

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

by ADK

Updated to vFinal on Feb 22, 2003

ELDORADO GATE VOLUME 2 WALKTHROUGH BY ADK

Final version :

Welcome to the second chapter of this saga made by Capcom. Here you will find everything you want to know about this game.

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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.

V 1.2 : i added the tips to return to Terra Fortuna and visit it.

Final version : i added the locations of the secret areas, corrected some errors and added the locations of all orga stones of this cd.

Here is the summary :

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

1 A QUICK REVIEW :

Well in the second chapter, the presentation is worst than in CD 1, and i really have the feeling that Hamano has smoked too much cause the drawing is completely different from the sprite created by Capcom. Hamano's design is really pathetic. In the way of the graphics, Capcom increases the quality with super cool decors . In the way of animation it's exactly the same thing, fun but this time some magic effects have really change.

The new musics that appear are cool but i regret there is no voice acting.

The controls are perfect as usual.

What's really change is the interest. The quest seems shortest but are for sure, more interesting and even i want to say original. It's a real pleasure to complete this CD and the bad feelings i had for the CD 1 have completely disappeared. I'm proud to play this game with my Dreamcast and i want the CD 3 now.

In some quests you can interfere to help the new hero you meet and the synchronicity with other scenario file allows you to find the previous hero as you let him. So cool to my humble opinion.

PRESENTATION : 9/20

GRAPHICS : 17/20
ANIMATION : 17/20
SOUND : 18/20
CONTROLS : 18/20
INTEREST : 17/20
FINAL NOTE : 85% (i can't give more, it's a basic 2D game after all).

ADK, on the road to Eldorado.

2 WHAT HAS HAPPENED DURING CD 1 :

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 hasn't found 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.

3 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 some of the heroes are slowest than them like in Cosmic Fantasy Story.

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

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

After a battle you can choose which items you want sometimes. The one you choose comes with you and the other can be found in Terra Fortuna because there, you can store all items you have found and then give it to a character 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, heroes can cast only level 2 of magic

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

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

So far the effects change a little from CD 1 to CD 2 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 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.

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 arrives and re introduces himself for those of you who haven't played the CD 1. Then Radia comes to play with him and Gomez tried to calm down her, Kanan also appears. Then Bantross introduces to everyone the new hero of the day, BUD, the beast.

In all the CD, the action takes place in the region of ESCALURO.

SCENARIO 4 : BUD, BETWEEN THE JUSTICE AND THE REVENGE !

CAST OF CHARACTERS :

BUD : the hero. He's an average fighter and an average magician. He's so funny when he walks.

LIZA : She's Bud twin sister.

JIZAMU : He's a samurai and the only guy who likes beast like Bud.

ILED0 : He's Bud's best friend.

BUBBA : He's the bad guy of this story.

JOLUBA VILLAGE :

Bud begins to search for the three visible items and find the one in the bucket. You can obtain an itm by talking to an old woman and find a card in a jar. Then talk to the elder and a scene occurs : It's time for Liza to marry with Iludo

even if Bud doesn't agree. Iludo arrives suddenly. The hunters have found them and begun to kill everyone. You can escape by the left and use a ladder. Iledo and Liza come with you.

ESCAPE AREA : (blue but you can't change the equipment)

Room 1 : 2 items and 2 battles. There is 1 chest guarded by 3 hunters. Then you can exit.

Room 2 : Take the first orgastone here and the items on the ground. Use the ladder to reach the exit.

SECRET AREA : Click on the right of the swamp to find it. Once there, talk to the Gabri in this order : White (Sunk), Blue (Inn Gabri), Pink (Store House Gabri), Green (Magic Items Gabri), Yellow (Party Gabri), Purple (Teleport Gabri) and White again. Normally Sunk lets you take the item in the chest.

FAUST MOUNTAIN : (red)

Room 1 : 2 items here and north is a chest with a bronze sword. exit.

Room 2 : 1 item here when you enter, use the bridge.

Room 3 : Exit of here.

Room 4 : You see your village has burned. Liza falls. There is one item here and then find the exit.

Room 5 : You pass the night here but when you wake up, Iledo has disappeared. You meet Jizamu.

Room 6 : There are 3 items here and one chest. Go north then left to exit.

Room 7 : 2 items here then you can exit.

Room 8 : Go right to a chest and north then left to the exit.

Room 9 : there is one item after the bridge and you meet some hunters.

Meanwhile Bantross has seen a great danger and asks Gomez to help Bud and Liza.

You are Gomez and here you can choose your weapon by talking to some creatures. it's the very first time you can visit Terra Fortuna. Once you are equiped with a red armor and a red hammer, you can exit. If you need money, in the room with all the shops, talk to the purple Gabri to sell items previously stored. Then exit to the room with the blue ground (the main room with all the heroes) and talk to the Gabri, left of Bantross, answer yes and Gomez appears in the heat of the battle.

BOSS : GRASS DRAGON (red)

Then you fight the 3 hunters. To the right of this room is an orga stone. then you can exit.

ANIMAND TOWN :

Save here first. It's wise to buy a lot of Ice items for the next dungeon. Push the box to enter the town. In the second screen of the town, search for the third orga stone on the left and hidden by a huge house. Then go to the third screen of the town and enter a house. After that a scene occurs and when you awake Liza died.

GAZA DESERT : (blue)

Here you make a grave for Liza and sworn to avenge her death. Bud wants to awaken the power of Metanomou.

Room 1 : North is an exit to the map, so go south to find 2 items and the exit.

Room 2 : 1 item, and one chest on the right, You meet a yellow Gabri, you can

buy a blue equipment to him. Then exit.

Room 3 : 2 items and 1 chest . There are 2 exits here, go right to find 1 item and one chest and then go down for the good way.

Room 4 : There are 2 items here.

Room 5 : You will see a tree with a bulb. The fourth orga stone is hidden by this bulb. Take also the item on the ground. Then you see a second item on the ground to the north. Just near is a huge rock, search for a secret entrance in it. Open the chest. Exit of here.

Room 6 : Take the item in the tree and exit.

Room 7 : Take the item on the ground and exit.

METANOMU SHRINE : (you need the red Gremlin Armor found in the desert, light in theory is required for this dungeon)

One thing about this dungeon, if for a reason or another you must exit of here, be sure you have put all the levers to their INITIAL position or you will never escape of here and you will believe that there is a bug. i have warned you.

Room 1 : 2 items here and then exit.

Room 2 : Use the lever to reach the chest. Then exit.

Room 3 : Go down. There are 3 items and 2 exits. North, you'll find the arm of Metanomu. Take it to open the way. Then go down, take the item and use the good way.

Room 4 : Save and heal.

Room 5 : In this room is the last orga stone of this chapter. It's hidden behind a wall on the right of the room, just above a part with stone Ein. There are two items here, Use the lever near the exit to access to two chests, but beware of the one right, there is a monster inside.

Room 6 : You find Metanomu's leg on the right of the room. Then you can exit to the left.

Room 7 : Exit of here.

Room 8 : Up is one item. Right are 3 items and one chest. Left is the exit.

Room 9 : Use the lever to collect easily some items on the way to the save point.

Room 10 : Here is an item and the body of Metanomu and his guardian.

BOSS : GUARDIAN.

Use the light spell level 2 on him.

Then Bud becomes Metanomu and flies to Animand. Save before you enter and kill all the hunters on your way, until you meet their chief.

FINAL BOSS : BUBBA. (you need the blue weapon and armor you found in the shrine).

Then Bud/Metanomu changes again of appearance and a mysterious baby teleport him (It's one of the twelve characters to find).

Bantross is furious cause it's not him who takes Bud.

SCENARIO 5 : PRINCE ELISHIN TO THE RESCUE !

CAST OF CHARACTERS :

ELISHIN : A very cool character with a super sprite. He's a good fighter.

ALEX : He's Cattleya true love.

CATTLEYA : She's Alex true love...

BLACK TOOLS, WHITE THOR, GOLDCROW : are the three overlords of Armuz.

ARMUZ : is the bad guy of this story.

ESCALURO'S CAPITAL :

Armuz and the three overlords kidnapped the princess. Then Lord Elishin arrives. Visit the castle and begin with the room where the princess has been kidnapped. Then go in the left room and then to the right (search for an item in a mud).

Explore the town and talk to everyone to obtain some items and exit of here.

SECRET AREA : Click on the mountain of the right and close to the giant forest. After a funny scene, you will be able to buy powerful weapon for Elishin. Well, maybe later to be honest.

MORSE FOREST : (red)

Room 1 : 3 items and the exit.

Room 2 : 1 item to the left when you enter then go south and west for another one and
for the exit.

Room 3 : Enter in the house. Search for the first orga stone on the right of the house, hidden by the wood. Talk to Cattleya 3 times. She talk of Alex. If you talk again, you can pass the night in her house.

Room 4 : Exit by the other door and find in this room 2 items. Follow the way to the exit.

Room 5 : Go south to find a useful ring, then go west to collect 2 items. Exit south to collect one more item and then use the good way to return to the map.

TENKOU MOUNTAIN : (red)

Room 1 : 2 items and the exit.

Room 2 : You find an orga stone here and an item south of the orga stone. Go right of the exit to collect 300 senis in a chest.

Room 3 : There are 3 exits, left leads to 2 items, the second left leads to an item and a chest and south is the good way.

Room 4 : Collect an item behind a tree and enter it to find a secret room with a chest. Exit.

Be careful, from here you need to be equipped in blue to survive.

Room 5 : Follow the way and take 2 items.

Room 6 : Enter the house and talk to Alex. Exit by the other door.

You can use again your fire equipment.

Room 7 : 3 items and the exit.

Room 8 : 2 items and the exit to the map.

Now return to Cattleya's house and bring her to Alex. Talk to her, Answer yes and she joins you. then go in Alex's room and you receive a key. Open the chest here and use the key to open the other door in the house and open the other chest. Then talk with Alex and he joins you. It's time to go to the next dungeon.

DRECK'S DESERT MOUNTAIN : (blue)

Room 1 : 2 items and the exit.

Room 2 : At the fork, go left for a chest and right is an orga stone and the exit.

Room 3 : Just take the item and exit.

Room 4 : 1 item here, but don't open a chest to avoid a useless battle against a monster.

Room 5 : Exit.

Room 6 : 1 item here, heal and save. Follow the animal girl.

Room 7 : You fight here 2 hunters. Follow again the girl.

Room 8 : You have found the village of the friend of Bud. They are all alive fortunately.

ZARCA VILLAGE :

Go to the cauldron and everyone appear. It's better to answer no. Then a scene shows how the village can fight the hunters, fight against hunters. Before you leave the village, find the orga stone here. Once you exit you are Gomez, again equip him and talk to the Gabri on the left of Bantross to join Elishin in his battle. Exit of the village.

COMOLO MOUNTAIN : (blue armor and weapon)

There is a subtlety, you need to buy the most expansive armor and weapon of water of the weapon shop in ESCALURO's capital to kill the boss.

Room 1 : Follow the way to the first overlord.

BOSS : BLACK TOOLS. (green)

He is sensible to the green color but he must be killed by a blue knife. Do as you wish.

Each character need a blue armor to resist to his attack.

Room 2 : Save and collect all items here. Don't forget the last orga stone hidden by the second arch, just before you enter in White Thor hq. In this room attack with green magic.

BOSS : WHITE THOR. (light)

No specific color against him. Hit him alot before he begins to attack and you will win easily.

Room 3 : Find 3 items here.

BOSS : GOLD CROW. (blue)

You must hit him with blue weapon. Take the item and exit.

Room 4 : Follow the way.

Room 5 : Receive the PEGASUS EMBLEM. Elishin receives his first skill : quick attack.

Room 6 : It's time to save the princess.

FINAL BOSS : ARMUZ.

He is sensible to the light.

A good tips to beat Armuz and Goldcrow is to use the fire magic that decreases the attacks. The kanji of attack is near it. I think this is the only special magic you have for now, so no possible mistake.

Then you look at the wedding and then Elishin is teleported to Terra Fortuna.

SCENARIO 6 : EIN ON A WAY TO THE CONCIOUSNESS !

CAST OF CHARACTERS :

Gomez.

Ein : A robot who will gain a consciousness. He is an average fighter and an average magic user.

Papa Ein and Mama Ein : They will repair Ein it's time it's necessary.

Domp : A gabri (inhabitant of Terra Fortuna) who wants to save the other gabris.

This is the best scenario of the CD.

Bantross is ill. You begin as Gomez. Talk to Bantross and Sunk arrives. Talk to Radia, Elishin. Talk to Sunk until he goes away. Now you can exit of Terra Fortuna by talking to the purple Gabri and arrive in Escaluro. Go in the castle and talk to Cattleya and Alex, then talk to everyone in the first screen of the town. They talk of a place named Carma. Talk to the guy near the church to obtain a new location on the map.

SECRET AREA : You see Carma on the map in orange ? ok from here click on the mountain of the left to find the secret area. Take the ring in the chest.

ARCHEOLOGIC AREA : (light in theory but with Gomez his blue equipment from scenario 5 is enough)

Before you enter the dungeon, you see a man is working here. He is the inventor of the Ein's robot. Enter the dungeon and a door stops you. Exit and save the guy from the death. To thank you he offers Ein, a robot to help you go through the dungeon.

Room 1 : Use Ein in front of the triangle to open the door (answer 1 each time Ein asks something). Ein is destroyed so exit and ask for another Ein. Collect 2 items then and use the teleport device.

Room 2 : Ask Ein to move the moving walkway and then he sacrificed his life to save you. Collect one item. Ask again for a new Ein and advance to the teleport device then.

Room 3 : Ask Ein to fill the computer with his energy. He creates a bridge, use it and reach the last part, fall to open the chest in 2F and fall again to exit and ask for a new Ein (there are 2 items in this room).

Room 4 : Ein opens the door then destroys the big cannon. Ask for the last time a new Ein to the guy. There is one item here.

Room 5 : Use the first teleport device to open four chests in the previous floor, then use the teleport to come back to room 5 and last use the second teleport after Ein activates it.

Room 6 : Save and then fight with the boss.

BOSS : 2 POACH BAKU (blue)
4 POACH BAKU (blue)

Gomez gain his second skill when he sees Ein in danger : "Buffalo Rage" (The attacks become very powerful but it decreases all Gomez's defense)

BAKU BAKU (green) + 2 POACH BAKU (blue).

Search for the orga stone hidden by the root on the right of the save point. Exit of here to the map.

BELD LABORATORY :

After you see Chibico Ein, search for the second orga stone hidden behind a

small hill immediately left of the entrance. Then advance to the house. You meet Papa Ein and Mama Ein. They give consciousness to Ein. try to enter a first time, then the second time you enter, Ein is alive. Now you play Ein.

CARMA VILLAGE :

First of all, go to the bar. Search for the third orga stone hidden behind a pile of barrel.

Exit to the entrance of the town and begin the investigation.

Talk to everyone and especially to the guy in the bar. Go to Escaluro and talk to everyone, look at the scene between Alex and Cattleya. Then return to Carma and talk to the guy at the bar (near the girl who gives food) and he offers

three choices. Answer 3 then exit to the new point on the map.

NESTRICKA LOST FOREST : (blue)

Room 1 : Collect one item here and then you meet a gabri (name of the inhabitant of Terra Fortuna). He is attacked by some poach bakus.

From here you need a fire weapon, if you can't buy it, simply use your fire magic.

Room 2 : You fight one poach baku, then 2 and then DOMP joins the team. 1 item here and exit.

Room 3 : Go north to an item and a chest and then right to an item and the exit.

Room 4 : Go south to a chest and then east to an item and the exit.

Room 5 : 1 item and the exit.

Room 6 : First north there are 2 items. Continue right and partly hidden by a long wall of rock is the fourth orga stone (you will see it if you look carefully at the red light emits by the stone) and at the second north don't open the chest then exit.

JIBRA VILLAGE : (green)

When you arrive, the Baku Bakus try to eat all the gabris of Terra Fortuna. beat them one after the other. Talk to Gomez and you join him to kill the Baku Baku. Then the queen Baku Baku arrives. Ein saves Gomez. Take the item on the ground, then bring Ein to his father. Left him and return to Jibra to save the creature of Terra Fortuna.

you must be equipped in green.

Room 1 : Exit.

Room 2 : Take the chest and exit.

Room 3 : There is an orga stone here and 2 items. Exit.

Room 4 : After the scene, Gomez falls against the QUEEN BAKU BAKU;

you are Ein, return to Jibra.

Room 1 : Exit of here.

Room 2 : Once here you can't use the same way as Gomez, use the root to exit north.

Room 3 : Ein receives the GOLEM EMBLEM. Ein receives also his first skill : Protect. You can take the damage of another person in your party for one turn. Exit north.

Room 4 : Open a chest on the north then advance on the wooden path to find one item and the save point.

Room 5 : Go north cause south was the room visited by Gomez.

After Gomez joins the team, you must fight the final boss.

FINAL BOSS : 2 POACH BAKU + 1 BAKU BAKU (two times)

Hit only the baku baku with a green weapon then finish the poach bakus with a blue spell.

QUEEN BAKU BAKU. (blue weapon and armor)

You need to change the equipment of Gomez and Ein during the battle to win.

To do this use the proper menu before you launch an attack.

In the middle of the battle, the queen will attack two times per turn.

Enjoyed the end of the last scenario.

ADK, on the road to Eldorado.

5 RETURN TO TERRA FORTUNA :

It's fairly simple, at the screen where (after you load a file) you can select a scenario, press down after the last scenario for a new choice which is : "go to Terra Fortuna", answer yes. 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. This shop is opened now, so don't hesitate use it.

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 seventh 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 second 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 THIRD VOLUME !

ADK, on the road to Eldorado.

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