

Dragon View FAQ/Walkthrough

by Meowthnum1

Updated to v3.0 on Jan 13, 2004

```
  _ _ _ _ \          _ _ _ _ \      _ _ _ _ \      _ _ _ _ \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
 \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
```

```
   _ _ _ _ \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \
```

```
  _ _ _ _ \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
```

```
  _ _ _ _ \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
  \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \      \ \ \ \ / \
```

```
| Drakkhen 2: Dragon View |
| For the Super Nintendo Entertainment System |
| FAQ/Walkthrough |
| By Meowthnum1 (Meowthnum1 [at] metacrawler [dot] com) |
| Version 3.0 |
| Last Updated: 8/25/02 |
| ~~~~~ |
| http://pub84.ezboard.com/bmeowthnum1sgaming for help. |
```

Table of Contents:

- I. Introduction
- II. Controls
- III. Story
- IV. Walkthrough
 - 4.01: To Casdra and the Keire Temple
 - 4.02: To Miraj and the Ortah Temple
 - 4.03: To Orusort and the Sektra Temple
 - 4.04: To Neil

4.05: To Mt. Badsel and the Underworld

V. Bosses

VI. PAR Codes

VII. Last Words

7.01: Copyright

7.02: Revision History

7.03: Credits

7.04: Bye-bye!

I. Introduction

Welcome to my guide for Drakkhen II, or Dragon View (oddly enough, the sound pretty close). I will refer to your character as his default name, Alex. This RPG has a somewhat different overworld view than most RPGs, as we can see the monsters (clouds) before we fight them, and, as a result, avoid a lot.

II. Controls

Button	Function
A	Secondary weapon in battle, leave map screen
B	Jump, scroll through text, look at a specific map
X	Special sword attack
Y	Use primary weapon
L	Nothing
R	Bring up map screen
Start	Brings up inventory screen
Select	Nothing

~~~~~

I am the master of charts, no? ;)

III. Story

Long ago, the gods created the dragons as their hands. That is, the Dragons did what the gods wanted them to do to the Keire Island: settle the disorder. One day, a great war broke out among the dragons. One hero, along with his three companions, was appointed by the gods to settle this war. He succeeded and was given the pendant Guardrak as thanks. The Guardrak has been passed down to every warrior in that hero's house. Now, Alex has the Guardrak. One night, he gives it to his girlfriend, Katarina. The next day, Katarina is kidnapped by Argos, a very powerful wizard. She drops the Guardrak, and the quest begins...

IV. Walkthrough

Yes, "friends," now it is time for the [insert witty joke here] of this FAQ, the walkthrough (and might I add, half of the name FAQ/Walkthrough). If you cannot defeat an enemy, then LEVEL UP. Also there is a merchant that travels from Huija to Casdra to Miraj, and back selling HP jars. That should help.

--4.01: To Casdra and the Keire Temple--

(Damn...half of this document will have red lines under it) As the game

begins, you are training with your master Damme in Rysis. Katarina runs up to you and says that her grandfather, Master Qunos, went to the Arsenal this morning and hasn't returned. You get a map (Huija Map) and go..

Arsenal

-----

Once here (you are taken automatically), take out the green lizard, and go to the far right. Enter the door at the top. Here you see Qunos. After a bit of dialogue, you are told to go back to Rysis...FAST!

Rysis

-----

As you return, you see Argos. He kidnaps Katarina. Qunos returns about now... He sees the pendant, and gives it to you. He then gives you 150 Jade. Now it is time...

Outside, follow the path until it forks. At the fork, go right to enter the town.

Huija

-----

Once here, go all the way to the far right of town. Enter the house and talk to the man. He'll tell you to go to Tylon's shop in the back. Leave the house, and go behind it. Talk to the lady out front. She'll let you in. Talk to Tylon to get a Storehouse Key. Now go to the temple at the front of town. Heal, save, and leave.

Follow the path north, and stay on the path. Soon you'll be back at the Arsenal.

Arsenal

-----

Take out the lizard, and go through the door. Here, you'll get the Hauza. Now leave the Arsenal.

Go back along the path. When you see Huija, take a left, and then go right at the next fork. Make sure you're around level 3, and enter.

Storehouse

-----

The first room is easy enough. Go through the door. In this room, take out all of the enemies, and then go through the top door. Take out the armor enemies, open the chest to get a key, enter the next room, take out these enemies, get the potion from the chest, and go back to the room before the armor enemies. Open the chest to get some Armor Energy, and then go through the bottom door. Dispose of the enemies, and carry on. Get rid of the armor enemies, and use the key to get through the top door. Beat the enemies, and go through the door. Now you face the boss.

PIERCIA

Easy enough. Hit him with your sword, and then get to the bottom of the screen to avoid his charge. Follow him, and repeat the strategy. He'll be down quite fast. Once you beat him, he'll explode in to a lot of hearts.

Enter the top door, open the chest to get 200 jade, and then touch the box that says danger on it. That's the dynamite. Leave the way you came in.

Go straight, left at the fork, and left at the next fork.

Huija

-----

Once you arrive here, you see events at another place... a Demon Knight yells out to Argos that Piercia has been destroyed. Argos comes in, talks for a moment, and then leaves. After the Demon Knight fumes about having to call a human his lord, you fade back in to Huija. Go to Tylon's shop, and he'll tell you that your bombs will be ready shortly. In the mean time, go down, and talk to the red-cloaked man. He'll sell you an HP capacity jar for 200 jade. Buy it. Now go to the shop. Buy a potion, and then go back to Tylon's. Get the bombs from the table in the corner, save, and then leave Huija.

Follow the path right, and then take a left at the fork.

Galys Pass

-----

Climb the stairs, go right, and climb these stairs. Take out the enemies and go left. Watch out for falling rocks! Equip the bombs, and use them to destroy the rock. Continue left, up the stairs, right, and down the mountain. Go right, down the stairs, and right. Enter the cave. Get the HP capacity, and leave. Go left, down the stairs, and leave.

Now you are on the Casdra map. Use the map to get to Casdra.

Casdra

-----

Go to the far right. Talk to the girl, and she'll tell you that she hid her father's bow in the North Cave. Talk to the man inside the house that the girl is in front of. He'll give you the lake map. Leave.

Follow the path to the fork. Go right. Soon the path will end. Keep straight until you reach water. Follow the water all the way right, and enter the tree stump that you see.

North Cave

-----

Break the pots, and open the chest to get the bow.

Go back all the way up the coast. Find the star and stand on it. It'll change color. Go back to Casdra.

Casdra

-----

At the entrance, go to the back, and go right, past the grave. Enter the door with the symbol on it. You are told that you need a way to melt the ice. Leave, and follow the map to the southeast part. Using the Lake Map that the man gave you, find the lake cave. Talk to Rochester, and open the chests. Now go back to Galys Pass.

Galys Pass

-----  
There is a shortcut we can take. Go up the stairs and right. Instead of going up these stairs, go right, and enter the cave. Cross the bridge, and exit. Now go right, and down the stairs.

Work your way back to Rysis.

Rysis

-----

Go to the far house, and talk to Qunos. He'll give you the Serpent Scales. Now leave.

Instead of going on the path, use the map to find the star. Stand on the star, and it'll change to a green and brown color, and then to a blue color. Now you warp back to the other star. Get back on to the Casdra map, and work your way to the cave that is in a little area of its own. This is the cave of fire.

Cave of Fire

-----

Equip the Serpent Scales. Extinguish the fire, and enter the top door. Take out the beetle enemy. Enter the door. Enter the next door, go across the bridge, through this door, take out the enemies, and through the next door. Soon you'll come to a fork. Take the bottom door, take out the enemy, and take this door. Push the statue, enter the door, take out the enemy, enter the door, take out these enemies, enter the door, get the MP upgrade, and enter the door. Use the top door, avoid/destroy the enemy, enter the door, get the sword upgrade, and enter the door. In the next room, take out the enemy, push the statue, and enter the door. Drop down the pit, use the Serpent Scales on the fire down here, enter the door, enter THIS door, and enter the top door. Make your way back to where you dropped down. With the fire gone, enter this door. Soon you'll be at the boss...

FIRE DEMON

Hit it, and then avoid its charge. Also, on occasion, it'll shoot a fire wave at you. It'll try to home in on you, but will not go backwards. He'll be down quickly.

In the next room, you get the Fire Ring. Now leave.

Once outside, go back to the Casdra Star. Around there is a tree stump. Enter it, and have your Fire Ring upgraded. Search for another stump to get a new sword technique. Now get to Casdra.

Casdra

-----

Save, go by the shop and buy some potions, crystals, and arrows, and enter the house with the symbol on the door. Talk to the wizard. He'll let you by, and give you the Snow Map. Stand on the warp point.

Enter the first cave on your right. Pass the healer, and go down the stairs. Here you can get an HP capacity upgrade. Enter the cave that is marked on the map.

Fortress

-----  
At the beginning, go left, use the fire ring on the ice pillars, and go left. Take out the enemy and go up. Take the far door. Take the left door. Now take the far right door. Melt the ice and drop down. Continue going until you reach a large room that has an eye in it. The eye shoots out electricity. Now prepare for the hardest boss of the game.

#### ICE DEMON

Hit the demon, watching out for its ice crystals. Soon the crystals come together to form an eye. You have to hit the eye when it is open while watching out for the main body that charges at you.

Get the Ice Ring in the next room. Drop down the hole. Go right, and down to get a Crystal. Now go up. Push the skeleton out of the way. Push this skeleton, get the Hauza upgrade, and come back out. Push the skeleton again. Keep on going and soon you'll enter the first room of the fortress. A "young" wizard named Cliff dashes out. After your conversation with him, you'll get a map. Carry on through the door he came through, and step on the warp.

Enter the cave to get an armor upgrade. Explore the rest of the area to get a Sword Upgrade. Now enter the large building.

#### Keire Temple

-----

Kill the lizard. Take the top door to heal and save. Now take the right door. Continue through the dungeon, and you meet Giza. After he leaves, the High Wizard comes in. After he heals you, enter where he came in, and keep going. Talk to the professor, and investigate all of the orbs. Now you can leave. Leave the Keire Temple area, and the Snow area.

#### Casdra

-----

Well, now you know what you have to do. Save.

--4.02: To Miraj and the Ortah Temple--

From here go southeast. Go past the lake map. Explore the area to find a tree stump that has a secret sword technique in it. Get it. Make sure you get the Lightning Ring from the Falls area. Head in to the desert. NOTE: before you go here, go to the south of the island, and enter a cave called Meadow. Here you'll find an HP capacity jar. Once in the desert, seek out the cave called Quicksand. Enter the first door, take out the enemies, enter the next door, and tell the cloaked guy that you've not heard about the sandworms. Exit. Now roam the desert until you find a golden (actually it is rather reddish) sandworm. Take it out to get the horn. Now go back to the Quicksand cave. Enter the far door, and blow the horn. The lions will shake their heads. Enter the door, and go to the far door. Go straight, and activate the star. Using the map, enter Miraj.

#### Miraj

-----

Go to the house in the far back corner. Enter it, and enter the back room.

Give the magician a crystal. Go left and examine the next house. Talk to the lady to get a key. Enter the next house. Enter the door and go down. Go right, jump over the pit, enter the door, and fall down this pit. Take the left door. Go right across the bridge. The rest is easy enough. Now you come out in Yuna's room. She'll talk to you. Now leave Miraj, and go through the quicksand cave. Upon coming out, play the horn. A new path will appear. Follow it. Soon you'll reach a small brick. Approach it, and a giant temple will appear. Enter.

#### Ortah Temple

-----

Enter the door, fall down the quicksand, go right, get the sword energy, go right, get the key, come back to the third room (after the quicksand), and through the closest door. From this point on, I'll assume that you know how to get through the dungeons, so I'll just list the door you should take when it comes to a fork. Go down the first quicksand pit (in the room with the sandworm). At the next fork, where you could go right or straight, go straight. In the next room, push the left statue. Next two forks are both right doors. Now bottom door. Top door. This time it is the far door, NOT A QUICKSAND PIT.

#### JOKER

He'll fly around the room, landing to attack you. The easiest way to do this is to hit him while he's in the air, and move when he lands. His attacks are very easy to avoid anyhow.

After he's gone, go through the door. Talk to the Dragon Gods, go through the door, get the map, and return to the room where the dragon gods are.

You are now outside the Ortah Temple. Find the lion heads, and enter them to get things. Once you're done, head north to the swamp area. Enter the cave (Forest) to get an MP Capacity upgrade...which is guarded by tough enemies. Keep going until you reach a town.

--4.03: To Orusort and the Sektra Temple--

Go to the far end of town, and talk to the professor. He tells you about a machine that he created to enter Sektra Temple. Leave the town. First, however, go down from the shop, and talk to the woman in the house. She'll tell you that Fess is gone. You have to find him in the Jade Mines. Follow the path. When you reach a fork that could take you west, follow it, and activate the star. Search around for a Wet Cavern. Tell the guy that he hurt your feelings. He'll promise to give you his chest if you destroy a hundred demons. Get back to Orusort. From there go to the right wall (if you're standing in front of it), and hug it. Go forward until you reach a cave.

#### Jade Mine

-----

This time I will be telling you which holes to blow up. At the beginning, go left, and push the statue. At this point, keep going (don't blow up floors yet). When you reach a fork, go down. Blow up this floor, and go right. Go up the stairs, and keep going. When you reach the first floor that you can blow up, do so. You'll fall in to a pit. Talk to the fallen person. He'll turn in to a pathetic monster. Take him out, and continue through the door.

#### DIRT DEMON

Don't ask. Anyways, just hit him, and get to the top of the screen before he charges. Watch out for his fire waves.

Enter the next room. Press these pedals in this order: middle, left, right. This will activate the machine that you need to use to get to Sektra Temple! Leave.

Using that handy little thing we call a "map", go to Sektra.

Sektra Temple

-----

Your ice ring freezes the water so you can cross. Keep that in mind. After the first two rooms, use your ice ring to freeze the water, and get a key. Go left, and use the key. Freeze the water, grab the key, and continue. Soon you'll come to a fountain. Freeze the water, go up, and to the right. Get the key. Now come down, and go through the bottom door. The rest of the dungeon is easy enough. At one point, you think you're stuck. If you ever think you're stuck remember: there are ALWAYS things behind waterfalls.

DRAGON

Freezing the water here will do you no good. Instead, wait for him to curve around when he's out of the water, and strike him with your sword, and then duck in to the water. Soon he'll be gone.

Proceed in to the next room. You will get the Soldrak pendant upgrade. Now leave the temple, and go south. Work your way back to Huija. FIRST MAKE SURE TO SEEK OUT THE STUMP NEAR SEKTRA AND GET A LIGHTNING RING UPGRADE. This will be required later. Also, revisit the snow fields. Go to the part of it that is NOT on your map, and seek out the Ice Ring upgrade.

--4.04: To Neil--

Huija

-----

Remember Randy? The guy who told you about the Galys landslide? No? He's on the far side of town. Go in to the back room, and open the two treasures. With these, go back to the Casdra region. First, buy some bombs and crystals from the shop. Go southeast, and find the town of Neil.

Neil Ruins

-----

Enter the farthest house from the entrance. Nothing is here, so leave. Before you can leave, two children come out. They tell you a story. Go northwest to enter a tree stump.

Well

-----

Push the statue off, and go right. At the first fork, go down, down, right, right, and jump off in to the pit. Go up (note: instead of going up, you could go right, and that would lead you to an HP upgrade). Now you have to shoot an arrow across the pit and hit the dragon. To hit it, stand at the bottom, and shoot. Now you find Ogma. After a bit of dialogue, he'll direct you to the Illusion Forest. Follow your map.



--4.05: To Mt. Badsel and the Underworld==

Forest

-----

There isn't much I can do to help you here...just use the Blessing, and she'll guide you. Soon you'll reach a large statue called the woodland guardian. She'll talk to you, and then you exit.

Mt. Badsel

-----

Go left at the beginning. That is the only fork.

Now you are truly on the mountain. Find a large rock, and walk in to it. Enter this cave. Take out the monsters, and go through the top door. Blow up the rock, and enter that door. Use an arrow, and take out the monster. Continue to get the Fire Boots. Leave. Now go to the cave that is on your map.

Mt. Badsel

-----

This entire area is self-explanatory. Note: in the cave, you'll face Piercia and the Fire Demon again. Soon you'll be at a rainbow gate. Prepare to enter the Underworld. AKA no man's land. AKA the mapless (is that even in the dictionary?) place. As you come out, go right. You will face Argos. Before you can battle him, the Demon Knight will kill him. He'll create a healing circle as repentance. He'll ask you, as his dying wish, to save Giza's soul. Leave. Now just look around for the big palace.

GIZA'S PALACE

-----

Final level. I'm not going to write a walkthrough for this area. Why? I WANT you to get lost. That way, you can train. You should be at least at level 40 by the time you reach Giza. If you are at level 40...I said at least, not at most. Soon you'll reach the game's final boss...

GIZA

At first it appears as though the battle is fought for you. As Giza loses health, he turns in to a giant monster. Avoid his charges and magic waves. He'll also throw something, which has very limited range at you. In order to hurt him, you must jump, and hit him in the face. He'll be dead soon. He's not the hardest final boss, but he's not the easiest (\*points to Earthbound\*).

\*\*\*\*\*SPOILERS\*\*\*\*\*

Now Giza's sister tells him that demons had decided to kill Giza the day she became sick. She made a bargain with them to exchange his life with her's. That is why she died. Giza apologizes, and the Prime Orb is yours once again. Sit back, and enjoy the rest of the "ending".

V. Bosses

Name: Name of boss  
Location: Place, map  
Strategy

Name: PIERCIA  
Location: Storeroom, Huija  
Easy enough. Hit him with your sword, and then get to the bottom of the screen to avoid his charge. Follow him, and repeat the strategy. He'll be down quite fast. Once you beat him, he'll explode in to a lot of hearts.

Name: FIRE DEMON  
Location: Cave of Fire, Casdra  
Hit it, and then avoid its charge. Also, on occasion, it'll shoot a fire wave at you. It'll try to home in on you, but will not go backwards. He'll be down quickly.

Name: ICE DEMON  
Location: Ice Fortress, Ice Fields  
Hit the demon, watching out for its ice crystals. Soon the crystals come together to form an eye. You have to hit the eye when it is open while watching out for the main body that charges at you.

Name: JOKER  
Location: Ortah Temple, Ortah  
He'll fly around the room, landing to attack you. The easiest way to do this is to hit him while he's in the air, and move when he lands. His attacks are very easy to avoid anyhow.

Name: DIRT DEMON  
Location: Jade Mine, Swamp  
Don't ask. Anyways, just hit him, and get to the top of the screen before he charges. Watch out for his fire waves.

Name: DRAGON  
Location: Sektra Temple, Swamp  
Freezing the water here will do you no good. Instead, wait for him to curve around when he's out of the water, and strike him with you sword, and then duck in to the water. Soon he'll be gone.

Name: GIZA  
Location: Giza's Palace, Underworld  
At first it appears as though the battle is fought for you. As Giza loses health, he turns in to a giant monster. Avoid his charges and magic waves. He'll also through something, which has very limited range at you. In order to hurt him, you must jump, and hit him in the face. He'll be dead soon. He's not the hardest final boss, but he's not the easiest (\*points to Earthbound\*).

## VI. PAR Codes

These were all discovered by JNg. Thanks to him for these.

7E7095FF

7E7096FF

7E7097FF

- Gives you enough experience to reach master level (above level 45) in one fight.

7E213125

7E213225

7E213325

- Gives you infinite jade. WARNING : do not save your game with this code on or your save game will be deleted!

7E212305

- Gives you five keys - enough to clear all the dungeons

7E210101

- Gives you a bomb, useful in the Jade Mine!

7E211A0x

7E211B0x

- Your sword level - x can be 0 to 5

7E21200x

7E21210x

- Your armor level - x can be 0 to 5

7E211C0x

7E211D0x

- Your Hauza level - x can be 0 to 5

## VII. Last Words

--7.01: Copyright--

Dragon View, Drakkhen 2, and all characters, stages, items, and other related things are copyright Kemco 1996. This guide/FAQ/walkthrough is copyrighted (c) 2002 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws, and it is prohibited to take any piece of this document and reproduce it in anyway without the written consent of the author. Any website or other medium found to have this document without permission will be dealt with to the fullest extent of the law. Feel free to print it, or any part of it FOR PERSONAL USE ONLY. Please contact the author (Meowthnum1@hotmail.com) if you find this on ANY SITE but GameFAQs (<http://www.gamefaqs.com>), contact the author ASAP.

--7.02: Credits--

-Devin (DMorgan) (<http://www.gamefaqs.com/features/recognition/3579.html>)

-Colin (CMoriarty) (<http://www.gamefaqs.com/features/recognition/4280.html>)

-Dallas (<http://www.gamefaqs.com/features/recognition/3855.html>)

-Matt (MHulbert) (<http://www.gamefaqs.com/features/recognition/4150.html>)

-Alex (Pop) (<http://www.gamefaqs.com/features/recognition/7659.html>)

-Steve (Psycho Penguin),  
(<http://www.gamefaqs.com/features/recognition/9471.html>)

-Dingo (DJellybean) (<http://www.gamefaqs.com/features/recognition/2226.html>)

-AstroBlue (<http://www.gamefaqs.com/features/recognition/4127.html>)

-Alaska Fox (<http://www.gamefaqs.com/features/recognition/7818.html>)

For being such great people, with whom I seem to be able to talk about to a lot. They are all great, and you should check out their work sometime!  
Thanks guys!

CjayC for being the great, funny guy that he is, with so much work put in to GameFAQs.

-JNg (<http://www.gamefaqs.com/features/recognition/795.html>), a fellow author for this game, for his PAR codes.

-Me for making this

--7.03: Revision History--

Version 1.0: The initial release of this guide. Everything is done except the walkthrough, which is about 35% done

Version FINAL: I finished this a day early. Yay. I added the ASCII art at the top, and finished the walkthrough.

--7.04: Bye-bye!==

Hope you enjoyed reading this guide...however many people do \*starts to count: 1 (me), 2 (JNg), 3-13 (FAQ Mafia), 14 (guy that needs help on this)\*  
o\_o;;

END OF FILE

This document is copyright Meowthnum1 and hosted by VGM with permission.