

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

by ADK

Updated to vFinal on Oct 18, 2004

ELDORADO GATE VOLUME 1 WALKTHROUGH BY ADK

Final version :

Welcome to my new walkthrough for a RPG. I'm happy to do it cause this one is in japanese. I hope that you can read a little katakanas to understand the name of the locations in this game. This walkthrough is dedicated to the first volume and for the second volume please refer to the other i have sent. I heard that there will be a minimum of seven volumes for this serie.

V 1.2 : i have added a tips to go back to and visit Terra Fortuna, it explained the chance i had with Gomez, now i know why.

Final version : i added the locations of the 3 secret areas. I corrected also a lot of errors in the guide.

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Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back. If you wish to talk of video games with me or other fans in the future join my forum.

HERE IS THE PROGRAM :

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1 REVIEW :

Capcom and RPG... I think it's not a classical story. Except for the Breath of Fire serie, Capcom hasn't any RPG in his long list of games. To be honest, Capcom can really thank Hudson because i liked Elemental Gimmick Gear and this was the reason i wanted to play to another 2D game on the Dreamcast. Personaly i think that 2D is not very cool on Dreamcast cause each time we have the bad impression that the game was made for a Saturn and then the editor added the high resolution of the Dreamcast. So what is Eldorado gate ? this is the story of 12 characters all introduced by Bantross, the guardian of Terra Fortuna. The good and evil has fought so long ago and now he must find a new team to protect the gate of Eldorado. What's behind the gate is a mystery and i think that the mystery will live to CD4 (ie when all 12 heroes will be introduce). I can't say much of the story for now. Now let's begin with the presentation. In the game it's really cool. All 2D sprites are funny or have a good style, but don't expect an original animation or even some pictures. I would like to add fortunately

for us. All the skills of Capcom in creating a good design for the game are completely ashed by mister Hamano, designer. For those of you who ignore it, Hamano is a superstar of drawing in Japan and the designer of the Final Fantasy saga. It means absolutely not that he is a good designer, I think that Capcom used him to be sure that the game will be sold in Japan. If i must talk of the horrible design he gives to each character, i haven't finished to taunt him. When you look at the sprite and then to the draw of Hamano, you have this doubt : is it the same ? Some characters haven't regular eyes, others are completely different from their sprite (look at the poor Elishin in CD 2. Most of the monsters are ridiculous to see, but the entire fault is for Hamano. Capcom has nothing to do with it. Too bad. The graphics are wonderful, colors and especially the sprites reminds me the old Story of Thor for the Genesis. I was really happy to play the game cause each time i rediscover this old title in the way of the graphics. The decors are various but you must know that this game is short so don't expect a lot of them. The animation is fast. The game is so fun to play. It's a good thing, because you can search for the few secrets here. In the dungeons the animation didn't slow so you can explore them quickly. The sound is excellent. I like so much the music of the town and of the dungeon. They are well used. The music of the boss sounds a little old however. The controls are excellent, all the menu are clear and easy to use. So this is a good RPG ? well not really. What's disappoint me was the battle system. In Phantasy Star 3, there was an animation in the decor, here it's a poor picture. In addition of that the picture is not overscan. The result is that you are in Cosmic Fantasy Story which was created in 1989 or around this date. The battles are quick of course but except for some magics they are ridiculous for a Dreamcast. The second thing is that the number of battles is too high. Sometimes you can fight three times without a pause between a battle (and i'm not talking of the introduction in scenario 1). To conclude, i don't know why but during CD 1 i can't remove of my head that this game has not the right to be on a Dreamcast. It's evident that Capcom encounter no difficulty to create this game for my favourite machine. It was easy without no doubt to do it. Even if i like so much this serie, i find that the CD 1 is not so cool on the contrary of CD 2. The problem comes from the quest which were not so interesting. In fact we mustn't forget that this is the first CD of a game and not a game alone. Except for these points i can say that you can buy this game but don't buy it alone buy two or three episodes cause you will regret it else.

PRESENTATION : 10/20
GRAPHICS : 16/20
ANIMATIONS : 17/20
SOUND : 17/20
CONTROLS : 18/20
INTEREST : 13/20
FINAL NOTE : 75% (alone and the note i wanted to give was 60%. I let 75% because Capcom awakened some parts of my memory with this game)

ADK, on the road to Eldorado.

2 BATTLE SYSTEM AND MAGICS :

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

Fight

Magic
Defense
Run
Skill
Equip
Auto

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

Last there is a blacksmith in some towns, 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 and 2 but i prefer to say it now, so you can decide by your own.

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 later 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, only Kanan and Radia can cast a spell level 3, after they receive all their upgrades. Gomez is able to cast only level 1 spell.

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 so you can cast them to check their effects.

You can store the combination by using the third option after a combination "the list option". Then use the List menu which is after all the magic 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 fights here.

Let me finish with the light which is quite effective against all monsters. But even if you find some light equipment after a battle they are not very powerful. Only the magic is effective forget the rest for the moment.

3 ABOUT THE ORGA STONES :

Orga Stones are magic stones you find during the course of the game. They are here or there and it seems that you can exchange them against some new items in Terra Fortuna not sold in the world of Eldorado. It's the only side quest you

can find in this game and the only secrets. If in CD 1 it's not difficult to find them, in CD 2 it's a real research. I have found where to exchange the orga stones in Terra Fortuna easily, you have just to go up of the main room.

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.

BANTROSS introduces himself then he talks of the 12 heroes you will meet and last he introduces Gomez.

The action takes place in the area of Madra.

SCENARIO 1 : AWAKE GOMEZ : (4 orga stones)

CAST OF CHARACTERS:

GOMEZ : He is a real good fighter but also a poor magician. Fortunately he has a well side party or can handle battle without magic.

MARSHA : This girl was lost in Pappuca Mountain for some reasons, read the walkthrough to learn more...

BANTROSS : When he first meets Gomez he asks him to look for Orga stones, why ?

PECK : Is Marsha's mother. Be sure to be her friend or you will regret it.

GARUDA : Is the bad guy of this story.

YORK TOWN :

Gomez fight three times a group of idiots cause of a woman. Then Bantross arrives and stops them. You can answer 1 for his help. Then you can explore the town. Bantross asks you to go to Madra to find all the orga stones there but didn't explain why. You can exit to the left in this town to reach the second part. There you can collect 2 recov to heal you in the first dungeon. One is in a barrel and the other is visible, you must push a box to collect it. You can also help a man to push a box to obtain more items. Now exit of here.

SECRET AREA : Press Start on the south west forest of the continent to find the secret area of the first chapter. Now go to the dungeon.

PAPUCCA MOUNTAIN : (green)

I have divided dungeon in Rooms, so Room 1 is the first screen. Be sure to have a fire hammer at your disposal.

Room 1 : There are 1 recov + 1 heat then exit.

Room 2 : You can exit by north and south. There are three exits here, north left, north right and south.

Room 3 : It's north right of room 2, use a ladder to reach this room and collect an item in a chest.

Room 4 : South exit of room 2 you can find here 1 heat.

Room 5 : Heal here by clicking on the green sign. Go to the bridge.

Room 6 : You meet Marsha and the first

BOSS : 2 Garuda minor. (with a red hammer)

Then Marsha joins the team. You can heal again in room 5 and exit by the left to Room 7 if you wish.

Room 7 : Is also accesible by the north left exit of Room 3, but you will understand why later. Go back to room 6 and use the other bridge.

Room 8 : Nothing exit by the north.

Room 9 : There is a chest. Return to room 6 and exit by the south.

Room 10 : To the north is an item. A man is working to free the road here.
Exit by the south.

Room 11 : Is the last room of this dungeon.

MADRA'S CAPITAL :

Nobody knows of orga stones here, that's sure. This town is divided into four parts. To the right is the second part. You will find there a Sunday Card for Gomez in the dumb. To the left is the third part and the fourth part is the harbor. In the third part you meet Peck, she is so happy to see Marsha that she asks you to enter. Marsha is not happy to see again her grandfather but more her treasure of 20000 senis. Talk to the grand father to pass a free night. Then the three idiots appear again

and create trouble to you. Fight them and a police man arrests you.

Now in the jail talk to the other prisoner until a cop opens the door.

Peck is furious cause Marsha gives all her treasure to free you.

She wants you to work for her and pay her back the money... So exit of the town for a first journey.

MADRA MOUNTAIN : (green hammer for some monsters, red for the green born)

When you arrive ask for work in the mine (answer 1). Then the guy (name is Cheese) tells you

how many stones you must collect in the dungeon. Before you

enter the mine, you can collect 3 heats in the wooden box on the right.

Room 1 : To the north are 2 items. You can find 3 more here by using the moving walkway. Exit by the ladder to arrive in Room 2 and collect the sixth item you need. You earn 600 senis. Then you are automatically transported to Marsha's house and can give to her all your money or just a part. Talk to the grand father to sleep before your second journey.

Room 2 : Go back to the mountain, ask again for works and go back in Room 2.

Find the super hammer here. To beat the green monster which

guard some of the chests here, you can use the heat spell. You can collect 4 items here and then use a lever in order to reach Room 3.

Enter this room to collect the last item of the day. You win 500 senis. You can give to Marsha a part of your reward and then sleep. Keep 100 senis to buy some recov in the magic shop.

Room 3 : You can find 3 items here and an accessory. Use the ladder to reach room 4 and collect the last one of the day. As usual give your money. But Marsha wants you to stop cause Garuda offers her to marry him and erase the debt. You can go and see him in his house in the second part of the town. Then sleep and go back for the last journey to Madra mountain.

Room 4 : Now you must find 6 items but there are only Five left in room 4 and the sixth is an orga stone. A soldier sees you with it and orders you to exit and bring the item to Garuda. When you exit you sell it unfortunately.

Go back to Madra in the third part of the town (the one with Marsha's house) and talk to Bantross. Go to Garuda's house. After the scene you return in the deepest part of the dungeon, the fifth room.

Room 5 : now use a lever to move the moving walkway and you find another orga stone. Then you fall.

MYSTERIOUS PLACE :

Take the orga stone here and try to talk to some of the creatures to obtain items. Exit right to receive your Buffalo Emblem, which is the power of Gomez. He is the first hero. Then you can exit of here. Gomez's first skill is " Counter ".

MADRA MOUNTAIN : (green and red)

Once outside talk to Bantross. Go back to York, during the travel you stop in Pappucca mountain. Your mission is to chase Garuda who didn't want to marry Marsha but wants to give her to Draco the monster of the island near York. You fight 3 Garuda minor.

In room 11 exit to room 12 and this time you can use the road north cause the guy has completed his work. You meet 3 other foes here.

Room 12 : You find an orga stone here, exit.

Room 13 : Here you meet a Raflemars (an evil flower) so don't spend too much time. The ladder leads to a chest, north is an item and south is the good way, so use the bridge.

Room 7 : Fight against 4 Garuda minor and then exit to York.

YORK TOWN :

Go to the harbor. Equip yourself with a green weapon and armor. Once you have them, talk to Peck to go to the next dungeon. Keep a fire double Hammer to attack the lizard man and the crocodile.

DRACO'S ISLAND : (green and red hammer, green armor)

Before you enter, talk to Peck. She gives you a booster (not the exact name). It allows Gomez to create a heal spell level 2. Combine it with a recov to heal more HP but keep them all for the boss.

Room 1 : Enter the dungeon and fight two guards. Then save and exit by the left.

Room 2 : Collect 1 item and use the ladder.

Room 3 : When you collect the item north you fight 4 foes. Here is a secret room hidden on the right. Then use the left exit.

Room 4 : Just exit.

Room 5 : Go right and collect an item then left to collect a heat. Now exit.

Room 6 : Open the door to discover a powerful weapon, come back to room 1 then.

Room 7 : Exit by the right of the room 1 and open the door here. You can go to 2F.

Room 8 : Exit by the left first.

Room 9 : Collect 2 items and an orga stone.

Room 10 : Go back to room 8 and use the other exit.

BOSS : GARUDA + 2 GARUDA MINOR

Now save Marsha and collect items in the two chests in the jail. Exit by the south ,after you heal, to 3F. You can't save here.

Room 11 : Collect 3 items and follow the way.

Room 12 : You meet Draco.

FINAL BOSS : RUNE DRAGON

After the battle you can enjoyed the end of the first chapter. Don't forget to save and overwrite your file.

SCENARIO 2 : THE ADVENTURE OF KANAN : (5 orga stones)

CAST OF CHARACTERS:

KANAN : Is a powerful magician but her bow is not the best weapon you can wish...

BINGO, POLON, and PEPI are Kanan's best friends. She will save them at all cost, even if it means using the evil power of the mask.

FREEMAN : Is the bad guy of this story.

Kanan is awoken by a mysterious spirit who gives her the power of the mask during the night before her death. She refuses to use it. But the D day, when she begins to burn, she releases the power of the mask. Then you begin the adventure.

MADRA'S CAPITAL :

Go north to collect the first orga stone, on the ground you find a Wednesday Card but Radia steals it to you. Go to the second part of the town (the part with the house of Garuda). Enter the small house and Kanan's friend shows her a secret passageway. Then they all joins your team.

SECRET PASSAGEWAY :

Room 1 : Save and collect the items here. Look in the jar here to find 1 leaf. Exit.

Room 2 : Collect an item and exit, find the orga stone here behind a wall and a leaf in a jar.

Room 3 : You lose your comrade.

Room 4 : You meet the ice tank.

BOSS : ICE TANK.

In order to beat him, you must use the 2 leafs in a level 2 spell. Then use a Wice and a an Ice item to cast a level 2 of Ice. He dies and let a cool ring that allows you to gain 10 HP. You can continue.

You meet the Heat Tank which is impossible to beat. Gomez and Bantross save you from the monster.

COL VILLAGE :

Here exit upstairs to the church and Freeman tells you that your friends are in danger, he gives a stone to you. You must go there and save your friend even if you know it's a trap.

SECRET AREA : Click on the north part of the continent on a green tree to find

it. Now
collect the ring and exit.

CARUSA DESERT : (red)

- Room 1 : Push the rock to collect an item. Exit.
- Room 2 : The exit to the left immediately after you enter is a dead end.
Exit south west.
- Room 3 : Collect a heat in a tree and a W heat by pushing a rock and opening a chest.
- Room 4 : Go back to room 2 and exit by the south. Collect here a W heat and exit north.
- Room 5 : Heal here and click on the oasis for some Ice. Exit.
- Room 6 : North is a chest then push a rock to collect an item and last exit.
- Room 7 : Exit by the first exit you meet to find secret stairs under a rock and a chest in the cave. Then use the other exit to complete this dungeon.

UNKNOWN PLACE :

Here you put the stone then enter the cave. Heal and save. Go to the center of this room to create the bridge to the green cave.

GREEN CAVE : (must be equipped in red, if not, buy some weapons to the devil near the entrance of this place).

- Room 1 : Go south to find an item and an armor. Exit north.
- Room 2 : Collect an item and use the first teleport : talk and answer yes. Come back and use the second teleport.
- Room 3 : Collect an item. the way right leads to 2 chests and 1 item. Return to room 3 and then use the north right exit to find an orga stone, last exit to room 3 to use the north left exit. Go to the teleport.
- Room 4 : Collect an item on the left and a heat in a chest right. Then exit.
- Room 5 : Exit by the left.
- Room 6 : Use the switch in this order : red blue green (ie, the one which beats the green, the one which is beaten then the equal and it's the same thing for the other cave).
- Room 7 : Accept the power of the mask (answer 1) to beat the boss.

BOSS : GREEN DEMON.

Now go again in the center of the room of the entrance to activate the bridge of the blue cave.

BLUE CAVE : (must be equipped with the green weapon and armor)

- Room 1 : Collect an item and exit.
- Room 2 : Go right collect an item on the ground and one in a chest then use the teleport device.
- Room 3 : Collect 2 items south then exit.
- Room 4 : Down, the device takes you to the exit, so avoid the trap and use the device of the right way.
- Room 5 : Go right to collect an item and use the device. Go all the way back to this room to exit by the good way.
- Room 6 : Collect an orga stone here and exit.
- Room 7 : Don't use the teleport device but prefer the teleport guarded by three colored switches. Use them in this order : green red blue.
- Room 8 : Accept the power of the mask to beat the blue demon.

BOSS : BLUE DEMON.

Now again and for the very last time in this stupid main room, activate the red bridge.

RED CAVE : (with blue weapon and armor)

Room 1 : Use the blue switch then the blue teleport.

Room 2 : Go south to collect an item on the ground and 2 items in 2 chests.

Exit (beware of the lava it sucks HP).

Room 3 : Collect 2 items, activate the green switch and go to room 1 to use the green

teleport.

Room 4 : Use the green teleport and collect 2 items in this room. Exit.

Room 5 : Collect 2 items in a chest and exit.

Room 6 : Find the red switch here. Go all the way back to the room 1 and use the red teleport.

Room 7 : Collect the last orga stone of this chapter and use the switches in this order : blue green red.

Room 8 : Accept again the mask to fight against the red demon.

BOSS : RED DEMON.

Then you meet Gomez and he joins you. Go back to Madra's Capital for the last fight, against the dark spirit. Accept the ultimate power of the mask.

FINAL BOSS : FREEMAN. (blue)

Use the healing spell level 3 of Kanan.

Now you can enjoyed the end of this scenario. But keep in mind this thing, Kanan was powered only by evil, she hasn't find her seal like Gomez did...

SCENARIO 3 : THE MISADVENTURE OF RADIA : (6 orga stones)

CAST OF CHARACTERS :

RADIA : A cool fighter and magician, but she suffers of a lack of power in each domain.

RADIGAN : The bad guy of this story.

When she was only three or four years old the poor Radia, saw her father Radigan burned in a giant cauldron. Ten years have passed since.

MADRA'S CAPITAL :

Talk to every one to steal an item. It's Radia's skill, she can steal one item only to a person without the person knows it. You can now take the Wednesday Card Radia has stolen to Kanan in scenario 2. It is in the church. Apparently Gomez and Radia know each other. Then exit.

SECRET AREA : To access to this area, enter the senior forest, collect an item on the ground and one in a chest. Exit of the forest. Now click on the small tree right of the forest. You will arrive in a strange shop where Sega Ta KeSaKi will show Death Crimson 2 and Vampire Chronicle to a man. He will switch on the dreamcast and you can see the URL :

<http://www.d-direct.ne.jp> (the music reminds me Rent A Hero). Collect the item in the chest.

SENIOR FOREST : (buy a red Super Long Dagger and a red Frost Robe at the shop)

Room 1 : Save and enter the forest by the hole in the wall of this room.

Room 2 : Go left through the plant to collect an item and open a chest. Don't exit north but exit right.

Room 3 : There are 3 exits. The two of the right are linked, you can find there an item and use this way as a safe way to the third exit. You are back in room 2, this time exit north west.

Room 4 : There is an item in the log and in a chest then exit by the right.

Room 5 : Find the orga stone here (to the north) and exit by the hole in the wall.

SENIOR TOWN :

Gomez meets Radia and helps her to enter. Take the orga stone here and enter the house. Talk to Senior.

BOSS : SENIOR + 2 SOLDIERS. (red)

After you win, miss Senior stops you. You discover that it is Radia's mother.

Exit to the left and use the boat to come back in Madra's capital.

Gomez leaves the team and Chao joins you. There are 2 robes in the wooden box here. Once you have heal and save, answer 1 to Chao to use the boat and go to your father's grave.

SALAMANDER ISLAND : (must be equipped in red)

Before you enter, exit left to collect an orga stone and see the volcano. Then enter the haunted house.

Room 1 : Push the coffin and advance. Push other coffins for secret stairs and an item.

Room 2 : There are 3 exits here and one item under a coffin. Exit up for an armor, exit down for two stairs and two items, there is an orga stone under a coffin on this way, so push them all, and then exit right of room 2.

Room 3 : Collect an item and use the stairs to find an item and a chest. Come back up to collect 2 other items, then push another coffin here to find the true exit.

Room 4 : 2 items and 1 stairs that leads to an item. Then exit.

Room 5 : 1 item under a coffin and exit.

Room 6 : Exit by the left, use the stairs to reach a chest. Come back and exit to the last room.

Room 7 : Push the red coffin to free the spirit of RADIGAN. You collect an item.

Go back to Madra to see your father appears in town. Then Chao leaves the team. Meanwhile Radigan joins you. You must eat the soul of each people here by talking to them. Then you can eat the soul of the people of other parts of the town. The spell didn't work on Chao. Then try to exit. Gomez wants to stop you but disappeared. You can exit and eat the soul of all the people in Senior town (except Senior himself cause he sleeps peacefully). Last Go back to Madra. Click on the statue until you take it (this statue is in the northern part of the town). Talk to Chao and this time she became old. Radigan becomes crazy. Talk to Chao to return to the island but once there, Radigan beats you. Once you awake, go to the volcano and use the statue.

Note : You can go in this dungeon and find the good weapon and armor in it. During the battle simply use your fire magic level 2.

VOLCANO CAVE : (blue)

Room 1 : 3 items and a chest here, take the statue with you and exit by the north right.

Room 2 : 1 chest here, return to room 1 and exit by north left, heal and exit.

Room 3 : Heal, go to the north exit and take 2 items and a chest there, then come back to room 3 and use the exit immediately on the left of the entrance.

Room 4 : Use the green switch to pass. take an item and open a chest. Exit.

Room 5 : Use the switches in this order : 1 2 3 2, then pass, take an item and exit.

Room 6 : Use the red switch and return to room 4 to use the exit.

Room 7 : Collect the orga stone here and go north to collect 2 items, exit.

Room 5 : You arrive in room 5 to use the blue switch, advance and exit.

Room 8 : You receive the fox emblem.

In this part, the proper color to use is the red.

Room 9 : Collect 2 items, save and heal. Exit.

Room 10 : Go straight and collect 1 item.

Room 11 : Go straight then up to stairs, there is one item here.

Room 12 : Collect 1 item. Exit by the left and follow the way through other room to stairs that go down. Then you will open a chest. Come back and use the stairs to go up.

Room 13 : Take one item and open a chest. The last orga stone is near the chest on the down left corner hidden by a wall. Exit.

Room 14 : Take one item and exit.

Room 15 : Take one item and go to the final boss by using the stairs.

Once you arrive, answer yes.

FINAL BOSS : RADIGAN. (green weapon or magic and blue armor)

Use a light spell level 3 or a green spell level 3.

Once in Madra's capital, put the statue back and you are teleported. You can enjoyed the end of the scenario 3 and of the first CD.

ADK, on the road to Eldorado.

5 RETURN TO TERRA FORTUNA :

Thanks to Kyapiko i know how to do that. 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. 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. You can have only in a party a character who received an emblem. For the moment this option is useless until the third CD, so don't use it now.

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.

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. In CD 1 you can't use it cause the download shop is "broken" (probably that the CD 1 wasn't able to load the downloaded files).

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 fourth scenario in this CD ?

No.

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

On your save files you see, 1, 2, 3 once you have completed them all.

How can i obtain all the scenario 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 want to thank Capcom for this good idea of RPG.

I want to thank Kyapiko for the tips.

This walkthrough is copyright 2001, this is the first of mine for the new millenium, so please respect my will and ask my permission, before posting it on your site.

SEE YOU SOON FOR THE SECOND VOLUME !

ADK, on the road to Eldorado.

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