

Elfaria (Import) FAQ/Walkthrough

by ritchie

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Elfaria: The Isle of the Blest

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GUIDE

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Note

Make sure to search rocks for hidden treasure chests that have items, and also re-enter towns, villages, forests, mountains, forts, valleys and castles to fully recover swoon (death) or the party's HP & MP.

Please use these cheat codes.

Defense (Pyne) 7E13F6FF
Attack (Pyne) 7E13DEFF
Strength (Pyne) 7E137EFF
Quick (Pyne) 7E13AEFF
No Encounter 7E104B00

Battle Command

As a reminder; in the battle, do not choose "OFF" because you will be turning off the usage of the party's magic and that is like a quick death sentence for the party. Also, make sure to press the A button continuously.

RIGHT and LEFT key - To choose a magic command.
DOWN Key - To escape.
UP key - To cancel the escape

About the game

An evil emperor invaded the different world Elfaria. An RPG where the hero Pyne unfolds a great adventure to defeat this emperor. There is neither money nor experience points in this game, the items are taken from treasure chests and enemies, and their levels go up only when you defeat a boss in a town or castle.

Roma Town

There is a scene and Pyne gets the blue gem from Ell. There is another scene. Then, Razel (magic: recovery & luck), Dr. Upparar (magic: ice & down), and Jien join Pyne as the party of water.

Chapter 1

Water Country Canarna

Roma Town

Items found are mail 02 (the rock that's nearby the elf's tombstone), sword 01 and herb x3 (in the house that's on the right side of the exit). Now, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne." After that, press the A button again, and then

choose "yes" to enter Worth Village.

Worth Village

Items found are herb and nightshade (in the house at the bottom). Now, go into the house that's on top left. In this house, go to the front of the monster, and press the A button to open the command menu. Choose "quest (#1)" + "yes." Now, fight Tenma Fly Jelly and Tenma Harpy x2. After defeating Tenma Fly Jelly and Tenma Harpy x2, press the A button, and the party go to LV2. There is a scene, and Pyne gets the mist blade from King Canarna. Equip the mist blade on Gene. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "UP." After that, press the A button again, and then choose "yes" to enter Damus Village.

Damus Village

Items found are mail 04 (in the house that's nearby the exit) and rod 04 (on B1 of the house that's on the top left) and 'How to Make Dokushibari (the bookshelf on B1 of the house that's on the top left).' Now, go into the house that's on the top right. In this house, go to the front of the monster, and press the A button to open the command menu. Choose "quest (#1)" + "yes." Now, fight Chima Mad Monk and Chima Wisp x2. After defeating Chima Mad Monk and Chima Wisp x2, press the A button, and the party go to LV3. There is a scene. (There is a Blacksmith in the house that's on the top left). After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "UP." After that, press the A button again, and then choose "yes" to enter Sunga Village.

Sunga Village

Items found are henbane (in the middle house on the left). Now, go into the top house on the left house, and speak to Dr. Crouton to get Dr. Crouton's Book. Now, leave that house. After that, go to the upper right, and go into the library. In the library, go to the upper left, and go to the front of the monster who is standing in front of the bookshelf, and press the A button to open the command menu. Choose "quest (#1)" + "yes." Now, fight Gemma Dark Warrior and Gemma Kobolt x2. After defeating Gemma Dark Warrior and Gemma Kobolt x2, search that bookshelf, and there is a scene. Now, go down the stairs to B1. On B1, there is a scene. After that, go upward, and go to the front of the monster, and press the A button to open the command menu. Choose "quest (#1)" + "yes." Now, fight Chima Grand Mage and Chima Mummy x2. After defeating Chima Grand Mage and Chima Mummy x2, press the A button, and the party go to LV5. There is a scene, and Aldis becomes a friend. Incidentally, Aldis, Jenis, Fahmia (magic: recovery & guard) and Arbarus (magic: fire & slow) are the party of fire. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Gal Mountain.

Gal Mountain

Now, speak to Dr. Gandoras who is nearby to get the dokukeshisou which cures poison. After that, go upward, and go into the cave. Items found are mail 05, sword 04, and rod 05. Make sure to fight the monster group of Wolf and Fungus to get the quartz. (You can also get the dokukeshisou and night shade from the defeated monsters that are inside of the cave). Now, go the lower right, and go thru the opening into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, go upward, and go to the front of the monster who is blocking the way, and

press the A button to open the command menu. Choose "quest (#1)" + "yes." Now, fight Wolf and Trent x2. After defeating Wolf and Trent x2, the group gets a ring armor. Now, go upward, and search the last two treasure chests to get the items of sword 07 and fire mace (weapon for Arbarus). After that, leave Gal Mountain. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu again, and choose "move (#1)" + "Aldis" + "down." After that, press the A button again, and then choose "yes" to enter Damus Village.

Damus Village

Now, go into the house that's on the top left. In this house, speak to the Blacksmith (the bald-headed man), and choose "yes" to combine the dokukeshisou & the quartz to get the dark blade. After that, leave the village. On the map, press the A button twice, and choose "Pyne." Now, fight Chima Grand Mage and Chima Mummy x2. After defeating Chima Grand Mage and Chima Mummy x2, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "yes" to enter Hamb Village. Make sure to send Aldis to get some dokukeshisou in Gal Mountain from Dr. Gandoras or inside of the cave.

Hamb Village

Items found are mail 05 (in the house on the right) and sword 05 (the rock on the top right). Now, go upward. After that, press the A button to open the command menu, and choose "tools (#2)" + "use it" + "dokukeshisou" + "yes." Now, walk across the poison flowers, and go into the shrine. In the shrine, go down the stairs that's nearby to B1. On B1, go to the front of the monster, and press the A button to open the command menu. Choose "quest (#1)" + "yes." Now, fight Chima Mystic and Chima Haro Slime x2. After defeating Chima Mystic and Chima Haro Slime x2, press the A button, and the water and fire party go to LV6. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "up." After that, press the A button again, and then choose "yes." Now, go back into the shrine to B1, and search the fire symbol on the wall to get the fire sign. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." After that, press the A button again, and then choose "yes" to enter Fort Ross.

Fort Ross

Items found are thunder blade (the house on the left side of the gate; a weapon for Pyne), ion (a rock; outside the fort), mail 07 (1F; inside the fort), sword 06 (1F; inside the fort), and ice blade (2F; inside the fort - left treasure chest). The party of fire is required to do this. Now, search the flames that are blocking the gate of the fort to make Aldis put it out. There is a scene. After that, press the A button to open the command menu, and then choose "change (#5)" + "Pyne" + "yes" to get the party of water. Now, go into the fort. In the fort, go to the upper right, and go up the stairs to 2F. On 2F, speak to the monster who is blocking the opening, and

choose "yes." Now, fight Chima Mentalist and Chima Skeard x2. After defeating Chima Mentalist and Chima Skeard x2, go thru that opening into the outside area. In the outside area, search the switch on the wall, and choose "yes" to push it. Now, go back to 1F. On 1F, go thru the middle door, and go up the stairs to 2F. On 2F, go up the stairs that's nearby to the roof. On the roof, speak to the monster, and choose "yes." Now, Jinma Sinister and Jinma Skeleton x2. After defeating, Jinma Sinister and Jinma Skeleton x2, go back to 1F. On 1F, go to the upper left, and go up the stairs to 2F. On 2F, speak to the monster who is blocking the way, and choose "yes." Now, fight Tenma Geruuingu and Tenma Slug x2. After defeating Tenma Geruuingu and Tenma Slug x2, the water and fire party go to LV9. Now, leave the fort. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Aba Forest.

Aba Forest (Optional)

Items found are sword 07 (rock) and alumina (rock). Now, go to the upper left, and go into the next area. In this area, speak to the monster who is blocking the way, and choose "yes." Now, fight Gas Mash and Nightmare x2. After defeating Gas Mash and Nightmare x2, go around to the lower right. Now, speak to the monster who is blocking the way, and choose "yes." Now, fight Nightmare and Gas Mash x2. After defeating Nightmare and Gas Mash x2, search the rock that's nearby to get the item of fire armor. Now, leave Aba Forest. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Juno Village.

Juno Village

Item found is mail 09 (the house on the right). Now, go to the upper left, and there is a scene. Make sure to use the item of dokukeshisou to walk across the poison flowers with taking any damage. After that, go to the right, and go into the shrine. In the shrine, speak to the monster who is nearby, and choose "yes." Now, fight Jinma Death Armor and Jinma Idiot x2. After defeating Jinma Death Armor and Jinma Idiot x2, the water and fire party go to LV10. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "yes" to enter Kanarna Castle.

Kanarna Castle

There is a scene. Make sure to use the item of dokukeshisou to walk across the poison flowers with taking any damage. After that, go to the upper right, and go thru the opening into the cave. Items found are mail 09 (a hidden room inside the cave; search the small X on the wall that's nearby the cave entrance), sword 09 (on 2F; the outside area of the castle), mail 10 (a hidden room on 3F; search the small X on the upper right side of the wall), and sword 08 (on 2F). In the cave, go to the left, and go up the stairs into 1F of the castle. On 1F, there is a scene. Now, fight Jinma Death Armor and Chima Mentalist x2. After defeating Jinma Death Armor and Chima Mentalist x2, search the switch on the wall that's nearby, and choose "yes." After that, go back down the stairs into the cave. Now, leave the cave. Make sure to use the item of dokukeshisou to walk across the poison flowers with taking any

damage. After that, go back to the front of the castle, go thru the opening into 1F. On 1F, go to the upper right, and go up the stairs to 2F. On 2F, go thru the opening that's nearby at the bottom into the outside area of the castle. In this area, go to the left, and go thru the opening into the room. In this room, go up the stairs that's nearby to the roof. On the roof, go thru the opening on the right into the room. In this room, go down the stairs that's nearby to 2F. On 2F, search the switch on the wall that's nearby, and choose "yes." After that, go down the stairs that's nearby to 1F. On 1F, speak to Yopinas, and choose "yes." Now, fight Tenma Yopinas. After defeating Yopinas, there is a scene, and the water and fire party go to LV11. Chapter 2 begins.

Chapter 2

Earth Country Forestina

Berry Village

There is a scene, and Pyne get the yellow gem. Then, Karlamon becomes a friend. Incidentally, Karlamon (magic: recovery & quick), Irana, Zek, and Gaud (magic: thunder & nude) are the party of earth. There is a scene. Items found are fire armor (walk onto the X on the grass that's nearby Rishia's statue to fall into a cave; to escape from that cave, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map), sword 08, and mail 09. (Now, leave the village). On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Plum Village.

Plum Village

Now, go thru the opening into the cave. In the cave, go up the stairs that's nearby to the village. Items are sword 09 and mail 11 (walk onto the X on the grass that's nearby Rishia's statue to fall into a cave; search the X on the wall to find the entrance to a secret room; to escape from that cave, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map; on the world map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to re-enter the village). Make sure to use the item of dokukeshisou to walk across the poison flowers with taking any damage. Now, go into the shrine. In the shrine, go down the stairs that's nearby into B1. On B1, speak to the monster, and choose "yes." Now, fight Death Fighter and Ork Soldier x2. After defeating Death Fighter and Ork Soldier x2, the water, fire, and earth party go to LV12. The party of water is required for this. Now, search the water symbol on the wall to get the water sign. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Secoa Village.

Secoa Village

Items are long spear (inside the house on the right) and spike armor (inside the cave on 1F; search the X on the wall to find the entrance to a secret

room). Now, go to the left, and go into the shrine. In the shrine, go down the stairs that's nearby into B1. The party of water is required for this. On B1, go upward, and search the water that's blocking the way to make Pyne remove it. There is a scene. After that, go up the stairs that's nearby into 1F. On 1F, go thru the opening on the bottom right into another area of the village. In this area, go into the house that's nearby. In this house, speak to the monster, and choose "yes." Now, fight Jinma Wild Armor and Jinma Gillman x2. After defeating Jinma Wild Armor and Jinma Gillman x2, the water, fire and earth party go to LV13. (There is a Blacksmith in the house that's on the right). Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Elm Town.

Elm Town

Now, go to the right, and there is a scene. After that, go to the right, and go up the steps. Now, go into the cave. In the cave, go to the upper right, and go up the stairs to 3F. On 3F, go to the lower left, and go into the outside area. In this area, go into the house that's nearby. In this house, speak to the the monster who is blocking the way, and choose "yes." Now, fight Tenma Harness Puppet and Tenma Gerume Worm x2. After defeating Tenma Harness Puppet and Tenma Gerume Worm x2, go thru the opening into the room. In this room, search the treasure chest to get amethyst. Now, return back to the front of the town where the steps is at, and go into the house on the left. In this house, go down the stairs to 1F. On 1F, go to the lower left, and go up the stairs to 2F. On 2F, speak to the the monster who is blocking the way, and choose "yes." Now, fight Tenma Beast Master and Tenma Scorpion x2. After defeating Tenma Beast Master and Tenma Scorpion x2, the water, fire and earth party go to LV15. Now, go thru the opening into the room. In this room, search the treasure chest to get the tin. Item found is fire spear (the outside of the house where you defeated Tenma Beast master). After that, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Rada Fort.

Rada Fort

Now, try to go thru the gate that's nearby, and there is a scene. After that, go thru the gate into yard area of the fort. Items are rod 09 (walk onto the X on the lower left to fall into a cave; search the X on the wall to find the entrance to a secret room), sword 12 (walk onto the X that's nearby Rishia's statue to fall into a cave), parara stone (on the roof of the fort), pera donna (on 2F), and sword 13 (on 2F). In the yard area, go upward, and walk onto the X on the top left that's nearby the tombstone to fall into a cave. In this cave, go upward, and speak to the monster, and choose "yes." Now, fight Tenma Harness Puppet and Tenma Spiral x2. After defeating Tenma Harness Puppet and Tenma Spiral x2, go to the right, and go up the stairs into 1F of the fort. On 1F, go up the stairs that's nearby to 2F. On 2F, go up the stairs that's nearby to the roof. On the roof, there is a scene. Now, go down the stairs that's nearby on the left to 2F. On 2F, speak to the monster who is blocking the way, and choose "yes." Now, fight Tenma Iguanodon and Tenma Chabo Torisu x2. After defeating Tenma Iguanodon and Tenma Chabo Torisu x2, go to the upper left, and go down the stairs to 1F. On 1F, search the switch on the wall, and choose "yes" to open the iron-barred door nearby. After that, go to the right, and speak to the monster, and choose "yes." Now, fight Jinma Calvary and Jinma Shade x2. After defeating Jinma Calvary and Jinma

Shade x2, the water, fire and earth party go to LV18. After that, search the treasure chest for the spike axe. Now, leave the fort. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down" + Pyne." Fight Chima Mentalist and Chima Sukeaad x2. After defeating Chima Mentalist and Chima Sukeaad x2, choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Farr Village.

Farr Town

Now, go to the right, and there is a scene. After that, go into the middle house. In this house, go down the stairs to B1. Item are sword 14 (on B1 in a secret room). On B1, go down the stairs that's nearby to B2. On B2, go downward, and go up the stairs to B1. On B1, there is a scene. After that, go up the stairs to the shrine. In the shrine, speak to the monster, and choose "yes." Now, fight Chima Demon Wizard and Chima Dead Fellow x2. After defeating Chima Demon Wizard and Chima Dead Fellow x2, go back to the front of the village, and go into the house on the right. In this house, speak to the monster, and choose "yes." Now, fight Chima Magician and Chima Troll x2. After defeating Chima Magician and Chima Troll x2, the water, fire and earth party go to LV20. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." There is a scene, and choose "Pyne." Now, fight Chima Magician and Chima Troll x2. After defeating Chima Magician and Chima Troll x2, choose "no." Now, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Aden Town.

Aden Town

Items are zircon (walk onto the X that's nearby Rishia's statue on the left to fall into a cave) and rod 10 (search a rock in the upper left to find a hidden stair), and mail 15 (in the tower on 3F; left treasure chest). Now, go upward, and walk onto the X that's nearby Rishia's statue on the right to fall into a cave. In this cave, go up the stairs that's nearby into 1F of the tower. On 1F, go to the right, and go up the stairs to 2F. On 2F, go upward, and go up the stairs to 3F. On 3F, go downward, and go up the stairs to the roof. On the roof, speak to the monster, and choose "yes." Now, fight Chima Warlock and Chima Slime Lord x2. After defeating Chima Warlock and Chima Slime Lord x2, walk onto the X that's nearby to fall into 3F. On 3F, walk onto the X that's nearby on the left to fall into 2F. On 2F, there is a scene. After that, walk onto the X that's nearby on the top to fall into 1F. On 1F, go to the right, and search the switch on the wall, and choose "yes." Now, speak to the monster, and choose "yes." Now, fight Chima Zappa and Chima Evil Eye x2. After defeating Chima Zappa and Chima Evil Eye x2, the water, fire and earth party go to LV22. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move

(#1)" + "Aldis" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Gist Village.

Gist Village

Items are mail 15 (rock) and sword 14 (hidden room of the library; the treasure chest on the right). Now, go upward, and go into the library which is the house on the left. In the library, there is a scene. Now, go to the upper left, and go to the front of the small black square that's in the middle section of the bookshelves that are in the top row of the room. There is a scene. After that, search that small black square to reveal a hidden door. Now, go thru that door into the hidden room. In the hidden room, speak to the monster, and choose "yes." Now, fight Jinma Dark Knight and Jinma Vital Orge x2. After defeating Jinma Dark Knight and Jinma Vital Orge x2, the water, fire and earth party go to LV23. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Ul Mountain.

Ul Mountain

Now, go upward, and go into the cave. In the cave, go to the left, and walk onto the X to fall into B1. On B1, search the treasure chest for mail 15. After that, walk onto the X that's nearby on the left to fall into B2. On B2, walk onto the X that's nearby on the left to fall into B3. On B3, go upward, and there is a scene. Now, fight Properant and Branch Head x2. After defeating Properant and Branch Head x2, search the treasure chest for ruby. Now, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to re-enter the mountain. Now, go back into the cave. In the cave, go to the left again, and walk onto the X to fall into B1. On B1, walk onto the X that's nearby on the left to fall into B2. On B2, walk onto the X that's nearby on the right to fall into B3. On B3, go upward, and there is a scene. Now, fight Rafureshian and Salamander x2. After defeating Rafureshian and Salamander x2, search the treasure chest for sword 15. Now, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to re-enter the mountain. Now, go back into the cave. In the cave, go to the left again, and walk onto the X to fall into B1. On B1, walk onto the X that's nearby on the left to fall into B2. On B2, walk onto the X that's nearby on the right to fall into B3. On B3, go upward, and there is a scene. Now, fight Rafureshian and Salamander x2. After defeating Rafureshian and Salamander x2, search the treasure chest for sword 15. Now, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to re-enter the mountain. Now, go back into the cave. In the cave, go to the left again, and walk onto the X to fall into B1. On B1, walk onto the X that's nearby on the right to fall into B2. On B2, go upward, and walk onto the X that's nearby to fall into B3. On B3, go upward, and there is a scene. Now, fight Properant and Branch Head x2. After defeating Properant and Branch Head x2, search the treasure chest for rod 12. Now, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to re-enter the mountain. Now, go back into the cave. In the cave, go to the right, and walk onto the X to fall into B1. On B1, walk onto the X to fall into B2. On B2, go upward, and there is a scene. Now, fight Mandoragora and Werebear x2. After defeating Mandoragora and Werebear x2, search the treasure chest for mail 16. Now, press the A button to open the

command menu, and choose "to the outside (#7)" + "yes" onto the map. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." Choose "Pyne." Now, fight Chima Warlock and Slime Lord x2. After defeating Chima Warlock and Slime Lord x2, choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "enter (#2)" + "Karlamon" to go into Forrestina Castle.

Forrestina Castle

Items are nickel (2F), ice stone (3F), and sword 17 (1F; in the room with the four rows of pebbles; search the x on the top wall). The party of earth is required to do this. Now, go into the castle. In the castle, go to the left, and go up the stairs to 2F. On 2F, go around to the left, and go up the stairs to 3F. On 3F, there are two rows of pebbles (top and bottom) on the floor. Make sure to walk on bottom row of pebbles to remove the hole that's blocking the way. After that, go upward, and search the earth symbol on the wall to get the earth sign. Now, go back to 1F. On 1F, search the rock that's blocking the door to remove it. Now, press the A button to open the command menu, and choose "to the outside (#7)" + "yes" onto the map. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Forrestina Castle. Now, go into the castle. In the castle, go upward, and go thru the opening into the next room. In this room, there are four rows of pebbles (two short and two long) on the floor. Ignore the two long rows of pebbles, and just walk onto the short pebbles that's on the top row to remove the hole. Now, go to the upper right, and go up the stairs to the roof. On the roof, go thru the opening into the room, and there is a scene. After that, speak to Ag Uoo, and choose "yes." Now, fight Ag Uoo who is troublesome and annoying. After defeating Ag Uoo, the water, fire and earth party get amazon axe, and go to LV24. There is a scene, and then Chapter 3 begins.

Chapter 3

Murania Empire

Gear Village

There is a scene. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to go into Riri Village.

Riri Village

Item is nickel (top pyramid). Now, go upward, and go into the pyramid at the top. In this pyramid, go upward, and go thru the opening into to the next room. In this room, there is a scene. After that, speak to the monster that's nearby, and choose "yes." Now, fight Tenma Dinopitapatto and Tenma Ramia x2. After defeating Tenma Dinopitapatto and Tenma Ramia x2, the water, fire and earth party go to LV25, and there is a scene. Pyne gets Golba's

medal. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "left." After that, press the A button again, and then choose "yes" to go into Gear Village.

Gear Village

Now, go to the upper left, and go into the house. In this house, speak to the old man who is standing in front of the bookshelf, and there is a scene. After that, go down the stairs that's nearby to B1. On B1, speak to the professor to get the emerald. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to go into Rose Town.

Rose Town

Item is manganese. (There is a Blacksmith in the stairs). Now, go upward, and go into the pyramid. In the pyramid, search the left switch on the wall (you must have a herb in your item menu), and choose "yes" to remove the iron-barred door on the left. Now, go thru that opening in a room. In this room, search the treasure chest. Now, fight Mimic and Jinma Shadow Man x2. After defeating Mimic and Jinma Shadow Man x2, walk around that room, and fight the monster of Jinma Waterman and Jinma Ripper Lizard x2 to get the item of poison stone. Now, leave that room, and go back into the other room. In this room, search the right switch on the wall (you must have a poison stone in your item menu), and choose "yes" to remove the iron-barred door on the right. Now, go thru that opening into the next room. In this room, speak to the monster who is blocking the way, and choose "yes." Now, fight Tenma Bemuzauru and Tenma Anisakisu x2. After defeating Tenma Bemuzauru and Tenma Anisakisu x2, go down the stairs that's nearby to B1. On B1, there is a scene. After that, go up the top stairs into another area. In this area, go upward, and go into the pyramid at the top. In this pyramid, go around to the top, and try not to step on the two lines of pebbles that are on the floor. After that, speak to the monster, and choose "yes." Now, fight Jinma Brad Marvel and Jinma Waterman x2. After defeating Jinma Brad Marvel and Jinma Waterman x2, the water, fire and earth party go to LV27, and get the Royal family's proof. There is a scene. After that, search the treasure chest that's nearby to get fimel spear. Now, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "up" + "Pyne." Now, fight Chima Warlock and Chima Slime Lord x2. After defeating Chima Warlock and Chima Slime Lord x2, choose "no." Now, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to enter Zaza Buddhist Temple.

Zaza Buddhist Temple

Items are siren's claw (on 1F in the pyramid) rod 15 and sword 20 (on 1F in the temple). Now, go upward, and go into the pyramid. In the pyramid, there are three warp tiles. Now, walk onto the middle warp tile to teleport into the room on the left. In this room, walk back onto the bottom warp tile to

teleport into the middle room. In the middle, speak to the monster who is blocking the way, and choose "yes." Now, fight Jinma Dekapiteetaa and Jinma Homunkurusu x2. After defeating Jinma Dekapiteetaa and Jinma Homunkurusu x2, go down the stairs that's nearby to B1. On B1, go upward, and go up the stairs to exit the cave. Now, go into the temple. In the temple, speak to the monster, and choose "yes." Now, fight Tenma Fezaa Moorudo and Tenma Anmo Knight x2. After defeating Tenma Fezaa Moorudo and Tenma Anmo Knight x2, go around to the right, and go up the stairs onto the roof. On the roof, there is a scene. Now, go thru the opening into the room. In this room, go upward, and speak to the monster who is blocking the door, and choose "yes." Now, fight Chima Mad Mage and Chima Dead Walker x2. After defeating Chima Mad Mage and Chima Dead Walker x2, the water, fire and earth party go to LV30. There is a scene. After that, search the top door to go into the next room. In this room, there is a scene. After that, search the treasure chest for ruby blade. Now, go back thru the door at the bottom into the other room, and there is a scene. Sheena becomes a friend. Incidentally, Sheena (magic: wind & curse), Wairu, Papi (magic: recovery & attack) and Torias are the party of wind. After that, leave Zaza Buddhist Temple. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Macal Town.

Macal Town

Now, go upward, and go into the house that's on the left side of the pyramid. In this house, speak to the monster who standing in front of the bookshelf, and choose "yes." Now, fight Tenma Sukairabaa and Tenma Siren x2. After defeating Tenma Sukairabaa and Tenma Siren x2, search the black book that's on the bookshelf, and there is a scene. Now, go down the stairs to B1. On B1, go to the lower left, and go up the stairs to the exit the cave. Now, go into the pyramid that's nearby. In this pyramid, speak to the monster. Now, fight Dageon Yangar and Chima Flame x2. After defeating Dageon Yangar and Chima Flame x2, there is a scene. After that, go thru the opening at the top into the next room. In this room, search each of the three treasure chests that are blocking the way to fight the monster Mimic and Company. After defeating each of the Mimic and company, speak to monster, and choose "yes." Now, fight Chima Evil Priest and Chima Rotten Troll x2. After defeating Chima Evil Priest and Chima Rotten Troll x2, the water, fire, earth and wind party go to LV29. After that, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right" + "Pyne." Now, fight Evil Priest and Rotten Troll x2. After defeating Evil Priest and Rotten Troll x2, choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "right." After that, press the A button again, and then choose "yes" to enter Murain.

Murain

Items are zinc and rod 17. The party of wind is required to do this. Now, go upward, and go into the next area. In this area, speak to one of the guards who are blocking the way, and there is a scene. After that, leave Murain. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Murain. Now, go upward, and go into the next area. In this area, go to the upper left, and walk onto the warp tile to teleport into a room. In this room, go thru the opening at the bottom into the outside area. In this area, go to the lower right, and there is a scene. After that, go to the upper right, and go thru the opening into a room. In this room, walk onto the warp tile to teleport into the next area. In this area, go upward, and walk onto the warp tile to teleport into a room. In this room, go downward, and go down the stairs into 1F. On 1F, speak to the monster who is blocking the way, and choose "yes." Now, fight Jinma Mad Blade and Jinma

Minotaruros x2. After defeating Jinma Mad Blade and Jinma Minotaruros x2, go thru the opening, and there is a scene. After that, go around to the lower right, and go up the stairs to 2F. On 2F, speak to the monster who is blocking the way. Now, fight Dageon Elder and Jinma Minotaruros x2 who are troublesome and annoying. After defeating Dageon Elder and Jinma Minotaruros x2, Pyne gets wild mace, and there is a scene. After that, go thru the opening, and speak to the monster. Choose "yes." Now, fight Chima Demon Cleric and Chima Medusa x2. After defeating Chima Demon Cleric and Chima Medusa x2, the water, fire, earth and wind party go to LV34. After that, leave Murain. On the map, press the A button to open the command menu, and choose "move (#1)" + "Karlamon" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "right." After that, press the A button again, and then choose "no." Then, the monster Animist will recapture Zaza Buddhist Temple, and the 4 parties will loose 3 levels. Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down" + "Pyne." Now, fight Chima Demon Cleric and Chima Medusa. After defeating Chima Demon Cleric and Chima Medusa, choose "yes" to enter Crif Village.

Crif Village

Items are sword 22 (in the cave that's near the entrance) and mail 23 (in the cave on B1). Now, go around to the lower right, and there is a scene. After that, go to the lower left, and go into the cave. In the cave, go around to the lower right, and go up the stairs to exit the cave. Now, go into the pyramid that's nearby. In this pyramid, there are two rows (a top and a bottom) of yellow tiles on the floor. You need to walk onto a tile to remove the object that's blocking the way. After that, go upward, and speak to the monster. Choose "yes." Now, fight Chima Animisuto and Chima Ripper Ghost x2. After defeating Chima Animisuto and Chima Ripper Ghost x2, the water, fire, earth and wind party go to LV32. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left" + "yes" to enter Zaza Buddhist Temple.

Zaza Buddhist Temple

Now, go back into the temple, and defeat Chima Animist and Chima Ripper Ghost x2. After defeating Chima Animist and Chima Ripper Ghost x2, the four parties go to LV35. After that, leave the temple. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up" + "Pyne." Now, fight Chima Animisuto and Chima Ripper Ghost x2. After defeating Chima Animisuto and Chima Ripper Ghost x2, choose "yes" to enter Boa Town.

Boa Town

Items are sword 23 (a hidden room; inside of the cave of the pyramid that is marked with an X on the wall), lucky mace, and mail 24 (in the cave on B1). Now, go thru the gate into the town area. In this area, go into the shrine. In the shrine, speak to the monster, and choose "yes." Now, fight Jinma Chaos Warrior and Jinma Mount Goblin x2. After defeating Jinma Chaos Warrior and Jinma Mount Goblin x2, go down the stairs to B1. The party of water is required to do this. On B1, go upward, and stand in front of the waterfall. There is a scene. After that, climb the steps, and go into the pyramid. In the pyramid, search middle treasure chests to fight Mimic and Lizard Fly x2. After defeating Mimic and Lizard Fly x2, speak to the monster, and choose "yes." Now, fight Chima Healer and Chima Azu Spectar x2. After defeating Chima Healer and Chima Azu Spectar x2, the four parties go to LV37. After that, leave the town. On the map, press the A button to open the command

menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Dagon Village.

Dagon Village

Item is quick stone. Now, go into the cave. In the cave, go thru the opening at the top into the next area. In this area, go to the upper left, and go into the pyramid. In the pyramid, there are two rows (a top and a bottom) of yellow tiles on the floor. You need to walk onto a tile to remove the object that's blocking the way. (Hint: bottom right, bottom middle, top middle). After that, go upward, and speak to the monster. Choose "yes." Now, fight Jinma Berserker and Jinma Goblin Pet x2. After defeating Jinma Berserker and Jinma Goblin Pet x2, the four parties go to LV38. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "left." After that, press the A button again, and then choose "no." Choose "Pyne." Now, fight Chima Healer and Chima Azu Spectar x2. After defeating Chima Healer and Chima Azu Spectar x2, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "left." After that, press the A button again, and then choose "yes" to enter Lei Field.

Lei Field

Item is wind mace. Now, go into the house that's nearby the entrance, and speak to Dr. Megistos to get Megistos' letter. After that, leave the field. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up" + "Pyne." Now, fight Chima Healer and Chima Azu Spectar x2. After defeating Chima Healer and Chima Azu Spectar x2, choose "yes" to enter Elfas Castle.

Elfas Castle

Items are mail 26 (in the castle on 3F), rod 20 (in the castle on 3F), sword 25 (in the castle on 2F), and herb (in the castle on 2F). There is a scene. Now, go to the right, and go into the house. In this house, speak to Marion who is standing in front of the bookshelf, and there is a scene. Now, go down the stairs to B1. On B1, go upward, and go up the stairs to exit the cave. There is a scene, and Pyne gets Rishia's dairy. After that, go into the castle. In the castle, go to the right, and go up the stairs to 2F. On 2F, go to the left, and search the double doors to go thru it into the room. In this room, go down the stairs to 1F. On 1F, go to the upper left, and go up the stairs to 2F. On 2F, go up the stairs that's nearby to 3F. On 3F, go thru the opening at the bottom into the outside area of the castle, and there is a scene. After that, go to the right, and go thru the opening into the room. In this room, go around to the lower left, and go down the stairs to 2F. On 2F, go around to the upper right, and go down the stairs to 1F. On 1F, go around to the upper left, and speak to Dalcan. Now, fight Dalcan. After defeating Dalcan, Pyne gets storm blade, and the four parties go to LV39. There is a scene, and then Pyne gets the wind sign. There is another scene, and then Chapter 4 begins.

Chapter 4 Desire Country

Elfas Castle

There is a scene. After that, leave the castle, and there is a scene. After

that, leave Elfas Castle. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Boa Town.

Boa Town

Items are onyx and thief's blade (on B1). Now, go into the shrine, and go down the stairs to B1. The party of water is required to do this. On B1, go upward, and stand in front of the waterfall. There is a scene. After that, go to the left, and go up the stairs to 1F. On 1F, go up the stairs to exit the cave. After that, climb the steps, and speak to the monster who is blocking the way. Choose "yes." Now, fight Tenma Bullet and Tenma Centipede x2. After defeating Tenma Bullet and Tenma Centipede x2, go into the pyramid. In the pyramid, speak to the monster, and choose "yes." Now, fight Tenma Insect User and Tenma Scrawler x2. After defeating Tenma Insect User and Tenma Scrawler x2, the four parties go to LV41, and there is a scene. After that, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Leis Village. Also, make sure to move the other three parties.

Leis Village

There is a scene. After that, go into the house that's nearby the entrance, and speak to Dr. Megidos to get Megidos' book. Now, leave that house. After that, go around to the upper right, and speak to the monster. Choose "yes." Now, fight Chima Dark Bishop and Chima Metal Golem x2. After defeating Chima Dark Bishop and Chima Metal Golem x2, the four parties go to LV42, and there is a scene. (There is a Blacksmith in the house that's on the top right). Now, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Macal Village. Also, make sure to move the other three parties.

Macal Village

Now, go upward, and there is a scene. After that, go upward, and go into the house on the left. In this house, search the black book on the bookshelf, and there is a scene. Now, go down the stairs to B1. On B1, go to the lower left, and go up the stairs into the shrine. In the shrine, speak to the monster, and choose "yes." Now, fight Chima Astro Roodaa and Chima Death Toro Zombie x2. After defeating Chima Astro Roodaa and Chima Death Toro Zombie x2, the four parties go to LV43, and there is a scene. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "down." After that, press the A button again, and then choose "yes" to enter Riri Fort. Also, make sure to move the other two parties.

Riri Fort

Items are iron (inside the fort on 1F), herb (inside the fort on B1), and rod 21 (a rock on the left side of the fort). The party of water is required to do this. Now, stand in front of the typhoon that's blocking the way, and there is a scene. Then, Sheena gets green gem. After that, press the A button to open the command menu, and choose "change (#5)" + "Pyne" + "yes." Now, go into the fort. In the fort, search the treasure chest that's blocking the way to fight Mimic and Chima Tefu-Spectar x2. After defeating Mimic and Chima Tefu-Spectar x2, go up the stairs that's nearby to 2F. On 2F, go up the stairs that's nearby to the roof. On the roof, go down the stairs on the

right to 2F. On 2F, speak to the monster, and choose "yes." Now, fight Chima Astro Roodaa and Chima Glebe Man x2. After defeating Chima Astro Roodaa and Chima Glebe Man x2, go back up the stairs to the roof. On the roof, go down the stairs on the left to 2F. On 2F, go to the upper left, and go down the stairs to 1F. On 1F, speak to the monster that's nearby, and choose "yes." Now, fight Jinma Sword Master and Jinma Scull Leader x2. After defeating Jinma Sword Master and Jinma Scull Leader x2, search the switch on the wall, and choose "yes" to open the door nearby. After that, go to the right, and search the X on the wall to open an hidden door. Now, go thru that door, and go down the stairs to B1. On B1, go down ward, and search the X on the wall to open an hidden door. Now, go thru that door, and go into room on the upper left. In this room, speak to the monster, and choose "yes." Now, fight Tenma Teherondon and Tenma Sukyura x2. After defeating Tenma Teherondon and Tenma Sukyura x2, the four parties go to LV46. Now, leave the fort. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Gear Village.

Gear Village

There is a scene. Now, go to the upper left, and go into the house. In this house, speak to the monster, and choose "yes." Now, fight Chima Necro Monk and Chima Bloody Eye x2. After defeating Chima Necro Monk and Chima Bloody Eye x2, the four parties go to LV47. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Rose Village.

Rose Village

Item is soul spear (the house that's behind the shrine). Now, go upward, and go into the shrine. In the shrine, go down the stairs to B1. On B1, walk onto the warp tile to teleport to another area. In this area, search the round hole on the wall, and there is a scene. After that, leave the shrine. Now, go all the way up, and go into the house at the top. In this house, speak to the monster, and choose "yes." Now, fight Chima Wizard and Chima Doll Man x2. After defeating Chima Wizard and Chima Doll Man x2, the four parties go to LV48. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "right." After that, press the A button again, and then choose "yes" to enter Crif Village. Also, make sure to move the other two parties.

Crif Village

Items are mail 31 (in the cave on the roof) and attack mace (in the cave on B1). The party of wind is required to do this. Now, go around to the lower right, and there is a scene. After that, go to the lower left, and speak to the red Grif who is blocking the cave's entrance. There is a scene. After that, press the A button to open the command menu, and choose "change (#5)" + "Pyne" + "yes." Now, go into the cave, and there is a scene. Now, go upward, and speak to the monster who is sitting on the throne. Choose "yes." Now, fight Tenma Doragoku Rattaa and Tenma Night Wandaraa x2. After defeating Tenma Doragoku Rattaa and Tenma Night Wandaraa x2, the four parties go to LV49, and there is a scene. After that, speak to King Grif who is sitting on the throne to get red gem. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" +

"Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Chimera Rock. Also, make sure to move the other two parties.

Chimera Rock (Optional)

Items are herb (on 1F), scale armor (a hidden room on 1F), herb (on B1), scale armor (the rock on the right that's on the roof). Now, go into the cave. In the cave, go to the upper right, and search the X on the wall to reveal an hidden opening. Now, go thru that opening into the next area. In this area, go down the stairs to B1. On B1, go to the left, and search the X on the top wall to reveal an hidden opening. Now, go thru that opening into the next area. In this area, speak to Chimera who is blocking the way, and choose "yes." Now, fight Chimera and Care Bear x2. After defeating Chimera and Care Bear x2, search the treasure chest that's nearby to get blaze spear. After that, leave Chimera Rock. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "yes" to enter Murain.

Murain

Items are star sapphire (in the library which in on the lower right side of the castle) and sword 32 (a hidden room on 1F of the castle). There is a scene. Now, go upward into the next area. In this area, go upward, and walk onto the warp tile into the next area. In this area, speak to the monster, and choose "yes." Now, fight Tenma Haizeranchin and Tenma Kuraaken x2. After defeating Tenma Haizeranchin and Tenma Kuraaken x2, go thru the opening at the bottom into the outside area. In this area, go around to the upper right, and go into the castle. In the castle, go down the stairs to B1. On B1, there is a scene. After that, go thru the opening that's nearby into the next room. In this room, speak to the monster, and choose "yes." Now, fight Jinma Demon Armor and Jinma Half Shadow x2. After defeating Jinma Demon Armor and Jinma Half Shadow x2, the four parties go to LV51. Now, leave Murain. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Aldis" + "up." After that, press the A button again, and then choose "yes" to enter Dagon Village. Also, make sure to move the other two parties.

Dagon Village

The party of fire is required to do this. Now, go into the cave. In the cave, go upward, and there is a scene. After that, go thru the opening at the top to exit the cave. Now, go to the upper left, and go down the stairs to B1. On B1, stand in front of the flames that's blocking the opening. Now, go thru that opening into the next area. In this area, go up the stairs to exit the cave. Now, go into the shrine that's nearby. In the shrine, go down the stairs to B1. On B1, search the round hole on the wall, and there is a scene. After that, leave the village. On the map, choose "enter (#2)" + "Pyne" to go into the village. Now, go into the cave. In the cave, go thru the opening at the top to exit the cave. After that, go upward, and speak to the monster. Choose "yes." Now, fight Chima Soosaraa and Chima Modoroido x2. After defeating Chima Soosaraa and Chima Modoroido x2, the four parties go to LV52. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Zaza Buddhist Temple. Also, make sure to move the other three parties.

Zaza Buddhist Temple

Now, go upward, and there is a scene. After that, go upward, and go into the temple. In the temple, search the X on the wall to reveal a hidden opening. Now, go thru that opening into the next room. In this room, and search the X on the wall to reveal a hidden opening. Now, go thru that opening into the next room. In this room, search the X on the wall to reveal a hidden opening. Now, go thru that opening into the next room. In this room, go to the right, and search X on the bottom wall to reveal a hidden opening. Now, go thru that opening into the next room. In this room, go to the left, and search the X on the bottom wall to reveal a hidden opening. Now, go thru that opening into the next room. In this room, go to the right, and go up the stairs to the roof. On the roof, go thru the opening into the room. In this room, there is a scene. After that, go upward, and speak to Sheral. Now, fight Sheral. After defeating Sheral, the four parties go to LV53, and there is a scene. Then, Chapter 4 begins.

Chapter 5

Elfaria Again

Zaza Buddhist Temple

There is a scene. Now, leave the temple. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Lei Village.

Lei Village

Item is sword 33. Make sure to fight the monsters to get the important items of herb, foxglove (jigitarisu), sword 33 and mail 34. Now, go into the shrine. In the shrine, go to the upper right, and search the giant statue of Zoora, and choose "yes" to give him the mail 34. Now, go to the upper left, and search the giant statue of Zoora, and choose "yes" to give him the sword 33 to open the door that's nearby. After that, go thru that door into room. In this room, speak to the monster, and choose "yes." Now, fight Tenma Heaven Beast and Tenma Termite x2. After defeating Tenma Heaven Beast and Tenma Termite x2, the four parties go to LV54, and there is scene. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "no." Make sure that Sheena is still on Zaza Buddhist Temple. Now, press the A button to open the command menu, and choose "enter (#2)" + "Sheena" to go into Zaza Buddhist Temple.

Zaza Buddhist Temple

Make sure that you have the herb and foxglove (jigitarisu) in the tool menu. Now, go upward, and go into the temple. In the temple, speak to the professor (old man with the beard) who is nearby, and choose "yes" to get the restorative. There is a scene. Now, leave the temple. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Lei Village.

Macal Village

Item is rod 23 (on B1 of the cave). Now, go upward, and speak to Tina who is nearby the temple. After that, go into the temple. In the temple, go around to the lower left, and speak to Thomas who is blocking the way. Now, go into the room. In this room, speak to the monster, and choose "yes." Now, fight Chima Satan Sorcerer and Chima Boarhead x2. After defeating Chima Satan Sorcerer and Chima Boarhead x2, the four parties go to LV55, and there is a

scene. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "yes" to enter Riri Town.

Riri Town

Item is sword 37 (on the left side of the entrance). There is a scene. Make sure to fight the monsters to get the important items of shine shield and double axe. Now, go upward, and go into the tower. In the tower, try to go to the upper right, and there is a scene. Now, go up the stairs to 2F. On 2F, speak to the monster, and choose "yes." Now, fight Jinma Evil Swordsman and Jinma Horushutain x2. After defeating Jinma Evil Swordsman and Jinma Horushutain x2, leave the tower, and go into the temple. In the temple, go upward, and walk onto the warp tile on the right to teleport to the right side of the room. In this room, go upward, and search the giant statue of Zora. Choose "yes" to give him the shine shield. After that, walk back onto the warp tile to teleport to the center of the room. In this room, go to the left, and walk onto the warp tile to teleport to the left side of the room. In this room, go upward, and search the giant statue of Zora. Choose "yes" to give him the double axe to open the door that's nearby. After that, walk back onto the warp tile to teleport to the center of the room. In this room, go thru the opening into the next room. In this room, speak to the monster, and choose "yes." Now, fight Chima Shaman and Chima Monokuroposu x2. After defeating Chima Shaman and Chima Monokuroposu x2, the four parties go to LV57. Now, leave the temple, and go back into the tower. In the tower, search the treasure chest for the dragon's horn. Now, leave the town. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Gear Valley.

Gear Valley

Now, go around to the upper left, and there is a scene. The items which are found inside of the cave are dragon's horn, sword 38, and Book of Elzard. Now, leave the valley. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Rose Village.

Rose Village

Item is gold (in the temple on 1F). Now, go upward, and go into the shrine. In the shrine, go down the stairs to B1. On B1, walk onto the warp tile to teleport to another area. In this area, speak to the monster who is blocking the way, and choose "yes." Now, fight Chima Eyeball and Chima King Troll x2. After defeating Chima Eyeball and Chima King Troll x2, search the amulet on the wall to remove it. After that, leave the shrine. Now, go all the way up, and go into the temple. In the temple, go to the upper right, and speak to the monster who is blocking the way. Choose "yes." Now, fight Jinma Tyrano Lizard and Jinma Goburoido x2. After defeating Jinma Tyrano Lizard and Jinma Goburoido x2, walk onto the warp tile to teleport to the left side of the room. In this room, speak to the monster who is nearby, and choose "yes." Now, fight Jinma Tyrano Lizard and Jinma Goburoido x2. After defeating Jinma Tyrano Lizard and Jinma Goburoido x2, walk onto the top warp tile that's nearby to teleport to the center of the room. In this room, go down the stairs to B1. On B1, speak to the monster, and choose "yes." Now, fight Tenma Dino Flapper and Tenma Poison Pet x2. After defeating Tenma Dino Flapper and Tenma Poison Pet x2, the four parties go to LV58. Now, leave the temple, and there is a scene. After that, leave the village. On the map,

press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "right." After that, press the A button again, and then choose "yes" to enter Crif Village.

Crif Village

Item is silver (on B1). There is a scene. Now, go to the lower left, and search the odd looking rock that's by itself nearby the trees to reveal a hidden stairs. Now, go down that stairs into B1. On B1, there is a scene. After that, leave B1. [Make sure to fight the monsters to get the items of shine shield and sword 38; if you take those two items back to Zaza Buddhist Temple, speak to Tom's father (the man with the bald head) for he will make the Muramasa blade]. Now, go into the temple. In the temple, go upward, and go into room that has the locked door. In this room, there are two switches on the floor. Now, step on the switch on the right, and then step on the switch on the left. After that, go to the upper right, and speak to Chimera. Choose "yes." Now, fight Chimera x3 who are troublesome and annoying. After defeating Chimera x3, Pyne get chimera's horn x2. Now, go to the upper left, and speak to Chimera, and choose "yes." Now, fight Chimera x3. After defeating Chimera x3, Pyne get chimera's horn x2, and the middle door that is nearby the two switches is opened. Now, go thru that door into the next room. In this room, speak to the monster, and choose "Yes." Now, fight Chima Chaos Cleric and Chima Eyeball x2. After defeating Chima Chaos Cleric and Chima Eyeball x2, the four parties go to LV59. After that, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "yes" to enter Murain. Also, make sure to move the other three parties to Murain.

Murain

Items are herb (the library room in the temple), elf stone, gold, and rod 25. Now, go upward, and go into the next area. In this area, go to the right, and go into the temple. In the temple, speak to the monster who is blocking the way, and choose "yes." Now, fight Chima Dark Wizard and Chima Geroido x2. After defeating Chima Dark Wizard and Chima Geroido x2, leave Murain. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Aldis" to go into Murain. Now, go back into the temple. In the temple, go upward, and walk onto the warp tile to teleport to another room. In this room, go to the right, and go thru the opening at the bottom into the outside area. In this area, go down the stairs that's nearby into B1. On B1, go around to the upper left, and stand in front of the flames that is blocking the way. There is a scene. Now, leave Murain. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Karlamon" to go into Murain. Now, go back to B1. On B1, go to the upper left, and go thru the opening into the next area. In this area, go to the left, and go up the stairs to exit the cave. Now, go down the stairs that's nearby into B1. On B1, go to the upper left, and stand in front of the rocks that are blocking the way. There is a scene. Now, leave Murain. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Sheena" to go into Murain. Now, go back to B1 where Karlamon removed the rocks that were blocking the way, and go thru the opening into the next area. In this area, go to the left, and go up the stairs into a house. In this house, go thru the opening at the bottom into the next area. In this area, go into the house on the left. In this house, go down the stairs into B1. On B1, stand in front of the typhoon that's blocking the way, and there is a scene. Now, leave Murain. On the map, press the A button to open the command menu, and choose "enter (#2)" + "Pyne" to go into Murain. Now, go back to B1 where Sheena removed the typhoon that was blocking the way, and go thru the opening into the next area. In this area, go up the stairs to exit the cave.

Now, go down the stairs on the right into B1. On B1, go to the right, and stand in front of the waterfall. There is a scene. After that, go to the right, and go up the stairs into the castle. In the castle, go to the left, and speak to the monster. Choose "yes." Now, fight Jinma Chaos Soldier and Jinma Tyrano Lizard x2. After defeating Jinma Chaos Soldier and Jinma Tyrano Lizard x2, the four parties go to LV61. Now, leave Murain. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "yes" to enter Dagon Village.

Dagon Village

Make sure to fight the monsters to get the important items of silver, bloodstone, and herb. The item is sword 40. Now, go upward, and go into the cave. In the cave, go thru the opening at the top into the next area. In this area, go to the upper right, and go into the shrine. In the shrine, go down the stairs to B1. On B1, speak to Hydra Burn that's blocking the way, and choose "yes." Now, fight Hydra Burn and Kimerazaaru x2. After defeating Hydra Burn and Kimerazaaru x2, Pyne gets Hydra's scales. Now, search the amulet on the wall to remove it. After that, leave the shrine, and go back to the front of the village. Now, go into the temple. In the temple, search the giant statue of Zoora, and choose "yes" to give him the silver to open the door that's nearby. After that, go thru that door into room. In this room, temple, search the giant statue of Zoora, and choose "yes" to give him the bloodstone to open the door that's nearby. After that, go thru that door into room. In this room, go to the lower left, and search the giant statue of Zoora, and choose "yes" to give him the herb to open the door that's nearby. After that, go thru that door into room. In this room, speak to the monster, and choose "yes." Now, fight Chima Illusionist and Chima Grey Golem x2. After defeating Chima Illusionist and Chima Grey Golem x2, the four parties go to LV62. Now, leave Dagon Village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Sheena" + "up." After that, press the A button again, and then choose "yes" to enter Elf Village.

Elf Village

Now, go up three flight of steps, and go into the cave. In the cave, go to the left, and go up the stairs into the next area. In this area, go thru the opening on the right to exit the cave. Now, go up two flight steps, and go into the shrine. In the shrine, speak to the Elf's Elder, and there is a scene. After that, leave the shrine, and go back to the entrance of the village. Now, press the A button to open the command menu, and choose "change (#5)" + "Pyne" + "yes." After that, go into the cave that's nearby. In this cave, go upward, and go thru the opening into the next area. In this area, go upward, and speak to Red Dragon, and choose "yes." Now, fight Red Dragon and Green Dragon x2. After defeating Red Dragon and Green Dragon x2, Pyne gets dragon's fang. Now, leave the village. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "down." After that, press the A button again, and then choose "no." Now, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "left." After that, press the A button again, and then choose "yes" to enter Boa Fort. Also, make sure to move the other three parties.

Boa Fort

Item is sword 41 (on 2F). Now, speak to the guard who is blocking the gate, and there is a scene. After that, go thru the gate. Now, go to the upper left, and go into the house. In this house, search the two treasure chests

to get mythrill x2. (If you don't get the mythrill x2 in that house, make sure to fight the monsters to get that item). After that, leave that house, and go into the fort. In the fort, go to the upper right, and search the giant statue of Zoora. Choose "yes" to give him the mythrill. After that, go to the upper left, and search the giant statue of Zoora. Choose "yes" to give him the mythrill to open the door that's nearby. After that, go thru that door into room. In this room, speak to the monster who is blocking the way, and choose "yes." Now, fight Jinma Blood Knight and Jinma Merman x2. After defeating Jinma Blood Knight and Jinma Merman x2, go thru the opening into the next room. In this room, go thru the opening at the top into the next room. In this room, go to the upper left, and go up the stairs to 2F. (Try to avoid stepping on the lines of pebbles that are on the floor on 2F). On 2F, go to the right, and go up the stairs to the roof. On the roof, go downward, and go thru the opening into the room. In this room, speak to the monster who is blocking the way, and choose "yes." Now, fight Tenma Chiranodon and Tenma Octopus x2. After defeating Tenma Chiranodon and Tenma Octopus x2, go down the stairs that's nearby to 2F. On 2F, go down the stairs that's nearby to 1F. On 1F, go downward, and go down the stairs to B1. On B1, go all the way to the left, and speak to the monster, and choose "yes." Now, fight Chima Chaos Bishop and Chima Konfura Medusa x2. After defeating Chima Chaos Bishop and Chima Konfura Medusa x2, the four parties go to LV65, and there is a scene. Now, leave the fort. On the map, press the A button to open the command menu, and choose "move (#1)" + "Pyne" + "up." After that, press the A button again, and then choose "yes" to enter Elfes Castle. Also, make sure to move the other three parties.

Elfes Castle

Items are Orihalcon (in the house on the top left), first mace (weapon for Razel; on 1F), mail 40 (on 1F), diamond, rod 27 (on 2F), and rod 27 (on 1F). Now, go upward, and go thru the gate into the yard area. In this area, go upward, and go into the castle. In the castle, go to the right, and then go thru the opening to the upper right. Now, go up the stairs to 2F. On 2F, go to the left, and speak to the monster, and choose "yes." Now, fight Chima Unokuropusu and Chima Shinguropusu x2. After defeating Chima Unokuropusu and Chima Shinguropusu x2, go around to the upper left, and go down the stairs to 1F. On 1F, go to the upper left, and go up the stairs to 3F. On 3F, go up the stairs that's nearby to 4F. On 4F, go thru the opening into the outside area of the fort. In this area, go to the right, and go thru the opening into the room. In the room, go to the lower left, and go up the stairs into the outside area of the fort. In this area, go thru the opening that's nearby into the room. In this room, speak to the final boss Zoora. Now, fight Zoora. After defeating Zoora, fight Zoora (second form). After defeating Zoora (second form), there is a scene. After that, go upward, and go into the castle. In this castle, there is a scene.

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THE END

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Version 1.0
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