

El Dorado Gate: Volume Four (Import) FAQ/Walkthrough

by ADK

Updated to vFinal on Dec 10, 2001

ELDORADO GATE VOLUME 4 WALKTHROUGH BY ADK,
FINAL VERSION :

Welcome to the fourth chapter of this saga made by Capcom.
I wrote it for people who used my others Eldorado faqs.
I haven't abandoned the saga.

Visit my homepage : <http://advanced.knight.free.fr>
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Also, i want my readers to know that my first language is the french, so you can ask me more about this game either in french or in english. The only thing i haven't done yet is to find all the orga stones of each scenario, so if someone wants to e mail me their locations, be sure he or she will have the full credits.

I have missed only one orga stone in scenario 11.

Final Version : I corrected a lot of mistakes in the guide.

Here is the summary :

- 1 A REVIEW OF THE FOURTH CHAPTER
- 2 WHAT HAS HAPPENED DURING PREVIOUS CDS
- 3 BATTLE SYSTEM AND MAGICS
- 4 WALKTHROUGH
- 5 RETURN TO TERRA FORTUNA
- 6 FAQS AND CREDITS

1 REVIEW :

If you are reading this review, i suppose you have played and completed the three previous volumes. Now you are involved in the story and it will be too bad to not finish it. I say this because this CD is the first where dialogues and maybe events are different if you play with a save file or without it. Honestly if you don't have a save file with scenario 1 to 8 completed refrain to play with this game. Well now, let's talk of volume 4. The presentation changed a little to introduce new heroes but stays the same. Graphically, and it will surprise no one, this game is better than CD 3. I talk only of the decors. This time Capcom seems to have a lack of imagination. If sprites of the scenario 9 are correct it's not always the case in scenario 10 and 11. It's true that some monsters design by Hamano are pathetic, but when Capcom draw a horrible sprite, i have found that Hamano upgraded it. It's hard to admit, especially for me because i hate Hamano, but it's true.

Animations are excellent as usual and the level 3 of magics are welcome as in CD 3.

The sound has lost his quality. Since CD 4, new musics appear and they are not good. They were so horrible that i shut down the volume of my TV. There is one voice, not a dog this

time but a baby. Really it wasn't necessary...

Controls stays the same, so they are perfect.

As usual, the interest changes but this time it's not in the good way. If you have played

with CD 3 you remember one and long story for all the game. You also remember of intense

action as in a true RPG. You can forget all of this. In scenario 9 all what surprised me is

common : you can perform level 3 of magic, create a party and the story is cool.

After this

one i expected the best for scenario 10 and 11. And no...

Scenario 10 is short. Scenario 11 is the sequel of the 10 but it is to be continued. There

is no final boss. What's really disappoint me is that Gomez and the other interfere too much

in the scenarios. As they are short, the new character is being played very few. I

appreciate Mamma only in scenario 11. Also i don't understand why each time we control

Gomez the progression is easy (and sometimes stupid, without surprise) and why the

progression is always hard with Elishin. In scenario 6 for example, the progression with

Gomez was excellent.

It's clear now, if you don't like the saga, you will not like CD 4. If you are a rookie in

the saga and have never played with other CDs, you will not understand the story. From this

moment on, Eldorado gate is only for people already involved in the story. I don't know if

it's a good thing to do such a thing but i suppose that this fact can't be avoid anymore. I simply regret that scenario 11 is to be continued because i will have a lot of difficulties to find CD 5 in store.

PRESENTATION : 12/20

GRAPHICS : 18/20

ANIMATION : 18/20

SOUND : 11/20

CONTROLS : 18/20

INTEREST : 14/20

FINAL NOTE : 80 %

ADK, On the road to Eldorado.

2 WHAT HAS HAPPENED DURING CD 1, 2 & 3 :

In scenario 1, you met Gomez and helped him to save Marsha from Draco. If Gomez was the bad boy of the CD 1, he has learned how to become a better guy in the life. His emblem is the Buffalo.

In scenario 2, you met Kanan and helped her to evolve enough to beat the terrible Freeman. She didn't find her emblem yet and was only powered by the evil power of the mask.

In scenario 3, you met Radia, the most sympathetic character, and helped her to free the village of the curse of her beloved father, Radigan. Her emblem is the Fox, a strong robber.

In scenario 4, you met Bud, in a world where beast were chased by hunters. After the death of his sister, he decided to awake the power of Metanomu and killed Bubba, hunter's chief. Unfortunately he didn't find his emblem and was probably kidnapped by an evil force at the end of his scenario. He mutated in Bud Robot and escaped of the town.

In scenario 5, you helped Elishin, the prince, to save her princess. Behind a poor scenario idea was one of the best in the way of the interest. You must search a bit for your way as in a true RPG. His emblem is the Pegasus.

In scenario 6, the best of all for the moment, we discover Ein, a robot that gained consciousness by helping Gomez to save the Gabri (people of Terra Fortuna) from the terrible Baku baku tribe. Ein's emblem is the Golem.

In scenario 7, Kanan disappeared. Gomez and the other look for her. They arrived in Vanis the town of the two pisces where they found a lot of problems. Finally, Kanan purged the evil from her body and then awoke. Her emblem is the Siren.

In scenario 8, we discovered a tortured Pamela. She has lost her memory and looks like a robot, and even worst a puppet. After a lot of battles, she finally awoke. Her emblem is the Wolf. The final boss was Dorine and after her death, all Vanis was free.

3 BATTLE SYSTEM AND MAGICS :

The battle system is very simple. Here are the menus when you fight :

- Fight
- Magic
- Defense
- Run
- Skill
- Equip
- Auto

Usually the monsters hit you before you hit them cause some of the heroes are slowest than monsters like in Cosmic Fantasy Story.

Last there is a blacksmith in some town, so you can combine two weapons of fire to obtain a level 2 weapons of fire. It's not an obligation to do this in CD 1, 2, 3 and 4 but i prefer to say it now so you can decide by your own.

This blacksmith is also here to create weapons with skills like poison or decrease force. Try various combination of weapons.

After a battle you can choose which items you want sometimes. The one you choose comes with you and the other can be found in Terra Fortuna because there, you can store all items you have found and then give it to a character if it's necessary.

The magic has 5 forms :

- Recov : the healing spell.
- Heat : the fire spell.

Ice : the water spell.
Leaf : the earth spell.
Light : the light spell.

In this CD, heroes can cast level 1,2 and 3 magic, the monsters will abuse of level 3 magic.

To cast a level 2 spell you must combine two magics like Ice and Ice to create Icen.

You can cast a group magic, W ice for example is a group magic. If you combine it with Ice or another W ice you obtain W Icen a powerful group magic.

So far the effects change a little from CD 1 to CD 2 but not from CD 2 to CD 3, except for the level 4 magics used by foes. In CD 4 no news except that a "level 5" exists (until the sixth CD you need a ring to cast it), even with good tools you can't use it now. You will use it in the three last CDs. I will make a section for the magics for the 3 last episodes.

You can store the combination by using the third option after a combination "the list option". Then use the List menu after all the magics menus during a battle. It's useful.

Last you must understand the battle system in order to survive in the world of Eldorado.

Heat beats Leaf
Leaf beats Ice
Ice beats Heat

That's why when you buy items, an armor or a weapon is in three different colors. For some dungeons you must be in fire to minimize the damage and then all change the equipment during a battle against a boss.

Once you have understand it you can win easily all fight here.

Let me finish with the light which is effective against all monsters. But even if you find some light equipment after a battle they are not very powerful. In CD 4 you will find a lot of light items. If they were rare before, they tend to become common for this reason : dungeons where light items are useful appear in CD 4.

4 WALKTHROUGH :

General Tips : At the end of each scenario, if you wish to zap the credits press and hold the A button of your dream pad.

The action takes place in the region of Alambra. Alambra is the region of the magic, and that's why level 3 spells have no secret for the main character of scenario 9.

SCENARIO 9 : CHILD OF THE THREE : MIMA ! (5 orga stones)

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

MIMA : The main character. It's a powerful magic user and a good character.

ABBA, LUY AND ESHLEY : are the three mothers of Mima.

APPU, RICA AND HI JOE : Are the three guardians of the three demons. They can

cure the
disease caused by the 3 demons.

EYJAN : He is the doctor of Alambra town. Curiously, he knows always where to go
to cure
someone. Beware of him he is (a ridiculous) foe.

SKY HUNTER,GROUND PLACE AND WERP KAISER : Are three demons enclosed in ancient
time in
flowers of Alambra.

Three women were walking when they heard a baby scream. Abba decided to raise
the baby,
Luy and Eshley decided to help her as best as they can. They named the baby Mima.
The
adventure begins 10 years later.

ALAMBRA TOWN :

Find your way to your home. Abba is ill. You must find a doctor. Go in the house
just near
yours and enter in it. Before talking to Eyjan search, near the bed, for the
Cleopatra card. Then talk to Eyjan. Follow him to the shop near. You see Gomez
fighting against the three idiots of CD 1 (beat them). Eyjan throws something to
Gomez and he becomes crazy Go Go (Gomez NPC). You need his help to go through
Sakya meadow and find Appu. Appu is the only one who can cure Abba. In town,
find Pannelo, the little brother of Pannel and buy to him 7 bombs for 100 senis
(where you see a lot of chicks). Exit of the town.

On the map, the secret area is the green tree near the mountain chain. Press
start on it to
detect it and then A to go there. Take the item and exit.

SAKYA MEADOW : (red)

ROOM 1 : Exit.

ROOM 2 : 1 item, Exit.

ROOM 3 : 2 items, Exit.

ROOM 4 : 1 item south and then exit north.

ROOM 5 : 1 item in the little tree near the cave entrance + 1 item. Save here.

Exit north

first to throw a bomb in the hole. Now the light goes in. Return to room 5
and enter the small cave.

SMALL CAVE :

ROOM 1 : You find 1 orga stone + 1 chest.

ROOM 2 : You find one item here.

ROOM 3 : You see a flower. In the next scene it opens. Appu appears and then the
guardian

of the guardian appears.

BOSS : GUSH (use fire * 3 on him).

After the fight Appu "joins" the team. Now return in Alambra to cure the poor
Abba. Later
the flower burns and GROUND PLACE appears. He wants to kill Appu. Bantross
called everyone
and then Elishin and Ein decide to fight the monster. Unfortunately they were
hit by the
disease.

By the time you cure Abba, it's the turn of Eshley to be ill. Talk to Eyjan in the north part of the town. Now you can exit to the next dungeon.

DODO DESERT : (blue)

ROOM 1 : Exit.

ROOM 2 : 1 item hidden in the plant. You meet Rica but she wants you to help her. She

wants that the water falls in the lake again. But a monster doesn't allow it.

ROOM 3 : 1 chest on the right. Exit.

ROOM 4 : 1 item + one magic item in the cactus.

ROOM 5 : Save here, take the chest and exit.

ROOM 6 : Take the chest here.

ROOM 7 : Take the item here by using the ladder. Use a bomb on the stone dam.

The water falls again but the boss appears.

BOSS : DODO (use leaf * 3 on him).

Exit and re enter in room 7. Take the orga stone here. Now return in room 2 to force Rica to come with you. Once at home, talk to the chick (japanese call the creature a Pyoco, because it says Pyo Pyo all the time) and it becomes Eshley. In town you meet Dinshark and Rayfish of CD 3.

Again the demon appears, this time it is WERP KAISER. He wants Rica. Bantross sends Pamela and Kanan to fight him but they failed. Now Luy is stoned and Eyjan says to go in Snail cave to find Hi joe. Exit of the town.

SNAIL WATER CAVE : (light)

This dungeon is particular, there are few rooms but each has a lot of small caves to visit. For the moment begins to go north and forget the way that goes down at the entrance (i don't remember if the way is here or if it appears later on the scenario).

ROOM 1 : Enter cave 1 to obtain an item. The chest is a fake so don't approach it. Enter

cave 2 and take only the chest of the right. You find one item on the way to cave 3 and one chest inside cave 3. Exit.

ROOM 2 : Exit left to go down to a cave and take the item in it. Then go up and save. You

see 3 exits. Straight and right for items, left for the good way. Enter room 3.

ROOM 3 : Here use a bomb.

BOSS : RAYJA (use level 3 of green = leaf + leafen + Wleaf)

Talk then to Hi joe. He doesn't want to exit of here as long as Sky hunter is alive. Ok, so continue and exit by the stairs.

ROOM 4 : Visit each cave here and collect items. You find the boss in a cave south.

BOSS : SKY HUNTER. (light)

You will visit a cave south of the one with the boss where you see a big hole. I don't find anything about this one but maybe you can do a certain action in this scenario. Nothing important apparently. Return to Hi joe and he comes with you to cure Eshley (answer yes).

After this event, You discover that Eyjan is a foe. Now go back to Snail after you talk to the three guardians (Appu, Rica and Hi joe). You can go down to the beach. If you go left to the second cave you can find an item. Don't miss the orga stone on the beach. Enter the first cave to receive your emblem : the Fairy (answer 1 two times). The first skill of Mima is Aura (it heals all the party members). Take the snail and Gomez is back to normal. When you exit you meet Radia, she explains all what happened. She joins you. Now you have the power to cure all the three diseases caused by the three demons.

Go back to Sakya to cure Elishin and Ein (you need a bomb). Ein comes with you. Go in Dodo to help Kanan and Pamela, Ein discovers his third skill : Golem Force Punch and then you cure them. Now go back in Town. Cure a guy on the left part of the town, he lets you enter and you collect a bow in the chest, there is also an orga stone here hidden by the small rocks of the right. You must cure everyone in the town (don't forget the girl in 2F of the inn). When you cure the merchant near your house he asks you to bring him back his Pyoco. Go where there are a lot, cure them and one comes with you. Bring it to the merchant. He offers you one of the three items :

- 1 : to open a special door
- 2 : a weapon for Mama (scenario 10 hero)
- 3 : another item.

My advice is to take item 2. If you have followed my walkthrough correctly, you have 3 items of the first choice and you need exactly 3. Now you can exit to the north part of the town. Eyjan is waiting.

BOSS : EYJAN (ridiculous sprite, Hamano has increased it) (fire)

Enter the house.

HOUSE OF THE MACHINE : (light)

ROOM 1 : Go down.

ROOM 2 : Press the blue switch to open the first door. go back up to pass it and then go up.

ROOM 3 : Here search for stairs to go down.

ROOM 4 : Exit.

ROOM 5 : Take the orga stone here and go down and left to press a yellow switch hidden.

ROOM 6 : Go straight.

ROOM 7 : Use the moving walkway. Exit left.

ROOM 8 : It's the last room before the boss, but for the moment go up (the exit is up) and

use the moving walkway to collect a chest. Exit to room 7. From room 7, exit right to room 9.

ROOM 9 : Take the chest, press the red switch here and exit north. You are back in room 7.

Go back in room 2, you can pass the second door and open the three special doors. Now go back to Room 8 to exit north.

FINAL BOSS : GROUND PLACE (green) + WERP KAISER (light)
use the force use the magic

Then you can enjoy the end of this scenario.

SCENARIO 10 : HELLO MAMMA ! (5 orga stones)

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

MAMMA : First it is a man, even if the design of Hamano shows an old woman. He is a coward and then will become a strong fighter. Unfortunately, he falls often on the ground because he has problems to walk.

ALAN : He is the father of Mamma.

GUEZERI THE MAMMOTH KING : He was Alan's opponent when he was young. Now he hides himself in the costume of the first minister of Alan.

Pamela has a problem and asks to Gomez then Elishin to help. None understand and she goes alone in Alambra. Once there, go to the new arena in the left part of the town. First enter in it and go straight to look at a battle. Bud robot appears , wins a battle and then he disappears. Now talk to the cooker (he has a problem with your name, it begins with Pamanla, then Pameland, then Pamelan and last Pamela) and you can go in Room B. In it take the orga stone. Go in the arena.

BOSS : KARLA.

Now you can access to Room A. Go to the arena.

BOSS : GOMEZ (Pamela obtains the second skill : Ultime Attack).

Gomez abandons and you are the winner. Gomez has a third skill, "Berserk". Go back to room B.

BOSS : ACHYO. (equiped with a blue armor)
You must ice Ice level 2 on him to win.

After the battle you meet Alan. He tells you his story and wants you to bring back to him his true love. Guezery has listened to everything. Now take the chest and exit. Talk to Bantross. Exit of the town.

SECRET AREA : The secret area is on the small spike of the continent near the

sea and the small island. Take the chest there.

FORT FOREST : (red (one monster) and light)

ROOM 1 : 1 item + 1 chest.

ROOM 2 : 2 items + 3 exits. Exit north left (the first you see).

ROOM 3 : 1 item + 1 chest and you arrive in room 2 by the exit north right (the second).

Now you can exit by the third exit of room 2.

ROOM 4 : Talk to the guard, they let you pass because you have the letter of Alan. Take the

orga stone here.

ROOM 5 : 3 items + 2 exits. Exit down first.

ROOM 6 : 1 item + 1 chest, return in room 5 to exit north.

CALINE VILLAGE :

When you arrive, the town is burning. You must beat thieves. Before you attack them, go back to Terra Fortuna and ask for the help of Mima and Kanan.

BOSS : 2 ASSASSINS, then one alone and then 3. (blue)

Use Ice spell level 4 on them.

Talk to Mamma and take the orga stone and the item. Talk to the woman near a house and then to Mamma to learn that Alan's true love (Aylis) is dead. Then Mamma joins you. Exit of the town.

KENGEL DESOLATED MOUNTAIN : (green)

ROOM 1 : 1 item. Answer yes to Mamma. Go down for 3 items. After a battle you capture a

blue/green or red monkey named Cosal. Exit by the bridge.

ROOM 2 : 2 items + 1 chest + 1 orga stone. Click on the tree and the green monkey gives a green weapon for Mamma (It's better to capture the green monkey).

ROOM 3 : 2 items, save.

ROOM 4 : 2 item and exit. You can capture again the monkey and obtain a weapon from the tree.

ROOM 5 : Answer yes to the big monkey.

BOSS : DJANGO. (red)

Attack him with powerful magic spell of fire (the level 3).

Now you have learned the monkey melody. It allows you each time you pass in front of the tree to obtain a weapon for Mamma. You can collect 10 of them, ie : 2 by tree. In this CD you need 50 000 senis in scenario 11. It's wise to economize the money. Collect a weapon, exit of the room and repeat the process. You can obtain 2 weapons from the same tree.

You can also pick up weapons of other trees in this dungeon.

ROOM 6 : Collect 3 items and open a chest. Exit of here.

THE MAMMOTH SANCTUARY : (light for the gargoyle, green for the monsters)

Pamela and Mamma fall. Mamma enter a cave and awakes. His emblem is the mammoth. He awakes with his first skill "Mammoth Punch". Go to Pamela, take her with you, talk to Bantross and the party Gabri to create a party then enter in the sanctuary.

ROOM 1 : Beat 2 gargoyles. Push the statue on the switch to open the next door.
Beat another

gargoyle then click on the jar. 2 exits. Exit right first.

ROOM 2 : Go down for one item, continue on the left of the item in a black path
to find a secret chest with a light Prism Hammer. Then go back to room 1.
Exit left this time.

ROOM 3 : Look in the jar and in the fireplace. Go to 2F.

ROOM 4 : Save. Push the statue on the yellow switch (kill one gargoyle). Pass
the door and

kill again 2 gargoyles. Collect an item and open a chest.

ROOM 5 : 1 item, go to 3F.

ROOM 6 : Push the statue on the green switch. Kill the gargoyle to obtain a
crescent card.

Pass the green door.

ROOM 7 : 1 item, go to 4F.

ROOM 8 : You can find items in the jar here. Continue until the stairs. Don't go
up, turn right and advance toward the wall to discover a secret passage. You
can find an item and open a chest. Now go to the boss.

ROOM 9 : You advance to discover that the first minister of Alan is in fact a
foe.

FINAL BOSS : GUEZERY, THE OLD KING OF MAMMOTH. (green)

ROOM 10 : After the battle he escapes, you follow him in room 10. Come back to
Room 9 and search for the last orga stone of this scenario. It's hidden
behind the throne of the Mammoth King. Now follow Guezery in room 10.

You watch a scene. Bud robot kills Guezery. Talk to Alan and Pamela. Exit.
An old man tells you that you are the son of Aylis and Alan. So you are the
prince. Go to
the harbor, use the warp to Terra Fortuna to end this scenario.

SCENARIO 11 : GIGI, THE SACRED KNIGHT : (5 orga stones)

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

GIGI : The new character, but she is not playable. You will fight her.

BURL : He is mysterious and powerful at the same time. He is the prince of the
light empire.

ANNA : Is the girlfriend of Burl. She needs the energy core to live.

BUBUTON : He rules a fort of coward thieves.

KING LAYAS : father of Burl and Anna, he rules the mysterious light army, which
is supposed to serve Dios, the god of light.

Mamma goes with Elishin in Alambra. We discover they are good friends. Go to the
inn to meet
a strange character (Burl). Then save. Exit of the town.

SECRET AREA : Click on the mountain on the right of the map. To be exact click
on the mountain on the same as line as the town.
The secret area of this scenario leads to a strange theater where Megadra (it is
a
Megadrive + MEGA CD + 32 X) and Gear (a Game Gear) gives power to Cast (a

Dreamcast). You

also see a Morrigan who takes "sake". You can read the internet adress :

www.zdnet.co.jp/gamespot.

You can find an item on the left and then exit.

Go back in town, take the item in the chest of Alan's room. Go to the inn and pass the night. Burl joins you. He wants you to help him to find an energy core (a magic crystal). When you go down, you find the true innkeeper in a barrel. She said that the other one was Bubuton, a thief, who lives in Bubuton Fort. To thank you she offers the night during all the scenario for 1 seni. Now you must chase Bubuton because he has the energy core. Exit of the town.

BENAS FOREST : (light)

ROOM 1 : 2 items. Exit.

ROOM 2 : Go left to a chest then left again to push a rock for secret stairs and a chest.

Exit right.

ROOM 3 : 4 items and one orga stone. To reach the stone, search in the north part of the room. Exit.

ROOM 4 : 2 items. Exit.

ROOM 5 : 3 items + 1 chest. There is a mini game to play here. Click on the part of the earth near the rock in the lake. 3 fairies arrive and teleport you.

Walk on the water and press A to find a lot of items. It will stop automatically. I wasn't able to discover the true purpose of this. I found more than 20 items in the lake but i never obtained a reward. Exit.

ROOM 6 : 2 items. Exit.

BUBUTON FORT : (light for the egg lon or red for the soldiers)

ROOM 1 : Enter. Kill a bubuton soldier. Your goal here is to chase all 20 soldiers to open

the main door to the boss.

2 : Exit right. Go right then north to a chest. Return in the previous room and search for the fake statue. Then exit north to kill 3 soldiers + 1 hidden behind the sheet. Exit down and kill 6 soldiers. press the siwtch to collect items. Return to room 1 and exit by the first left.

3 : Press a switch and search for soldiers in the barrel. You will also kill a long egg

sometimes. Return to room 1 and exit by the second left.

4 : Press a switch and use a way to a tree. There is an orga stone here. Behind the tree is a secret stairs to a chest. Then follow the way to the last soldier. You obtain the key. Go back to room 1.

5 : Pass the door.

ROOM 2 : BOSS : BUBUTON (hit him with an Ice spell) + 2 SOLDIERS (fire). Press the switch behind him to exit to room 3.

ROOM 3 : Take the energy core and Elishin receives his third skill, "Self Support", it increases the ability to dodge an attack. Before you exit, Gigi comes.

BOSS : GIGI. (light)

Then Mamma is kidnapped and Burl escaped. Elishin must find him to save Mamma. After the scene, talk to the party Gabri and take Gomez with you. Now return in Alambra. You must buy a ticket for the circus. One guy sell it for 100 000 senis but another one up

the circus

sell it for 50 000 senis. Buy it. Once inside and after the scene you can chase Burl.

THE CIRCUS :

1 : Use the first ladder and open a refrigerator to collect an item. Go down to give

it (answer 3) to the red panther.

2 : Use the second ladder to collect an item for the white panther. Then answer 3 again

to avoid the fight. There is an orga stone hidden behind a rock in front of the cage

of the white panther. Then you meet Burl and Anna.

BOSS : BURL + ANNA (light).

After the battle they come with you. Go to the arena of Alambra. There's a new game. Look at it first, then go to Room A to play the game. You must touch 5 onces the barrel. If the soldier don't show him, you have won. Then you can go to Room B for the second round. Search for an item in this room. After you win, Elishin is recognized as the master of this game. You have two new rings.

You can go to the harbor and use the boat. Talk to the guy, answer yes and you will go there.

FARBLE ISLAND :

Once you arrived, walk on the water and near the mountain to reach a secret cave. You find a powerful armor for Elishin.

In the forest, search for an orga stone in front of the entrance of the cave.

BOSS : GIGI + 2 SACRED KNIGHTS

Bantross appears to ask about the emblem of Gigi, because he saw she obtained a skill after

the battle, and she doesn't answer. She goes into the cave. Follow her.

FARBLE CAVE : (light)

ROOM 1 : Go down.

ROOM 2 : Enter the Sacred Ship.

ROOM 3 : Kill a sacred knight and a grand knight. You find 2 items and 1 hidden in the box

straight.

ROOM 4 : Use the moving walkway. Enter a room to kill 3 sacred knights. Push a box to the

switch and take the item.

ROOM 5 : Take the item and save. Use the stairs. Exit.

ROOM 6 : Push the box to the switch. You enter the little room. Search for an item and kill 3 grand knights before you exit. Exit.

ROOM 7 : BOSS : GORN. Exit.

ROOM 8 : You can use 2 boxes for 2 switches. Exit left to come back on the inaccessible

part of Room 4. Take the item and push the box to open a shortcut to the save point. Go back in room 8 and exit right.

ROOM 9 : BOSS : ISA + 2 SACRED KNIGHTS.

ROOM 10 : it's a trap. Gigi takes the energy core. The king Layas appears (it's the father

of Burl and Gigi). Now the giant ship takes off.

Scene 1 : Bridge shield open.

You are teleported on the island to die. Burl and Anna stays to fight a guy, Lune.

scene 2 : Safety lock 1 activated at 51 %.

Hurry to escape and take 3 of the 4 chests on the way. Or you can choose to fight the final boss of this scenario and then escape.

FINAL BOSS : LUNE. (light)

For now this boss can't be beaten (or it will be very long). Come back to him with powerful light weapons.

Gigi doesn't want to shoot the island cause of her brother. The king does it.

The giant ship shoots.

The island is completely destroyed, We don't know if Burl and Anna are dead and Gigi is not happy. To be continued in CD 5.

ADK, on the road to
Eldorado.

5 RETURN TO TERRA FORTUNA :

It's fairly simple, at the screen where (after you load a file) you can select a scenario, press down after the last scenario for a new choice which is : "go to Terra Fortuna", answer yes (the dragon shines). Between each scenario, the storyline changes and you can create a party by talking to the gabri (name of the creature in Terra Fortuna) of the right. This Gabri is even called "the party Gabri". You can have only in a party a character who received an emblem. Since CD 3 this option is available during the game and not only when you go back to Terra Fortuna, i hope you will appreciate it.

Another point of interest is when you go up of the main room. You arrive near 2 shops. One is for exchanging Orga Stones against an item. Every five orga stones you receive something.

Just near is Bantross, talk to him and he explains that the next shop is the DOWNLOAD SHOP. It means that you must go on the internet homepage and download the files there. Once done come again to this shop, and choose to load your download files. You will buy extra items that are not sold elsewhere.

Since CD 2, you can make shining an orga stone. It happens when you exchange orga stones against an item.

6 FAQS AND CREDITS :

How can i earn money ?
when you fight a bird, use magic on him before he escapes. You can also sell the useless items and weapons.

Is there a secret scenario in this CD ?
No.

How can i be sure that the eight scenarios are synchronized ?

On your save file you see, 1, 2, 3, 4, 5, 6, 7, 8 once you have completed them all.

How can i obtain all the scenarios on the same file ?

Once you have saved after the end of a scenario, reload the same file to access to the next scenario, then overwrite the file of course.

I thank Capcom for this good idea of RPG.

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ADK, on the road to Eldorado.

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