

El Dorado Gate: Volume Seven (Import) Walkthrough

by ADK

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ELDORADO GATE VOLUME 7, WALKTHROUGH BY ADK

FINAL VERSION :

Hi, here is the walkthrough for the seventh volume of the saga. At least i have completed the saga. Merry Christmas and Happy New Year 2002 to everyone.

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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.

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.

I have missed 2 orga stones in scenario 17.

I have missed 4 orga stones in scenario 18.

Here is the summary :

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1 REVIEW :

At least the seventh CD. It's in my hand since November and i play it only now. I'm happy to complete this long and very cool saga. The seventh CD is built on the model of the sixth one. A short first scenario and increasingly difficult bosses. Anyway, if i have done it you will do it too. Let's talk of the technique.

The presentation goes beyond my expectation. This final episode offers a true and cool original animation as on old Saturn. In addition of this you will discover a small animation during the last scenario.

Graphically, this CD is the best. The decors are original. The maps of the dungeons are full of secret areas well hidden by the trees. It's as in a true RPG. The sprites of Capcom are cool but this time i give a large credit to Hamano. Bals and the others are excellent. The package is very cool and the battles are interessant.

The animation really surprised me with 3D effects, brightness effects and

transparency. This 2D game uses some of the possibilities of the DC very easily. It increases greatly the interest and the fun.

The sound is perfect. I like the atmosphere in Eldorado Gate and the new musics for Bals and Dios (to talk only of them) are excellent. I like to hear them in the sound test.

The controls are perfect as usual.

The interest is at the maximum in this CD. The scenarios are full of originalities, Bals is really impressive and everywhere in this CD. The final boss is really incredible. You can easily compare it to Dark Force in Phantasy Star. I like this fact : You use and upgrade all of the heroes and not only four. The programmers have done a good job. Nothing was forgotten. I can ask why they have chosen to put 2 scenarios and not 3 or 4 in this CD but i can't blame them for things i wanted. Eldorado Gate 7 is the ultimate final people can expect for this saga. Don't miss it, play it, show it to your friends and don't hesitate cause of the japanese, my faq is here.

PRESENTATION : 19/20
GRAPHICS : 19/20
ANIMATION : 19/20
SOUND : 19/20
CONTROLS : 19/20
INTEREST : 19/20
FINAL NOTE : 99%

ADK, At least in Eldorado.

2 THE ABOUT SECTION :

This section will be in each guide i will product from now.

ABOUT MY ENGLISH : i know it's an awful one, but it's the only one i have. Correct me if you wish that's the best you can do.

ABOUT MY E MAIL ADRESS : Please write to me only for true questions. Most of the time, i know it by the poor questions i received, you write to me just because you have seen my name near the faq. You don't want to read my faq but you want a quick advice. Sorry to say this but i'm tired of these mails.

ABOUT THIS FAQ : This faq is basically dedicated to my own site and to gamefaqs. If you wish to download it for your own site, ask for the permission but it's not all misters and misses webmasters. Think to update my faq, because when i correct my english or post an update with more informations it's on gamefaqs but never on YOUR sites.

THE RESULT IS EASY TO IMAGINE : i receive questions about things that are in an update and some people continue to ask me when i will complete the faq of Skies Of Arkadia...

Conclusion : if you download my faqs, be sure to download the updates as you do for an emulator. It will work better for everyone.

3 WHAT HAS HAPPENED DURING CD 1, 2, 3, 4, 5 & 6 :

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 the 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 conciousness 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.

In scenario 9, we discovered a sympathic fairy named Mima. She completed a quest in order to save her 3 mothers of a disease. Greatly helped by Gomez and the other she finally killed all the 3 gods of disease. At the end of the scenario we learn that Mima likes so much Gomez. Her emblem is the Fairy.

In scenario 10, Pamela wanted to fight in order to progress. She goes alone in Alambra and was involved in a quest. The local king, Alan, wanted to retrieve his love, Aylis. Instead of finding her, Pamela found her son Mamma. After he awoke Mamma went in the Mammoth Sanctuary to beat the king of Mammoth who was the first minister of Alan. Afer decades he completed the quest of his father Alan. Mamma's emblem is the Mammoth

In scenario 11, We discovered that Elishin and Mamma are good friends. They wanted to go to the fest in Alambra town. We also discovered that Mamma has a lot of problem to stand up. They were involved in a quest. Bubuton stole all their money and the Energy Core guarded by a guy named Burl. After they found the Energy Core and killed Bubuton they met Gigi. Gigi kidnapped Mamma and asked to Burl the Energy Core in exchange. Aftr Gomez and Elishin found Burl and his fiancée Anna, they all run to Farble Island for a fight with Gigi. Unfortunately it was a trap and they escaped with Mamma letting Burl and Anna for dead.

In scenario 12, We discovered a very special and powerful character named Sophie. She is a monster hunter. She can capture and sell monster for money. This scenario was incredibly hard to play and all the prices were very high. At the end of the scenario, Sophie saved her sister from Aboguard. Unfortunately, all the money earned can't be kept. Sophie is the Spider.

In scenario 13, Bantross though to Bud. Probably the fact of the hazard, Bud Robot came to Terra Fortuna to ask some help. He wanted to see again his sister, Liza, who died in scenario 4. Gomez and the others managed to help him by going in the dead world. On the way they met Rado. Finally Bud helped his sister to take the train of souls by saving her from the sinister (but very

impressive) Soul Eater.

In scenario 14, Gomez was sad for Bud. Bantross told him to find Rado, who is supposed to be the only one who can help Bud. Rado's adventure was quite unusual. Rado and his devil soldiers wanted to be very popular. They wanted to help the weak. Bud met Rado and they became friends. After a small fight, Rado took the control of Gamerandal, a flying fortress. He became so evil that he wasn't able to awake. After he realized his errors, Rado asked some help to Gomez to kill Gameline, who has taken the control of Gamerandal. Finally Rado and Bud awoke. They are the Unicorn and the Serpent. They killed Gameline. Gamerandal was destroyed by the sacred ship of Gigi's father but all were saved.

In scenario 15, Zenon and Lamy arrived. They wanted to exterminate all the gabris. Kiska and Gigi were hired for this job. After a terrible accident, Kiska died. Gigi continued alone. Gomez and the others found that the bad creatures weren't Gabris but copier, creatures of Razin. After they give a proof to Gigi, Gigi did all what possible to save the remaining gabris. Gigi stopped Ryas but when Gomez and the others appears, Shion the sacred dragon became crazy and attack them. After a terrible fight, they won. At the end of the scenario Terra Fortuna was partially destroyed by the sacred ship.

In scenario 16, Lamy said that Gigi was responsible of Shion's loss. She orders Ryas to kill his daughter. After a small fight, Ryas abandoned this idea and fought against Zenon and Lamy in order to save Gigi. He died as a hero. Gigi was teleported in the shrine of light. In order to help her to awake, Gomez and the others input their emblems in the pedestals of other elemental shrines. Gigi received her emblem, she is the Scorpion. After this Zenon and Lamy appeared to take her in Garadis Ice Caverns. They wanted to kill all the heroes. After a very violent fight against them, Gomez and the other saved Gigi. Gigi puts her emblem in the last pedestal. A black stone tablet appeared. The elder of the gabri wanted to read it, when Bals appeared. He teleported away everyone and destroyed the tablet.

4 BATTLE SYSTEM :

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 as in Cosmic Fantasy Story.

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 each CD but i prefer to say it now so you can decide by your own.

Another property of this blacksmith is that he can 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.

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 effective against all monsters. Light equipment are useful when you fight a Sacred Knight.

5 THE ART OF MAGIC :

It's time to fix it. Powerful and useful magics must be used to win the game.

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 1,2,3 and 4 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. It's not exactly a level 5, and i will come back to it below. In the three last CDs it's the same thing.

You can store the combination by using the third option after you create a spell : "the list option". Then use the List menu which is after all the magics menus during a battle. You gain a lot of time.

Here are the names of all the spells in the game :

For the Recov spells :

Single Attack :
Recov
Recoven (Recov + Recov)
Recov Highen (Recoven + Recoven)
Recov Rayon (Recov Highen + Recov Highen)

Group Attack :
Wrecov
Wrecoven (Recov + WRecov)
Wrecov Highen (Recoven + Wrecoven)
Wrecov Rayon (Wrecoven + Recov Highen + Recoven)

There are other ways to obtain the Wrecov spells. For example, Recov + Recoven + Wrecov gives a Wrecov Highen, but it's less good than a Recoven + Recoven + Wrecov. Fortunately, all the combinations are the same for each magic form.

For the Heat spells :

Single Attack :

Heat

Heaten

Heat Highen

Heat Rayon

Group Attack :

Wheat

Wheaten

Wheat Highen

Wheat Rayon (wonderful magic)

For the Ice Spells :

Single Attack :

Ice

Icen

Ice Highen

Ice Rayon

Group Attack :

Wice

Wicen

Wice Highen

Wice Rayon

For the Leaf spells :

Single Attack :

Leaf

Leafen

Leaf Highen

Leaf Rayon

Group Attack :

Wleaf

Wleafen

Wleaf Highen

Wleaf Rayon

For the Light Spells :

Single Attack :

Light

Lighten

Light Highen

Light Rayon

Group Attack :

Wlight

Wlighten

Wlight Highen

Wlight Rayon (very powerful and impressive)

I will finish with the "level 5" of magic. To cast a Wlight Rayon, or more generally a "W* Rayon", you need a powerful magician who can cast a level 4, but you need also a ring that increase the magic skill of this magician, else you will not be able to cast such a spell. Other single spells like a "* Rayon" cause the same problem to some characters. In this CD Kanan can cast all the spells.

6 EXTRA OPTIONS :

You have probably noticed the extras available since CD 3. In CD 5, you can visit a Monster Gallery, an Art Gallery and a Sound Test.

The Sound Test and the Art Gallery are updated automatically by Capcom.

To update your Monster Gallery, you need to fight new monsters. If you have a ???? aside a number it means you have missed the monster. To meet a monster you need to fight him. It's not an obligation to fight and win. If you wish the monster in your gallery you need at least to hit him and then escape.

You can replay an old scenario !

So far there are four bosses you will beat later, when you will have more power :

- 1) The Heat Tank in scenario 2. After you helped Kanan to awake you will be able to meet him in Kanan's scenario. It's possible to fight him in CD 6, but you must first input him in the monster gallery by replaying Kanan's scenario entirely.
- 2) Rune, the final boss of the fourth CD. He is not very hard but long to kill, so escape for now and beat him later with the powerful weapons of CD 6 or 7.
- 3) The Green Elemental of scenario 8. It's hard to meet him. It seems that there are two secrets area in this scenario according to the Dreamcast you are using. I will make the light on this later.
- 4) In Aboguard's house in scenario 16, you can fight a Dadangas. It's hard to kill because it heals completely before it dies.

There is also a mini quest : In scenario 17, you must find the lost draws of the lion of the secret area. He has lost them in Railalu Mountain.

The main side quest in the game is to find Taro card (like Sunday card etc) and give it to a gabri in Terra Fortuna in order to obtain new items.

This is just what i have found but there are more secret bosses and you will see how many by using your own Monster Gallery.

7 THE ULTIMATE CAST OF CHARACTERS :

This section is here to help people to choose a member for a party. You will find here, all the skills of each character and a profile.

GOMEZ :

The Buffalo is one of the most powerful emblem. Of all the heroes, Gomez is the one you will play the most. He doesn't understand anything to the magic but he has a great advantage in a battle : He can hit 2 times an opponent and he is very strong. He must be systematically in your team before an important boss. Correctly equipped, Gomez is the best leader you can expect for a team.

Gomez has three skills :

Counter : Gomez can counter any of the physical attacks and even the one of a boss, but he loses more energy.

Buffalo Rage : Gomez increases his attack power by decreasing his defense one. The animation is cool.

Berserk : Gomez becomes berserk (!). This skills is very useful becomes you can't be stunned. When an opponent locked your attack skill, use Berserk to hit him.

KANAN :

Even if Mima is a fairy, Kanan will become the best Healer of the 12. She is also a sniper and a beautiful woman. In fact she is well balanced in either way attack and magic. Her soul is a bit tortured by her recalls but it doesn't affect her in a battle.

Kanan has 2 skills :

Sniper Shot : It's in theory a critical hit, but i never used it.

Siren's Scream : It decreases the wisdom and the dexterity of an opponent. If the skill works the ennemy can't cast anymore powerful magic spell.

RADIA :

Radia is very sympathic character. I like her design and her behavior. She has 2 knives to hit the opponent but she is not powerful. She is also an average magician. Her great advantage is the speed. She can attack or cast a spell before any ennemies. In a battle it can saves a member of a potential death.

Radia has 2 skills :

Steal : Radia can steal an item to the opponent.

Attack Level 1 : Radia does a critical hit on an opponent.

BUD/KOBUD :

At the beginning Bud impressed me with his incredible power. He was stronger than Gomez. Unfortunately my interest for him decreased because he is always a NPC and suffer greatly of other magic spell. As it wasn't enough you can't equip him with new robo parts and you can't choose his attack. In this condition he becomes quickly a millstone round your neck. Too bad.

Bud has 3 skills :

Wrecov Rayon

Wlight Rayon

Berserk : He hits everyone, including the party member, except for him. This skill is annoying because he always use it when you have 100 to 200 HPs. In fact the heroes are killed by him...

ELISHIN :

Elishin is exactly as Radia. An average character. As her he can attack before everyone. I like his style and each time you control him you play the most interessant part of the adventure (and the most difficult one).

Elishin has 3 skills :

Attack Level 1 : A quick attack, not very powerful.

Attack Level 2 : A strong attack.

Self Support : Elishin increase his dexterity and speed.

EIN :

This robot can do various thing but he becomes very useless in the very last CD. If it's true he gains HP, he doesn't get new magic ability and it's too bad. Anyway, having his golem force punch is a great advantage against a boss.

Protect : Ein receives the attack instead of a party member.

Ultime Defense : Ein becomes invincible.

Golem Force Punch : Ein summons a strong golem to hit every ennemies. He can't move after this attack.

PAMELA :

She is the woman version of Gomez. Pamela is not very interessant in the way of the magic, but she can use two types of weapon a hammer like Gomez or a sword like Ein. With a hammer she can, as Gomez, hit two times an opponent. However it happens rarely.

Share my life : Pamela can revive a partner by giving to him/her half of her current HP.

MIMA :

Mima really impressed me when i discovered her. She disappointed me in the sixth CD, because her knowledge wasn't sufficient to cast a Wrecov Rayon without a special ring. Her main problem is the number of HP. I like her skill aura.

Aura : Mima calls a fairy to heal all the party. Sometimes, the three fairies will come to increase all status of each party member.

MAMMA :

Except for Gomez, no one is strongest than Mamma. It's also a poor magician but who cares. His only skill is a powerful attack but it also destroyed the main weapon. Mamma is the character who gains the most HP of all the 12 heroes, a great advantage.

Mammoth Punch : A strong attack on a single foe. Be careful it destroys the main weapon.

GIGI :

Gigi is a character i have long waited to control. Her main skill, Reflect All is the best of all even if it's limited to 4 per battles. Her other skills are useless from my point of view.

Retain Fire : You resist to a fire magic spell

Retain Ice : Same as above with the Ice.

Retain Leaf : same as above with the leaf.

Reflect all : You reflect all attack, magic or not. The best thing you can expect versus a boss.

SOPHIE :

Sophie is my favourite character when i want to control a woman as a leader. She is very original and you can summon a monster to help you in a battle. She is powerful and can cast decent spells.

Catch : You can catch a monster.

Sight : You can summon a monster.

Release : You can call back a monster.

Monster Shot : You use the power of the monster in your gun, it's a fury.

RADO :

Rado is a cool and hip character. He is very strong, not as strong as Gomez but he can easily be a leader. He always acts for his popularity. Too bad that he doesn't understand anything to the art of magic.

Ground Cross : I really don't know how to use it. If someone can help me...

8 WALKTHROUGH :

The game begins with a small recall of the sixth CD. Bals arrived and destroyed the stone tablet. After this Bantross asks Ein to be the leader (instead of Gomez). He wants him to help the people of the region of Donan. Equip yourself, choose two other partners and warp to Donan.

SCENARIO 17 : CHASING THE FIRST PART OF THE DARK TABLET ! (6 Orga Stones)

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

BALS : This evil spirit is the most powerful servant of Dios. You will have a lot of problems cause of him.

DARK FATHER : He has imprisoned the beasts so they can't say the truth about Dios and Razin.

DARK LIZARD : The last boss of this scenario.

GUEST FROM CD 2 :

JIZAMU.

You arrive in Porte Forest. First of all, exit south to the map.

SECRET AREA : It's on the tree in the mountain chain west of where you are. You will watch a small scene where a lion explains he is sad because he has lost all his draws in Railalu Waterfalls. If you find it, bring it to him.

PORTE FOREST : (red)

ROOM 1 : You arrive here. You can go down to the map, or up to an item and the exit.

ROOM 2 : 1 item on the left and 1 exit (room 3), or go up to 2 items and an exit (room 4).

ROOM 3 : You meet a hunter and find 2 items.

ROOM 4 : 1 exit north left (room 6), 1 exit north right (room 5) and a hidden path on the left to a chest and an orga stone.

ROOM 5 : There are 2 items and a path hidden by the trees. You find a chest.

ROOM 6 : 2 items, 1 chest and 1 exit left (room 7), 1 path to the exit north (room 8) and an item and an exit north right (room 7).

ROOM 7 : 1 item + 1 hidden + 1 item north and an exit which is in fact the exit north right in room 6.

ROOM 8 : 1 item and 2 exits, left (room 10) and right (room 9).

ROOM 9 : 1 item , 1 chest north after the tree.

ROOM 10 : 1 item and the exit after the boss.

BOSS : 3 GUARDIANS (red)

4 boys and a woman steal the items in the chests. You exit to Donan Town.

DONAN TOWN :

In the first part you find the shops and the inn. In the second part, you see a church. Enter it by using the huge door. You find Jizamu and all the beasts once again imprisoned. They are waiting again for Metanomu (Bud). Find the Dark Fther and talk to him. Try to exit of the town, Bals uses a light to scare the heroes. Go back to the second part and you see a guard and Gabo (the woman you have saved in the forest). Follow her and talk to her. Follow her again.

BASEMENT 1 : Use this way to access the sewer.

DONAN SEWER : (green)

ROOM 1 : Go to the entrance and push a lever. You find an orga stone behind a rock on the right. Then you can use new paths. 3 items and the exit.

ROOM 2 : 1 item, enter the small room to use a lever. 2 items and the exit.

ROOM 3 : Go in the small room to use the lever and exit.

ROOM 4: Go to the first room, use the lever. Go to the second room, use the lever. Go back to the first room and use the first lever, now you can exit.

RAILALU GREAT WATERFALLS : (green)

ROOM 1 : You meet a guy. You can enter the cave or use a ladder.

ROOM 2 : Enter the cave to find 3 items.

ROOM 3 : you arrive on the other side of the river. 1 item. Use the ladder to find a chest. Go back to room 1 and use the ladder to exit to room 4.

ROOM 4 : Go right to a chest. There are 1 ladder and one exit.

ROOM 5 : (ladder) 1 item and the exit.

ROOM 6 : I suppose you recognize this room.

ROOM 7 : You are stucked, go back to room 4 and use the exit.

ROOM 8 : Exit.

ROOM 9 : Enter the second cave to find a chest.

ROOM 10 : Go down to find an item hidden in the trees.

ROOM 11 : Save and take the item.

ROOM 12 : 1 exit + 1 hidden path on the left to an orga stone. Exit to the map.

DAROA MOUNTAIN : (blue)

ROOM 1 : You meet a Dark Ein. Beat him.

ROOM 2 : You meet 2 Dark Ein. 1 chest. 2 exits left.

ROOM 3 : (left 1) You go to an exit and a chest.

ROOM 4 : (left 2) You must beat 3 dark Ein to arrive here.

ROOM 5 : You meet the Dark Father.

Gomez doesn't want to fight the Dark Ein. He leaves the team.

BOSS : 2 DARK EIN. (light)

BOSS : 3 DARK EIN. (light)

Ein explodes. Gomez takes him to Escaluro where Papa Ein repairs him. Exit to the map to find a secret area near the forest. You find a big chest in it. Exit to Terra Fortuna. You can warp back to Donan and then to Daroa Mountain.

DAROA MOUNTAIN REVISITED : (blue)

ROOM 6 : Go up.

ROOM 7 : 1 chest and the exit.

ROOM 5 : Use the first ladder and the exit left.

ROOM 8 : You find an orga stone. Use the second ladder of room 5.

ROOM 9 : 1 item and the exit.

ROOM 10 : 1 chest, exit left first.

ROOM 11 : 2 items + 1 chest. Go back to room 10 and use the ladder.

ROOM 12 : You meet the Dark Father.

Gomez will convince all the Dark Ein that they can be their own master. They don't have to obey to the Dark Father. The Dark Father unlock the Dark Lizard and then die.

FINAL BOSS : DARK LIZARD (light)

After the fight, you arrive in Donan. You show the dark tablet to convince everyone that Dios is a bad god. You show that the 12 emblems that serve Razin are in fact the good. Bals appears and show a white tablet. It shows that the Buffalo, the Scorpion and the Golem were the servant of Dios. All the people in town decide to believe Bals. They will never follow Razin. They refuse to talk to you anymore. You have lost a battle. To win the war you decide to rebuild the dark tablet. It's the only way to show to these people the truth.

SCENARIO 18 : THE LAST HOUR ! (7 Orga Stones)

The action takes place in the region of Firensa.

CAST OF CHARACTERS :

GOMEZ AND COMPAGNY.

BALS.

GABO AND THE LOST BOYS : They will help you with good equipments and save point.

DIOS : The god of light will do his best to stop the revival of Razin.

RAZIN : The dark, but good, god will appear at the end of the game.

Gomez is affected by what he has learned from Bals. Rado says that it doesn't change his behavior. He wants to fight against Bals and Dios. Everyone agree. Elishin calls the 3 beauty ladies to him and then you can control them. Begins to equip yourself and warp. Once in town talk to a hunter and answer YES to him. Then talk to the old lady and last to 2 guys near the inn. There will be a scream. Go to the old lady in the second part of the town. You see Gabo. She will show you a way to enter the church. Follow her.

BASEMENT :

ROOM 1 : 1 item. Near the second item is a wall. It hides an orga stone. Exit.

ROOM 2 : You arrive in the church where all the beasts were imprisoned.

CHURCH :

ROOM 1 : Go upstairs.

ROOM 2 : Go in the room of the dark father.

ROOM 3 : You see a new entrance. Use it.

ROOM 4 : The room is dark.

BOSS : MOUNT BUCKLE. (blue)

You find an orga stone on the left of the room, hidden by the wall. Now press the red switch you see (you will have some difficulties to activate it, or my version was a bit buggy). Now you can warp to the new region of Firensha.

LUBE :

ROOM 1 : You can heal and save.

ROOM 2 : Gabo will install all the shops here. Talk to her to learn about Balra and Endim. Go to the map.

SECRET AREA : On the south east part of the map, a green tree. You find a poor Musashi Card. You can give it to a gabri in Terra Fortuna.

BALRA PATH : (blue)

ROOM 1 : 1 item and 2 exits right and up.

ROOM 2 : (up) 1 chest.

ROOM 3 : (right) 3 items and 2 exits again, up and right.

ROOM 4 : (right) 1 chest.

ROOM 5 : (up) 1 item then go down by using the partially hidden wooden path.

ROOM 6 : Go right then down to an item. Go up to an item and the exit.

ROOM 7 : 2 items and 2 exits, up and left.

ROOM 8 : (left) 2 items and 1 exit.

ROOM 9 : You find 1 chest. Go back to room 7 and exit up to the map.

ENDIM, SACRED GIRLS SCHOOL :

Here, only girls are admitted. Elishin can't enter. You see an exit so use it. Exit of the next room. In the third one, you see some boxes. All the girls decide to abandon Elishin. They will enter and then open the path to him. Elishin agrees. Visit Endim. You will find the Princess, Peguy. Talk to her and she runs. Open the way to Elishin, he can't enter for the moment. Now go after Peguy. You will find her in a school room previously inaccessible. She will run again. Go back to the room where Elishin is waiting. She meets him and falls in love. She runs again. You find her in a room of the second floor.

It's the night. Now Elishin can enter and avoid all the guards to search for Radia in this remake of Metal Gear Solid. Once you have found her, find your way to the church where a part of the dark tablet is. Elishin will find Radia, Kanan and Pamela. I don't say anything else to let you enjoy the fun. The game automatically saves your position after you find Radia.

BOSS : 4 SACRED KNIGHTS. (light)

Follow Peguy to Endim Forest.

ENDIM FOREST : (red)

ROOM 1 : 2 exits right and up.

ROOM 2 : (right) 1 chest.

ROOM 3 : 1 item.

ROOM 4 : You find Peguy, answer yes to her.

ROOM 5 : Save and exit down.

ROOM 6 : 1 chest. Go back to room 5 and exit north (follow Peguy).

ROOM 7 : 1 item up then go down.

ROOM 8 : You will watch a scene, Queen Laura will kill Peguy.

BOSS : QUEEN LAURA. (light)

Phase 1 : The Small spirit.

Phase 2 : The Giant spirit.

Phase 3 : The Gold spirit.

After this fight, you obtain a part of the tablet. You look at it and watch a scene. Bals appears. He summons the buffalo spirit to kill Elishin and the 3 girls.

BOSS : BUFFALO (light)

It's possible to win this fight due to Kanan's Wrecov Rayon. Anyway, even if you win, Elishin and the 3 girls will be killed (it's not a joke). Before he dies, Elishin sends the tablet to Bantross.

Everyone is furious. Bantross is happy to have this part of the tablet. Gomez wants to hit him for this. Rado decides to become a leader. Mima, Mamma and Ein follow him. Warp to Lube.

After you talk to Gabo you can exit to Tolua Castle.

TOLUA CASTLE, SACRED MEN SCHOOL :

Now, only men are admitted. Go left to abandon Mima. You must find a rope to help her to go in the castle. Enter the castle and find a way to the top. You see that you can send a rope to Mima from there. Go back to the entrance and now you can see an item, a key, on the ground that wasn't here before. It opens the small house in the castle. Inside it you find a rope. Go to the top and help Mima. Follow her. She is arrested.

BOSS : 2 GRAND KNIGHTS. (light)

Go to the church in the castle. Everyone think that Mima is a goddess.

BOSS : 3 GRAND KNIGHTS. (light)

Enter the church and talk to Imuda. A glowing ball changes him.

BOSS : IMUDA.

Phase 1 : The Small spirit.

Phase 2 : The Giant spirit.

Watch the scene. Heal before you exit. Bals appears in order to kill Rado and the other. After a new scene, Bals summons the Mammoth.

BOSS : MAMMOTH.

It's simply impossible to win. You can try if you wish but it's useless.

Everyone die.

Gomez decides to go in Firensa alongside Gigi, Sophie and Bud (hourra !). Talk To Gabo and exit to the las point on the map.

THE GREAT BEAST SHRINE :

Talk to pass (thanks to Bud). You will fight a guard.

ROOM 1 : 2 chests + 1 exit.

ROOM 2 : You will fight 1 guard.

ROOM 3 : You will fight 2 guards, use the warp 1. There are also 1 item, 1 chest and 1 exit.

Warp 2 : The warp that's down.

Warp 3 : The one on the left.

Warp 4 : In front of you. You meet a boss. BOSS : BUCKLE AND POCKLE.

Warp 5 : You find an orga stone and meet Ein. Talk and he turns into stone. You are back in Room 3 where you can use the exit now.

ROOM 4 : You beat 3 guards.

ROOM 5 : 1 chest and 3 guards.

ROOM 6 : You will exit of this room only if you have killed Buckle and Pockle.

ROOM 7 : 2 exits. Use the one up.

ROOM 8 : (up) You will use warp 6 to 10. You reach a chest. Then you go back to room 3 and must come back in room 7 to use the exit down.

ROOM 9 : (down) 3 guards.

ROOM 10 : 3 guards.

ROOM 11 : 2 guards.

ROOM 12 : Exit.

ROOM 13 : Save.

ROOM 14 : Exit.

ROOM 15 : You meet the boss.

BOSS : THE GREAT BARBER. (light)

Take the tablet. Watch the scene. Go down and Bals appears. This time he summons the Serpent to kill you.

BOSS : SERPENT.

It's impossible to win (you need a Wrecov Rayon and a lot of chance). Gomez loses and dies. Bals keep the last part. Bantross is furious. You will play Sunk the white gabri. First talk to the elder and answer yes. Then go in the room with the shops. Talk to the pink gabris near the small glasses. You pass a night. Now waste your time by going up then down. You will warp automatically. All the gabris revive the 12 heroes (ahhhh !).

Bals appears again but this time, Gomez decides to fight him in a duel. Bals accepts.

BOSS : BALS. (light)

Phase 1 : Gomez VS Bals. You have just to hit Bals 2 times.

Phase 2 : BALS + 2 INNOCENT WINGS VS Gomez, Gigi, Sophie and Bud.

This battle is very difficult. You will try a lot of times before you succeed.

You obtain the last part of the tablet. Watch the scene. You can choose a new party and save. Click on the tablet to change it into a warp. You can use it to access to the jail where Razin is imprisoned.

RAZIN JAIL :

ROOM 1 : Enter.

ROOM 2 : Click on the cube.

ROOM 3 : Everyone come. Dios arrives to stop you. His power os too great for the 12 heroes so Bantross and the wyvern sacrifice their lives to help the heroes. The 12 chosen will unlock Razin and then Dios will come to kill them. Choose this party Gomez, Gigi, Kanan and Mima (i used them to win).

BOSS : DIOS. (light)

Phase 1 : The God of Light.

You can hit him in the first turn. Then in turn 2,3 and 4 use the skill Reflect All to reverse the effect of the magic (except for Gigi everyone is in defense). At turn 5 Gomez will use his Counter skill, Gigi continue the Reflect All, Kanan will cast a Wrecov Rayon and Mima will use her Aura skill.

Phase 2 : The Absolute God.

In this phase only Gomez will hit every turns. Begin to destroy the left arm

then the right arm. All the other will cast Recov Spells. Sometimes, Gigi or Mima will have the opportunity to hit Dios after you destroyed the left arm.

Phase 3 : The Furious God.

I recommend to use the same technique to allow Gomez to hit the left arm. The difference is that you will not hit the right arm but Dios himself in order to win. If you destroy the right arm of this phase you will regret it. The fourth Phase is not a good experience. It's similar to phase 2 with more difficulties.

During this battle, Razin will interfere and completely heal one of the party member sometimes. Believe me it's useful.

At least, Dios dies. Razin appears. He revives Bantross and the wyvern and then you will enjoy the end of the game.

ADK, At Least In Eldorado.

9 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 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 is in the instruction manual. In fact it happens when you exchange orga stones against an item. It shines and becomes an item.

10 ELDORADO GATE AND THE VGA BOX :

If you are using this device to play with you DC, i just want to say that you need to have a distance of one meter or two between you and your computer screen. If you play this game at 5 cm of the PC screen, you will see a Genesis game in 320 X 240. On the contrary with the distance you will enjoy the antialisasing and see that the VGA BOX is effectively more suitable than any other cable (Scart, Cinch or S VIDEO).

11 TO DO LIST :

I must find all the missing orga stones in each scenario.

I must kill the four bosses.

I must chase all the monsters to obtain them all in the monster gallery.

I must complete the mini quest and the side quest i mentioned.

12 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. In CD 4 for example, when you kill light monsters you find money. In CD 5 you can sell monsters.

Is there a secret scenario in this CD ?

No.

How can i be sure that the 16 scenarios are synchronized ?

On your save file you see, 1 to 16 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.

Thanks to Lord Grynn. He helped me to buy the three last Eldorado Gate.

Thanks to Stelecroco, without his help in CD 6, i couldn't be able to play this CD correctly.

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ADK, at least in Eldorado.

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