

# El Dorado Gate: Volume One (Import) System, Story, Combines, Items and Secrets FAQ

by Ben Wood

Updated to v1.0 on Nov 16, 2000

Eldorado Gate Volume One  
System, Story, Combines, Items and Secrets FAQ  
Version 1.Complete?  
November 2000 @ Ben Wood sonsaru@hotmail.com

## FAQ Sections

### 1 Intro

### 2 Basic System

#### 2.1 Menus

#### 2.2 Fighting

#### 2.3 Elements

#### 2.4 Side Story - Light Element Equipment, worth the hassle?

#### 2.5 Magic

### 3 Character and Scenario Information

#### 3.1 Awaken Gomez!

#### 3.2 A Test for Kanan

#### 3.3 Radia, Thieves Daughter

#### 3.4 Character Powers

### 4 Combines Information

#### 4.1 Combining for Abilities

#### 4.2 Basic combines information

#### 4.3 Hammers

##### 4.2 + Light Hammer Recipe

#### 4.4 Bows

#### 4.5 Knives

#### 4.6 Armour

#### 4.7 Suits

#### 4.8 Robes

#### 4.9 Battle Trophies

### 5 Items and Accessories

#### 5.1 Orga Stones / Exchange Items

#### 5.2 Cards

#### 5.3 Some useful Accessories

### 6 Secret Map Areas

### 7 Other Tips

### 8 Final Stuff

#### 1 Introduction

Eldorado Gate is Capcom's new bi-monthly RPG. According to Japanese sources there are going to be Seven volumes in total. After four volumes, at three characters coming in per volume, all

twelve main characters will have been revealed, and then..

I love the idea of strongly linking games, ala Shining Force 3, and once the potential of some of the systems come into their own in the later Volumes I think Eldorado Gate is going to be quite an experience.

This FAQ is intended to be pretty much as complete as I am going to take it on the first time out. Rather than update this one, I am more likely to just do a FAQ for the second volume. This document started life as a list of combines for my own use, hence the emphasis on that section ^-^. If I get a lot of questions concerning a certain point then I may update to answer them. I know there are a lot of things which I could have added, like shop menus, the weapon description boxes and stuff, but all of that is pretty easy to figure out. I guess ^-^. Well anyway, there is still plenty here to get your teeth into.

## 2 Basic Menus

This section will deal a little with the Menus in the game and the main systems with which you will have to deal.

### 2.1 Basic Menus

Pressing start opens the basic menu during the game. Here are what the options are and how they branch off. If a word starts with a Capital letter then it is a choice.

- 1 Magic Crystal
- 2 Equip
- 3 Status
- 4 Important Items
- 5 Options

1 Magic Crystal	-	Character	-	magic type	-	Crystal	-Use	-Recipient
		to use it		Life		to use		Combine
				Fire				Add to list
				Water				
				Leaf				
				Wood				
				Combines list				

Magic Description Box - appears once you get to "crystal to use" section.

- Name of spell
- Required Mind stat
- Strength
- Area of effect
- Special effects

Notes - selecting Combine allows you to use a second and then even a third crystal on top of the first one you select, by taking you back to the Magic Type part of the above tree. For a more detailed explanation see the Magic section, but basically watch the effects in the Magic Description Box by trying different combinations. Once you have combined once or twice, you can select "Add to list" and then select this combination from



displayed  
Controls - Type A / Type B.  
Return to default settings  
Exit

## 2.2 Battle Menu

- 1 Attack
- 2 Magic Crystal
- 3 Defence
- 4 Run
- 5 Special Skill (if you have any)
- 6 Equip
- 7 Auto (only appears for lead character)

1 Attack. Then select the enemy you wish to attack. If there are more than one, going down the list goes from left to right across the screen.

2 Magic. Opens the magic menu as explained in the Menus section. If it is an attacking spell then the final choice becomes which enemy to use the spell on.

3 Defence. Greatly increases defence value for the round, but can do nothing else.

4 Run. Try to escape.

5 Special Skill. Only displayed if that character has a special skill to offer. Then opens selection of special skills, and this leads to choice of enemy if appropriate (see skills section).

6 Equip. Opens the equip menu for that character - i.e. goes straight to the "put on - character" part of the above tree. You cannot just remove or drop or order equipment during battle.

7 Auto. Let the machine handle the battle using AI.

## 2.3 Elements

Every enemy (and character for that matter) has an element. There are five in the game - Life, Fire, Ice, Wood and Light. Life is purely for healing, Fire, Ice and Wood have the old Paper Scissors Stone relationship -

Fire beats Wood  
Wood beats Ice  
Ice beats Fire

and Light is pretty effective against them all.

Amour and weapons have an element, as well as your characters. Gomez is Fire, and so he works better with Fire equipment. It might also mean that he is naturally disposed to getting it in the neck from Ice damage. Still, this next point is one of the most important in the entire game, so burn it into your memory. Defence and attack increases are all very well, but especially for the bosses and against magic the best protection is armour

that is strong against that element type. So if you are playing as Kanan and you carry an Ice Yamabato no Katabira over from the last time around (the best armour she can equip in Volume 1) even though the defence rating is ten points lower, when you are in the Leaf dungeon in the Black Temple you will still want to change to the Fire Suzume no Katabira which you find in there before the boss, or he will have your head on a pole. The Element is the MOST important thing for boss battles, at least, and then look at Defence and Hit point boosting. It is possible to swap the Element of a piece of kit around through Combining (section 4), and change equipment during a battle, so as long as you have it in your inventory it is OK. This is certainly not a game where you get the "best" equipment and sell everything else.

#### 2.4 Light Element Equipment - Worth the Hassle?

As detailed in the combines guide, it is possible to make equipment which has the Light element. Whilst this stuff got a bit of a bashing on the official Japanese Capcom El Gate BBS, I reckon that it certainly has it's uses.

It costs a lot to make. If you take a look over the recipe for the Light Sledge hammer, yes, it costs a lot. I was a finical ruin and had to do a number of Scenarios again purely as fund raisers. That many Heavy Hammers alone, not to mention the number of costly combines once you get near the end of the process.

However, especially in Volume One when you cannot come to Terra Fortuna between the scenarios, it is nice to be able to carry an all purpose weapon or armour across. Fair enough, if you make the Light Jackal Armour for Gomez, come his final boss you are still going to want to change to the Leaf Heavy Armour which you pick up during the Scenario, because that magic is going to hurt otherwise. But you will only take 1 point of damage from almost everything else in the Scenario, and a Light Sledge hammer will kill almost everything with one blow and do more damage to the final boss than the Leaf Heavy Hammer, which as high as you can go in the Scenario without combining. A much better deal than carrying a Leaf Sledge across and then being at a disadvantage prior to the final boss. Therefore, I think they have their merits but be warned, you will sink a Titanic load of cash into these and with the combining shop only a Grade 9 and being able to complete each scenario pretty easily on what they give you, it is not worth breaking your back putting together Light stuff for everyone just to find you have to replace it as soon as Volume 2 starts.

#### 2.5 Magic

Magic works by the use of Magic Crystals. You will generally pick these up by beating monsters, or lying around the areas. You can buy them but I have never had to ^-^. There are a few ways to tell what element a monster is. Watch the hit effect when you attack them - a large attack with a circle which radiates out from them means that you are using an attack to which they are weak - or look at the type of Magic Crystal which they drop when they are defeated. To be honest, you can also often tell from the actual colour of their picture as well. It is that simple. Using powerful magic is based upon two things. Firstly, your Mind stat. The higher this is, the stronger the magic you can use.

Unfortunately, in Volume 1 only Radia (and even then with use of an accessory) can take this to a significant level.

Second is combining the Magic Crystals. When using them, rather than just casting one at a time you can combine up to 3 together produce different effects. There are few things to remember with this system, most importantly that no matter what you combine with it, the spell will come out according to the Element of the Crystal you select FIRST. So a Fire, plus an Ice plus a Heal will equal Fire-on at 54 strength, as will Fire plus Leaf plus Leaf or any other combination of two basic Crystals plus a Fire first.

This is one of the beautiful things about this system. Say you are in the middle of a Fire dungeon, but you only have 15 or so Ice Crystals and you need to keep on doubling these up to have any effect on the enemy. If you doubled the Ice every battle then you would only go about 7 battles or so - but, seeing as you will get more than 1 Fire Crystal back after each battle, you can use 1 Ice to start with and then back it up with Fire Crystals to boost the strength without using your Ice up so quickly.

W Crystals attack all the enemies on screen. Adding one of these at any point to the mix will turn the spell into a W spell. You CAN have W heal as well.

So Ice + W Leaf + Heal will give you a W Ice-n at 54 strength

Above the -n spells are the -in spells. As mentioned earlier, from the looks of things only Radia is able to cast these, after she has been awakened and with the Knowledge Shoes equipped. To make one of these you need an -n crystal, plus two basic spells. You can start with a basic and then add the -n, and obviously you can also make them W, which means right at the end of Radia's chapter you can see ten new spells which no-one else can use. Using these on a regular basis is something to look forward to in the following volumes.

A final note are the Heal Boosters which Gomez gets during his final dungeon. These will make Heal stronger in combine with a Heal spell, but without the unwanted effect for the muscle bound one of putting up the required Mind for the spell. Useful for him, certainly.

### 3 Character and Scenario Info

The main reason I have not included anything about the areas you pass through or even the elements of the bosses you face is because, with the general info here, you should not have too much trouble beating anything which you come across. At least here in Volume 1, you are always provided with a chance to get the right gear for each boss. If hints are required, I have worked them into the "story", and from reading these accounts you should also be able to work out pretty much where to go. Seeing as I finished each Scenario six or seven times, I did not think it was worth putting too much emphasis on "now go here" or whatever because once you have done them once for yourself, you will not have to worry about that.

#### 3.1 Awaken, Gomez!!

So Gomez, all round beer engine who has trouble with the ladies,

gets himself into a bar fight. A strange man named Bantoros sorts his little problem out for him, but in return he asks for an Orga Stone from the town to the north. What could have been a simple quiz the locals job gets a little more involved when he saves Marsha from bandits on route, who is off to visit her injured Grandfather Bui. Gomez comes to stay with them for a while, Marsha, Bui and Peck, but is quickly up to his old tricks and Marsha has to use up her savings to bail the Drunken One out from the latest aftermath of his boozing. So Gomez starts to work in the local Magic Crystal mine to pay her back, to the north of the town, but on his third day of gathering crystals for the foreman her Grandfather loses all the money Gomez has made so far to the local money lender, Guard, who lent him money to fix up the town after a fire the year before. Gomez goes to Garudo's house in the town, but if he gets into another fight then he is going to get a comfy cell on death row, so there is not much he can do. Back to work at the mine then - where he proceeds to discover the Orga Stone in the mine. However, Bantoros takes it from him - as agreed - and the Special Attack Stone he gets in return is not going to cut it with Guard, who has also heard of Gomez find. So Marsha is taken, and with Gomez unable to disturb the peace again or he is a dead man, he is forced to take a beating and ends up tossed into the mine. However, falling down another hole and a lucky meeting with the strange Kabul's leads to his Awakening. The power of the Buffalo is his, along with that well known Buffalo trait, the Counter Attack! And no one is going to argue with a tasty status boost across the board either. It turns out that he is one of the successors of the spirit of the Prime Demon, and he has to gather the twelve companions together and bring about the Prime Demon's resurrection. Does this sound like a good idea to you? Anyway, leaving the mine a new man (how can you fall down a hole, and then another hole, and still come out higher up than where you fell in?) Bantoros gives him a tip off that our money lending friend who caused the fire himself, in order to bring about just such a situation as this, and that he is making his escape with Marsha from the port town. A brief Ninja based blockade interlude later and we have one large fortress and a final show down, leading to a battle with Drako, the pirate who's muscle is behind Garudo's operation. Gomez even get to save the girl along the way. With the cleansing of the Island, Bantoros appears and declares it "Terra Fortuna", a rather liberal translation but it seems to be what Capcom wanted according to the instructions, and whilst you get to watch a load of Kabul's fooling around the main thrust of the plot gets explained to Gomez. So now, he knows a lot more than we do! The end.

### 3.2 A Test for Kanan

Criminal master mind that she is, we join Kanan the night before she is to be killed for the heinous crime of stealing a single loaf of bread. For her sick mother, no less. But a crime is a crime, and things look pretty grim prior to the arrival of a caped man offering her a strange mask, which he promises will save her. The following day, with Minister of the town Freman presiding, it looks like she is for the chop. But then, cursing the townsfolk, slips the mask on and quickly turns the tables.

With the help of her siblings Kanan escapes, but after they leave her to hold off the guards she comes a cropper against a

large under ground beastie (Heat or Ice Tank, depending) and is saved by good old Gomez, now firmly in the pay of Bantoros by all accounts, although pulling off a more humanitarian approach. Bantoros tells Kanan than she has to make amends for her crime somehow, and also that her family have been taken prisoner. Sure enough, once she gets up into the church the oh-so-evil Freman appears and offers her family up as sacrifices to the dark Gods. He also, however, gives her the Orb which allows her into the Dark Temple, should she want to try and save her folks.

Well, I wonder. Across the desert and into the temple, and time to challenge three dungeons, Leaf, Ice and Fire respectively. Along the way, the Dark Race offer their various levels of advice and mockery. At each confrontation with one of the Gods, she is forced to don a new mask at the expense of one of her senses - first speech, then hearing and finally sight. Once she loses her sight, Gomez turns up again, incredibly impressed by her desire to save her family no matter what. And so the final challenge is thrown down - to go back to the town. Once there, another execution is about to take place. Of course, Kanan would want to save her family, and in a final act she has to save someone totally unrelated to her - like this little girl, about to pay for robbing some milk. However, the final mask this time is in exchange for her life.

It all turns out to have been an evil scheme of Freman. He wants the masks, but he does not want to lose all his senses, so he exploited Kanan by giving her the first mask, and manipulating everything since then. His plan kinda backfires, however, when Kanan slides the fifth mask onto her nose and proceeds to kick his sorry rump, with a few hammer blows from Gomez for good measure. I will say one thing, for a blind deaf and dumb girl she can still handle herself in a fight.

Smote by a cheap blow at the last minute, she is whisked off to safety, but her powers do not awaken yet. Rather, it is suggested that her senses may be restored if she helps in the bigger test of reviving the Prime Demon. Then she is packed off to Terra Fortuna. Poor girl, must be wondering what the hell is going on.

### 3.3 Radia, Thieves Daughter

At only four years old, poor little Radia gets to see her light-fingered father Radigen boiled alive, and then her mother desert her. Her father, as he simmers to his grave, swears revenge - mainly because a doctor told him he was going to live to be one hundred, and only making thirty kinda upsets him and his plans. Ten years later, and our also light fingered protagonist is happily robbing the townsfolk. Like father, like daughter. Her childhood friend Chao is in a spot of bother, someone having "borrowed" his boat, and Radia sets out to find out what is going on - after the appearance of Gomez, who tells her that she is to become one of his companions. I don't think she is impressed. She makes her way through the nearby woods and then, with Gomez help, trounces Shinyore, the boat "borrower", stealing one of the Statue keys along the way. It then turns out that this is where her mother has been all this time, having re-married. Her mum wants back a ring which she gave to Radia's father, and asks Radia to go to Salamander Isle and get it from his grave. She promises another of the Statue keys in return. Quite why Radia knows she wants these at the moment is beyond me, but still, off



we go. Chao goes along to help fight off the undead, but it does not go quite to plan and the ghost of Radigen, her father, gets a rude awakening. Impressed by Radia's thieving when they get back to town - seems that only she can see him, at the moment - he proves that his own skills have not diminished by robbing the townsfolk of their life force, so that he can be reborn. It seems that he can only steal when Radia can, however, so Chao gets a reprieve here. After draining almost everyone, including his ex-wife, Gomez has "planted" another of the keys on Chao in exchange for a boat trip, and so he gets the ageing treatment as well. Having stole one from a guard and another from her mother (rather than exchange the ring and the key, they steal them from each other, which means she gets aged as well) that makes four keys, which means Radia can unlock the statue in front of the church, in the town. For some reason. Anyway, she vows to stop her father who is going to come back at full power come the next full moon and then kill everyone in the town, in return of having killed him.

Her failed attempts to rob back everyone's life lead to a painful lightening induced headache, but Gomez rescues her from the adrift boat which her adoring father casts her out in, and strange voices then tell her to leap into the volcano. No! Don't listen to the voices! Oh, OK then. Well, with the statue along the survival rate is high, and after a suitably fiery dungeon Radia gets the Fox Badge and her Rob skill also wakes up, along with a nice across-the-board stats increase. A short climb through the ruins later and it is father vs. daughter again, but this time Radia gets the favours - and robs everyone's life back as well - and he is cast back to the grave. Putting the statue back in the square sees everything back to normal, and Radia is whisked off to Terra Fortuna to probably wonder, along with the rest of us, what the hell is actually going on.

### 3.4 Character Powers

Gomez - Once awakened, he has the power of Counter. When this is selected, rather than attack he will Counter-attack any enemy which uses a physical attack on him. Magic cannot be countered, at least by Gomez at this point. If you think it is a little weak, it is because the damage he does back is proportional to the damage he receives - so if some Man-eating Croc is only doing one point of damage, it is only going to get one point back. Can be used as a high risk manoeuvre on bosses, but the chances of a physical attack over a magical one are not always that good. However, if it pays off then the damage can be big, far more than a normal hammer hit would do.

He can also strike twice in one round with his hammers, which comes out randomly and is rather useful. This can happen at any time, before or after his awakening.

Kanan - She relies on the Mask powers for her status to increase during this one, and she does not get her awakening.

Radia - Steal. Allows you to select an enemy to steal from. Can fail, obviously. Can only steal once from each enemy. Generally, you will steal Magic Crystals. It is possible to steal a Light element Yamabato no Fuku from the Golden giants which appear on a very low frequency in the Volcano dungeon (have to go back there after awakening). The chances of them carrying it is also pretty small. This is the best thing I have managed to find in Volume

One. Will probably be better when she is in a party with other characters and does not have to waste her turn.

#### 4 Combines Information

Currently, all the weapons are written with the Japanese name simply romanized, aside from a little "cleaning up" of the Katakana renderings. Seeing as I cannot display Kanji or Katakana in a document, even if I translated the names into English it would not really place them in any position relative to the ones in the game. I suggest that if you cannot read Katakana or the Kanji you use the relative strengths of the weapons to put a name to the face, as it were, or order your weapons and they should then be listed in the pretty much the reverse of my strength tables - i.e. I started with weakest at top and the game starts with strongest at top.

Principle / easiest way of getting is shown

The number is the Scenario you can find it in, the letter means as follows:

1X - Terra Fortuna in Volume 1

S - Starts Equipped with first time through Scenario

B - Buy F - Find T - Battle Trophy (see end for letters)

Hit / ele = if there is a slash then the first is how many enemies it hits, the second the number of element blocks. Some weapons have 2 rather than 1, which makes them even stronger in that element.

Lev and then a number is the level of Combining shop which you need to make that item. The lowest in Volume One is 9 (the lower the better) and so there are some things you cannot make this time around.

If the product is in Italics, this is the key / first / only way you can make this item.

#### 4.2 Volume 1 Complete Hammers

Name	Attack	Hit/Ele	Scenario
Sabita Kanazuchi	1	1	1TA
Kaburi no Senfu	1	All	1F
Bronze Hammer	3	1	1B
Double Hammer	4	1	1B 2B
Yamaneko no Kanazuchi	5	1	Combine
Iron Hammer	6	1	Combine
Heavy Hammer	7	1	1F 2B 1XB
Steel Hammer	9	1	Combine
Koakuma no Testsu	12	1 / 2	Combine
Haiiro inu no Kanazuchi	14	1	Combine
Sledge Hammer	17	1	Combine

#### Combines

One	Two	Equals
Sabita Kanazuchi	Sabita Kanazuchi	Yamaneko Kanazuchi
	Kaburi no Senfu	Sabita Kanazuchi

	Bronze Hammer	Sabita Kanazuchi
	Double Hammer	Sabita Kanazuchi
	Yamaneko Kanazuchi	Haiiro inu Kanazuchi
	Iron Hammer	Sabita Kanazuchi
	Heavy Hammer	Sabita Kanazuchi
	Steel Hammer	Sabita Kanazuchi
	Koakuma no Testsu	Sabita Kanazuchi
	Haiiro inu no Kanazuchi	Yamaneko Kanazuchi
	Sledge Hammer	Sabita Kanazuchi
Kaburi no Senfu	Kaburi no Senfu	Lev 8 or lower
	Bronze Hammer	Bronze Hammer
	Double Hammer	Double Hammer
	Yamaneko no Kanazuchi	Yamaneko Kanazuchi
	Iron Hammer	Iron Hammer
	Heavy Hammer	Heavy Hammer
	Steel Hammer	Steel Hammer
	Koakuma no Testsu	Koakuma no Tetsu
	Haiiro inu no Kanazuchi	Haiiro inu Kanazuchi
	Sledge Hammer	Sledge Hammer
Bronze Hammer	Bronze Hammer	Bronze Hammer
	Double Hammer	Iron Hammer
	Yamaneko no Kanazuchi	Yamaneko Kanazuchi
	Iron Hammer	Iron Hammer
	Heavy Hammer	Heavy Hammer
	Steel Hammer	Steel Hammer
	Koakuma no Testsu	Koakuma no Tetsu
	Haiiro inu no Kanazuchi	Hiiro inu Kanazuchi
	Sledge Hammer	Sledge Hammer
Double Hammer	Double Hammer	Double Hammer
	Yamaneko no Kanazuchi	Yamaneko Kanazuchi
	Iron Hammer	Iron Hammer
	Heavy Hammer	Heavy Hammer
	Steel Hammer	Steel Hammer
	Koakuma no Testsu	Koakuma no Tetsu
	Haiiro inu no Kanazuchi	Haiiro no Kanazuchi
	Sledge Hammer	Sledge Hammer
Yamaneko Kanazuchi	Yamaneko Kanazuchi	Yamaneko Kanazuchi
	Iron Hammer	Yamaneko Kanazuchi
	Heavy Hammer	Yamaneko Kanazuchi
	Steel Hammer	Yamaneko Kanazuchi
	Koakuma no Testsu	Yamaneko Kanazuchi
	Haiiro inu no Kanazuchi	Lev 7 or lower
	Sledge Hammer	Yamaneko Kanazuchi
Iron Hammer	Iron Hammer	Iron Hammer
	Heavy Hammer	Steel Hammer
	Steel Hammer	Steel Hammer
	Koakuma no Testsu	Koakuma no Tetsu
	Haiiro inu no Kanazuchi	Haiiro inu Kanazuchi
	Sledge Hammer	Sledge Hammer
Heavy Hammer	Heavy Hammer	Heavy Hammer

Steel Hammer	Koakuma no Tetsu
Koakuma no Testsu	Koakuma no Tetsu
Haiiro inu no Kanazuchi	Haiiro inu Kanazuchi
Sledge Hammer	Sledge Hammer

Steel Hammer	Steel Hammer	Steel Hammer
	Koakuma no Testsu	Sledge Hammer
	Haiiro inu no Kanazuchi	Haiiro inu Kanazuchi
	Sledge Hammer	Sledge Hammer

Koakuma no Testu	Koakuma no Tetsu	Koakuma no Tetsu
	Haiiro inu no Kanazuchi	Haiiro inu Kanazuchi
	Sledge Hammer	Lev 8 or lower

Haiiro Inu no Kanazuchi	Haiiro Inu no Kanazuchi	Haiiro Inu Kanazuchi
	Sledge Hammer	Lev 8 or lower

Sledge Hammer	Sledge Hammer	Sledge Hammer
---------------	---------------	---------------

Note I am aware that the romanization of "Koakuma no Testu" is wrong

#### Light Sledge Hammer Recipe

Bronze	12
Double	12
Heavy	20

Bronze + Double \* 12 = 12 Iron

Iron + Heavy \* 12 = 12 Poison Steel (just does)

Poison Steel + Poison Steel \* 2 = 2 Confuse Steel

Steel + Heavy \* 8 = 8 Koakuma

Koakuma + Koakuma \* 4 = 4 Poison Koakuma

Poison Koakuma + Poison Koakuma \* 2 = 2 Confuse Koakuma

Confuse Koakuma + confuse steel \*2 = 2 Para sledge

Para sledge + para sledge = Light Sledge

#### 4. 3 Volume 1 Complete Bows

Name	Attack	Hit/Ele	Scenario
Sabita Yumi	1	1	2F
Bronze Bow	2	1	2S
Koumori Bow	4	1 / 2	2F
Air Bow Gun	5	All	Combine
Simple Bow	5	1	2F
Iron Bow	6	1	2B
Steel Bow	8	1	Combine
Onsoku no Yumi	11	1	Combine
Long Bow	13	1	Combine

Battle Bow	14	1	Combine
One	Two		Equals
Sabita Yumi	Sabita Yumi Bronze Bow Koumori Bow Air Bow Gun Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow		Sabita Yumi Bronze Bow Koumori Bow Sabita Bow Simple Bow Iron Bow Steel Bow Long Bow Long Bow Battle Bow
Bronze Bow	Bronze Bow Koumori Bow Air Bow Gun Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow		Impossible in Vol 1 Air Bow Gun Impossible in Vol 1 Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow
Koumori Bow	Koumori Bow Air Bow Gun Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow		Onsoku no Yumi Koumori Bow Koumori Bow Koumori Bow Koumori Bow Koumori Bow Koumori Bow Koumori Bow
Air Bow Gun	Air Bow Gun Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow		Impossible in Vol 1 Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow
Simple Bow	Simple Bow Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow		Iron Bow Onsoku no Yumi Steel Bow Onsoku no Yumi Long Bow Battle Bow
Iron Bow	Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow		Iron Bow Steel Bow Onsoku no Yumi Long Bow Battle Bow
Steel Bow	Steel Bow Onsoku no Yumi Long Bow Battle Bow		Steel Bow Long Bow Battle Bow Battle Bow

Onsoku no Yumi	Onsoku no Yumi	Onsoku no Yumi
	Long Bow	Steel Bow
	Battle Bow	Battle Bow
Long Bow	Long Bow	Long Bow
	Battle Bow	Lev 8 or lower
Battle Bow	Battle Bow	Battle Bow

#### 4.4 Complete Volume 1 Knives

Name	Attack	Hit/Ele	Scenario
Sabita Knife	1	1	3F 1XB
Air Rapier	2	All	Combine
Sparrow Dagger	3	1	3B
Bronze Knife	5	1	3F
Hoshikuzu Knife	7	1 / 2	3F
Iron Knife	9	1	3TC
Bishops Dagger	10	1	3F
Steel Knife	11	1	Combine
Touzoku no Knife	12	1	Combine
Snel Knife	14	1	Combine

#### Combines

One	Two	Equals
Sabita Knife	Sabita Knife	Sabita Knife
	Air Rapier	Sabita Knife
	Sparrow Dagger	Sparrow Dagger
	Bronze Knife	Bronze Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Iron Knife
	Bishops Dagger	Sabita Knife
	Steel Knife	Snel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Air Rapier	Air Rapier	Touzoku no Knife
	Sparrow Dagger	Iron Knife
	Bronze Knife	Iron Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Iron Knife
	Bishops Dagger	Air Rapier
	Steel Knife	Steel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Sparrow Dagger	Sparrow Dagger	Sparrow Dagger
	Bronze Knife	Air Rapier
	Hoshikuzu Knife	Hoshikuzhi Knife
	Iron Knife	Iron Knife
	Bishops Dagger	Lev 8 or lower
	Steel Knife	Steel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Bronze Knife	Bronze Knife	Bronze Knife

	Hoshikuzu Knife	Iron Knife
	Iron Knife	Iron Knife
	Bishops Dagger	Bronze Knife
	Steel Knife	Steel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Hoshikuzu Knife	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Hoshikuzu Knife
	Bishops Dagger	Hoshikuzu Knife
	Steel Knife	Hoshikuzu Knife
	Touzoku no Knife	Hoshikuzu Knife
	Snel Knife	Hoshikuzu Knife
Iron Knife	Iron Knife	Iron Knife
	Bishops Dagger	Steel Knife
	Steel Knife	Steel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Bishops Dagger	Bishops Dagger	Sparrow Dagger
	Steel Knife	Steel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Steel Knife	Steel Knife	Steel Knife
	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Touzoku no Knife	Touzoku no Knife	Touzoku no Knife
	Snel Knife	Snel Knife
Snel Knife	Snel Knife	Snel Knife

#### 4.5 Complete Volume 1 Armour

Name	HP	Defence	Dodge/Ele	Scenario
Bronze Armour	0	1	0	1F
Sabita Yoroi	3	0	0	1B
Shell Armour	3	2	0	1B
Iron Armour	7	5	0	1B 1XB
Lynx Armour	10	3	-3	1? 2B
Heavy Armour	12	7	0	1? 2B
Tsukai ma no yoroi	15	8	-6 / 2	Combine
Steel Armour	17	9	0	15 Stones
Jackal Armour	26	10	0	Combine

#### Combines

One	Two	Equals
Bronze Armour	Bronze Armour	Bronze Armour
	Sabita Yoroi	Shell Armour
	Shell Armour	Shell Armour
	Iron Armour	Iron Armour
	Lynx Armour	Lynx Armour
	Heavy Armour	Heavy Armour

	Tsukai ma no yoroi Steel Armour Jackal Armour	Tsukai ma no yoroi Steel Armour Jackal Armour
Sabita Yoroi	Sabita Yoroi Shell Armour Iron Armour Lynx Armour Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour	Sabita Yoroi Shell Armour Iron Armour Lynx Armour Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour
Shell Armour	Shell Armour Iron Armour Lynx Armour Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour	Shell Armour Iron Armour Iron Armour Iron Armour Tsukai ma no yoroi Steel Armour Jackal Armour
Iron Armour	Iron Armour Lynx Armour Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour	Heavy Armour Iron Armour Tsukai ma no yoroi Tsukai ma no yoroi Steel Armour Jackal Armour
Lynx Armour	Lynx Armour Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour	Lynx Armour Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour
Heavy Armour	Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour	Heavy Armour Tsukai ma no yoroi Steel Armour Jackal Armour
Tsukai ma no yoroi	Tsukaima no yoroi Steel Armour Jackal Armour	Tsukai ma no yoroi Jackal Armour Jackal Armour
Steel Armour	Steel Armour Jackal Armour	Impossible in Vol 1 Impossible in Vol 1
Jackal Armour	Jackal Armour	Impossible in Vol 1

#### 4. 6 Volume 1 Complete Suits

Name	HP	Defence	Dodge/Ele	Scenario
Body Suit	0	2	0	2F
Suzume no Katabira	2	3	9	2F
Flat Suit	4	4	0	2B
Simple Suit	8	5	0	2TB
Koakuma no Shouzoku	10	6	0 / 2	2F
Heavy Suit	13	7	0	Combine
Yamabato no Katabira	12	9	9	Combine



High Leather Suit                    18                    11                    0                    2TD

One	Two	Equals
Body Suit	Body Suit Suzume no Katabira Flat Suit Simple Suit Koakuma Shouzoku Heavy Suit Yamabato no Katabira High Leather Suit	Body Suit Flat Suit Flat Suit Simple Suit Koakuma Shouzoku Heavy Suit Yamabata no Katabira High Leather Suit
Suzume no Katabira	Suzume no Katabira Flat Suit Simple Suit Koakuma Shouzoku Heavy Suit Yamabato no Katabira High Leather Suit	Suzume no Katabira Heavy Suit Simple Suit Koakuma Shouzoku Heavy Suit Yamabato no Katabira High Leather Suit
Flat Suit	Flat suit Simple Suit Koakuma Shouzoku Heavy Suit Yamabato no Katabira High Leather Suit	Flat Suit Simple Suit Koakuma Shouzoku Heavy Suit Yamabata no Katabira High Leather Suit
Simple Suit	Simple Suit Koakuma Shouzoku Heavy Suit Yamabato no Katabira High Leather Suit	Simple Suit Yamabato Katabira Simple Suit Koakuma Shouzoku Simple Suit
Koakuma no Shouzoku	Koakuma Shouzoku Heavy Suit Yamabato no Katabira High Leather Suit	Koakuma Shouzoku Koakuma Shouzoku Simple Suit Koakuma Shouzoku
Heavy Suit	Heavy Suit Yamabato no Katabira High Leather Suit	Heavy Suit Yamabata no Katabira High Leather Suit
Yamabato no Katabira	Yamabato no Katabira High Leather Suit	Yamabato no Katabira Yamabato no Katabira
High Leather Suit	High Leather Suit	High Leather Suit

4. 7 Complete Volume 1 Robes

Name	HP	Defence	Dodge/Ele	Scenario
Yabureta Robe	-2	1	0	3F
Cotton Robe	0	2	0	3B
Tsukai ma no Vest	2	3	0 / 2	Combine
Flat Robe	5	4	0	3B
Simple Robe	7	5	0	3F
Suzume no Fuku	8	6	3	3F
Kilt Robe	11	7	0	1XB

Yamabato no Fuku	12	8	0	Combine
Koakuma Vest	13	9	0 / 2	Combine
Leather Robe	17	10	0	Combine
Linen Robe	18	11	0	Combine

Combines

One	Two	Equals
Yabureta Robe	Yabureta Robe Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Tsukai ma no Vest Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe
Cotton Robe	Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Cotton Robe Flat Robe Simple Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma no Vest Leather Robe Linen Robe
Tsukai ma no Vest	Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe
Flat Robe	Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Flat Robe Flat Robe Kilt Robe Flat Robe Flat Robe Flat Robe Flat Robe Flat Robe
Simple Robe	Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Simple Robe Kilt Robe Yamabato no Fuku Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe

Suzume no Fuku	Suzume no Fuku Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Lev 8 or lower Yamabato no Fuku Suzume no Fuku Suzume no Fuku Suzume no Fuku Linen Robe
Kilt Robe	Kilt Robe Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Kilt Robe Koakuma Vest Koakuma Vest Leather Robe Linen Robe
Yamabato no Fuku	Yamabato no Fuku Koakuma Vest Leather Robe Linen Robe	Yamabato no Fuku Leather Robe Leather Robe Linen Robe
Koakuma Vest	Koakuma Vest Leather Robe Linen Robe	Koakuma no Vest Linen Robe Linen Robe
Leather Robe	Leather Robe Linen Robe	Leather Robe Linen Robe
Linen Robe	Linen Robe	Linen Robe

#### 4.8 Abilities Combines

Here is how the abilities attached to a weapon change. This is based on the same weapon / armour. The element of the one you select first is what carries across, aside from Light element which cannot be carried over. The only way to make something higher from a light item is to combine it with another light item.

1 + 1 = 2 Posion (2 items)

2 + 2 = 3 Confuse (4 items)

3 + 3 = 4 Paralyse (8 items)

4 + 4 = 5 Light (16 items)

5 + 5 = 5

Passing up and down seems to only work within ones very closely related to each other, within a few points of stats difference. Aside from the previously detailed Light Hammer recipe, if you wish to work out any other Light equipment experimentation is called for.

#### 4.9 Trophies

To the best of my knowledge, these are the only way to get these things in each Scenario, aside from combining.

Vol. 1

TA	Sabita Kanazuchi	- Ghost Sword	- The Mine
TB	Simple Suit	- Black Armour	- Fire Dungeon
TC	Iron Knife	- Land walker	- Volcano
TD	High Leather Suit	- Furiman	- Final Boss

Note - the chance of him dropping this is very low and you cannot equip it during Volume One, however worth having to carry over. You just have to save before and fight him over and over until he drops it.

## 5 Important Items and Accessories

### 5. 1 Orga Stones

If you explore all the dungeons carefully, every pathway, then there should only be two stones which will really give you any trouble. These brief descriptions should be enough to help you find them.

Kanan - In the passage way under the house at the beginning, totally hidden behind a small wall.

Radia - In the final tower, after the volcano, almost hidden by a wall in one of the rooms furthest to the right.

Exchange Items -

Makes sure you get these as soon as you have enough stones, from the Kabul behind the counter in the screen directly up from where you teleport into Terra Fortuna.

#### 5 Stones - Dragon Fang

One of the most useful items in Volume 1, nice stats boost across the board and also puts up change of special attacks coming out. A gift on Gomez.

#### 10 Stones - Protect from Lower Mind

Stops your mind stat being lowered during battle. Pretty useless in Volume 1, might come into it's own later. Maybe.

#### 15 Stones - Steel Armour

Comes as Light attribute already, the only way to get this item in Volume 1. Spend some cash, make a light Tsukai ma no Yoroi, and a Light Jackal Armour is yours. See section on Light Attributes, but I reckon it is worth it.

Items

### 5. 2 Cards

Some cards do things when equipped, although generally not very much. Whilst the Ten, Chi and Hito cards have a use in the exchange, at the moment the others do not seem to do much are seem to be pretty much just for collecting. However, likely to have similar counterparts in the other volumes and so worth getting at least one of each, as they might do something along with the later ones, later.

Ten no Card

1 Mine, first floor, ride belt going left and search barrel. Does not sparkle.

Chi no Card

2 Kuuru Village, after temple before the boss, go to market stall on far right and talk to guy under market stall awning (he can't be seen).

Hito no Card

3 Pot just before (and right in front of) Radigen (final boss) Does not sparkle.

Mighty Card

Exchange the Ten, Chi and Hito cards for this with one of the Kabuls in Terra Fortunia (go up the right exit from the screen with the shops, the Kabul you can see at the top as soon as you enter the next screen).

Sunday Card

1 In the area around Kanon's house, does not sparkle

Monday Card

1 Along the wall at the top of the screen just before the Ninja's flee from their boss right at the end of the isle dungeon. Does not sparkle.

Tuesday Card

2 Green dungeon, towards end splits to right with guy giving you advise on the order of the buttons (asks yes / no question first), hole just above him has it in. Does not sparkle.

Wednesday Card

3 In the church at the beginning (may have had to pick it up with Kanan in 2 and had it stolen) Sparkles

Thursday Card

3 To right of screen with guys in the water tower, sparkling.

Rainbow's Red Card

1 Search around the pots to the left of the screen after beating the final boss, before escaping the collapsing dungeon

Tarot - Majishian

1 Once you are thrown into the Mine, avoid the second hole and search the top of the screen.

Tarot - Puriesutesu

2 Just before the Desert ends, take the left branch, push the rock and down the steps to get the chest with it in.

Tarot - Enpuresu

3 In the grave yard, grave above the final hidden stairs you go down to get to the tomb

5. 3 Items

Tough Armband HP + 10

2 Beat IceTank, left sparkling afterward. Sells for a tidy sum compared to most other accessories in volume 1.

Knowledge Shoes Mind + 5

2 Dropped by the Jewel Crows (Houseki no Karasu) in the Fire Dungeon. These monster appear quite rarely, run away often and drop this item even more rarely, so can be hard to get. Put on Radia and lets you use the Level 3 type spells once her powers are awoken.

Radaigen's Mantel

3 Go back to his grave after beating him, keep on going in and taking the Ice magic until you get the Mantel.

6 Secret Map Areas

These will just give you the general times / places to look for the secret areas, from this you should be able to find them pretty easily.

Gomez

At any point during the first Scenario, move the cursor on the map over the wood south of the harbour town. The item you get from this chest raises your chance of enemies dropping items, and so is very useful for picking up Trophy items. Especially Freman's High Leather Suit, if you can get one of these on Gomez and Kanan.

Kanan

Before entering the Desert or after finishing the Black Temple, move that cursor on the map screen up the patch of woodland around the top left of the map. The item is just a normal accessory.

Radia

At any point during her Scenario, just down from the woods which you pass through, in what looks like a kind triangle of rock with trees in the middle. As of yet, no idea what the "mysterious paper" from here does yet.

7 Other Tips

Search

You can search anything, and will often find Crystals and money which does not sparkle. Most of the cards and decent items do not sparkle either, so worth checking everywhere.

Ice and Fire Tank

In Kanan's story, the boss who wipes you out in the underground passage. You can beat the first one, Ice Tank, with two double Leaf spells. You can find two leaf stones in the section before it, and combine these with an Ice or something. He will not attack the first round. You might have to wait until you have some better armour, seeing as she will still carry over from the end what she has equipped even though you cannot change her stuff in-between.

It's mother which then fights you, the Fire Tank, seems impossible to beat in Volume One. I have tried every approach, as

have many people on the Official BBS, and it seems to be no good in Volume One. The Producer?? of the game recently said in a Japanese Magazine that if you got all critical attacks and dodged all his attacks, it might be possible, but this alone seems impossible. A critical attack only does 2 points of damage and I have dodged maybe once all the times I have tried, even with better equipment on. Looks like one to come back to once a few more Volumes have passed.

#### 8 Final Stuff

You can reach me at [Sonsaru@hotmail.com](mailto:Sonsaru@hotmail.com) with questions and whatever. The only help I had for this was from the Japanese Official Eldorado Gate BBS which is located on Capcom's official Japanese site, [Capcom.co.jp](http://Capcom.co.jp). You have to be able to read Japanese to get anything from this, and if you can then you will be able to find it easily enough ^-^ Although they are all Japanese, well, if someone from there is reading this then thanks for your help guys! Between everyone there, this game has been played to \*death\*.

Anyway, thanks for reading, and you never know, I might see you again for Volume Two ^-^.

This document is copyright Ben Wood and hosted by VGM with permission.