariel gets the earth orb (1-4). Now, leave the mountain, and go back to Rainbow Town.

Rainbow Town

Now, go back to the palace, and speak to King Zoppee. There is a scene, and Zoppel leaves the duo. After that, leave the town, and go back to Tsngsca Cliff.

Tsngsca Cliff

Now, leave the cliff, and go back to Spirit Forest.

Spirit Forest

Now, go back to Fairy Village.

Fairy Village

Now, go back to the Grand Superior's house, and speak to the Grand Superior. After that, leave the village, and go back into Spirit Forest.

Spirit Forest

Now, go downward, and walk into the red pentagram on the left to warp to the other area. In this area, go to the left, and walk into the red pentagram to warp to the other area. In this area, go to the lower left, and walk into the red pentagram to warp to the other area. In this area, walk into the red pentagram on the top right to warp to the other area. In this area, go downward, and leave the forest. After that, go all the way north to the Ice Cave.

Ice Cave

Now, go to the upper left, and go into the cave on the left into the next area. In this area, go to the upper left, and go thru the door into the Ice Shrine.

Ice Shrine

Now, go all the way up, and go thru the door into the throne room. In this room, go upward, and there is a scene. After that, Doll comes by to rejoin the duo. Now, fight Hupnor & friends who are troublesome and annoying. In battle, first get rid off Hupnor's three doubles since Hupnor is the main body. Also, don't use any magic on Hupnor & friends. Use Doll's magic of strength B (10MP) to raise each of the trio's attack power & Doll's magic of healing A/B/C on the trio. After defeating Hupnor & friends, there is a scene. After that, Ariel gets the wind orb (2-4) from the Northern Wind Queen. Now, go back into the other room. In this room, go downward to where there are five pillars which is nearby the entrance door of that room, and search the front of the center pillar to lower the four pillars that's nearby. After that, go back into the Ice Cave.

Ice Cave

Now, leave the cave, and go southeast back to Nineve Town.

Nineve Town

Now, go back to the medicine shop, and speak to Arma. There is a scene. After that, leave the town, and go east to Port Town Santorio.

Port Town Santorio

Now, go to the ship hotel, and go into the room on the top right. In this room, speak to the man who is behind the counter, and choose yes twice to get the ticket (6000PERA). After that, leave the ship hotel, and speak to the red-haired man who is nearby the ship's dock. There is a scene.

Pirate's Ship

During the ship's route, there is a scene, and Kyle will leave the duo. After that, there is another scene, and then the pirate Warwick will join the duo. Now, go thru the door at the bottom onto the ship's deck. On the ship's deck, go to the lower left, and go across the ship's plank to enter the Inside of Leviathan's Body.

Inside of Leviathan's Body

Now, go west to Stomach Town.

Stomach Town

Now, go to the general store which is on the top right. In the general store, speak to the sailor who is on the top left, and choose yes to give him the Cohac glasses. Make sure to buy new equipment for the trio at the general store. After that, leave the general store, and go into the house on the bottom left. In this house, speak to the old man who has the mixed form. Make sure to make new equipment for Ariel & Doll. After that, leave the town and go southeast to Seaweeds Forest.

Seaweeds Forest

Now, go to the lower left, and walk into the red ball to warp to the next area. In this area, go all the way around to the far upper left, and walk into the green ball to warp to the next area. In this area, go around to the far upper left, and walk into the red star to go into another area of the Inside of Leviathan's Body.

Inside of Leviathan's Body

Now, go north to Borrow's house.

Borrow's House

Now, speak to Borrow who will accompany the trio. After that, leave the house, and go back into the Inside of Leviathan's Body.

Inside of Leviathan's Body

Now, go back into Seaweeds Forest. Recommend LV43 for Ariel, LV45 for Doll, and LV54 for Warwick.

Seaweeds Forest

Now, leave the forest, and go back into the Inside of Leviathan's Body.

Inside of Leviathan's Body

Now, go back to the Pirate's Ship.

Pirate's Ship

There is a scene. Now, fight Mega Catol & tentacles who are troublesome & annoying. In battle, get rid of each of the 9 tentacles first. Also, Mega Catol uses water magic to attack & recover. Use Doll's magic of strength C (24MP) to raise each of the trio's attack power. After defeating Mega Catol & tentacles, Ariel gets the water orb (3-4). There is a scene, and Warwick separates from the duo. There is another scene.

Port Town Listhorn

Now, go back into the town area. After that, go back to Murdock's house, and speak to Murdock. Now, leave the town, and go west back to Jura Mountain.

Jura Mountain

Now, go thru the mountain, and go back to Castle Town Estarrant.

Castle Town Estarrant

Now, go into Raphael's house which is at the back of the inn, and speak to Raphael who is in the middle room on 1F to give him the silver knife. Raphael will accompany the duo. After that, leave Raphael's house, and go into the castle. In the castle, go into the throne room, and speak to King Foizel to get the gold card. After that, Raphael will leave the duo. Now, leave the town, and go back to Jura Mountain.

Jura Mountain

Now, go thru the mountain, and go back to Port Town Listhorn.

Port Town Listhorn

There is a scene, and Dalahide rejoins the duo. Now, go back to Murdock's house, and speak to Murdock. There is a scene, and Fang rejoins the trio. Make sure to equip Fang with the flame nail. After that, leave Murdock's house, and go back into the port area. In the port area, go into the ship hotel, and speak to the man who is behind the counter to show him the gold card. After that, leave the ship hotel. Now, go to the right, and go on the ship. Now, sail east, south, all the way east, north, east, north, east, south, east, and sail into Dotton Port.

Dotton Port

Now, go upward, and go into Dotton's house. In Dotton's house, go into the top room, and speak to Dotton to get some information. After that, exit Dotton's house. Now, go upward, and go thru the exit. After that, go all the way north to Pinat Volcano.

Pinat Volcano

Now, go all the way around to the lower right, and go into Lave Cave.

Lave Cave

Now, go to the upper right to where the cross stone pillars are at, and

search the front of middle stone pillar to get the emerald of Shil. After that, go to the lower right. Then, go all the way around to the center, and go up the stairs into Dwarf Country. Now, go all the way around to the east, and go into Egil's Cave.

Egil's Cave

Now, go to the upper right, and go thru the door into a room where Egil's is at. In this room, speak to Egil, and there is a scene. After that, leave the cave. Now, go around to the upper right, and go to Domdom Town.

Domdom Town

Make sure to buy new equipment for the trio. Now, go to the inn. In the inn, go upward, and go into the barroom. In the barroom, speak to the woman who is behind the counter, and choose yes to buy the magma bun for 500PERAs. After that, leave the inn, and go into the house that's on the left side of the inn. In this house, go upward, and speak to man who has the mixed form. Make sure to make new equipment for Doll. After that, go back to barroom, and buy another magma bun for 500PERAs. Now, leave the town, and go all the way to the far southeast to Doros Castle.

Doros Castle

Now, go upward, and go speak to the soldier on the left. After that, go into the castle. In the castle, go thru the middle door into the next room. In this room, go upward, and go thru the door into the throne room. In the throne room, go upward, and speak to King Dosken to give him the magma bun. After that, leave the castle, and go back to Domdom Town.

Domdom Town

Now, go back to the inn. In the inn, go into the barroom, and speak to the red-haired man to get some information. After that, leave the town, and go back to Egil's Cave.

Egil's Cave

Now, go back to Egil's room, and speak Egil. After that, leave the cave. Now, go west of Doros Castle, and then go all the way around to the far southwest to Pivot Mine.

Pivot Mine

Now, go to the left, and there is a scene. After that, go up the middle passage, and go thru the door into the next area. In this area, go to the upper left, and go thru the door into the next area. In this area, go around to the lower right, and go thru the door into the next area. In this area, go down, and then go to the left. Now, search the gray gem to get the teranium. After that, leave the mine, and go back to Egil's Cave.

Egil's Cave

Now, go back to Egil's room, and speak Egil. Choose yes twice, and there is a scene. Egil's ship will automatically take the group to another area of Dwarf Country. After that, go northeast to Flame Tower.

Flame Tower

Now, go to the upper right, and go up the stairs to 2F. On 2F, walk onto the

warp circle to teleport to the roof of the tower. On the roof, go all the way around to the far upper right, and then go all the way to the left. After that, walk onto the warp circle to teleport to another room. In this room, go up the stairs into the next room. In this room, go thru the wall that's nearby on the left, and go into the next room. Recommend LV46-49 for the group. In this room, speak to the old man who is nearby. Now, fight Bydora. In battle, use Doll's magic of strength C (24MP) to raise each of the group's attack power, and Ariel's magic of airbolt (20MP) on Bydora. After defeating Bydora, Ariel gets the flame orb (4-4). Now, leave the tower, and go back onto Egil's ship. On Egil's ship, speak to Egil, and there is a scene.

Egil's Cave

There is a scene. Now, go back to Egil's room, and speak to Egil. After that, leave the cave, and go back to Doros Castle.

Doros Castle

Now, go into the castle, and go back into the throne room. In the throne room, speak to King Dosken. After that, leave the castle, and go all the way back to Lave Cave.

Lave Cave

Now, go thru the cave, and go back to Pinat Volcano.

Pinat Volcano

Now, go to the volcano, and go back to Dotton Port.

Dotton Port

Now, go to the ship's dock. There is a scene, and Dalahide leaves the trio. Then, Pill will teleport the trio to Holy Mountain.

Holy Mountain

Recommend LV52-54 for the trio. Now, go into the Dragon's cave which is nearby. Make sure to remove only Doll's weapon. In the Dragon's cave, go all the way up, and speak to the Grand Superior. There is a scene. Now, fight Zaihalt who is troublesome & annoying. In battle, Zaihalt will detect the command of the trio, and will also use the magic of terra to reflect the magic of the trio. Make sure to use Doll's magic of strength C (24MP) to raise only Doll's attack power, and use Ariel's magic of bright moon A (6MP) on Zaihalt. Also, make Doll continuously do normal attacks on Zaihalt since Fang & Ariel's normal attacks are useless on Zaihalt. Use Doll's magic of resurrection (32MP) to revive a fallen member. After defeating Zaihalt, there is a scene, and Fang will leave the duo. Then, Elemental Dragon will teleport the duo to Port Town Listhorn.

Port Town Listhorn

Make sure to re-equip Doll with his weapon, and go to the inn to recover the duo's HP & MP. Also, make sure to buy a lot of meragen D (900PERA) which recovers 300MP for one member at the medicine shop. Now, go back to Murdock's house, and speak to Murdock. After that, leave Murdock's house, and go into the port area. In the port area, go to the upper right, and speak to Kyle who will rejoin the duo. After that, go back into the town area. In the town area, go back to Murdock's house, and speak to Murdock. After that, leave Murdock's house, and go back into the port area. In the port area, go into

the ship hotel. In the ship hotel, speak to the man who is behind the counter, and choose yes to use the ship. Now, sail east to Port Town Port-Murcia.

Port Town Port-Murcia

After that, go upward, and speak to one of soldiers who is blocking the gate. Now, fight Balga's Knight x3. In battle, use Doll's magic of force A (25MP) on Balga's Knight x3. After defeating Balga's Knight x3, there is a scene, and Minea joins the trio. After that, go east, and go to the forest into Aretha's Shrine.

Aretha's Shrine

Now, go into the shrine, and there is a scene. Then, Minea will teleport the trio into the true Aretha's Shrine. Make sure to get the jasmine sword (Kyle) in the room on the left and the dress couture in the room on the right. After that, go upward, and go thru the middle door into the next room. In this room, there is a scene. After that, choose yes, and then choose either "Syria (#1)" or "Minea (#2)" or "Marie (#3)." [(Syria: recovery and attack magic), (Minea: weapon attack), (Marie: both magic and weapon)]. Choose "Marie" + "yes." Then, the group will be teleported back to other Aretha's Shrine. Now, leave the shrine, and go north to Balga's Castle.

Balga's Castle

After that, go upward, and speak to one of soldiers who is blocking the gate. Now, fight Balga's Knight x3. In battle, use Doll's magic of force A (25MP) on Balga's Knight x3. After defeating Balga's Knight x3, there is a scene. Now, go into the castle. (Make sure to use a meragen D to recover Doll's MP or go back to the nearest town [Haroharo Town] to take a rest at the inn). In this castle, go upward, and speak to the soldier who is blocking the middle door. Now, fight Balga's Knight x3. In battle, use Doll's magic of force A (25MP) on Balga's Knight x3. After defeating Balga's Knight x3, go thru that door into the next room. (Make sure to use a meragen D to recover Doll's MP or go back to the nearest town [Haroharo Town] to take a rest at the inn). In this room, go upward, and go thru the door into the throne room. In the throne room, there is a scene. Now, fight Baron Zaelos & Antiparadin x6. In battle, use Doll's magic of strength C (24MP) to raise each of the group's attack power, and use only normal attack on Baron Zaelos & Antiparadin x6. First, get rid of Antiparadin x6. After defeating Baron Zaelos & Antiparadin x6, leave the castle, and go back to Aretha's Shrine.

Aretha's Shrine

Now, go back into the shrine. In the shrine, go upward, and go thru the door into the next room. In this room, there is a scene, and Marie leaves the trio. Then, the group is teleported to another location. After that, go east to Pulse Village.

Pulse Village

Now, go into the house that's on the lower right, and speak to the man who has the mixed form. Make sure to make new equipment for the trio. After that, leave the village, and go southeast to Walzack's Fort

Walzack's Fort

Now, go to the lower right, and go up the stairs to 2F. On 2F, go upward, and go up the stairs to 3F. On 3F, go to the left, and go up two-flights of

stairs to 5F. On 5F, search the red switch that's on the top wall to turn it off. After that, go back to 3F. On 3F, go thru the door that's nearby into the next room. In this room, go downward, and go thru the door at the bottom into the next room. In this room, go to the right, and go up two-flights of stairs to 5F. On 5F, search the red switch that's on the top wall to turn it off. After that, go back to 3F. On 3F, go to the left, and go thru the door back into the other room. In this room, go down two-flights of stairs to 1F. On 1F, search the red switch that's nearby to turn it off. After that, go down the stairs that's nearby to B1. On B1, go upward, and speak to the soldier who is blocking the door. Now, fight Walzack's Knight 74. In battle, use only Doll's magic of force A (25MP) on Walzack's Knight 74. After defeating Walzack's Knight 74, go thru that door into the next room. (Make sure to use a meragen D to recover Doll's MP. If you leave the fort, the switches will reset). In this room, search the red switch on the right that's on the wall to turn it off. After that, go to the lower left, and speak to the soldier who is blocking the way. Now, fight Walzack's Knight 73. In battle, use only Doll's magic of force A (25MP) on Walzack's Knight 73. After defeating Walzack's Knight 73, go upward, and search the white switch that's on the wall to turn it off. After that, go downward, and search the red switch that's on the wall nearby to turn it off. After that, go back to where the two red switches are at, and search the red switch on the right again to turn it on. After that, go upward, and passby the door & the soldier who is nearby that door. Now, go around to the far upper left. In the far upper left, speak to the soldier who is nearby the area of the door & the white switch. Now, fight Walzack's Knight 73. In battle, use only Doll's magic of force A (25MP) on Walzack's Knight 73. After defeating Walzack's Knight 73, Ariel gets the prison key. Now, go thru that door into a room with a red switch that's on the wall, and search that switch to turn it off. Now, leave that room, and go to the far upper right. In the far upper right, there are three rows, three columns, and an open door that's in the center. First, go right, right, down, down. [If you walk straight to the left going towards that open door, a piece of the floor will collapse]. So you have to walk very close behind the walls of the third row (counting from top to bottom) to get to the front of that open door. After that, go thru that door into a room. In this room, go down the stairs to B1. On B1, search the prison door on the left to open it, and there is a scene. After that, Anastasia joins the trio. Now, leaves the fort, and go back to Pulse Village.

Pulse Village

Now, go to the inn, and speak to the woman is behind the counter. There is a scene. Make sure to make new equipment for Anastasia with the mixed form, and buy some meragen D (900PERA) which recovers 300MP for one member at the medicine shop. After that, leave the village, and go southeast to Lorrain Castle.

Lorrain Castle

Now, go upward, and speak to the soldier in the middle who is blocking the gate. Now, fight Lorrain Knight & Dark Knight x2. In battle, use only Doll's magic of force A (25MP) on Lorrain Knight & Dark Knight x2. After defeating Lorrain Knight & Dark Knight x2, go into the castle. In the castle, go upward, and go thru the door into the next room. In this room, go thru the door that's nearby into the next room. In this room, go to the left, and go up the stairs to 2F. On 2F, go up the stairs that's nearby to 4F. On 4F, go downward, and speak to the knight who is blocking the way. Now, fight Lorrain Knight x3. In battle, use only Doll's magic of force A (25MP) on Lorrain Knight x3. After defeating Lorrain Knight x3, go downward, and go up the stairs to 5F. On 5F, speak to the knight who is blocking the way. Now, fight Lorrain Knight x3. In battle, use only Doll's magic of force A (25MP) on

Lorrain Knight x3. After defeating Lorrain Knight x3, go upward, and go up the stairs to 6F. On 6F, go upward, and go thru the door into the next room to speak to Viscount Bashim. There is a scene. Now, fight Hyper Bashim. After defeating Hyper Bashim, there is a scene.

Lorrain's Town

After Anastasia leaves, and then Fang rejoins the trio. If you go into the house that's on the right side of the weapon shop, speak to the boy who has the mixed form to make new equipment. After that, leave the town thru the exit at the top. Now, press the A button to make Fang fly in the air. After that, fly northeast across the sea to Largo Island which has a small forest & some mountains.

Largo Island (Optional)

Now, press the A button to land onto the grassy area of that island, and walk into the small forest. Now, fight Blue Dragon (Seiryuu). In battle, use normal attacks on Blue Dragon. After defeating Blue Dragon, Ariel gets Trinea which completely recovers HP & MP. Now, press the A button, and fly southeast across the sea to the West Desert.

West Desert (Optional)

Now, go left, down, left, left, up to where the six pillars are at. After that, search the front of pillar #4 (counting from left to right), and then search the front of pillars #2, #5, #4 (counting from left to right) to insert the three Shil's jewels. After that, go to the left, and walk onto the warp tile to teleport into Shil's Shrine.

Shil's Shrine (Optional)

Now, go to the right, and go thru the opening into the palace. In the palace, go to the upper right, and speak to Shilkee or Shilbee to get Aretha CD which is Aretha's music CD that you can listen to. After that, leave the shrine, and go back into the West Desert.

West Desert

Now, leave the desert. After that, press the A button, and fly northwest across the sea back to Lorrain's Town. [Make sure to go back to Lorrain's Town to buy a lot of meragen S (1500PERA) to fully recovers one's MP and potion S (900PERA) to fully recovers one's HP at the medicine shop]. Now, fly north of Lorrain's Town to Marmut Mountain.

Marmut Mountain

Now, go upward, and go into the cave. In this cave, search the switch that's on the wall. After that, leave that cave. Now, go all the way to the right, and go into another cave. In this cave, search the switch that's on the wall. After that, leave that cave. Now, go around to the far upper left, and go thru the trees into the Wizard's Mansion.

Wizard's Mansion

Now, go into the mansion. After that, go into the room that's in the upper right, and search the front of the bottom bookshelf. There is a scene. After that, go upward, and go thru the door into the next room. In this room, go to the lower left, and go thru the door into the next room. In this room, there is a scene, and Doll leaves the group.

Marmut Mountain

Now, go to the lower right, and go back into the cave. In this cave, search the switch that's on the wall. After that, leave that cave. Now, go to the lower left, and leave the mountain. Nearby that mountain, press the UP button to make Fang fly upward into the Flying Castle.

Flying Castle

Now, go to the lower right, and fight Blue Wyvern. In battle, use normal attack on Blue Wyvern, After defeating Blue Wyvern, continue to go all the way to the lower right, and walk onto the green circle warp to teleport to another area. In this area, make sure to search the treasure chest for the dragon armor for Fang. Now, go downward, and walk onto the green circle warp that's nearby to teleport to another area. In this area, go downward, and fight the Grey Wyvern. In battle use Ariel's magic of airbolt (20MP) on Grey Wyvern. After defeating Grey Wyvern, there is a scene. After Kyle leaves, Doll rejoins the duo. Now, go to the upper right. After that, go around to the left to where the green circle warp, and fight Red Wyvern. In battle, use Ariel's magic of airbolt (20MP) and Doll's magic of force A (25MP) on Red Wyvern. After defeating Red Wyvern, there is a scene, and Leila joins the trio. Now, go to the left, and walk onto the green circle warp to teleport to another area. In this area, go to the right, and walk onto the green circle warp to teleport to another area. In this area, go upward, and speak to Marquis Zafan. Now, fight Marquis Zafan. In battle, use normal attack on Marquis Zafan. After defeating Marquis Zafan, there is a scene. After that, fly southeast across the sea on Fang to Sphere Town.

Sphere Town

Now, go upward, and go thru the gate into Vandalr Empire Castle.

Vandalr Empire Castle

Now, go to the left, and speak to the Empire Knight who is blocking the door. Now, fight Girder x2. In battle, use Doll's magic of strength D (80MP) on Leila, and use Leila's normal attack on Girder. After defeating Girder x2, go thru that door into the next room. In this room, go to the upper right, and speak to the Empire Knight who is blocking the door. Now, fight Girder & Killer. In battle, use Doll's magic of strength D (80MP) on Leila, and use Leila's normal attack on Girder & Killer. After defeating Girder & Killer, go thru that door into the next room. In this room, go upward, and speak to one of the Empire Knights who are blocking the door. Now, fight Girder x2 & Killer x2. In battle, use Doll's magic of strength D (80MP) on Leila, and use Leila's normal attack on Girder & Killer. After defeating Girder x2 & Killer x2, go thru that door into the next room. In this room, go upward, and speak to the Empire Knight who is blocking the door. Now, fight Red Dragon. In battle, use Doll's magic of strength D (80MP) on the group and use normal attack on Red Dragon. After defeating Red Dragon, go thru that door into the next room. In this room, there is a scene. Now, fight Prince Balbatos. In battle, use Doll's magic of strength D (80MP) on the group and use normal attack on Prince Balbatos. After defeating Prince Balbatos, there is a scene. After that, go thru the door at the top into the next room. In this room, go upward, and walk onto the purple circle to teleport into the Dimensional Castle.

Dimensional Castle

Now, go around to the upper left, and search the treasure chest for the

ultistaff for Ariel. After that, go around to the lower right, and search the treasure chest for suit armor for Leila. Now, go all the way around to the far lower left, and walk onto the red warp tile to teleport to another area. In the area, go all the way around until you reach the area where Emperor Hyumil is at. After that, there is a scene. Now, fight the final boss Gatanasoa. In battle, use Doll's magic of strength D (80MP) on the group and use normal attack on Gatanasoa.

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THE END

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Version 1.5

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