# **Breath of Fire FAQ/Walkthrough**

by PeaceNLove

Updated to v1.2 on Mar 23, 2004

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FAQ/Walkthrough v 1.2
Game: Breath of Fire  Platform: GameBoy Advance  Original Guide Date: October 08, 2003  Last Revised: December 27, 2003
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 <->-<->-<->-<->-<->->
TABLE OF CONTENTS SEARCH KEYS
I. Introduction [ INTRO ]  a. Updates  b. Author's Note
II. Game Basics
III. Walkthrough

IV.	Side-quests
	a. Unlocking Doors
	b. Break Stuff
	c. The Slab
	d. Dragon Sword
	e. Dragon Helmet
	f. Digging for Treasure
	g. Open Sesame
	h. Dragon Armor
	i. Dragon Shield
V.	Spells
	a. Ryu
	b. Nina
	c. Bo
	d. Karn
	e. Gobi
	f. Ox
	g. Bleu
	h. Mogu
VI.	Monsters
	a. Regulars
	b. Bosses
VII.	Lists
	a. Weapons
	b. Shields
	c. Armor
	d. Helms
	e. Items
VIII.	Shops
VIII.	
VIII.	Shops
	Shops
VIII.	Shops
	Shops
	Shops
	Shops
IX.	Shops

- 1. Highlight the Search Key of the section you want to quickly find.
- 2. Press Control(Ctrl) + C to copy the highlighted Search Key.
- 3. Press Control(Ctrl) + F to bring up the Find box.
- 4. Press Control(Ctrl) + V to paste the Search Key in the box.
- 5. Press Enter to find the section quickly.



# - 12/07/03 - v. 1.0

First version of the FAQ. A little over half the walkthrough is finished while the Game Basics and Lists sections are complete. The Side-Quests, Spells, Shops sections are going along with the walkthrough and will be completed in line with it.

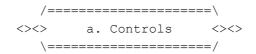
# - 12/12/03 - v. 1.1

Walkthrough up to Mare Town completed now. Complete Monsters section added thanks much to Scott Clemmons. A couple more side-quests added with the Spells and Shops sections coming along with the walkthrough. Quick Search function added as well.

# - 12/27/03 - v. 1.2

Walkthrough completed as well as the Spells, Shops, and Side-quests sections. A few secrets added as well. This is pretty much the finished product.

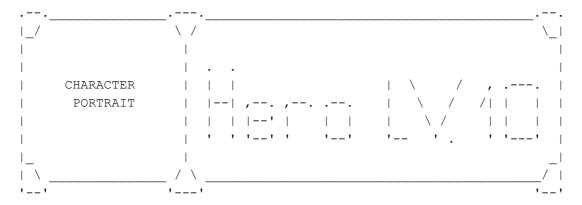
Hello and welcome to my Breath of Fire FAQ/Walkthrough for the GameBoy Advance. This is the fourth FAQ that I have created and I hope that it is to your liking as I have put much time and effort into it. This is the first Japanese RPG that I have written a walkthrough for so bear with me here as I'm a little new at this. Breath of Fire isn't a too entirely challenging or long RPG along the lines of Golden Sun, but it a fabulous role-playing experience nonetheless. Though it boasts no groundbreaking aspects in its gameplay, graphics, or sound, I still very much enjoy this game and I am sure you will too, RPG fan or not. I have made a comprehensive walkthrough for this game to help out any fellow gamers throughout the game as some parts can be tricky and you may not know where to go next. As always, if you have any questions, information, or feedback for me, you can email me at peacenlove08@yahoo.com. Enjoy.

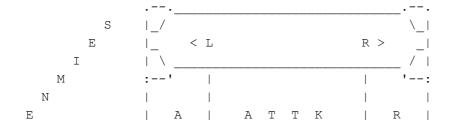


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BUTTON	MOVEMENT MODE	BATTLE MODE	MENU SCREEN   
Control   Pad	Move   Character	Move   Cursor	Move     Cursor
A 	,	Confirm Action/	, , ,
B	Dash	Cancel Action/   Selection	Cancel Action/     Selection
L	Change   Character Order	,	Not Used     I
R   R		View Defense   Commands	Not Used     Not Used
Start	   View/Hide   World Map	   Not Used 	   Not Used   
Select   	   View   Menu Screen 	Return To   Movement Mode  =======	   Not Used   

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<><> b. Battling <><>
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# DISPLAY





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	HP	###	HP	###	HP	###	HP	###
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	AP	###	AP	###	AP	###	AP	###
-	=====	=====	====	=====	=====	=====	====	======

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### BASICS

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### Commands

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Attack (ATTK) - Ally attacks selected enemy with equipped weapon

Change (CHNG) - Change to a different character that is not currently fighting

Spell (SPEL) - Ally performs a spell

Item (ITEM) - Use an item from your inventory

Auto (AUTO) - Computer does the battle for you automatically

Run (RUN) - Run from battle

Switch (SWCH) - Switches the row of the allies

- Press L to access

Defend (DFND) - Forfeit a turn to decrease the amount of damage inflicted upon

an ally

- Press R to access

# Status Ailments

===========

This is a list of the many negative effects that your character can suffer in battle throughout the game. Also is included are methods of how to cure them.

# POISON

# Effects:

- o This ailment takes away a fraction of ally's total HP every round while in battle
- o Outside of battle, poisoned allies also lose HP with every step you take Cures:
  - o Heal, Purify spells
  - o Antdt, Antler, Charm, Mackrl, Trout, Panacea, M.Drop, Life2 items

# CURSE

# Effects:

o Character's statistics are lowered

# Cures:

- o Heal, Purify spells
- o Charm, Panacea, M.Drop, Life2 items

# PARALYZE Effects: o This effect immobilizes an ally for a few rounds o Ally cannot perform any command while paralyzed Cures: o Heal, Purify spells o Charm, M.Drop, Panacea, Life2 items o Wait for the effect to wear off

### ZOMBIE

# Effects:

- o Character is transformed into a Zombie creature
- o Statistics are lowered sharply

### Cures

- o Heal, Purify spells
- o T.Drop, Charm, M.Drop, Panacea, Life2 items

### STUN

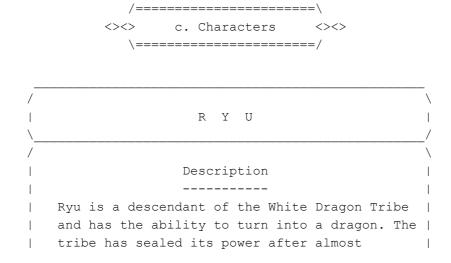
# Effects:

- o Occurs when an ally's HP drops to 0
- o Ally in Stun state is totally immobile until cured
  - o Life, Panacea, Life2 items

# Other Battling Information

# \_\_\_\_\_

- \* Battles occur randomly in any area where there is enemy activity, including the World Map and any other dungeons, forests, caves, etc.
- \* In battle your character and allies can strike with a Slam attack, doubling the damage done to the enemy. Also, your character/allies will, at times, strike back at an enemy with a counter attack (Cntr) after being hit. These attacks occur randomly in battle.
- \* In boss battles, though the boss may appear to be at 0 HP, they may flash and still stand for a few more hits
- \* When your entire party is in the Stun state (all allies are down to 0 HP), you are warped out of battle to the last Dragon Statue that you saved at.
- \* After every battle, the amount of experience points (EP) and gold (GP) you receive will be shown on the screen, followed by any items that the enemy dropped.



destroying the world in the Goddess War of several thousand years ago. However, it is allowed to use it when the world is in danger in order to save it, Ryu lost his parents when he was young and now lives with his sister, a shaman who can summon powerful magic. Ryu's hobby is fishing.

/						`
		Starting	Statistic	S		
				_		
			HP	20/	′ 20	
			AP	0 /	′ 0	
	LEVEL 1		EX	P 0/	10	
	STRENGTH	10	AT	TACK	15	
	VIGOR	10	DE	FENSE	19	
	AGILITY	8	AC	TIVE	3	
	WISDOM	12	IN	TLGCE	12	
	LUCK	12	FA	TE	12	
			MA	G DEF	9	

# Starting Equipment

WPN Dirk SHD WoodSH
ARM Robe HLM StrawHT

# Special Ability

Fishing - Ryu can fish in small ponds on the | world map. There are different | rods available in the game and you | must use better rods to fish for | better fish and items.

# N I N A

# Description

Nina is from the Fae tribe. She can turn into a gigantic bird and fly through the air with people on her back. The Fae tribe abhors fighting, and its people hid themselves in a remote mountain during the Goddess War. Because of their seclusion, their ancient traditions remain intact. Nina learned the ancient ways when she was young, and now she is a master in the use of healing magic.

# Starting Statistics

HP 36/ 36

AP 45/ 45

I	LEVEL 5		EXP 140/	280
				1
	STRENGTH	10	ATTACK	15
	VIGOR	24	DEFENSE	32
	AGILITY	35	ACTIVE	9
	WISDOM	38	INTLGCE	38
	LUCK	30	FATE	30
			MAG DEF	30
\				/

# Starting Equipment

\_\_\_\_\_

WPN ShortRP SHD None ARM Dress HLM None

# Special Ability

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Flight - Late in the game, Nina gains the ability to fly, allowing your party | to reach areas previously out of reach. Flight can also get you to places much faster than walking.

в о

# Description

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The Hunting tribe lives in the forest and reveres nature. This tribe is so familiar with the forests that you will never get lost when Bo is leading the group. Bo is cool-headed, reliable and very good at hunting with the bow. In battles against the Black Dragon Tribe, Bo led his tribe to multiple victories. However, the Hunters ere soon outnumbered and had to retreat to their home in the southern forest.

	Starting St	atistics		
		HP 69	/ 69	
		AP 21	/ 21	
LEVEL 9		EXP 1310	/1700	
STRENGTH	40	ATTACK	54	
VIGOR	39	DEFENSE	50	
AGILITY	40	ACTIVE	30	
WISDOM	33	INTLGCE	33	
LUCK	9	FATE	9	
		MAG DEF	31	
				/

Starting Equipment

				_	
	WPN	BronzeBW	SHD	N/A	1
	ARM	ArmPad	HLM	SuedeHT	1
\					,

# Special Ability

Hunting - Bo has the ability both to walk through trees on the world map and to hunt using his bow. To hunt, fire at any of the wild animals found randomly on the world map with his bow by pressing A.

# K A R N

# Description

As a tiny child, Karn was found in the Town of | Darkness by the leader of a guild of thieves. | He knows nothing about his parents or his | hometown. Karn is not interested in his past, | however, he is dedicated to acquiring the best | thieving techniques. Karn is always practicing | his craft. The guild leader wonders when he should tell Karn the truth about his | beginnings.

### Starting Statistics ΗP 116/ 116 53/ 53 ΑP LEVEL 12 EXP 5100/7300 STRENGTH 38 58 ATTACK VIGOR 34 50 DEFENSE 69 59 AGILITY ACTIVE WISDOM 42 INTLGCE 42 LUCK 51 FATE 51 45 MAG DEF

# Starting Equipment

WPN ThrowDR SHD None
ARM SuedeGN HLM NiceHT

# Special Ability

Thievery - While Karn is in the front of your party, he can do various things such as pick locked doors and disarm traps on chests. If

there is a trap hole in the floor, Karn will also prevent your party from falling in it. Karn also has the ability later on to fuse with other characters through certain spells, which causes him to change in form, appearance, and attributes. He also has different abilities based on his various forms.

Shin: Hunting with faster shooting arrows and the ability to walk through trees.

Debo: No special ability, but can | only be used underwater.

Doof: Can also walk through trees | as well as smash rocks and | weak walls. He can also | push very heavy objects. |

Puka: Can open sealed stone walls | to reveal caves.

# G O B I

# Description

Gobi is from a tribe of traders who boast that | they will one day control the world's | commerce. Their trade area is any place that | touches the sea. They are notorious for their | greed, and Gobi is especially greedy - his own | tribesmen shun him and he has been expelled by | the tribal leader. Because of this, his | ability to turn into a huge fish is sealed and | his life of commerce is very limited. However, | Gobi still hasn't learned his lesson.

		HP	90/ 90
		AP	48/ 48
LEVEL 15		EXP 175	00/22500
STRENGTH	35	ATTACK	47
VIGOR	40	DEFENSE	75
AGILITY	32	ACTIVE	17
WISDOM	49	INTLGCE	49
LUCK	69	FATE	69
		MAG DEF	40

Starting Equipment

WPN Pole SHD None
ARM BronzAR HLM BronzHT

# Special Ability

Swimming - Later on in the game, Gobi will gain the ability to turn into a large fish and travel speedily underwater.

O X

# Description

Warriors of the Creation Tribe are immense and | powerful. They trace their mastery at creating | weapons and armor back to ancient times. They | are also skilled at breaking apart walls and | hard rock. Despite their size, they are | capable of delicate and subtle work. Ox once | made a beautiful golden hair ornament for his | wife. They are best at crafting weapons, but | since the oppose war, they rarely use this | talent.

	Starting Sta	tistics	
		HP 168	/ 168
		AP 30	/ 30
LEVEL 16		EXP 23000	/29500
STRENGTH	73	ATTACK	103
VIGOR	71	DEFENSE	98
AGILITY	14	ACTIVE	0
WISDOM	40	INTLGCE	40
LUCK	21	FATE	21
		MAG DEF	30

# Starting Equipment

WPN Club SHD SuedeSH ARM BronzAR HLM None

# Special Ability

Hammering - Ox has the ability to break down weak walls as well as break through rocks holding items or blocking your path.

# B L E U

# Description

Bleu is the sorceress who was in a deep sleep | at Wisdon. She is also the sorceress who | imprisoned the goddess Tyr. She is a highly | offensive spell-caster with many powerful | spells right off the bat. Like all magic-based | allies, she has low health points and terrible | attack. She is a very useful ally, however, as | she has an array of attacking spells.

	Starting Sta	atistics	
			/ 110
		_	/ 119 / 159
LEVEL 19		EXP 31000	,
11,111,13		2711 31000	7 31300
STRENGTH	28	ATTACK	33
VIGOR	38	DEFENSE	58
AGILITY	59	ACTIVE	56
WISDOM	75	INTLGCE	75
LUCK	41	FATE	41
		MAG DEF	69

# Starting Equipment

-----

WPN Stick SHD SuedeSH ARM Gown HLM None

# Special Ability

None - Bleu does not have any special ability to use.

# M O G U

# Description

-----

Mogu is a mole who, at first, was is a deep coma under a spell from a sorcerer. His emotions of Fear, Sorrow, Humor, Anger, Reason, and Courage were scattered in his dreams and only when they were united could Mogu be whole again. Mogu's best attribute is his strength, which is not that great, while his other attributes are decent.

	Starting	Statistics
		HP 91/ 91
		AP 54/ 54
LEVEL 22		EXP 52000/53800
STRENGTH	80	ATTACK 122
VIGOR	52	DEFENSE 77
AGILITY	76	ACTIVE 65
WISDOM	45	INTLGCE 45
LUCK	22	FATE 22
		MAG DEF 49
	Startin	g Equipment
WPN Dig	CW	SHD N/A
ARM Bro	nzAR	HLM None
	Specia	l Ability
Dig - Mog in the gr	=	in dirt areas for item

!!! N O T E !!! This walkthrough contains major plot spoilers and summaries of every cutscene in the game. Read at your own risk, as I will not mark any spoilers throughout the rest of the walkthrough. !!! N O T E !!!

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At the main menu, press down once and select NEW GAME. Select either of the blank spaces and choose your main hero's name (up to 4 characters). The default name on my game was Zack but I think his real name is Ryu, so I'll call him that. Choose your options for Text Speed, Dash, and Music and go down, selecting END. Back at the main menu screen, select GAME START and choose your new game file.

DROGEN

Items: 300GP

Get out of bed and head up and to the left towards the man in blue. After he continues on to the left, proceed after him and when you get near him, flames will appear, making a barrier between you two. The old man will cast a spell dowsing the flames, and then continue on after him down some stairs. You will now be in a large room with many people. Talk to the woman at the bottom left to learn that the building is safe from flames now; she will then move aside. Now talk to the woman at the bottom middle and she will tell you that a woman named Sara is their only hope of survival.

```
1
                     Cutscene
A soldier and a woman in blue will come rushing into the
  room. The soldier tells the old man in the center that the !
  Dark Dragons have surrounded the village and are scheming !
  against the other dragon families. Their leader, Zog, is !
  plotting to take over the world, starting with the Light!
  Dragons. The old woman in blue comes over and says that
  Zog is foolish to take on the Light Dragons and the soldier!
   opts to go out and fight. Sara then speaks up and says
  that they are too weak to fight and will be devastated.
  But the soldier insists to fight and Sara is forced to
  him into stone. The Chief does not understand why she did !
  this and gets angered at her actions. Sara then turns the !
  rest of the group into stone all at once. She says that
  she will take on the Dark Dragons herself, but, before she!
   goes, she goes over to your stone body, telling you to "Be!
  strong. When you're a warrior, you'll bring peace to this !
   world." (Well isn't that convenient?)
          .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.
   Sara rushes out of the building to the town of Drogen, in !
   flames, and tells herself that she'll try to distract the
   Dark Dragons. A couple enemy soldiers rush up to her,
   capture her, and bring her to their commander, Jade. After !
   a small conversation about Jade's duties, Sara conjures
   some lightning bolts, frightening the soldiers away. Sara!
   then aims for Jade, who acknowledges her power, but it
   really affect her. Sara strikes a couple more times but
   Jade is too fast for her. Jade then mentions that the Dark !
  Dragons have the "goddess keys." While still attacking,
  Sara asks what they plan to do with the Tyr, the goddess, !
  but before answering, Jade strikes back at Sara. The fight !
   continues on as Sara launches a fireball at Jade, who
   isn't affected by it. Jade asks if that is all she's got, !
   and the view is shifted back up to the house you are in
   as the story appears on the screen...
```

/ \		/ \
/		\
l	THE STORY	
\		/
\/		\/
[]	When the Dragon Family was	[]
[]	at the peak of its power,	[]
[]	a goddess of desire appeared.	[]
[]		[]
[]	The goddess, Tyr,	[]
[]	granted wishes. The Dragons	[]
[]	fought each other for	[]
[]	her power.	[]
[]		[]
[]	Tyr encouraged the fighting	[]
[]	and watched the war between	[]
[]	the Dragons escalate.	[]
[]		[]
[]	When the world was at	[]
[]	the brink of destruction,	[]
[]	a warrior stepped forward.	[]
[]		[]
[]	The warrior battled Tyr	[]
[]	with his 7 companions and	[]
[]	locked her up using 6 keys.	[]
[]		[]
[]	These "Goddess keys"	[]
[]	were scattered throughout	[]
[]	the world and hidden away.	[]
[]		[]
[]	The Light Dragons balanced	[]
[]	the power of the family	[]
[]	and peace reigned again.	[]
[]		[]
\ \[]/		\[]/ /
\		/

As this is going on, you see the soldiers followed by Jade walking toward the house - an obvious indication that Jade is victorious and Sara has fallen in battle. Afterwards, the scene cuts to inside the large house where everyone becomes un-petrified and looks around, startled. The villagers wonder where Sara is and want to go fight for her, but the old woman says that would not be wise. The chief, however, believes that you are the mythical Dragon Warrior and trusts that you will save the world. He makes a chest appear in the center of the room and tells you to use the equipment in it. You will now have control of Ryu.

Take the 300GP from the chest above and then head down and out of the large building. View the destructed city and proceed to a small house to the lower left. Enter it and save at the Dragon Lord shrine. If you want, head left over to the shops and buy an herb and any equipment you wish, though none is really necessary right now. There is nothing more to do in this ruined town so head out to the world map.

WORLD MAP

Enemies: Slime, Flea, Bulla

Out here, walk around to get accustomed to the area and level up Ryu to around four or five if you have the patience. I would wait, however, as the first dungeon has monsters that give much better amounts of EP. The Slimes are plentiful out here and are very easy to kill. The Bullas are strong but aren't that tough to kill. Watch out for the Fleas, however, as they are fast and have a pretty high attack. In groups of two or three, these things can be deadly. Luckily, they give a fair amount of EP and GP. If you are running low on HP, head back to the large house in the center of Drogen and talk to the old woman who will heal you. Try and save up enough GP to buy a Sabre and any other equipment you want before proceeding onward on your quest.

From the town of Drogen, head west then north across a stone bridge. When you reach a corner, head east for a short ways and you should see the city of Camlon.

=-=-=-=-

### CAMLON

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You will find that the city of Camlon is just as ruined as Drogen. Talk to the villagers to find out that the city has been recently invaded by the Dark Dragons and that the castle has been "occupied by putrid monsters." Before anything, head to the Dragon Shrine, the only open building in the entire place aside from the castle, located in the left-center of the city. Now talk to the royalty up north standing outside the castle and you will learn that they need a strong fighter to rid the castle of the evil monsters. Hey, maybe you should do it! Enter the castle.

# CAMLON CASTLE

Enemies: Beak, Creep, Gloom, P.Bug

Items: 70GP(x2), BronzSD, Herb(x5), SuedeCP, Visor, Antdt(x2), 150GP

The path in here is very linear as many rocks block other paths. Head up, left, and up again with the path and you should see a small blue pond. You can drink from it as many times as you want to replenish your HP. Continue right past the spring and head north to the upper wall. Go right from here and then south through an opening down to two chests each containing 70GP. Continue heading east past another recovery spring. From here, go down with the path and then head back up the other side of the wall. Keep heading north to a staircase and take it down.

In this area, press A at the purple doors you see to make them open and take the BronzSD and Herb from the chests. Head east from here to another set of purple doors and open them to get the Gauntlet and Herb from these two chests. Equip both the Gauntlet and the BronzSD on Ryu and proceed north and up the set of stairs. Back on the floor you started, head south all the way to another set of stairs leading back down to the lower level. This area looks exactly like the previous lower-level room, except you are coming from the opposite side (and the candles by the stairs). Head down and open the purple doors to grab the SuedeCP and another Herb. Head over to the right and grab yet another Herb and a Visor from these chests behind the purple doors. Equip both the SuedeCP and the Visor on Ryu and continue on up the stairs to the right.

On this floor, head south, west, and then north with the path to a chest. This chest triggers a "Sproing" (whatever the hell that is) and you magically recover all HP and AP, which is convenient. You also get an Antdt. Now proceed

west past some stairs to another chest that triggers a "Dark Mist," causing you to lose AP (which doesn't really matter because you don't know any magic yet anyway). You get another Antdt for your troubles. Now head back east and take the stairs up to the next room. Make sure you're healed up and save because your first boss battle is up ahead. Walk up and a man will tell you that you have no reason to be in his castle. Suddenly, a large frog appears and taunts you saying that you can't drive him out, implying that he is a demon. You then battle.

0-----| Boss Battle: FROG | 0-----0-----0 Frog has four abilities. The attacks where he spits something at you and when he lashes his tongue at you | aren't very powerful and do only about 6-8 damage. His body slam is a bit more powerful and can do 12 damage to your character, so be wary of this. He also | has the ability to recover 10 HP. This battle is quite easy as it is basically just hit | and be hit with the occasional Slams and Cntrs thrown | in there with some luck. If your hero is around level | five, you will probably be lowered to almost no HP before the end of the battle. Once your HP gets to around 15, use an Herb to replenish your HP and continue to attack. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. | 500 EP and 350 GP acquired. 0-----0

As a result of your battle, Ryu should level up a couple of times or more depending on the level you are at. A message tells you that the foul air has cleared up in the castle and the screen flashes, apparently signifying the removal of monsters that were occupying the castle. Head over to the left and grab the Herb and the 150GP in the two chests here, then make your way out of the castle, following the linear path out.

Upon exiting the castle, the royalty standing outside marvel at your success in ridding the castle of the evil, acknowledging that you are not a false hero. They notice a scar on you, saying that it is familiar. Just then, the screen shakes from an earthquake and the royalty mention that the Dark Dragons must have the Quake Control. They tell you that there is a hidden palace in the Nanai dungeon. They want you to go there and find the control to put an end to the earthquakes. Save again at the Dragon Shrine before exiting the city.

WORLD MAP

Enemies: Slime, Flea, Bulla

Back out in the World map, you will encounter the same enemies as before, though they should be much easier to defeat this time around. It's time to make your way to the kingdom of Nanai. From the city of Camlon, head left along the strip of land until you reach a small beach to the south. Head north from here and then right across the stone bridge. Continue heading east a short ways until you come to some stone steps. Take these steps north and head east again across another bridge. When you see an opening to the south, take it to a dirt

clearing. Once you reach the sea, head east again to the kingdom of Nanai.

Do not enter the city during the daytime, however, as there are guards guarding the entrance and will not let you through, believing that you are an intruder. Wait until the sky darkens, at nighttime, to enter the city, when some of the guards are sleeping, allowing you to make your way through the city to its dungeon.

-----NANAI -----

Items: 150GP(x2)

When you enter the kingdom at nightfall, you will notice that the guard at the entrance is sound asleep, giving you a way into the city. You will also notice that some of the guards in the city are still awake. If they catch you in their sight, you will be kicked out of the city, so you will have to avoid these while you make your way around. Head north into the town, saving at the Dragon Shrine here. The Inn to the left is open, but there is no innkeeper so you cannot heal up. Instead, make your way west past the Inn and start heading north. Head east again as soon as you can (you will be behind the Inn) and make your way through the guards all the way to a pillar structure.

Now head north past a small house to a larger house at the top of the city and enter it. Grab the 150GP from each of the chests here and exit the house. Head east as far as you can, to the moat surrounding the castle, and south as far as you can from here, to the back of a small house. You should notice that a sleeping guard blocks the pub just to the east of the house. If you go all the way east and up north, the weapons and armor shop is open, if you want to upgrade anything, though it isn't really necessary. Anyways, from here head east one step from the moat and head north all the way to the castle. In here, open the blue doors ahead of you and take the steps down to the dungeon of Nanai, Gaia Temple.

GAIA TEMPLE

Enemies: Beak, Creep, Gloom, P.Bug

Items: Antdt, 650GP, B.Stn, ArmPad, 70GP, F.Stn, Cure

Head down a couple more sets of stairs to reach the open, underground area surrounded by a strange orange aura. The path in this short dungeon isn't very linear though it is not ambiguous at all either. The enemies are the same as in Camlon castle so you should have too much difficulty in here. Your HP might get low, as you haven't healed in a while so use an Herb whenever necessary to restore your health. From the stairs, head south down a ramp then east across a bridge to a chest with an Antdt. Now head back west and then south a ways until you spot a ramp to the left and the right. Take the left one back up north to a chest with a nice 650GP. Head back south and, instead of taking the eastern ramp, head even further east to another ramp and take it up to a chest with a B.Stn. Now you can head back and take the middle ramp north and up another one. Head east across a wooden bridge and then north across another one to a staircase. Take it down to the next area

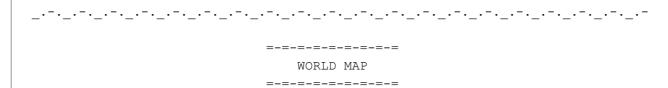
Take a couple more staircases down and you will come to another open area that looks very much like the one before. Head down one ramp and make you way east across a small bridge, taking the ramp here up and east to a chest containing an ArmPad. Equip it on your hero and head down a couple ramps to the darkest colored ground where another chest lies with a measly 70GP. From here, make

your way as far left as you can go and then south over a bridge. Head east, up a ramp and down another bridge. Now head down the ramp here and take the F.Stn from the chest to the east. Now head back up the ramp and east, up another ramp to a small plateau with a chest containing a Cure. After getting off the plateau, continue east and head north across a wooden bridge. From here, head west down and up a couple ramps to a large staircase and take it down to an indoor area.

Make your way around and head north. Once you spot a man at a machine, heal up and save, preparing for a boss battle. Approach the man and he asks who disturbs his privacy. Like all diabolical genius's plotting to take over the world, he bluntly tells you his intentions of world domination and says that you can't stop him. We'll see about that...

0-----| Boss Battle: KNIGHT | 0-----0 This battle can be pretty tough even at around level eight. His main attack is powerful and his T.Bolt magic strike does about 20 damage, which is about 1/3 | of your total HP. He also has the ability to recover | 40 HP, which really sucks. You HP will get low often | during this battle so you will need plenty of herbs. | Use them when you get to around 10 HP to save your hero from dying that round. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. There is not much to say along the lines of strategy | in this battle as you cannot really exploit his weaknesses. Start off the battle with the B.Stn and F.Stn that you acquired in the dungeon doing 80 and 40 damage, respectively. Knight has a lot of HP, however, so it won't even take away half his health, but it is a good start. Just continue with regular attacks and eventually he fall. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 700 EP and 500 GP acquired. 0-----

After defeating Knight, he either blows up or just vanishes with a large poof of smoke, it's your call. Head up to the machine that is generating a strange noise and take the key from it, shutting it down. If you stick around, you will hear a strange voice that says: "...Run while you can, for I am returning..." Creepy, kind of. Head over to the flashing blue circle to the east to be transported out of the city.



Soon after being teleported just outside the kingdom of Nanai, you will see the city being destroyed. One of the royalty from Camlon will come up to you saying that the device inside the Nanai castle was causing the earthquakes. He brings you back to Camlon to speak with the king.

CAMLON

The king acknowledges that you gave up the kingdom of Nanai to destroy the forces of the Dark Dragons, saying that you area true hero for making the tough decision. Another member of the royalty tells you to travel east to Winlan, where you shall find a cave to another kingdom. There is nothing else to do here so leave the city.

WORLD MAP

You probably will want to head back down to Drogen and heal up and stock up on items there before continuing on your journey. Grab some herbs or apples from the item shop and anything else you think you might need and also sell some of your unused armor. Now proceed back to where the kingdom of Nanai once stood and head east past its ruins. Start heading northeast when you reach some water. Stay along the cliff edge and take it north to a gap that you can take up to a grassy area. Follow the dirt path here to the kingdom of Winlan, ignoring the cave to the left for now.

WINLAN

Items: V.Ptn, Herb(x4), SuedeSH, SuedeHT, Antdt(x2)

Head up a set of stairs inside the city and the Inn will be to your left. Take a rest here to heal up and then proceed to the Dragon Shrine to the right of the stairs and save your game here. Now head up the next set of stairs and you will find the Weapons and Item shops to the left. You really don't need any other armor or weapons than what you have now, however, but the Item Shop does have some good stuff. From here head all the way east to a small circular house. Enter it and take the V.Ptn from the chest in the back and use it on your Hero to increase his vigor. Now head up a couple smaller sets of stairs, then west to a large set of stairs up to the castle. In here, head straight up and talk to the woman there with a guard on wither side of her.

Cutscene The woman will tell you to wait while she sees if it is alright to see the king. She runs up to Princess Nina and ! asks her if she should tell the visitor (Ryu) that the king is ill. Nina replies that no word of the king being ! being poisoned shall get out or the people might panic. She say to keep quiet until they can get the Remedy, which ! may be very difficult to find. One of the guards now runs ! up and reminds the two women that their visitor is waiting ! ! and suggests showing him to one of the guest rooms to stay! the night. ! .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. The princess starts to run off but the women is worried that she is going to find the Remedy alone. Princess Nina! assures her that se can take care of herself and proceeds ! up the stairs to the right. The women is still worried, ! however, and the guard says that he will find someone to ! help her and he goes away. The women now returns to Ryu tells him that the king is away and shows you to a bed for ! the night. The scene now switches to Nina, who gets out of ! bed and tells herself that she must save her king. 

You now have control of Nina, the princess of Winlan. You can head over and around to the left and speak with the king and his servants if you wish and they will tell you that the king was poison after receiving a letter from Zog and that a wizard from Karma once used that trick before. That's nothing really important for now so head down the stairs just outside of Nina's room. Back in the main room, head up and around to the right for a couple chests with Herbs. Now head back around where the woman and the two guards are and head left and up from here, opening the door to four chests with a SuedeSH, SuedeHT, Antdt, and another Herb. Equip the Suede items on Nina and head back to the center of the room.

Now head down the stairs at the northeast corner of the room to an underground area. Head to the southwest room in this area and grab the Antdt and Herb from the chests here. Now head back to the main room and make your way out of the castle. You can talk to sleeping Ryu if you wish and find that he mutters "S...a...r...a..." in his sleep. A girlfriend maybe? Anyways, proceed out of the castle. Back outside in the city, head to the weapons shop and exchange your ShortRP and Dress for a BronzRP and SuedeGN. Save again at the Dragon Shrine and exit the city.

WORLD MAP

Remember that cave that you caught a glimpse of as you were nearing Winlan? Well head southwest and enter the cave.

AURA CAVE

Enemies: Beak, Creep, Gloom

Items: Cure, SuedeGN, 150GP, 70GP, I.Ore, Herb(x2), B.Stn, C.Stn

Walk up a couple steps in the cave and you will be approached by two guards who accompany you through the cave, thankfully too, as Nina lacks firepower. Proceed north through the cave to a little peninsula surrounded by water. Head up a ramp and down the stairs here. Head down another set of stairs to another water-filled area. Go down the ramp to the left and head around to the right for a Cure in the chest. Continue east and head down and around another obstruction for a SuedeGN in a chest. Now head up the two ramps to the left to a chest with 150GP. Now head down the ramps, left, then up on a small strip of land. Head up the ramp here and grab the 70GP in the chest. Go back down the ramp and over to the left for an I.Ore in the chest here.

Proceed back around to the left and up to the stairs where you first entered the room. Head north up a ramp and across a rope bridge. Grab the Herb in the chest here before continuing on east across another bridge. Go north across yet another bridge, west, and down a couple ramps to a chest with another Herb. Head back up the ramp and continue on west. Pass one ramp heading up and take the one just past it down to a narrow strip of land. Head north on this strip to a chest with a B.Stn and make you way back south and up the ramp. Head up the ramp you passed before to a staircase. In this enclosed area, head north then west to chest with a C.Stn before going up the stairs to the right. From here, head straight down and out of the cave.

WORLD MAP

Just head directly west to the town of Romero.

=-=-=-ROMERO

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Items: Map, ProtnB

Save at the Dragon Shrine here just to the left of the Inn, then rest at the Inn to replenish your health and AP. Now head to the house just northeast of the Inn (the one with smoke coming out the chimney). Enter it and drop down the hole in the room. You should notice a configuration of jars to the left in this room blocking a hallway. They are configured in this order:

(3)(4)

(2)

(1)

To unblock the hallway, move jar 1 left, jar 4 up, and jar 3 to the left so that they look like this (though jar 3 will be blocked by the wall):

(4)

(3)

(2)

(1)

Now walk through to another jar and push it back once, then press A at it to receive a Map. Now head up the stairs at the bottom of the room and you will be back out on the World Map. Press Start out here to view the Map that you just found. Now head back into the city and enter the tall house in the upper-right corner of the city. Head up the stairs in here and take the ProtnB from the chest of drawers here. Now head out the west exit of the city.

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WORLD MAP

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Head due west from here to enter the Ramui Woods, on your way to the Karma Tower.

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RAMUI WOODS

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Enemies: Creep, P.Bug, Spider

Items: Bandage

In this open, grassy area filled with trees, start by heading west until you see an opening to the south. Head south and west through here, then south again when an opening appears. Continue heading south and west until you reach a corner with a chest containing a Bandage and equip the shield on Nina. Now head up and around a small alcove of trees and continue heading west until you are out of the area back on the World Map.

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WORLD MAP

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Head directly west to the pair of towers in the middle of the lake.

### =-=-=-=-=-=

### KARMA TOWER

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Enemies: Beak, Creep, Gloom, P.Bug, Spider

Items: Herb(x2), M.Drop(x2), Cure(x2), Charm(x2), Life2

This open tower has many different staircases leading to different areas, but overall, the area isn't very confusing at all. Head straight forward and you should see two recovery springs that you may use whenever necessary to replenish your HP and AP. Go down the stairs in the area between the two springs and take the two Herbs from the chests in this room. Head back up the steps and go west then north when you get to the wall. When the wall to the right ends, head past it and then back down that way. Follow this path to a staircase up to a chest with an M.Drop.

Head back downstairs and around the wall to the north wall and proceed all the way east from there. Hug the eastern wall and make your way south to a chest with another M.Drop. Now head back north and around the wall to the left back south. You should notice a floating thing blocking a path to another staircase. Heal up at the spring before talking to him for a mini-boss battle.

# 

Heal up at the spring once you have defeated him and proceed up the stairs he was blocking. Head over to the east wall and south from there. You should see two staircases down here, the northern one heading up, and the southern one heading down. Take the northern one to a chest with a Cure, and head back downstairs, taking the southern staircase to a chest with a Charm. Go back up a floor and head back north along the eastern wall. Stay along this outer wall as you go west around the area. Once you reach the southwest corner of the area, head back up north to a staircase and take it up to another room.

Head north from this staircase through a couple openings to the northern wall. Follow the western wall and head south through a zigzag path down to a chest with a Charm. Now proceed back up to the north wall and follow it around east and south, through another zigzag path to a staircase leading down a floor. From this staircase, follow the windy path north to an area with two holes in the floor and a staircase leading up. Take the staircase up to an Herb and another floor with four holes. Fall down through the upper right one down to a floor with a single hole to the left. Avoid this and take the staircase here.

In this small room, head south to another staircase, and south again in this area down a staircase. Go down and around to yet another staircase here and grab the Life2 in the chest here. Head back up two staircases and you should

notice another floating enemy like Morte over to the right. Go down and around to this figure and talk to it to enter another small boss battle.

Proceed north up the staircase that was previously blocked to get to the top of the tower. Head west onto a platform to make a bridge appear. Head west across it, causing it to disappear once you cross it. Head up the stairs here to heal at the spring and save at the Dragon Shrine. Now head back downstairs and open the pink doors, stepping on the switch beyond them to make the bridge appear again. The middle of the three girls to the left will move aside, unblocking the path to the stairs. Take them downstairs to a small area with a chest containing a Cure. Proceed right to another staircase and in this room, head around the wall to another staircase.

You should now be in a dark, cave-type area. Nina says that the remedy should be in this room, so you should find it quickly and leave. Begin heading south, but the wizard will appear from the stairs behind you shortly afterwards. The wizard notices you and releases Xeon Gas into the air, very harmful to the bird-like species of Winlan. You engage in a "battle" with the wizard where all your party members are at 1 HP. You are forced to lose as your attacks do nothing to the wizard, so just meaninglessly attack as the wizard just stands there until the battle ends in a cutscene.

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Cutscene
Nina decides to distract the wizard while one of the
  soldiers runs off to get help. (You now finish off the
  the battle with the wizard felling you). The scene
 switches to the fleeing soldier, who hears a scream from !
  inside the tower. The wizard appears at the steps and
  tells the soldier that he can wipe out the winged-army of !
 Winlan with his Xeon Gas. The soldier then transforms into!
  a bird and flies off to Winlan, pursued by three dragons. !
  The soldier arrives at the castle and tells the guards
  The wizard has captured that Princess Nina. The guards
  want to send out a rescue team but the soldier warns them !
  of the Xeon Gas. The believe that perhaps the traveler at !
 the castle can help them...
        The soldier then perishes and disappears and the guards go!
  off to round up a rescue party and get Ryu. The scene!
  switches to Ryu in the castle as the guard walks up to him !
  and asks for his help. You are informed that a rescue!
  party is waiting outside for you to join them.
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WINLAN

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Exit the castle and proceed out of the city where a circle of soldiers awaits you.

WORLD MAP

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Out here, talk to the leader of the group (the one dressed in darker clothing) and he will tell you to hop onto his back. He, along with three others, transforms into a bird and you fly off to Karma Tower. Along the way, you are nearly attacked by dragons, but the birds avoid them. You soon encounter a wall of three dragons, which you slip by as the three others distract them.

KARMA TOWER

Items: Foil

You land on top of the tower as the soldier reverts back to human form and joins your party. Head down the stairs to the left and save at the Dragon Shrine here. Now go down another set of stairs here and head over to the left for another staircase. In this room, proceed over to the right down another staircase, and head around the wall in this next area to get to this final staircase. As you approach it, the soldier senses the gas and leaves your party. Ryu heads down alone into the dark, cloudy area.

Head down and around in this area along the brown path, past one path upwards to a second up to a chest with a foil, a very strong weapon that strikes all enemies. Equip it to Ryu and proceed up the path that you passed, preparing for a boss battle. As you head up the steps, the wizard notices that you are a warrior from the Dragon clan, and that the gas won't effect you, so he attacks you.

O-----O

| Boss Battle: WIZARD | 0-----Wizard really isn't too tough as he doesn't have a great amount of HP. He is magic-based and he uses fairly powerful Freeze and T.Bolt spells that do around 10-15 damage to your Hero. He also has a Petrify ability that, I believe, boosts his defense minimally. He also has the ability to dodge your attacks by spinning and moving around the battle area | randomly, but this may be connected to Petrify. With just Ryu, there is not much to say along the lines of strategy. Just attack, attack some more, and | heal whenever necessary. If you are around level nine | you are plenty strong enough to beat Wizard. When you | get to around 15 HP feel free to use a Herb just to be safe. He will fall quickly. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.

1000 EP and 700 GP acquired.

0-----

The Wizard explodes and disappears after you receive the Remedy from him. Nina comes up to you and thanks you just before she collapses into Ryu's arms. Back at the top of the tower, the soldier thanks you and gives you and Nina a lift back to Winlan, accompanied by a fleet of other birds. You land just outside the city and proceed after Nina to the castle to see the king.

WINLAN

In Winlan Castle, head straight up past the woman and the guards and head right up the stairs. Here in the royal chambers, head down up and around to where the king lies in his bed with Nina at his side. Talk to her.

Nina joins your party and you are free to set off. Exit the castle and rest at the Inn before heading back to the castle to get to the tunnel. Back in the castle, head to the stairs in the northeast corner of the large area. Head down past one room on the right down to a hallway and take it right and up to a couple of guards. Talk to them and they will acknowledge your authorization to use the bridge. Head east across the bridge out to the World Map.

WORLD MAP

Enemies: Bulla, Blurb, Creep, Gloom, Stool, WarHog, Zombie

Back out at a different part of the World Map, you will find that there are a couple new monsters out here, though you should still have no problem with them. The Zombies can be quite tough, especially in pairs, however. Head southeast along the dirt path here and you should notice a gap in the trees to the right. You can try to enter here but a message will tell you that a huge tree is blocking your path. So keep heading southeast along the dirt path and down a ramp. From here, head southeast still to a town on the western bank of a dried up river.

TANTAR

Item: Saw

Heal up at the Inn at the northwest corner of the town and save at the Dragon

Shrine just to the right of it. Stop at the Weapons Shop if you wish to upgrade any equipment. You can buy a Scythe for Ryu, though I favor the Foil that he already has as it attacks all enemies. Now, remember that I.Ore you got in Aura Cave a while back? Head to the southern area of the city where four houses are and enter the southeastern one, with the smoke coming out the chimney. Talk to him and he tells you that he will make a saw if you give him the I.Ore. Say yes and you will receive a saw. Now exit the city.

WORLD MAP

Head back northwest up the dirt path and to the gap in the forest that you saw on your way to Tantar. Try and enter the woods and you will clear the huge tree blocking the path with your new saw. The screen will go black for a moment and a message will tell you that you overworked the saw, causing it too break. Oh well, the tree is gone, and that's all that matters. Enter the forest.

LAMENT WOODS

Enemies: G.Knight, S.Rider, Stool, Zombie
Items: Herb, T. Drop(x2), Life, Wrist

Some of the enemies in here, namely the S.Riders, can be pretty tough, as they have relatively high health and defense, but luckily, they give good rewards. Anyways, head north and west with the black path. When it forks shortly afterwards, take the lower path and follow it southwest, west and then north to another fork. Take the right path for a chest with an Herb. Now head back and take the other path upwards as far as you can go to another chest with a T.Drop. Now head back south and take the first path east that you come to. Follow it east and when it coincides with other paths, continue heading southeast down to a small alcove with two chests.

Grab the Life and T.Drop from these. Now take the lower-eastern path out of this alcove and follow it up north. When the path comes to a fork, continue on the northern one and take it up to a chest with a Wrist. Equip it to either Nina or Ryu and head out of this small alcove, taking a northwestern path. Follow it as it zigzags up and down, but head generally northwest, heading north when the path splits. Now follow this narrow path east to a stone building and enter it.

DARK D. FORT

Enemies: Bowman, Lancer, Midget, S.Rider, WarHog, Zard
Items: LongSD, Life(x2), T.Drop(x3), Herb(x4), Acorn, Life2, WolfHT,

As you step into this building, you will notice two guards blocking the path ahead of you. Talk to them and the Bowman and Lancer will challenge you. This isn't a boss fight, nor even a mini-bass fight really, as they aren't too challenging and you fight more than one set of these guys through the fort. Simply defeat them and they will be gone, unblocking the path. Walk ahead through another doorway and a trap in the floor will open, sending you down a floor. These traps are abundant here, but I will let you know where they are ahead of time. Anyways take the LongSD, T.Drop, and a couple Life items from the chest down here and head back up the stairs. As to whether you should equip the LongSD, it is up to you. The foil attacks all characters, making it much

more powerful at times, but the LongSD has +8 more attack power.

From the stairs, head north through another hallway and back south with the path. When the path forks, take the north path as the south path has another trap. You may be tempted to go south because of the chests, but you can get them by going around. So head up and west and you should spot another pair of guards. Before you fight them, switch Ryu back to the Foil if you have the LongSD equipped so that the battle is easier. Head up through the doorway they were blocking and go south past the stairs to the area with the chest. Take the Herb, T.Drop, Acorn, and Life2 from them and head back up, taking the stairs down a floor.

In this area, go down the stairs to the right and grab the WolfHT, T.Drop, and Herbs from the chests down here. Just as a forewarning, the lower-left chest, containing the WolfHT, triggers a Fire trap, doing 50 points of damage to you. Now, go back upstairs and take the eastern path, as the northern path leads to a trap hole. Follow the windy path up and around to a chest with an Herb. Now head west along the path, pass a doorway to your right, and go south once you reach the wall. Grab the Herb in the chest here and head north and then east to a doorway with three guards blocking it. Before, battling them, heal up because you have three battles ahead of you without any breaks. Defeat the two Lancers and the Bowman first and the old man behind them will thank you for saving him. He will ask you if you want him to lead you to their weapons. He won't take no for an answer so just say yes and walk right into his trap. He will trap you in a cage and send his fiend on you for one boss battle.

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0-----
             | Boss Battle: POG
0-----
  Pog is a pretty awful name for a boss in my opinion,
 but that doesn't matter. This beast has two heads, a
  red and a blue one. Most times, only one head will
  attack per round, but occasionally, both heads will
   attack. Each head has two attacks, a regular strike
   and a projectile launched from their mouths. Both do
   around 12 damage, which isn't anything too special.
         .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.
  If your HP is low from the previous battle, use Nina
  to heal during the first rounds and continue to
  attack with Ryu. You may also want to use Atk-Up and
  Fort on Ryu if your AP permits. Just continue to
  with both characters, healing when necessary, and
 battle will be over quickly.
        1400 EP and 800 GP acquired.
0-----0
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After the battle, the old man will be astonished that you defeated his beast. Suddenly, an arrow flies across the screen, hitting the switch that lowers the gate to the cage. A wolf-man then runs up and tells you that he rescued the chief from the back. The old man then transforms into a general and battles you along with the wolf-man named Bo.

seems to be lightning, so use Bo's Fry spell twice, doing 80 damage to General each time. He should die at or before this second strike. Just attack or heal with your other party members. | 1560 EP and 390 GP acquired. 0-----0

Once you defeat General, he will mention that you have won the battle but not the war, as the river is still dry. He then walks off (I thought you just defeated him??). The chief then tells you that they were searching for the Ring and suggests that you find a way to remove the rock before he runs off. That was kind of random, as he doesn't explain anything to you. Now Bo comes up to you and wants to join your party, as Zog is his enemy as well. Once he joins your party, equip the WolfHT and make your way out of the fort. The path out should be pretty easy to find.

> =-=-=-=-LAMENT WOODS =-=-=-=-=-=-

These woods can be a bit trickier to find the exit, so I'll help you out. Head west and then south to a fork. Take the western path as far as you can then head south as far as you can. Follow the path as it goes east and then south out of the area.

> =-=-=-=-= WORLD MAP =-=-=-=-=

Make your way south and east along the dirt path and head east after you go down a ramp. Cross the stone bridge and go directly south from there and enter the town on the eastern side of the dried-up river.

> =-=-=-=-TUNTAR =-=-=-=-

Head east across a bridge, through some tall, dead grass and across another bridge to the Item Shop. Stock up on any items you need and then spend a night at the Inn to the right of the shop. There is nothing much else to do in this town except talk to the people. If you visit the tall house near the center of the city, you can talk to the chief there who will tell you that a Stone Robot can move the rock that is damming up the river, and that you can find its secret in Agua. So leave the town and make your way to Agua.

> =-=-=-=-= WORLD MAP =-=-=-=-=-=

Back out here, you may want to stop by at Tantar again, just to the west across the river. Visit the weapon shop and buy some upgraded equipment for your new party member, Bo. Now from Tantar, head northwest and up a ramp and follow the dirt path here as it goes north and west up past the long bridge to Winlan and to a forest. Put Bo in the front of your party by pressing R or L and utilize one of his special abilities, being able to walk through forests. With Bo in front, head west through the trees past a cave to the town of Romero.

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Items: WtrJr, Herb

Make sure to enter the city during the daytime at first so you can talk to the people about the zombies. Talk to the people here in the graveyard and they will talk of zombies and a WtrJr and something about the Cleansing Water that can save the soil. Now head up to the tall house at the northeastern corner of the city and talk to the old man in green there. He will tell you to get rid of the zombies in exchange for information about Agua. Well, they only appear at nighttime, so exit the city until it becomes dark and reenter it.

You should see an old woman to the left, a zombie to the left of her, and a zombie walking in a rectangular path just to the north. Talk to the woman here and she will tell you that it is the hour of the zombies. She will then ask you if you want the WtrJr to cleanse the soil. Her zombie husband will then push up a tombstone, revealing a hole. He then tells you that the Cleansing Water is in a cave to the west and to use the WtrJr under the tomb. Walk around and fall down the hole, grabbing the WtrJr and the Herb in the chests here. Now exit up the stairs to the south to get out of the town.

WORLD MAP

With Bo at the front of your party again, head around the city through the trees to the north and head west from Romero. Once you see the Karma towers head southwest through some more trees until you see a cave on an island. Now head south and around through the trees, and across a bridge north into the cave.

EASE CAVE

Enemies: Ameblob, Blurb, G.Knight, Mage

Items: Herb(x3), NiceHT, F.Stn, BronzHT, Apple

The only new enemies in here are the Ameblobs and the Mages. The Mages aren't anything too special but the Ameblobs can be annoying as they have pretty high HP and often come in groups of two or three even. They don't even give good EP! Anyways, when you first walk up in this blue-walled cave, you will see three paths before you. Take the right path to an Herb in a chest and head back west, taking the left path at the fork. When the path heads north, stay to the right when the path forks for a chest with another Herb. Now head down and around, taking the left path up to a chest with a NiceHT. I'd equip it to Nina, since Ryu should have the Visor and Bo has his WolfHT. Head east from here and then southeast with the path until you come to a corner. Head north from here as far as you can, then east with the linear path until you come to some stairs. Before you take them down, however, take the southern path here east and south to an F.Stn. Now take head back up and head down the staircase.

From the staircase, head south and follow the path around to a chest with an Herb at a dead end. Now go back around to the staircase and take the path north. When you come to a fork, take the northeastern path to a T.Drop in a chest and then head back, taking the northern path. Head up, east, and then down all the way to a staircase, which you should take. On this floor, take the upper path first, following it west to a staircase. Head up this and grab the BronzHT (equip to Ryu) and the Apple in the chests here. Go back down the stairs and head east, down, and around to another staircase, this time heading

down. You will be on an island surrounded by water. Head down into the water and press A to fill your WtrJr and receive the Cleansing Water. A message will now tell you that your hero hurries off to Romero.

ROMERO

Items: Tablet, Herb, Antdt, Cure, 900GP

Now simply head up and grab the Tablet, Herb, Antdt, Cure, and 900GP from the five chests here, then exit the Chief's house. Visit the Weapons Shop here and buy a ChainML each for Ryu and Bo and a Gown for Nina. The SilkGN costs more but actually has worse statistics than the Gown. Odd... Once you're done upgrading, stock up on any items if necessary at the Item Shop and rest at the Inn. Before you leave, save at the Dragon Shrine to the left of the Inn, then exit the town.

WORLD MAP

Position Bo in the front of your party again, if he is not there already, and head north from Romero into the trees. Then head east-northeast from there to a landmass with a tower on it floating over a lake. Enter the area through the bridge there.

AGUA

Walk east across the wide stone bridge here to a large square tile at the end. Your party will stop and read the inscription on the Tablet that you received from the chief of Romero. Slowly, the entrance to the tower will drop down from above. Head north into the entrance.

AGUA TOWER

Enemies: G.Knight, S.Rider, WarHog, Zombie

The enemies here are nothing that you haven't faced before and are generally some of the weaker enemies you have faced. You shouldn't have too much trouble with them, but they can wear you down with time. Make sure to stay healed using Herbs or Nina's spells. Upon entering the tower, head straight forward and up a

staircase to a floor with an abundance of chests. The door ahead of you here is locked so head south onto a platform the will take your party across a large gap in the floor. You can't access the chests to the left yet so head west along the path, past a corridor north, to a chest with, what else, an Herb. Backtrack and take the northern pathway straight up to a chest with a Life2. Again, backtrack and take a path left and up to two more chests with and Apple and an Acorn. Now continue ahead on this path up and east to a staircase and take it up a level.

You should see another locked door to your left and a large gap south of you with a floating platform on it. Step on the platform and it will carry you across to an island with three more floating platforms beside it. First take the upper-left one across a short ways to a smaller island. Take the SunHT here and equip the SunHT to Ryu if you wish, but it is quite heavy and detracts from your ACTIVE points. But anyways, take the floating platform at the upper-right corner of the small island back to a peninsula of the area you started on. Walk up and around to the platform that takes you to the main island and take the lower-right platform to some more land. Head down to a chest with an IronSH and equip it to Ryu before taking the floating platform above you to the top area. Take the platform to your left once again to the main island and take the lower-left platform this time. When you reach solid ground, head down and around to a chest with a ThiefCL. It's a very good piece of armor for Ryu so equip it to him for a nice boost in DEFENSE. Now have the platform north of you carry you up to the area where you started, but on the southern side of the locked door. Head west from there up a flight of stairs.

On this level, there is another locked door to your right (if you can't tell by now, they essentially will serve as shortcuts once opened) and a chest to the left with an Acorn. Take the item and take the platform to the right across to an island much like the one in the previous room, but this time, with only two connecting platforms. Take the left one first to an area with a HairBand in a chest. Equip the headwear to Nina then take the platform above it to a small island. Grab the Herb in the chest here then have the platform to the left carry you back to the main island. Now take the right platform and head down and around to a chest with a Bracelet and equip the shield to Nina. Now since the left platform here takes you to an area you've visited before, take the upper one. Once you reach land, head up and around to a staircase, which you should take.

The western path here leads to a locked door, so take the eastern path down to a platform and ride it across to a small platform with a glowing orb at the top of a pillar. Approach the pillar and heal up to prepare for a boss battle. Press A at the pillar and monster will appear, telling you that it guards the Key. It then asks you if you want to test your strength and enters battle with you.

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After defeating the Wisp, he congratulates you and tells you that you deserve the Key. Once the guardian disappears, search the pillar and the glowing orb will turn into the KngKey and make its way to your inventory. Now ride the platform to the north and head down the stairs. On this floor take the just to the southeast over to the west and take the stairs here down a floor. Here, head down to the near platform and ride it across the gap to the other side of the room. Head north and west from here and head down the staircase. Now on this final floor, take either the right or left path around the room and have the platform at the south take you north to another staircase. Now head south from here out of the tower.

Simply head east across the stone bridge out of the area.

WORLD MAP

Well after that ordeal, you'll probably want to heal up and save. So put Bo back in front and walk almost directly east out of the forest. Make your way to Tartar by following the dirt path southeast and down a ramp, then southeast again from there to the town. Rest at the Inn at the west side of the town and then save at the Dragon Shrine just to the right of there. Exit the town and it is time to seek the Stone Robot that must be operated with the KngKey. So from Tartar, head north then east across the stone bridge, and then immediately north again up a ramp. Follow the dirt path here northeast up to a larger ramp and head up this along a strip of land until you reach a fork at the edge of the cliff. Head east along this ledge until you come to a ramp and take this down a level. Immediately head east from here to another ramp heading down and walk up to the massive robot structure through its left leg.

THE GIANT

Enemies: Midget, Zombie

Items: Herb, BronzHT, Acorn, Life2, Mrbl1

Again, the enemies in here are nothing special and are generally some of the weaker enemies that you have faced in the past (or they just seem weak now). Just use them to gain EP and GP. In this first room filled with weeds and a couple columns in the center, head up the stairs at the northwest corner. Head up a couple more flights of stairs in two small rooms after and you should be in another room with a path leading to the right. Head that way and grab the Herb and BronzHT in the little alcove to the south. Continue on the path left and head up the stairs adjacent to the wall. In this room, you should see a blue circle to the left. It doesn't do anything right now so just head

southeast to where some soldiers are standing in front of a massive heart. Approach the man in front and he will tell you to give him the key as he controls the Stone Robot followed by a mini-boss battle.

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      Mini-Boss Battle: GENERAL and 2 LANCERS
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  This battle is so simple that I don't even know if it |
   should be called a mini-boss battle. This possibly
  may be the same general you fought at the Dark D.
  Fort, but I am not sure. Anyhow, he is much easier
  this time around. Either have Ryu or Bo, with his Fry |
  spell, take out the Lancers in the first two rounds
   and then just focus your attacks on the General.
  Their weaknesses are Thunder if you want to use Bo to |
  exploit this. Just continue to attack, having Nina
  heal whenever necessary until they are all defeated. |
        .-!-.-!-.-!-.-!-.-!-.-!-.-!-.
 1732 EP and 601 GP acquired.
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After the battle, walk up to the stone thing at the top of the stairs here and press A at it. After a short pause, a message will tell you that the Key works. The screen will shake and the heart will start to flash red and white, indicating that it is working. You should notice that the blue circle on the ground below you is also flashing now. Step down onto it and you will be teleported to exactly where you were standing before. Now head up to the blue circle that you first saw at the top of the room and you will be transported to a small hallway. Head north past one blue circle (it leads back to the heart) and follow the windy hallway to another blue circle and jump on that. In this separated part of the heart room, head north and then around south to another teleport circle. Take the acorn in the chest here then step back on the blue circle.

Back in front of the massive heart, head back up to the circle at the top of the room. Again, bypass one teleporter in this hallway and make your way to the other at the end of the path. This time around, take the circle at the top of this corridor to get transported to another hallway. Head north and then back south when you can to a teleport circle and take the Life2 and Mrbl1 in the small room you are transported to. Step back on the circle here to get teleported back to the hallway you were just at. Now head north, around the first blue circle, and around south to an open area with two columns. Hit the teleport circle to the right and then another to the north in this new, enclosed hallway. You should now be in a room with a huge tablet thing up north. Head up to it and press A, and again, a message will tell you that the Key works.

After you regain control of the team, hit the teleporter at the bottom of the room to get back to the room with the huge heart. Now head down the stairs to the northeast, and down some more stairs to the east in this room. Head down a couple more flights of stairs and make your way south out of the Robot.

WORLD MAP

You will see the river flowing down the previously dried up area to your left. Now that you have done the chief's will by destroying the rock, go and see him in Tantar. Head south down a couple ramps then east from it across a stone bridge. From there, head straight south to Tantar.

TANTAR

Items: Herb, Key

In the town head west across a couple bridge and some grass. Then go south and east to the tall house on a little island where the chief lives. Head up and talk to him and he will tell you that you should look for the Ring, which is in a cave upstream. He will then push aside his seat, revealing a hole in the floor. He tells you that the key is down below, so drop down and head north up a hallway here to a couple of chests with an Herb and the Key. Now head back up the stairs to the south then exit the house. Take some time here to rest at the Inn and, as always, save at the Dragon Shrine. Now leave the town.

WORLD MAP

Back out in the wild, head back up to where the Stone Robot is and enter the cave just to the right of the behemoth. If you already forgot where that is, just head north, then east across the bridge. Now head north again up a narrow ramp, then continue on up a wider ramp to the cave beside the Stone Robot.

LAKE CAVE

Items: W.Ptn

The path is very linear in here. Head north as far as you can, up a couple of ramps and across a rope bridge to the upper wall. If you were here before the lake was drained, water was previously blocking the stairs here. Head down them and up the other side to the sole chest here containing a W.Ptn. Use it to increase someone's WISDOM then continue east, down some stairs, and follow the

path out.

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WORLD MAP

Well there is basically only one place to go here. Enter the cave just northwest of where you came out.

LAKE SHRINE

Enemies: Ameblob, Blurb, WarHog, Zard, Zombie

Items: Life, Life2, 2000GP, Herb, Acorn, SkySH, Ring

As in the previous dungeons, the enemies in this area are pretty much the same old beasts. The Ameblob is back, however, and they can be a pain in groups. The path is extremely linear so you should have no trouble in this short cave. Once you enter the cavern, head directly north to a locked door, which you can now open with the Key you recently procured. Walk past the blue teleport circle here and head down the stairs in between the pillars. Head down a couple more staircases in the next two small rooms and in the next room, follow the linear path east, south, and east again to a staircase and take it upstairs.

In this water-filled room, head down the stairs into the water and head west and south from there down a waterfall. Down in this area, head south through a couple islands down to another island and climb up the steps at the south end of it. Take the Life in the chest here, head back down the steps to the south, and go up the ones just to the east. Follow this strip of land northwest to another set of stairs. Head down these into the water and make your way north up some more steps. On this land, head further south from the stairs here and take the Life2 from the chest here before heading down the stairs.

Back in an enclosed area, follow the linear path west, north, and then west again to another staircase and take it up a floor. In the next two rooms, head up the staircases nearby until you come to another room with some water. Before heading down the steps to the right, head north to a chest with 2000GP. Take the money then head down the steps into the water, taking it north, then east at the fork. Head up the first stairs you come to and take the Herb in the chest at the west side of this small piece of land. Now head back down the stairs into the water and up the set just to the east.

Head straight south from here, pass one path heading left and take the second to a chest with an Acorn. Now head back north and take the first path west and south down some stairs. Make your way south through the water, east, and then south down another waterfall. Wade southeast and head north up some stairs here. Make your way up a couple ramps here to a chest with a SkySH. Grab it and hook Nina up with it before heading back down to the water. Now continue on east through the water and up a second set of steps to an area with a teleport circle, three pillars, and a blue chest. Take the Ring from the blue chest and you will activate the teleporter. Step on it then head directly south out of the cave.

WORLD MAP

Simply head back southeast to the Lake Cave.

LAKE CAVE

Make your way back through the linear path here out of the cave.

WORLD MAP

Back out by the Stone Robot, head south down the wide ramp and continue on down the narrower one. Head west from there across the stone bridge then south to Tantar.

TANTAR

Wait, something's different here. There are two citizens blocking your path on the bridge. Talk to either of them and they will say that they are ready for the ceremony, and then move out of your way. Head to the chief's tall house near the center of the city and you will find that it is all decorated up. Talk to the chief in here (the middle left one) and he will tell you that the wedding will take place tomorrow. The screen will go black for a moment then you view the wedding ceremony for Terry and Amelia. After this seemingly pointless shindig, the chief will tell you that you can cross the river by using the Stone Robot. He then mentions that you can find a port in the town on the other side. You can now leave the house. Rest up at the Inn and save your progress at the Dragon Shrine before leaving the town.

WORLD MAP

Cutscene Outside you will find that the Robot has moved and is standing just north of Tuntar, across the river. It, apparently, is under new management as you hear the General say that he will steal the Stone Robot during the ! wedding. He then tells the robot to destroy the village (indicating Tuntar). The scene cuts to the widescreen picture with the powerful beam coming from its eye. Say "Buh-bye" to Tuntar as it blows up. Now, inside the robot, ! the General laughs and tells it to destroy the next village (indicating Tantar). The robot does not respond, ! however, and you take this time to try and regain control ! of the Stone Robot. 

Now head north, then east across the stone bridge, and finally down to the Stone Robot. Enter it through its left leg once again.

THE GIANT

Enemies: G.Knight, Stool

In here, you must make your way back to the control room of the Robot, where the large Tablet is. In this first room, head up the stairs at the northwest corner, and then up a couple more flights of stairs in the next two tiny rooms. Head east in this room to another set of stairs and head up them. Step on the blue teleport circle to the left here and follow the linear path in this next area, past one blue circle, and hit the second. In this hallway, take the northern teleporter, and then follow the pathway up, around, and down to another teleporter. Head directly north from here to a blue circle and you will be teleported to the control room where the General is. Heal up and prepare for battle as you approach him. The General recognizes that you have the ring, and says that they'll have to take it away. As you enter battle, his body shines and morphs into the Gremlin.

# o-----o | Boss Battle: GREMLIN |

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The Gremlin is pretty hard in my opinion. All he ever | does is attack, but they do vary. He either attacks | with a body slam to one ally, a white projectile to | one ally, or a fire attack to each party member. Each | of these does about 20 damage to each ally, though | near double against Bo. Once the Gremlin's visible HP | reaches zero and he "gets angry," he always uses | this attack, and it is quite devastating. The Gremlin | is strong but nothing you can't defend against.

As always, have Ryu attack each round, unless you are I desperate and need him to use an Herb on someone, I which you shouldn't be. Bo's Fry spell does the most I damage to the beast so use it until he runs out of AP, then resort to attacking. Have Nina cast Atk-Up on Ryu and Fort on Bo, then use her to attack and cure whenever necessary. Just keep up the onslaught until the Gremlin is defeated. You may also want to use any Stn items or M.Drops you may have if you're I finding yourself in trouble later on in the battle.

1400 EP and 800 GP acquired.

After the difficult battle, the General says that you ! can't destroy him but he eventually blows up. Then the ! screen shifts to the widescreen shot of the robot as it ! starts to move. Now the scene cuts to the world map, where ! your party is standing outside the giant, and Nina says ! that your party got out at the volcano in the southern ! part of Tuntar. Again, the screen shifts to a widescreen ! shot, but this time, of the volcano as the Stone Robot ! walks up to it. The robot then shuts down and goes into ! the volcano, sinking into the lava. Back to the world map, ! the lava running from the volcano is shown cooling and ! drying up. Nina then recognizes a quiet voice that said ! "Good-bye" (tear). Bo suggests that you cross the river ! and head south.

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WORLD MAP

Enemies: S.Rider, Tronk, Zombie

From area just left of the dry volcano, head just south over the dried up lava to a small arch of trees with a minute building in the building. Head into this area.

DRAGON SHRINE

Items: Melon

Head straight ahead into the small shrine, and once inside the building go directly north and talk to the old man there. He will tell you that you need proper training to break the seal and let only Ryu alone go ahead. Do not worry if you aren't healed up. Just head left at the fork and drink from the spring there to replenish your HP. Now head over to the right path at the fork and grab the Melon in the chest here. Now head straight up the center and talk to the green, blinking apparition there. It will enter in battle with you.

0-----| Boss Battle: TALON Well it's just Ryu in this battle, so there is not much else you can do but attack and heal whenever necessary. You can defeat this bird at around level 15 or so, but you just have to time when you heal yourself correctly. Talon strikes first and does about 7-10 damage per attack. So use an Herb whenever | you drop to about 20 HP, at the least. You may also want to use a Cure or the Melon you just found. Just | outlast Talon before it can outlast you, healing at the right times, and it will be over before you know | it. For some added damage, use any Stn items that you | | might still have. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 400 EP and 190 GP acquired. 0------

After the battle, Talon congratulates you and tells you that your training is complete. A light flashes and some sort of energy comes to you. Before the apparition leaves, he tells you to use your new powers to restore peace to the world. You now have the first three dragon spells: SnoDr, FlmDr, and ThrDr. It's about time too as your AP has been going to waste. Make your way out of the area back to the World Map.

WORLD MAP

Well there is nothing more you can do in this new area, so it's time to make your way through the trees. Switch Bo to the lead of your party and head southwest from the Dragon Shrine through the trees. Pass a little open hole in the woods for now and enter the cave down near the mountains.

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Enemies: Ameblob, Fly, Midget, Shadow

In this short, red-grounded cave, head south as far as you can then continue on the linear path as it heads west and south. Upon reaching a corner, again head west. You will soon come to a fork, where you should take the southern path instead of continuing west. Follow this path all the way out of the cave on the other side of the mountains.

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WORLD MAP

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Enemies: Bulla, Flea, Slime

Back out here, you will encounter the same enemies that you fought when you first started the game. That's pretty lame, but at least you can always run from battle successfully, unless of course you want to earn 1 EP and 4 GP from a Slime. But anyways, head south around a large rock to a city on the lake to the west and enter it.

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AURIA

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Items: PrisnCL, Cure(x3), G.Tiara, 2000GP(x2), L.Ptn, 20000GP, Acorn, SmartRG,
Antdt, Life(x3), S.Ptn, W.Ant, V.Ptn, Mrbl1, 5000GP

When you first step up in this city, the two guards at the entrance will tell you to halt, calling you an intruder. They will place you under arrest and place you in jail. Once you're in jail, the guard tells you that no one steals their treasure and to think about it in while you're in jail. Well what is a good RPG without getting arrested and spending time in jail? Your cell is actually pretty nice. Head up to the sink in the upper right corner of the cell and examine it for a PrisnCL, a weaker armor that boosts the wearer's FATE by 20. I'd equip it to Bo, as he has the lowest FATE of all your party. Now head over and talk to the sleeping inmate in the bed. After a pause, he will wake up and asks who you are and how you got here. Say yes when he offers to help you and he'll run over and open the cell. Wow, that was a little too easy. Simply head around to the stairs and then south out the exit.

You need to avoid the guards here, or else they'll throw you in jail again and change the lock. That doesn't really matter as your fellow inmate will break you out as many times as you get thrown in. But anyways, you'll probably want to take a rest, save, and upgrade some of your equipment. Head through the door just to the left to get to the Weapon and Item Shops. I suggest buying a Rapier and Tiara for Nina, a LongBW for Bo, and a BroadSD for Ryu. Sell back some of your old equipment to regain some dough and then head over to the Item Shop and stock up on any items you want. Also, buy a Rod1 and some Worms for Ryu, and then get the Vitamn and the Pouch, as you will soon need them. Now exit back out to the shiny city. Head south to a tree, then east to a wall. From here go north into the Inn and heal up. Once you've rested, head southwest into the Dragon Shrine and save your progress.

Now, head west out to the dock and talk to the man in front of the ship. He will tell you that Ross, the rich man, owns the ship. So head back east to the center of the city and go north up some stairs, staying as far west as you can to avoid detection by the guard. Head all the way north and into the large manor up here. Make your way through the statues and columns up to an area

where a man is walking around. Talk to him and he will tell you that if you help him he will let you borrow his ship. He will tell you that his daughter is locked in a safe and he wants you to save her. Well that doesn't give you very much information but you don't really need the ship until later. Head up the stairs to the south and on this floor, head west into a bedroom and then north through a small hole in the wall. Grab the Cure and G.Tiara in the chests here then head back to where the stairs are. Now head north into a hallway and take it east to the northeastern room. Search the drawers here for a nice 2000GP, and then leave the building.

It's time to make some money. Head just southeast into the large building nearby. Head north past the stairs and examine the chest of drawers here for an L.Ptn. There is a chest to the left, but don't take it as you will be caught and thrown in jail again. Now head up the stairs and on this floor, head around to the left and take the Cure from the chest here. Return to the stairs and head southeast from them to a doorway that an old man is blocking. Switch to Nina and talk to the man. Have Nina fix his aching back and you'll receive a whopping 20000GP. Now exit this house and make your way west to the other large manor. Take the Acorn in the chest at the upper-right corner of the room and then examine the chest of drawers here for a SmartRG. I'd equip this ETC item to Nina, as it enhances here INTELLIGENCE and MAG DEF.

Now head upstairs and grab the Antdt in the chest to the left and the Life in the chest of drawers to the right. Now head on downstairs and speak with the woman at the table. She will tell you that her son left for the forest and hasn't returned. So leave now and head to the southwestern of the clump of four manors here. Take the Life and S.Ptn in the chest and drawers on the first floor then grab the W.Ant and Cure from the chest and drawers up here. Leave this house and head to the southeastern manor. Do the same routine as the previous house for a Life and a V.Ptn on the ground floor and a Mrbll and 2000GP upstairs. Now leave this house and head back to the shops building just to the left of the prison. The G.Tiara is weak but hella pricey so sell it for a nice 10000G. Now head up the stairs to the right here to get to the pub area. Talk to the man at the table here and he will tell you that he has the hiccups and needs some Vitamins. Give him the Vitamn and he will thank you by giving you 5000GP. Finally, save again at the Dragon Shrine and you can exit the town...for now.

WORLD MAP

Well you should find the son of that old woman in the northwestern of the four manors. Head north and back through the Cape Cave to the area surrounded by trees. Place Bo at the head of your party and make your way northeast through the trees to that open grassy area that you passed earlier. Enter it.

FAIRY WOODS

Talk to one of the fairies here and tell it that you'll make the boy stop logging so that it will save him. The fairy will say that it will forgive that foolish human and ask you if you don't want to cut trees. Nina replies that of course you don't and the fairy tells you to go find the boy. Exit the area and head east-southeast to a small square of slightly different-shaded grass. Enter the middle of this square and once in these Fairy Woods, walk up and talk to either of the fairies beside the spinning boy. The fairy will tell the boy that he cut a tree that took hundreds of years to grow and to think twice before he does that again. The spell will be broken now, so talk to the boy and he will

promise to protect nature. You can now leave.

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WORLD MAP

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Back out here, head southwest to the Cape Cave and again make your way through it to the other side of the mountains. From the exit, head around south and enter Auria once again. Or you can actually use Nina's Warp spell to return there. How convenient.

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AURIA

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Items: 20000GP

Either way you arrive, head north to the northwestern of the four manors at the upper part of the gold city. Talk to the woman at the table once again and she will thank you will a helpful reward of 20000GP. Now, hopefully, through your various battles and recent moneymaking exploits, you have at least 65000GP with you to buy the G.Bar from the Item Shop (I had over 75000GP at the time). If not, you should be very close, so either head back into the Cape Cave and fight some more battles or sell some more things to the Item Shop, but find a way to get a G.Bar. Once you've purchased one, exit the town.

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WORLD MAP

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From the city of Auria, head directly east to a cave at the edge of the mountains.

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L & D CAVE

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Enemies: Bully, Fly, Midget

Items: ShellHT, Cure

In here, proceed straight ahead to two men blocking your path. Talk to them to be informed about the thieves in Bleak. They will then step back, allowing you to continue on. Head northeast and down the stairs here. In this area, head east and north down a long hallway. When you come to a fork, continue north to the wall, then proceed along the linear pathway up and around until you come to another fork. The west/north path leads to a locked door so head east and south until you come to yet another fork. At this junction, take the western path to two chests with a ShellHT and a Cure. The ShellHT doesn't fit any of your party members so just return to the fork and continue south. Follow the path east to a split and head northwest to a staircase, which you should take upstairs.

Up here, follow the long corridor east to an intersection. Take the northern path first and follow this long, winding hallway, past a locked door and a damaged wall, to a ground switch, which lowers a gate, making a little shortcut to this area for later. Now make your way all the way back to the fork and continue on south to exit the cave.

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WORLD MAP

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Enemies: Fly, G.Knight, G.Slime, Mage

In this section east of the mountains, the G.Slime (an off-colored Slime) are much stronger than any regular enemy you have faced, but they also give nice rewards. Defeating three of these fiends result in over 3000 EP acquired from the battle. Try using Thunder attacks on them such as Bo's Fry spell and Ryu transforming into the ThrDr. Take some time here to level up your party. When you are in desperate need of some healing, head north from the cave and then east and south around the lake here. Enter the town near the southeastern side of the lake.

BLEAK

Items: 5000GP, Herb(x4), Icicle, Life, W.Ant

If you bought the Pouch from the Auria Item Shop as I suggested earlier, enter the Inn here and take a night's rest. The innkeeper will offer you free lodging, but while you sleep the innkeeper will try and steal your Pouch. He apologizes and gives you 5000GP for your troubles. Well, when the morning comes, you still won't be healed up, so talk to him again and he will give you a proper rest to heal up. Now leave the Inn and head to the Dragon Shrine to save your progress. Now take a visit to the Weapons and Items Shops north of the Inn and upgrade your equipment as well as restock your items. Grab a MetalSH for Ryu and a WoolRB for Nina and sell anything that you don't have any use for.

Now head north through the center of the city until you come to two large houses on either side of you. Head to the left one and go upstairs. On this floor head over to the right to a room with two chests, each with an Herb. Now exit and do the same in the house on the right for two more Herbs. Exit this house and continue north to a larger house and enter this. In this house, head northwest to an old man in an open room. Talk to him and he will tell you that someone named Karn could help you to enter the safe in Auria (remember Ross and his daughter locked in a safe?), but he's in Krypt at the moment. The old man then mentions that you will need the Icicle to travel in the desert and that he will trade one for a G.Bar. Give him yours and you will receive the Icicle. Now head upstairs and follow the same routine as the previous two houses. Head over to the right and grab the Life and W.Ant in the chests here. Now head back downstairs, exit the house, and continue south out of the town.

WORLD MAP

Out here, if you're not taking the time to level up, simply head east-southeast to a small cave encircled by mountains.

DESERT CAVE

Enemies: Ameblob, Fly

In this brown cave, head straight forward and down some stairs. In this next area, follow the linear path east, south, and east again to another staircase. Now in this final area, head east and south along the linear pathway and out the exit. Upon leaving, Ryu uses the Icicle to let cool air in as you enter the

desert.

=-=-=-=

WORLD MAP

Enemies: Cactus, Prickle, SandClod, Scorp

The enemies out in the desert are different from those you have faced before, but overall, they are pretty weak. From the cave exit, head south between the mountains into the large desert area. Head east about 10-15 steps before heading south through the desert and you should spot a small town along the way with some creature crawling around out side it. Enter it.

ARAD

=-=-=-

Items: Fife

Upon entering the small town of tents, enter the tent to your right, with the different opening. It is a resting place so heal up there. Now enter the northernmost, brownish-colored tent and talk to the Mayor standing in the center of the room. He will tell you that the giant Sand Worm appears with every new moon. He then tells you that he will give you the Fife, which can be used to make a bridge over the quicksand of Krypt, if you destroy it. Agree and he will mention that the Sand Worm eats goats. The screen goes black for a short second and it is now nighttime. Exit the tent and head over to the right to the large square area there where the goat once was. Walk up to the small, rumbling circle of dust in the center and you will enter into battle.

0-----

| Boss Battle: SANDWORM 0-----0 This battle is EASY, so easy that I almost considered | categorizing it as a mini-boss battle. The SandWorm only has one attack that does about 17 damage to Ryu | and Nina, and about double to Bo. His attacks affect | Ryu even less in his dragon form. There is nothing special to this beast. His attacks are weak that you | shouldn't have to heal at all. In the first round, have Ryu use ThrDr to transform into a dragon while Nina either attacks or uses Fort on your party. Bo should use his Fry spell until he runs out of AP. Have Ryu attack as a dragon each round while Nina fortifies and attacks as well. Within a few rounds, the SandWorm should fall. .-!-.-!-.-!-.-!-.-!-.-!-.-!-. | 1200 EP and 1200 GP acquired. 0-----0

Upon defeat, the SandWorm will sink into the ground and Ryu will raise his sword in triumph. Back in the Mayor's tent, he will thank you and allow you to take the Fife as a gift of his gratitude. Head up to the chest and take the Fife, then exit the tent. Before leaving, heal at the resting tent and save at the Dragon Shrine there. Now exit the town back into the desert.

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From outside the little town of Arad, head south a short ways and you should spot a large tomb structure. Step on the tile just south of it and press A to make a bridge appear, apparently because of the Fife that you recently obtained. Now head straight into the tomb.

=-=-=-KRYPT =-=-=-

The enemies in here aren't anything too special. The new E.Chests have high DEFENSE but they lack in ATTACK power. They also give generous rewards of over 1000 EP a piece. Anyways, in this area, follow the linear path all the way around the room to the other side of the statues to your left. Now head through the doorway and follow this hallway north and around to a large staircase, which you should take down to the next floor. Head down the steps to the south and you will find yourself in a very open room.

There are some chests in this area on raised platforms, but many traps block paths to get to them. To get the one to the southwest, head west past it and then south when you see a path. At the intersection you come to head right then up the stairs and grab the Herb in the chest. This is optional, however, as the chest triggers a Fire which does 50 damage to Ryu. It's kind of an even trade. From here head back down the steps then go all the way to the left. Head north up some stairs here to another chest with a Life. This chest poisons you so be sure to heal him with Nina or an Antdt. Now head back down the steps and west to the wall. Now proceed north past another set of platforms until you reach one with another chest on it. Head up there and grab the DreamRG at the expense of 50 points of damage to Ryu from Fire. I have no idea what this ring does so I don't know who to equip it on.

Now go down the stairs and head all the way east to the wall of the raised area where you first entered the room. Head south from here to another wall, then go east again. Once you reach a second platform to the north, head south and then up the first platform on the right. Grab the Dagger from the chest here at the cost of losing AP. Now head down and right to an intersection. Head north from here past one set of platforms to a second and enter the left one, taking the IronSH in the chest. Use Nina to heal Ryu of his curse from the chest and head down from the platform and just left to an intersection. Head north to the wall, then east past one intersection, and south at a second. Head up the platform to the right here and grab the Herb in the chest, healing your poison afterwards. Now proceed down the stairs and west to a wall. Head south past a couple platforms to the left and then head east and up a rather large platform. Make your way down the large staircase here.

In this next area, head east and down another set of large stairs. On this floor, head down and around the platform here and you will come to two more raised platforms. Head up the right one and open the chest for a HeadGear and equip it to Ryu. Due to a trap that triggers a Boom, Ryu will be reduced to 0 HP, so bring him back to life and heal him up. Head back down the stairs and proceed north through the platforms (the left one has nothing that you can access right now) until you see a floating monster ahead of you. Heal up before you approach it then walk up to it and its eyes from all around the room will converge on it. He will tell you that another intruder slipped past him but he will not let you.

```
Boss Battle: EYESPY
0-----
   Overall, this battle is pretty easy. As in the battle |
   versus the SandWorm, you should have to heal very
   minimally, or not at all. While EyeSpy has eyes still |
   surrounding him, he will attack with a weak eye
   strike that does only about 10-15 damage. As it loses |
   HP, however, its eyes get destroyed. Once it has no
   eyes left, it will strike blindly with a powerful
   thunder attack that does around 25-30 damage to each |
   party member. This only happens when EyeSpy's HP is
   very low so you shouldn't have too much trouble with |
   it.
          Your offensive strategy should be the same as your
   recent boss battles. In round one, have Ryu transform |
   into the ThrDr and continue to attack with his
   powerful thunder attacks each round. Nina should take |
   the first few rounds to cast spells such as Fort and |
   Atk-Up on Ryu and Bo. Bo should cast Fry and other
   offensive spells until his AP runs out and then
   continue with normal attacks. You should have little |
  trouble with this fiend.
         ._!_,_!_,_!_,_!_,_!_,_!_,_!_,_!_,_!_,_!
   2800 EP and 2800 GP acquired.
```

After its defeat, EyeSpy says that you're only human and that you should not possess such power and then disappears. Now head down the large stairs up ahead to a final room with five red chests and a single blue chest arranged in this order:

0-----0

```
[R] = red chest [B] = blue chest

[R][R]

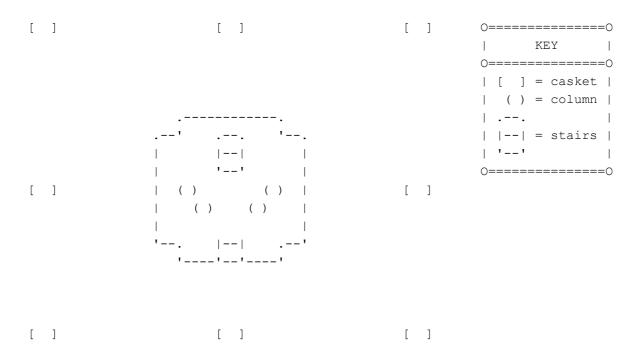
[R][B] [R]
```

The order is not really that important, but I just thought it was odd for some reason. Well grab the Cure, IcyHT, Antdt, and two SkullHT. Equip the IcyHT on Bo and a SkullHT on Nina, and then try and open the sole blue chest.

```
Cutscene
Suddenly, two gargoyle mouths on the wall ahead of you
  will open up and water will pour firth from them. Nina
  panic, saying that she doesn't know how to swim. After a !
  short pause, the room will be filled up to the platform
  that your are on. Bo suggests that you search the area to !
  find a way out. As you walk around the area, the blue
  will suddenly move aside, revealing a small staircase. You!
  hear Karn's voice saying that the trap is too simple and !
  that it would only catch a fool.
        The water recedes and Karn appears from the staircase.
  Nina says that she almost drowned looking for him and he
  asks what's going on. Bo mentions that someone is trapped !
```

Proceed down the stairs and talk to Karn here. He will tell you that he will take care of any locked doors in the area and then joins your party. Before you continue, hook him up with a Dagger, SkullHT, and IronSH and I would switch him from the back row to the front row to exploit his attacks, though fairly weak. Now head over to the left, with Karn in the front of your party, and open the two locked doors here. Follow the winding path south and back north again down a long hallway to a fork. Head west first and take the Life and Herb items from the chests here, having Karn disarm the traps on them first. There is nothing more over here so head back east until you come to a locked door. Open it and head down the staircase here.

Here, follow the linear path west and south to another staircase, which you should take up a floor. In this open area, you should spot a hallway heading south. Follow this winding path to a trapped chest. Use Karn to disarm it, then take the HuntCL from it, equipping it to Karn to increase his DEFENSE as well as ACTIVE attributes. Now head back to the main area and proceed north up a platform and take the large stairs there. On this next platform, head right to another set of large stairs to get to the final area of the Krypt. In this open room, head south to a casket and have Karn disarm the trap. Nothing will be in it so disarm and open the other seven caskets in the room found in this pattern:



In the eighth and final casket you open, there will be something written. You discover that the casket is the Book. It says that since you have figured out the trap, you already have great skills. Karn gains confidence from this and he proceeds to jump up and down and proclaim that he is the greatest. Nina tells him to stuff it as your party must get back to Auria now. Now make your way all the way out of the Krypt to the desert with your new party member. The way out shouldn't be too hard to find.

WORLD MAP

Now, since you have Karn in your party, you can complete the first side-quest, which I entitled "Unlocking Doors," because it requires Karn to unlock some doors that you previously could not open. When and whether you choose to do it is up to you. But either way, have Nina use Warp to quickly get your party back to Bleak.

BLEAK

Save at the Dragon Statue here before you exit the Shrine, and once you do, you may want to head to the Inn just to the west. Now exit the city.

WORLD MAP

Remember that tall tower that you passed on your way around the lake when you first visited Bleak? Well, head back around the lake and enter the tower as you'll need to acquire some crucial items here before moving on.

L & D TOWER

Enemies: Bulla, Chopper, Flea, Fungus, Shadow, Slime Items: 2000GP(x2), B.Stn, Life, Life2, Turban, DkKey, Mirror

Wow, the enemies in this first room are ridiculous. They are they same, shitty creatures that you fought when you first explored the World Map. Don't worry, though, they get harder. But anyways, go straight ahead, with Karn at the front of your party, and unlock the door up ahead. Now head over to the right and grab the 2000GP in the chest before taking the stairs to the left. In this room, head south and then to the right and talk to the old man in white here. He will tell you that if you're the legendary hero, he will give you his treasure and to climb the tower and meet the ghosts to prove your worth. He then moves back, unblocking your path, but blocking off a chest (obviously his treasure). Simply head left and up to a staircase and take it up a floor.

In this room, you will notice a staircase on either side of you. Head up the left one and grab the B.Stn and Life in this enclosed area. Now head back downstairs and take the right staircase. Up here, head south down a hallway to a split in the path. There's nothing over to the left, so head up the stairs to the right. Now head straight up another staircase. In this area, take the Life2 in the chest and continue left down another staircase. Now in this enclosed room, take the Herb, Cure, and HornHT in the three chests here. The HornHT is quite a strong Helm and I would give it to Karn. Now head back up the stairs and down the ones to the right in the next room. Back in this area, head south past the stairs and then follow the path east and north to another staircase, which you should take.

Head left from the staircase to the wall then south to the southern wall. Pass up the stairs here and continue on east to another set of stairs. Take these upstairs and, in the next room, head west and up some more stairs. Up here, grab the Turban and 2000GP from the chests and then make your way back down two floors. Head west back over to the stairs you passed earlier and take these now. Now make your way to the stairs east of you and head up these to get to the area next to the pillar with the glowing golden orb atop it. Heal your team and then examine the pillar and a red spirit will appear. The entity will announce that only Dragons used to enter there, but since the LtKey was stolen,

things have changed. It then challenges you to fight.

o-----o
| Boss Battle: CLOUD |

0-----Cloud is a fairly strong boss that can do some damage | to your party through his elemental attacks. He normally attacks with a single-hitting elemental that hits for 40 damage, but occasionally, he will use his Devistate attack that does 45 damage to each party member. This is some pretty hefty damage, but hopefully you can defend against them and heal up afterwards. Your attack strategy should be little different with Karn at the moment as all he can do is attack. You can also have him use any Stn items you have, but it's your preference. As always, have Ryu use ThrDr and maintain the onslaught of powerful thunder strikes while Bo uses Fry and other spells until his AP runs out. Nina should use Atk-Up and then either

| .-!-.-!-.-!-.-!-.-!-.-!-.

you should never get into any trouble.

| 5775 EP and 1443 GP acquired.

0-----

attack or heal whenever necessary. With this strategy |

After defeating Cloud, he will congratulate you and tell you to take a Key and to find the LtKey to complete the pair. Once the spirit vanishes, search the pillar to receive the DkKey. The tower will now become much brighter. Now head down the stairs behind you and then down the stairs over to the left on the lower floor. In this area, head north and then east down some more stairs. Now head south and then back around north to another staircase heading down, and then do the same down some more stairs in the next room. Here, head down the stairs just to the left and you will be back in the room with the old man in white who promised you treasure. Head southeast and talk to him again. He will congratulate you, calling you a true hero, then he will move aside, allowing you to take the Mirror in the chest. Now proceed east and north to another set of stairs heading down. Take them, and in this first room, head south through the doorway and out of the tower.

WORLD MAP

Instead of just using Nina's Warp spell to quickly get back to Auria head southwest from the L & D Tower and enter the cave here.

L & D CAVE

Enemies: Bully, Fly, Midget

Items: G.Bar

In here, head all the way north, past a path left, to the northern wall. Proceed west from here and open the locked door you come across with Karn. Take the G.Bar from the chest and then continue on the path west. Follow it around to the south and hit the ground switch there to lower the gate. Now head all the way south out of the cave. From the exit, head east to Auria.

#### =-=-=-=

## AURIA

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Items: Herb(x5), Dart, B.Stn, MetalSH, F.Stn

Go ahead and save at the Dragon Shrine here and you probably will also want to stop at the Inn just to the northeast and take a rest to heal up. Be wary of the guard, however, as he still remembers you and will throw you in jail if you cross him. Now head all the way to the northern manor where Ross lives. Head north through the columns then west and south to some stairs leading down. Take these and then open the two locked doors of the safe in this room. Now talk to the girl here and she will tell you that if her mother was alive, she would've told Ross to do the right thing. Now go back upstairs and talk to Ross, who has stopped running around in circles on his carpet and is at the dining table at the northeast corner of the room.

After the apparition leaves, talk to Ross again and he will tell you that he's come to his senses at last, and that he wants you to tell his daughter that he was wrong. So head back down to the basement and talk to his daughter again. She will recognize that her father has changed his mind and that the Dark Dragons are coming for the key. Agree to help them fight off the Dragons and she will tell you that the LtKey is at the top of this tower. Open the eight chests here for five Herbs, a Dart, B.Stn, and MetalSH. Equip the Dart to Karn then proceed up the stairs here. Head up a couple more sets of stairs until you are in a purple-floored room. Follow the path around to a staircase and take these up a floor. Grab the F.Stn in the chest here then proceed up the stairs to the left. Examine the pillar with the glowing orb and you will receive the LtKey, completing the pair. Now return to the main area of the house and exit it.

Now head south all the way out of the manor area and then head west over to the dock. Talk to the captain here and he will tell you that he'd like to sail with you, but the Dragons are blocking the way. So head west over to where the boat is and heal up to prepare for a battle. Approach the two soldiers here and they will notice that you have the LtKey and he offers to take it off your hands.

That's a fairly nice reward for such an easy battle. Once they are defeated, the Knight will proclaim that Ross has betrayed them and that you will soon know the wrath of the Dark Dragons. The Archer then waves out to sea and the ship suddenly starts blowing up and sinking. The screen then flashes white and the ship is totally ruined. The Knight and Archer then vanish. Well that sucks... The Captain then comes over and marvels at the last blast that destroyed the ship. Some fish character, who you later find out is Gobi, then comes up and mentions moving a roc blocking the North Cave to surprise them. He then offers GnPwdr to blast the rock in exchange for a G.Bar. Talk to him again and agree to the trade, using the G.Bar you recently acquired from the L & D Cave. Now head back east and then exit the gold city to the south after resting at the Inn and saving at the Dragon Shrine.

WORLD MAP

Out here, make your way to the cave to the north, around the land mass, which you know is Cape Cave.

CAPE CAVE

Enemies: Ameblob, Fly, Midget, Shadow

Head north until you come to a fork in the path. Take the western path and follow it south to some rocks. Upon approaching it, you will set the explosives and step back as the rocks explode. Proceed south and west down this extended path to a grassy, forest area.

Enemies: SpearMan

Follow the path south-southwest among the trees until you come to a small house. Proceed west on the stone path here and some soldiers will approach you and do battle with you. Defeat these two SpearMen with ease and then continue along the stone path until you come to a ship. Head north into it.

DARK D. SHIP

Enemies: Archer, SpearMan

Items: V.Ptn, Acorn(x2), Herb(x2)

As soon as you take a step onto the ship, a soldier will approach, leaving because his shift is over. He will spot you and try to stop you. Defeat the Archer then head down the stairs ahead. As you start to walk south, two more soldiers will approach you and try and stop you. Defeat this Archer and SpearMan and then continue south and around into a bedroom and head up the stairs here. The Knight here will see you and tell you that you cannot get this far from luck alone. He'll then use that Star Fox 64 line that Star Wolf taunts you with: "You're good...but I'm better," then he morphs into a squid and battles you.

0-----| Boss Battle: SQUID | 0-----0-----0 Squid has some power to him, but he shouldn't last long enough to do any major damage to you. He has two | attacks. He has a weak melee attack that does minimal | damage and a strong projectile attack that attacks each party member for anywhere from 30-60 damage. This attack can be harsh, but you should be able to counter it by healing with Nina as well as Bo. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. Being a water creature, Squid has a weakness to thunder attacks. Exploit this weakness by using Ryu's | ThrDr and Bo's Fry spell. Nina should fortify your allies' attributes and heal whenever necessary. Keep up the attacks with Karn as well as the thunder strikes with Bo and Ryu and you should finish it off. | .-!-.-!-.-!-.-!-.-!-.-!-.-!-. 7804 EP and 563 GP acquired. 0------

The Captain turned Squid admits defeat but assures you that his brother will seek revenge. He then disappears and you regain control of your party. Search the chest of drawers here for a V.Ptn, then head down the stairs to the right. Grab the two Acorns and Herbs from the chests here then make your way out of the ship. Head back east along the stone path and then north in the Secret Base area back into the Cape Cave. Follow the path past where the rocks were and head south out of the cave. Out on the World Map, head south around the large land mass and back into Auria.

AURIA

Visit the Inn here first and then save at the Dragon Shrine again. Now, head west to the docks where the ship was blown up and talk to the captain there. He will be amazed that the plan worked and head off with you.

DARK D. SHIP

that he should use his power to protect people. Now the captain takes his turn to speak, and explains that his crew has four members and he makes to set out. But then, Karn ask if he is a part. The captain replies that he is ! because he doesn't want to navigate alone. 1 .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 1 Suddenly, the fish man, Gobi, runs up and wants to come along to get dropped off near Prima. Nina is hesitant, but ! 1 the more the merrier, so he is allowed to come. The fish man thanks everyone, and then the captain calls to hoist 1 ! the main sail. Everyone scatters and Ross and his daughter ! leave. The captain calls to raise the anchor, and the screen cuts to the boat sailing away on the sea. Suddenly, ! it stops as pillars of water splash up around it and three ! ! Dark Dragon ships approach from the west. Gobi starts to ! panic and Karn suggests that they attack, but the captain ! wants to retreat. Suddenly, Dark Dragon soldiers board your ship demanding the key. Gobi suggests that you detonate the GnPwdr on the ship, but Nina refuses. Just ! then, the General of the Dark Dragons orders his soldiers ! to fight you. 

now and proclaim that Zog has the power of the Dragon and !

Defeat the two Archers and SpearMan that battle you. After the battle, Gobi, being the coward that he is, wants to escape. You follow him down the ship, but the General and some more soldiers pursue you. Defeat three more Archers and Gobi continues to flee down to the GnPwdr after the battle. Again, the General follows you down and traps you. He sends two more Archers against you and, after you defeat them, the General will transmute and do battle with you himself.

# 0-----| Boss Battle: OCTO | Wow, this battle is simple, maybe even easier than battle against his brother, Squid. Octo has a melee attack as well as a projectile attack, but it doesn't | hit each party member like Squid's projectile attack. | Both his attacks do anywhere from 20-50 damage depending on who they hit. They can hit hard, but they only strike one ally, making it easy for you to | counter with a Cura spell. .-!-.-!-.-!-.-!-.-!-.-!-.-!-. This battle is so easy, I put it on Auto and I won with all my party members still alive, without healing from the previous battles. If you want a surer victory, use the same tactics as against Squid. | Have Ryu use his ThrDr attacks, Bo use Fry (of what AP he has left), and Nina use her Shield spell, if she has it by now, and heal when necessary. Karn do what he can and attack. If your party is suffering | from the previous non-stop battles, use an M.Drop to heal everyone during the first round. This battle is too easy - you should breeze right through it. .-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-6000 EP and 1500 GP acquired. 0-----

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Cutscene Once he is defeated, the General turned Octo will use another Star Fox 64 line from Andross once you have defeated him: "If I go down, I'm taking you with me!" He ! explodes, igniting the gunpowder, and Gobi flees. The rest! of your party then leaves for the deck of the ship and ! then jumps off the side. The ship blows up and the scene ! cuts to your party and Gobi wading in the sea. Gobi ! 1 apologizes to Ryu, but Ryu doesn't know why. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 1 ! The ship's explosion destroys the three Dark Dragon ships ! as well and sends your party into a whirlpool. You land on ! an island and Gobi says that you were lucky to survive the ! explosion. He then mentions that Prima is at the bottom of ! ! the sea, near this island, but you need the Gills in order ! ! to breathe underwater. He tells you that he'll sell them to you for 100000GP, but you don't have that much, so agree and he'll take what you have and loan you the rest. ! He then goes off and you have control of Gobi. 

WORLD MAP

Enemies: Bulla, Blurb, Creep, Gloom, Stool, WarHog, Zombie

From the center of the island, head directly south into the water.

-----UNDERWATER ------

Enemies: CactusX, CreonX, CrawlerX, Fishy

The town of Prima is not far away. You can take the western path here out to the city, but there are no guarantees you will make it without dying. The enemies here are strong and you will likely get killed in a battle or two before making it to the town. Don't worry if this happens, you will be transported to Prima's Dragon Shrine at the expense of only about 25% of your cash. Either way you get there is up to you.

PRIMA

Take some time to heal at the Inn just north here (it is cheaper than the one to the left), if you need to, and then head over to the right into the Dragon Shrine to save your game (unless you started there already). Now visit the Weapons and Items Shops here - there are several as this is a merchant town. There are four Weapons and Items Shops visible outside, and if you enter the large building in the center with the yellow roof, you will find two more Weapon Shops and another Item Shop. Head to the Weapon Shop to the left as you enter the city and grab an IcySH and a HornHT. Now head to the upper-leftmost Weapon Shop, just north of the yellow-roofed building. Buy a Javelin and a SpineCL here and equip these items to Gobi. Now enter the tall building to the north with a picture of a fish on it. Talk to the guy over to the right and he will tell you that he doesn't have any Gills, but Gant does. Well, there is nothing else to do here, so leave the town.

=-=-=-=-

UNDERWATER

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Gant is back on land, so you'll need to find a beach back up to land. Now, even with your new equipment, the enemies will still be quite tough, so make haste south to a wall. Then head east from here until you spot the ramp of the beach, and head south up here to get back to the World Map.

=-=-=-=

WORLD MAP

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Simply follow the linear path between the mountain ranges west and a south until it turns back north. Continue on the path north through some dead trees to a city surrounded by mountains and enter it.

=-=-=-=

GANT

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Items: HrGlas, L.Ptn, Goods, A.Ptn

Save first at the Dragon Shrine just northeast of you when you enter. Now rest at the Inn to the left if you need to before trading in your Javelin for a HeroSP at the Weapon Shop just north of the Dragon Shrine. Now enter the lower left house in the city, to the left of the Inn with a flat roof, and take the HrGlas from the chest of drawers here. It is a nice little item that switches night and day quickly. Now head up a set of stairs north and enter the flat-roofed house to the right. Take the L.Ptn from the chest of drawers in this room. Now head up another set of stairs and enter the building up here.

In this large house, talk to the guy over to the right blocking the entrance to a room. He will ask if you are from Prima and then mention that the Dark Dragons attack and took their young men. He will then offer for you to take some goods to the Prima Guild Owner. Accept and then grab the Goods from the chest behind him. Now head up the stairs here and talk to the woman in pink. She will mention that the young men are being forced to build a secret weapon in a fortress on the western side of the mountain. Now examine the chest of drawers in this room for an A.Ptn, then exit the house and the city.

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WORLD MAP

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Follow the linear path through the trees back south and then around the mountains north and east. Enter the beach to the north to get back underwater and then make your way north and east back into Prima.

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PRIMA

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Back in Prima, head all the way north to the tall building with the fish face on the front after a stop at the Inn to rest and Dragon Shrine to save. Talk to the fish man over to the right once again and he will thank you for the Goods by giving you some Gills.

!	Cutscene	!					
_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_							
!	The man then opens the Goods revealing a letter that says	!					
!	that Gant has been attacked. You then hear a noise and a	!					
!	messenger Fish will tell you that the Dark Dragons have	!					
!	attacked a small boat, another messenger will enter and	!					
!	tell the Guild Owner that the survivor of the ship needs	!					
!	his help. They run off and Gobi is left to wonder what is	!					
!	going on.	!					
!	!!!!!!!!	!					
!	Gobi follows the party to the top floor of the Inn where	!					
!	you find that a ghost has come to take the survivor away.	!					
!	Apparently the survivor, called Ox, has important	!					
!	information to pass on. Gobi will announce that he knows a	!					
!	warrior who can get rid of the ghost, but it will cost	!					
!	5000GP (Gobi, always looking for a way to earn some cash).	!					
!	Accept and the Guild Owner will tell you to get him	!					
!	immediately.	!					
_^*	_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_						

Once you regain control of Gobi, head downstairs and out of the Inn, then proceed out of Prima. Once underwater, head north a little then east to the beach up to land.

WORLD MAP

Head north into the beach area where Ryu and his party are. Talk to Ryu and he will apologize for taking so long. The whole party will join up with you. Now with five party members, you can choose who is in the fighting team but changing whoever is in the left row. I kept Gobi in there for now but you can choose to put Bo back in if you so choose. Now, head south back into the water, placing on the Gills to allow the rest of the party to breathe down there as well. Head west out to Prima down here, taking some time to level Gobi up through some battles.

PRIMA

Once you enter, rest at one of the Inns and save at the Dragon Shrine. Check out the multiple Weapon Shops and upgrade all of your party's equipment. Get a PowerSD for Ryu, an IcySH for Karn and Bo, and a HornHT for Bo and Karn at the leftmost Weapon Shop. From one of the Weapon Shops inside the yellow-roofed building, procure a EvilRP for Nina. Now exit there and head all the way to the right and enter the Weapon Shop here. Grab a PoisonBW for Bo, a RangerVT for Bo and Ryu, and some PlateAR for Karn. Now head just northwest from there to another Weapon Shop and buy a Tri-DR for Karn. Now exit and head directly west to the final Weapon Shop. In here, obtain a LightSH and SuedeRB for Nina.

Now you should be fully upgraded, so sell anything and everything that you don't need so you can get some cash back, and then head to the Inn just to the left of the entrance to the town. Head upstairs and talk to the ghost at the front of the bed. The ghost will tell you to give up as you are powerless against him. We'll see about that.

	0				0	
	1	Boss	Battle:	MORTEO		
>	0				0	

This ghost is so weak it's not even funny. It should not even be considered a boss in my opinion. It has one melee attack that does about 20-40 damage, depending on who it hits, but it only attacks one party member, making it easy to counter with a Cura spell or Herb the next round, if you choose. Morteo should be downed before he inflicts any heavy damage to any one party member. Have Ryu attacks as the ThrDr each round while Karn and Gobi regularly attack. Nina should cast Atk-Up on | both Gobi and Karn and then resume attacking or healing, if you ever need to. If Bo is a member of your team, have him use Fry or attack regularly as well. Within a few rounds, the ghost will be downed. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 4162 EP and 3902 GP acquired.

0-----0

Cutscene Once Morteo is defeated, he will vanish and the survivor ! will wake up and ask where he is and what has happened. The Guild Owner will ask the man, known as Ox, why the Dark Dragons are after him. He replies that he was running! from them to deliver a message that he is one of the Metal! 1 Smiths. The scene then cuts to Gant, and Ox explains that ! the Dark Dragons, knowing that they are skilled, forced them to make a secret weapon. They tried to fight but the ! Dark Dragons captured their families. Gobi then mentions ! that if he helps them, he may be able to get his license! back. The party then decides to help Gobi and Ox. Ox joins! your party and you regain control. 

Now your party consists of Ox, Gobi, Ryu, and Nina. I don't like how slow your party is so I switched out Gobi for Karn. The choice is up to you what members you want in your party. But anyways, heal at the Inn here and then exit out into the town. With your new member, you may want to upgrade his equipment with what money you have. Grab an IronHR and a HornHT right now from the Weapon Shop to the right of where you came out and equip them to Ox. Now save at the Dragon Shrine and exit the city.

UNDERWATER

Well Ox, Gobi, and even Karn should still be at fairly low levels at this time so take some time to do battle with the underwater creatures and maybe raise a level or so before moving on. Head back into Prima to rest at the Inn and save at the Dragon Shrine. Now head northwest from Prima to another beach up to land.

WORLD MAP

Enemies: Chimera, M.Scorp, R.Slime

Out here, the enemy set has changed and some of the enemies are quite strong. The R.Slime here are pretty pathetic, compared to the G.Slime who reward you will a great amount of experience after beating them. You can take some time to level up here as well, but it's up to you. Once you're ready, take the southern path from the beach through a large field of dead trees. Continue along the path through the mountains until you come to a tomb that looks like the Krypt and enter it.

-----HIDDEN FORT -----

Enemies: Archer, LancerX, Sorcerer, SpearMan
Items: GiantHR, EchoHT, Herb(x2), Life, MetalSH

Most of the enemies here are Dark Dragon henchmen who usually come in groups. They can give you a hard time but it's nothing you haven't faced before. Just remember to heal up after difficult battles to stay in good shape. Head down the stairs straight ahead of you and in this next room, head south to some rocks blocking your path. Switch Ox to the front of the party and press A to destroy one of the rocks. Now head left past some stairs and have Ox break down the weak wall here. Grab the GiantHR and EchoHT in the chests here and equip the two-handed hammer to Ox and the helm to Nina. Now make your way up the stairs just to the south.

In this room, you can either break the wall to the north then go west, or go around to the west first. Either way, fight the LancerX who approaches you over here and grab the Herb in the chest. Now head north and west through a hallway to another chest with an Herb. Defeat the LancerX guarding this post and then head east until you come to two breakable walls to the north. Bust open the west one with Ox and follow this hallway to a chest containing a Life. Now head back to where you broke the wall and head southeast down through a doorway. Follow the path east to a chest with a MetalSH and then proceed northwest, defeating the LancerX who approaches you here.

Now head directly north to a weak wall, which you should break down with Ox. Now take the southern path here, to the right, and continue down it until you reach a breakable wall to the north. Break it down and head north through it to a staircase. But before you go down the stairs, heal your party up for a boss battle. Now head downstairs and you will be confronted by a Knight. He will say that Ox has got guts for coming back, but it's not enough. You will then enter battle with him as he transforms into a Toad.

o-----o
| Boss Battle: TOAD |

Yet another frog boss to do battle with, this one can |
be tough and grueling. It has two main attacks just |
like the first Frog you battled: a tongue strike and |
a projectile attack, each damaging a single ally. The |
tongue lash can hurt, doing about 60 damage while the |
projectile does around 40 and even up to 70 or 80 |
against your weaker party members. That's pretty much |
all there is to Toad. He is strong, but Nina can |
counter each round with her healing spells. |
.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.
I suggest using a party of Ryu, Nina, Ox, and Gobi |
against Toad, but it is really up to you. You can |
switch Karn or Bo in there for Ox or Gobi if you |
wish, but always have Nina for her healing and

fortifying spells as well as Ryu for his powerful attacks. As always, have Ryu use his ThrDr attacks while Nina uses Fort and Atk-Up on your other allies, | healing whoever is below 60 HP. Keep up the attacks with your remaining party members and eventually, Toad will fall. .-!-.-!-.-!-.-!-.-!-.-!-.-!-. 6000 EP and 1500 GP acquired. 0-----Cutscene Once the battle is over and you have defeated the Knight turn Toad, he will explode and the gate to the right will ! ! lower. Ox will run into the cell, where other young men of ! ! Gant are being held. The rest of the party will follow and ! one of the Friends will marvel that Ox is alive. Ox humbly ! replies that he could not have rescued them without the party's help. One of the prisoners tells Ryu that the Dark! ! Dragons have taken the weapon and prisons to Nabal in the ! ! north and that Ox's wife is among the captives. Another of ! the Friends tells Ryu that security at Nabal is tight but ! that an old man near Gant, who used to be in the Dragon ! ! army, could give some advice. Ox excitedly urges Ryu to go!

Now, with Ox leading your party, head over to the right and break down the weak wall here. Head north up the stairs and continue north out of the Hidden Fort.

north to Nabal and you regain control of the party.

WORLD MAP

Well, now that you have Ox with his ability to break things, you can do another side-quest, which I appropriately labeled "Break Stuff." If and whenever you choose to do this is your choice, but any time now is opportune. Once you are all ready to continue the main adventure, warp your party to Arad to pick up something ahead of time. Save at the Dragon Statue in the Inn here and then take some time to rest up. Now exit the tent and continue out of the town to the southwest. Now head just southwest to where the Krypt is and step on tile in front of the entrance. Press A to use the Fife, making a bridge appear then head straight into the Krypt.

KRYPT

Enemies: E.Chest, Fly, G.Slime, Mage, Midget, Scorp, WarHog

Items: B.Rang

Revisiting this dungeon, head through the doorway to the northeast and then make your way down the large stairs here. In this large room, head south down form the platform and head southeast to another large platform and make your way down the large stairs on it. Head east down another stairway and head south down from the platform. Make your way around to the north until you come to two platforms. This time, head up the left one and use Ox to break the rock that was holding the B.Rang. Now take it and make your way back up the staircases and out of the Krypt. Once outside, have Nina Warp your party to Gant.

=-=-=-GANT

=-=-=-=-

Save at the Dragon Statue then exit the Shrine and make your way north to the Weapon Shop. Gant has some pretty nice items to take some time to upgrade Ox's equipment. For a hefty price, grab a SpineHR for him, which is amazingly powerful and only one-handed, allowing him to hold a shield as well. Also, purchase some MetalAR and equip these items as well as the MetalSH you found in the Hidden Fort to Ox. Now sell back any unused items exit, making your way north, up three flights of stairs to the large building up here.

Talk to the man here and he will notice your B.Rang and offer to fix it for you while you rest. After a short pause, the man will have fixed it and you take it back from him. Now, equip it to Ryu and then head northeast into the room where you got the goods from the chest. Notice a hole in the wall behind some drawers to the right? Well push it to the let or right and enter the hole. Now walk straight ahead and use Ox to break one of the rocks here to get to the man behind them. Switch Karn to the front of your party and talk to the man. The man will see that you are Karn and teach you the Shin spell as Karn is a member of his family line. This spell fuses Karn, Bo, and Gobi together so use it right away to add a powerful member to your group. Now exit the house and leave the city.

WORLD MAP

Enemies: Bulla, Flea, Slime

Out here, you must find the person that one of the prisoners mentioned who has advice for you. Head south from Gant through the dead trees and follow the path through the mountains around to the north. Continue on east past a beach and northeast up to a peninsula with some sand and palm trees. Head to the eastern end of this area and enter the little hut here.

W-MAN HOME

Proceed straight ahead and talk to the old man standing with a goat outside a tent. He will notice your B.Rang and the fact that it is authentic and perfect. The man will then spin around multiple times and then tell you that the GrimFowl is a tame bird until you mess with its eggs, at which it becomes berserk. He then tells you that you could use this as a weapon. After he is done giving advice, exit the area.

WORLD MAP

From here, head back southwest and further west until you reach the beach that you passed earlier. Head north into it down into the water. Once underwater, head north and east to Prima, and from there, go northwest up another beach. Back up on land, take the southern path through the dead trees and then southwest, entering the Hidden Fort again.

=-=-== HIDDEN FORT =-=-=-=-=

Enemies: Archer, LancerX, Sorcerer, SpearMan

Quickly make your way through here by going down the stairs here and taking the stairs to the southwest in the next room. Now head directly north through a couple broken walls until you come to the two weak walls. Break down the right one with Ox, if it has not been done already, and continue north a short way to a fork in the path. Take the right path up through a broken wall and back around to the south until you come to another broken wall. Make your way north through this one all the way up to a staircase. Head down this and then make your way all the way east and north to another staircase. Take this one up and head north out of the Fort.

WORLD MAP

From the northern end of the fort, make your way north into some trees.

GRIMFOWL WDS

Items:

Make your way north through all the pretty birds walking around to the egg in the center of the area. Heal your party, and then try and take the egg. A bird will get angry and attack you.

0-----| Boss Battle: GRIMFOWL 0-----0-----0 The GrimFowl is quite an easy boss. Its two attacks aren't anything special. It can spit something at you | doing around 15-30 damage or use a fire elemental attack spell which hits for anywhere from 50-80 damage. Once the GrimFowl has no more visible HP remaining and starts to get mad, it will use the fire | attack spell every round. It is powerful, but it only | damages one ally. You strategy is simple: attack, attack some more, and | keep on attacking. The GrimFowl has horrible defense | so you don't even need to use ThrDr for Ryu to hit for near or over 100 damage. Karn and Ox usually hit for over 150 damage! With everyone attacking, the GrimFowl shouldn't last too long. You probably won't even need to heal with Nina, but do so just in case. | .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 5053 EP and 5775 GP acquired. 0-----

After taming the GrimFowl, take the Egg, but this time, you won't be attacked. Instead, they will follow you around. Play around with them for a little if you wish, then slowly head north out of the woods, making sure that at least one follows you out.

=-=-=-=

=-=-=-=-=

Now head north to the castle with the GrimFowl following close behind. As you try to enter the castle, Ryu throws the egg into first.

NABAL

As you first enter, you will notice that some GrimFowl are tying up the guards here. Make your way north through them and enter the castle itself.

NABAL CASTLE

Enemies: M.Scorp, SpearMan
Items: Life2, SkullRG

Another GrimFowl is chasing around the guard here so make your way past them and head right through an opening in the wall. Now follow the path up and east and then back south to a staircase. But before you head down it, head south and grab the Life2 and SkullRG from the jars here. If there is a guard and a GrimFowl blocking the way, simply head down the stairs and back up and they should be gone. Equip the SkullRG to whoever needs a boost to defense and continue on down the stairs.

Follow the linear route down here south, west, and around north to a breakable wall. Knock it down with Ox, healing your team before you do, and you will encounter a General and three of his Helpers. The General will tell you that you have done well to get here, but he does not have time to deal with you. The Helpers will then attack you, transforming as they do.

o-----o
| Mini-Boss Battle: SLIMEX |

OThis battle has two parts to it, both of which are quite easy. At first, you must fight three SlimeX monsters all at once. They each attack one ally with a melee strike doing about 20 damage, which is nothing. Once each of them are defeated, their puddles of slime will come together to form a bigger SlimeX. This new monster is just as simple. It's only attack is flinging slime at one party member, doing only about 40-50 damage. This is also quite weak so you probably won't even have to heal during this battle.

6496 EP and 7218 GP acquired.

0------

Cutscene After the battle, the soldiers will acknowledge your victory, but will tell you that you are too late as the ! General has gone to destroy Prima. They then explode and Ox runs up to the prison gate, then bust down the wall to ! the right. He runs up to his wife who says that the Dark Dragons have already loaded the weapon onto the ship. The ! 1 scene then switches outside at the dock where the General ! tells you that he will seek revenge for his defeated ! soldiers after he destroys Prima. He then boards the ship! and it takes off. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. Ox's wife runs up and says that Prima is in danger; the ! secret weapon is a torpedo! Gobi suggests that you go see ! ! the Guild Owner in Prima. Ox and his wife then talk about ! the baby that is coming in six months and Karn gets the party going. Now at Prima, the Guild Owner will mention that you need the sorceress from Wisdon. He then tells you! to ask the man upstairs for information. 

PRIMA

First off, use put Karn back in your party and use his Shin spell to fuse with Bo and Gobi again as your party has been changed since. Now head up the stairs to the left in the back of the room. Talk to the man in the bed here and he will jump out of bed when he hears you talk of a sorceress. Speak with him again and he will tell you that the sorceress can be found in Wisdon but she won't like to be woken. He then says that you can only enter the town if you have the Statue and to look under the bed for one. So step into the bed that he was in, look down, and press A to receive the Statue. Now head back down the stairs and exit the house. Rest at the Inn and save at the Dragon Shrine here, then leave the town.

UNDERWATER

Head either south or east from the underwater city and up a beach to land. Once on land, use Nina's Warp spell to transport your party to the desert town of Arad. Now exit the tent and continue southwest out of the camp. Back outside, walk around in the vicinity north of Arad and you should notice a small, buglike thing moving about the desert. Enter it.

=-=-=-WISDON =-=-=-

There is nothing much to do in this empty town as many of the doors to the houses are blocked. You can save at the Dragon Shrine to the left if you wish and talk to the spirits here to learn about the sorceress. Once you are done, head down the stairs here to the dungeon of Wisdon.

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## WISDON DUNGEON

Enemies: Chopper, M.Scorp, R.Slime

Items: Life2, Life(x2), Herb(x4), ProSH(x2), OldSP, SilverBR, RageHR, ChainML

The enemies in this area are generally weak and shouldn't give you much trouble at all. You have seen them all before so you know how to handle them. Once you enter the dungeon, head north until you come to a small area with pillars and three other paths branching off from it. Take the eastern path first off and follow it right and up to a breakable wall. Switch Ox to the front of the party and break down two walls in front of you. Now grab the Life2 in the chest to the right of you, then head back and bust down another wall to the north. Head left and down to a chest with a Life, then make you way all the way back to where the path splits. Continue on the path leading west and follow it up to another set of three breakable walls. Do the same routine as at the other side of the room, grabbing the Herb and ProSH in the chests here after breaking the weak walls.

Equip the latter to Ox and then make your way back to the fork area. Finally, take the northern path and head down the stairs up here. In this next area, make your way north a long way, under a meaningless archway up to a platform with a wide set of stairs on it. To gain access to the chest to the right, head to the left and up to some rocks. Have Ox break them then continue east and south to the chest containing an OldSP. Now head back around the room and up the set of stairs. In this large, open area, head south down from the platform all the way to the southern wall. Now head west until you come to a breakable wall just to the north. Use Ox to break it down and take the Life and SilverBR from the chests here.

Now head out of this enclosed room and make your way across the room to the northeast. Make your way in between two more enclosed rooms and break the wall to the north. Grab the Herb and RageHR from the chests here. Now head south out of the room and break the wall to the south here to enter another small area. Head down the stairs to the right here and follow this linear hallway west, north, and west again to another staircase. Take it back up a level to a room with four chests containing ChainML, two Herbs, and another ProSH. Give this shield to Karn[Shin] and continue back down the stairs, southeast through the hallway, and up the other set of stairs. Now head northwest from the enclosed room to a raised platform with some pillars and a large set of stairs on it, which you should take up and out of the dungeon.

Now head north into the large castle just ahead of you. In this dark place, head directly ahead to a fountain, which you should drink from to recover your HP and AP. Now make your way up the stairs to the right to a floor with three ghostlike figures to the left. Approach the apparitions and you will be shocked back. The three figures will approach you and one of them will acknowledge that you are the destined hero while another asks if you come to disturb the Sorceress's sleep. The third then tells you that you must prove your worth to be in the presence of the sorceress. One then attacks you.

After defeating Wisp, another ghost will congratulate you and then do battle with you without giving you any time to heal, though you shouldn't need it.

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0-----
            | Mini-Boss Battle: CLOUD
0-----
   This boss is the exact same thing as the Cloud you
  fought at the L & D Tower. It has the same fire and
   lightning elemental attacks that do around 40 damage |
 to one party member and the same Devistate attack
 hits each ally for 45 damage. Your strategy should be |
   a bit different than the previous time you fought it |
  as you should be much stronger this time around. You |
   should just attack always as you did against Wisp.
  Cloud is somewhat stronger so he won't go down as
   easy. He can also take a toll on your health so have |
  Nina heal if ever necessary. Just keep up the attacks |
and it will fall relatively quickly.
        .-!-.-!-.-!-.-!-.-!-.-!-.-!-.
5775 EP and 1443 GP acquired.
0-----
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After this slightly more challenging battle, the final ghost then gives you a nice "Well Done!" and then takes its turn against you.

0-----

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| Boss Battle: MYST |
0-----0-----0
   This green-colored apparition is a bit more
  formidable than its washed-up counterparts. It
   attacks in elemental spells, and a higher level of
   them than you have encountered before. His T.Bolt and |
   Blizzard attacks hit all party members for 40 damage |
   while his Burn Out only hits one ally. Myst also uses |
   his Recover spell when his HP gets low to replenish
   100 HP. This isn't big because you entire party can
   inflict more than 100 damage to it per round.
         .-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,
   If your party's health is low, use an M.Drop to heal
   the entire party or use Nina to heal. Continue to use |
   her to heal if necessary, attack, or use her Shield
   spell on your party if you feel you need it. Ryu
   attack as his ThrDr transformation and Ox and
   Karn[Shin] should attack each round. Myst has about
   the same resilience as Cloud, so it shouldn't take
   too long to defeat.
        5203 EP and 4682 GP acquired.
0-----0
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_^*-	-^*-^*-^*-^*-^*-	-
!	Cutscene	!
_^*-	_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_	-
!	When the final battle is over in your triumph, the ghosts	!
!	will acknowledge that you are very determined and they	!
!	allow you to awaken the sorceress. After a couple failed	!
!	attempts to wake her with words, the ghosts assemble	!
!	around her corpse and resort to Plan B: shock her awake.	!
!	This works and she rises with a shriek. The ghosts then	!
!	tell you that they have done their jobs to protect her,	!
!	and then leave your party with her. The sorceress, named	!
!	Bleu, indirectly asks you why you awoke her and ponders	!
!	the idea of sinking the Dark Dragon vessels, pacing back	!
!	and forth. After a short while, she gives you an OldEgg	!
!	and tell you to put it in a warm place, like the volcano.	!
!	The warmth will cause the egg to hatch a bug that will	!
!	unleash a typhoon. She then goes back to sleep.	!
_^*_	_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_^*_	_

Now head back down the stairs to the right, heal at the spring, and then make your way south out of the castle. Now head down into the dungeon area and make your way back through here out to the main area. Save your game at the Dragon Shrine and then proceed out of the town.

WORLD MAP

Back in the desert, have Nina Warp your party to Gant. Exit the city and follow the path south through the dead trees and then proceed northeast between the mountains up to a beach. Take this down underwater.

=-=-=-UNDERWATER =-=-=-=-

Head north and west a little bit to reach the town of Prima, but do not enter. Now go directly north from Prima through a path between some rocks to an open area. Continue heading north and you will reach an opening in some underwater mountains. Enter this cave.

SEA VOLCANO

Enemies: AmeblobX, CrawlerX, DogFish, Tentacle Items: SharpBW, 3000GP, M.Drop, PowerDR, 2000GP, Herb

There are some new enemies that you will encounter here. The AmeblobX can be a pain (remember the green Ameblob?) but they give some decent experience points. You shouldn't have very much trouble in this underwater cave as long s you keep your party healthy with Nina. Upon entering, head directly north to a fork in the path. Follow the eastern path first to another fork, continuing east to a chest with a SharpBW. Give it to Bo, though he should be fused at the time, and then head up the northern path. Follow this linear path all the way up and around to the left until you reach a split in the path where some underwater plants are. Continue west here and grab the 3000GP in the chest, and then go back and head down the southern path. You will come to some stairs, which you should take up a floor.

In this room, head up the stairs to your right and examine the chest in the room above for an M.Drop. Now head back down a level and follow the path to the west. Continue on the path as it goes south and east past some stairs. When you come to a fork, take the southern route to a chest with a PowerDR. If you have the IcyDR equipped to Karn[Shin], then you don't need to give him the PowerDR. Now return to where the path forked and head east all the way to a chest containing 2000GP. After grabbing this money, take your party all the way back west to the staircase you passed earlier and head up this. In this new area, grab the Herb in the chest and then follow the path west and south to a ledge with some lava below you. Head over to the left a little and you should notice a small strip of cliff extending out to the south. Walk out onto this narrow strip and press A.

Cutscene Your lead party member will drop the OldEgg into the volcano a message will tell you that it has grown larger. ! The scene, as well as your party, warps to Wisdon where ! you awaken Bleu again. She asks what is up and you tell her that the world is in chaos and that you need her help. ! She joins your party and you all run off to the Guild 1 Owner's house in Prima. The Guild Owner tells you that the ! Dark Dragons have not made a move yet and your party rests! ! at the Inn. You have control of your party here, but make ! a move and a messenger will come. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. 1 He will tell you that the Dark Dragons are finally making ! ! a move. You rush outside where the Guild Owner begs Bleu ! to use her magic. She obliges and then the Guild Owner reminds Gobi that if he does the right thing, he will get ! his license back. Gobi acknowledges this and the Guild 1 owner goes off as Ox pledges to stop the weapon. One of the citizens then turns into a big fish and your party boards it as it rushes out to sea. Bleu asks how the situation is and a defense unit responds ! ! that the enemy is approaching fast. The three defense fishes go off and your fish surfaces right in the middle of a number of enemy ships. You can't escape as you get shot at by the ships, so Bleu calls upon the Typhoon Bug to do the dirty work. After a pause a large spinning cloud! thing comes and sets half the ships on fire. The Dark ! Dragons retreat underwater. Your party heads back down and ! disembarks from the big fish as it goes off to stop the enemy. You now have control of your party with a powerful ! new member. 

# UNDERWATER

Your party will consist of Ryu, Bleu, Gobi, and Ox. This is a pretty crappy setup so fuse Karn with Bo and Ox again to form Shin and exchange Ox for Nina. Also, switch Bleu to the back line to enhance her defense. Now head up north where a bunch of fish and Dark Dragons are. As you approach, one of the fish will tell you to take care of the leader while he handles the rest. You walk up to the General, who does battle with you for destroying his battalion, morphing as he does.

0-----0

Boss Battle: PINCHER

0-----0

Pincher can be a pretty tough boss as he has pretty high defense and it will take some time to take him down. He has two attacks: a melee strike that does around 20-30 damage to one party member, and a thunder strike. This attack is very harmful, doing 95 damage to each party member! A few of these hits can take out your whole team, well except Karn[Shin] who has 500+ HP. Anyways, heal up with an M.Drop or with Nina's Cura spells each time Pincher uses T.Bolt.

With a powerful new offensive spell-caster added to your party, your strategy should be slightly altered. |
As always, use Ryu's strong ThrDr attacks each round |
while Karn[Shin] attacks normally and Nina heals or |
uses Shield on your allies. Blue should cast Fry each |
round, as thunder seems to be Pincher's weakness. |
Though Pincher's defense is high, his is weak to |
magic, so continue with thunder element spells to |
down this crustacean quickly. |

.-'-.-'-.-'-.-'-.-'-.-'-.-'-. 6243 EP and 6243 GP acquired.

0-----

! Cutscene !

Upon defeating the General/Pincher, he says that if he goes down, he's taking you with him (where have you heard! that before?). A couple of the fishes think he is bluffing! and start pushing his body away. Just before he gets! pushed out of the screen, the area starts to rumble! followed by the screen flashing white. The scene then! switches to Zog and Jade inside their palace. Zog tells! Jade that his plans are going well, thanking her. He then! asks what the problem in Prima was, inquiring if it was! the Light Dragons. He then tells commander Jade to get rid! of the Light Dragons and find the goddess Keys.!

Jade then goes off and the scene switches to another hallway where four of Jade's henchmen appear. Cerl asks what Jade makes of this while Goda expresses his concern. Cort thinks that the Light Dragons are not worth the time while Mote believes that the General might be doing this to distract Jade. Jade then reassures them that they've got it covered. She tells them that she's leaving it in their hands to conquer the enemy and find the Keys. Jade then leaves mumbling about where the Dragon of Light is.

.-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.

Back in Prima, the Guild Owner says that the explosion would have destroyed Prima if it were any closer. You then try to leave but the Guild Owner asks Gobi where he is going. Gobi responds that he is going with the party, saying that Ryu still owes him money. Karn tries to get him to say that he just wants to be with them but Gobi refuses, telling him that he wants the money. Your party !

then leaves the city. When you try to move, Gobi will

Gobi exclaimed that he is missing something, so maybe he forgot something back in Prima. Reenter the town.

=-=-=-=

PRIMA

=-=-=-=

Items: Sphere, MystSF

Make your way north to the Guild Owner's shop and once inside, head up and talk to the Guild Owner. He will welcome Gobi back and give him the license as well as the Sphere. He heads up to the wall and makes two blue chests drop down while he tells you that a member of their clan can use the Sphere to turn into a big fish. Grab the Sphere and MystSF from the chests, and then leave the house. While you're here and the shop owners are back in their shops, stock up on items and upgrade Bleu's equipment (you should end up with a Cane, LightSH, SuedeRB, and ChainHT). Once you're done, rest at the Inn and save at the Dragon Shrine before leaving the town.

UNDERWATER

Now that you have the almighty Sphere, it's time to exploit Gobi's transformation ability. Place him at the front of the party as press the A button. Gobi will raise the sphere and yell, transmuting him into a large, quite droopy-looking fish. In this form, you cannot be attack by enemies, which is convenient as it makes your underwater trips much faster and safer. Now, from Prima, swim directly north to the Sea Volcano and head west from there, over a large gap in the seafloor. Head a little west into this new area and then go south to hit a wall. Continue west from there and you should reach a small island with a beach on the south side of it. Press A to revert Gobi back to his normal mode and then walk your party up the beach. Up on land, head north into the sole city here.

=-=-=-

TUNLAN

=-=-=-=-

Items: Rod5, Herb, Melon

First off, save at the Dragon Shrine to the left in this tropical city, and then rest at the Inn to the right of the stairs should your party need a rest. Now make your way up the large set of stairs and head over to the left and into the Weapons Shop to upgrade your equipment. Grab a BoneCN and GuruCT for Bleu and a MystRB for Nina. If you try and talk to any of the natives here, you will only hear tunes, so they aren't much help. Simply head all the way to the north of the city and enter the large building up here.

In this area, head north to where some natives are, then head east from there to a bedroom with four beds. Take the path south from here and then back west to a staircase, which you should take up a level. On this floor, head west and down another staircase. In this area, head left to some statues and a locked door. There are two chests on either side of the locked area. Approach the left one and one of the statues will come alive and chase you down into a hole that appears. If you talk to the person standing in the middle of the room here, he

will tell you that something under a box will help you make a big catch. Move the box to the southeast of the and then examine it to obtain a Rod5. Now move the southwestern box aside and fall down the hole here. Grab the Herb and Melon in the chests here, then continue south and up the stairs here to exit the city.

WORLD MAP

Now that you have the most powerful of the Rods in the game (Rod5) you can fish for some great new equipment. I suggest going for the DragonSD and DragonHT now as you can obtain it easily. Look under the "Dragon Sword" and "Dragon Helmet" side-quests for how to acquire them. You can also go for the Slab now, but it really isn't important. Once you're ready, warp to Gant and leave the city once there. Follow the path from here south through the dead trees and then up northeast between the mountains until you come to the beach. Take it down to the water.

-----UNDERWATER -----

Whether you use Gobi's transforming fish ability underwater is up to you. It is faster and you don't have to deal with enemies, but it can be a hassle if you keep him fused to Karn. Sometimes you need to be the big fish, but I'll let you know when that happens. No matter, head to the beach just northwest of Prima and take it up back to land.

WORLD MAP

Follow the southern path through some dead trees and continue on southwest to the Hidden Fort. Enter it and make the short trek through the area (if you don't remember, find the section above) and once out on the other side, follow the path through the mountains leading west. Continue on the path as it goes south and back east until you come to a group of four trees. Enter the small shrine encircled by the trees in search of your next set of dragon transformations.

DRAGON SHRINE

Head north into the actual shrine, and once inside, talk to the old man wearing white garments. Like the previous shrine, he will only allow Ryu to proceed. Heal at the spring to the left and then grab the Mrbl2 in the chest over to the right. Now head straight up the middle of the area, up some steps to the entity up here. It will tell you that you've completed this step if you survive this test, and then do battle with you.

Once the battle is over and you have defeated the spirit, it will congratulate you and you will gain four new dragon transformation spells: IceDgn, FirDgn, BltDgn, and GldDgn. They will be very useful to you and look really cool in battle as well. Now heal at the spring to the left and make your way out of the shrine with your party.

WORLD MAP

Now from outside the Dragon Shrine, take your party to Tunlan via Warp spell courtesy of either Nina or Bleu and then exit the city, continuing south down the beach and into the water.

UNDERWATER

Switch Gobi to the lead of your party, defusing him if he is fused to Karn, and transform into the great fish. Swim around the small island to the left and then make your way directly north to reach another beach. Revert back to normal and head up this beach to some new land.

WORLD MAP

Enemies: Chimera, Warlock, Zombie

There are some new enemies you will face here so I'll give you a heads-up on them. They are nothing too scary and you shouldn't have any trouble with them. They give pretty decent experience, however, and you ay want to take some time to level up. If you need a tip for beating them, most are undead enemies so you can use Nina's Zom spells and Ryu's GldDgn is you feel like it. To reach the next town, follow the route east to a grove of trees. Head north from there across a stone bridge and up a ramp. Make your way just northeast of there and into the establishment there.

GUST

To start off, head north in this town to the Dragon Shrine and Inn, which oddly are not at the front of the town, and save your game and rest up. The Weapons and Items Shops are over to the right, so take some time to stock up on items upgrade your equipment. Grab the MoonBW and WorldML for Bo and a FlameSH and WorldML for Ox, selling back your obsolete items, as the purchase of the WorldML should drain your funds. Now head into the house just south of the Inn. In this house, you should see a small crate to the right. Push it aside and drop down the hole it was covering. You should now be in front of a setup of urns in this fashion:

(4) (5) (6) (2) (3) (1)

To solve this simple puzzle and get to the room beyond, move urn 1 to the right or left, urn 3 to the right, urn 2 to the left, both urns 4 and 6 up, and urn 5 to either the right or left, so that they should be in this order (or slightly different depending on which way you moved urns 1 and 5):

(4) (6) (5) (2) (3)

This should leave a path directly down the center to a familiar looking man with candles on either side of him. Switch Karn[defused] to the lead of the party and talk to this man. Since you are a member of his family line, he will teach you the spell Debo, another fusion spell with that can only be used underwater. Now head south and up the staircase here to get out of the city. Reenter, however, and head all the way north and exit through the path here to end up north of the city.

WORLD MAP

Follow the dirt path north and you will come into another area labeled Gust, again.

=-=-=-GUST =-=-=-

Head north on this linear, grassy path up to an area with a big pink flower in the middle of some pink diamond things that are emitting some form of gas. Pass it up on the right and head up to a purple door. Press A to open it and then enter it.

LAB.

Enemies: Blaze, Buzzer, LancerX, Mimic, Rogue

Items: Herb, Cure2, L.Ptn, Rod4

Yes, there is a period after the name of the area. I don't know why, it may be a typo; it may be intentional to convey a sense of abruptness, who knows? But I digress...the enemies in here shouldn't give you much trouble. You may see some rehashed Dark Dragon enemies, which aren't bad, but the Blaze here can deal the damage with its Burn Out attack that hits your entire party for 30-40 damage a piece. Use Bleu's water spells to douse its flame easily. To the walkthrough - in this first room head over to the left where a chest is and a monster will appear. Defeat this Rogue with normal attacks easily for a nice experience bonus and then grab the Herb in the chest. All chests in this place are guarded by these weak demons so get used to fighting them. Do the same thing over to the right side of the room and grab the Cure2 in the chest there. Now head straight up the center of the room to numerous different paths ahead.

Of the three rooms up ahead, the two to the right contain chest while the one

to the left does not, though I recommend going there just to fight the Rogue that appears. Fight the Rogues in the other two rooms and grab the L.Ptn and Rod4 in the chests. Now head back to the hallway and take it east to three more rooms. These rooms have no chests in them, but they have breakable walls to the north, allowing for a small shortcut. The middle room does not contain a Rogue so if you do not want a fight, head through this room, though, again, I recommend defeating the Rogues in the outer rooms for the experience. Either break down one of the walls or continue east and around north and west through the hallway as you continue on up the stairs at the end.

Well, you can't head down either staircase with your new shrunken-ness, so head to the little opening to the eastern side of the northern wall and enter it.

MOUSE HOLE

Enemies: Roach
Items: Herb, M.Cura

The Roaches in here aren't very strong, even in groups, so you'll have little difficulty in this area. Take your party north and east with the linear path until you come to some mice. One of them has a Mouse Inn service, which heals your party for free, so use it to get a fresh start. If you talk to the others here, you will find that "There's big trouble a brewin'." Now backtrack a little ways and head north up a path that a mouse was previously blocking and follow it to a fork in the path. To the west is just an area with some roach crap so make your way east to some more roach crap. Now head north from here to some cheese and three red bugs blocking the path. As you approach them, one will ask if you come to steal their food. It then goes on to exclaim that it hates humans because they always cause trouble, then enter battle with you.

```
always, use Nina to heal whenever someone's HP gets
low. You should be done with these vermin quickly.

.-'-.-'-.-'-.-'-.-'-.-'-.-'-.|
1660 EP and 721 GP acquired.
```

After defeat, the cockroaches will be mad that they lost to humans and then vanish. Now that they're gone, the mice can have their food back. Head back south to where the mice are and talk to the one blocking the entrance to a room with a couple chests. It will thank you and then head north into the room, unblocking the path. Take the Herb from the chest on the right first and then the M.Cura on the left, which will transport you out of the Mouse Hole and back to the Lab.

LAB.

Enemies: Blaze, Buzzer, LancerX, Mimic, Rogue, Warlock

Outside the Mouse Hole, your party will take the potion and revert back to normal size. You can now head down the stairs to the west. In this lava-filled room, ride the platform north of you across to another area. Follow this path down and around to another floating platform, and take this west. At the split in the path here, head south down to a platform that takes you back east to another ledge. Head north and ride the ledge here to a square island, and take the platform to the north here to an area with Cort and his demon, which looks like a pinkish Rogue. Cort will say that you have come back once, but it won't happen again as he sicks his monster on you.

```
0-----
            | Mini-Boss Battle: RUGAX |
 0-----0-----0
    Another very simple mini-boss fight, defeating RugaX |
   doesn't have much to it. You can plainly use normal
    attacks on this supped-up Rogue, which is not a bad
    idea, or do the whole routine: using BltDgn with Ryu |
    and attacking with F.Ball with Bleu, or Blast if you |
    have it. You could do this, but it really isn't
   necessary against such an easy boss. As for its
    offense, it has a melee strike and a projectile
    attack, both doing around 30-50 damage to one party
    member. They are relatively strong, but nothing to
   worry about. Keep up the attacks on this demon and it |
 | will go down easily.
         .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.
    4162 EP and 3121 GP acquired.
 0-----
Cutscene
Upon defeating the RugaX, it will lay on the floor,
 motionless as Cort explains that his Poison Flower will
 send you spiraling into madness. He then exits to the
  north and the demon transforms back into a human named
```

Nicholie. The man explains that the Flower made his people! crazy and turned him into a monster. Nina then offers her! help, using her Cura2 spell on the man. It doesn't work! however, and Bleu tells her that her spell is too weak.!

! Ox and Ryu then haul him away out the exit as Nina !
! expresses her frustration. !
! .-'-.-'-.-'-.-'-.-'-.-'-.-'-.'-!
! The scene switches to Gust where Ox and Ryu have laid !
! Nicholie down. A woman named Tina notices him and runs up, !
! scolding your party for attacking him. Bleu mentions that !
! she can heal him in no time, but she'll need some Oil from !
! a Frog. She then sends you off, hastily, to find a Frog in !
! Frog Cave. You regain control of the party outside the !
! city. !

GUST

Items: G.Fly

Don't leave just yet, as you'll need something back in Gust. Reenter the city and heal your party by taking a rest at the Inn. Now save at the Dragon Shrine and then back track to the southwestern corner of the city. Make your way up the steps here and up another flight of stairs past the goat into a cave. In here, follow the curvy path to a fly at the end, sitting on some cheese. Remember to change your party back to the way you want it, as Ox was switched in upon finding Nicholie. Now as you approach the fly, it will announce that it is hungry, but it doesn't like cheese. He then suggests eating you, and attacks.

0-----| Boss Battle: G.FLY 0-----The G.Fly isn't difficult at all and poses just about | no threat to you. Like all enemies of the fly family you have faced, the G.Fly is weak in defense and HP but has high agility. This fly also packs somewhat of | a punch as its only attack does about 40-50 damage to | one ally. Nothing big, but big for a fly nonetheless. | .--.-!-.-!-.-!-.-!-.-!-.-!-.-!-. As aforementioned, the G.Fly has very penetrable defenses and is quite easy to take down. A few rounds | on AUTO should be enough to take this weak boss down. | Again, as when battling the RugaX, you can choose the | more powerful route with Ryu attacking as BltDgn and | Bleu using her spells, but like before, it's not necessary at all. You should have G.Fly down before it can scratch you. .-!-.-!-.-!-.-!-.-!-.-!-.-!-. 7284 EP and 8325 GP acquired.

After the battle, ending in your victory over the G.Fly, your party exclaims what a pain it was and that you should take it to the Frog. So grab the G.Fly from the cheese and, after this, leave the cave and take one more stop at the Inn to rest and the Dragon Shrine to save before leaving the city to the south.

WORLD MAP

Head southwest from the city and south down a dirt ramp and continue south from

there across a stone bridge. From here go southwest past the grove of trees and follow the grass path west to a beach. Head down it underwater.

-----UNDERWATER ------

Once underwater, place Gobi at the front of your party and transform into the large fish. From the shore, swim directly south so that you pass by the Tunlan island to the left and come to a wall. Swim east from here and you should reach a narrow wall. Head just north of here and back south over the rocks into this small cove. Revert back to normal and head up the beach to the south.

WORLD MAP

In this small area, there is not much else to do save enter the cave to the south.

FROG CAVE

Items: Oil

This is an extremely tiny cave with no enemies whatsoever and a bunch of small, blue frogs around. Head directly north to the frog surrounded by the rocks and he will tell you that he wants a G.Fly, a really big one, because he is hungry. Trade him the G.Fly for the Oil and then exit the cave to the south. Back outside, use Nina to Warp your party back to Gust.

=-=-=-GUST =-=-=-

Items: Maestro

Exit out of the Dragon Shrine and head into the second house south of you (just to the right as you enter the city from the south). Head north to where Nicholie is lying in bed with Bleu and Tina on either side. Talk to Bleu, giving her the Oil, and she will sprinkle it on Nicholie. She will recover and as she wakes up, she will mention the Flower and that if it spreads its seeds, the whole world will go insane. Bleu tells you to dispose of the Flower while she continues to watch over Nicholie. Bleu then looks into a Crystal Ball, but it explodes in her face, which could be seen as a bad omen... Well exit the house and make your way out of the city through the northern entrance.

Once outside the city, continue north into the other part of Gust and proceed ahead to the pink flower you passed earlier when going to the Lab. Cort will be there and he lauds your timing, as his flower is hungry (so many things that want to eat you). It then attacks.

```
spell. FlowerX's normal attack does about 50-60
   damage to one party member, which can hurt your
   weaker allies like Nina, so use her to stay healthy.
   It's Poison spell does just that - poison one party
   member. Nothing special, just use Nina's Heal spell
   or an Antdt to cure it before it can hurt you.
         With Bleu out of your party, your setup and strategy |
   might be somewhat different. I recommend a party of
   Ryu, Karn[Shin], Ox, and Nina. Ryu should attack as
   BltDgn every round after transforming while the rest |
   normally attack. Should anyone fall low in HP or get
   poisoned, have Nina use her spells. You don't really
   need any fortification spells as this boss isn't too
 hard, so just keep up the attacking.
         .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-
   3200 EP and 3000 GP acquired.
0-----0
```

Once the battle is over, the little pink seeds once surrounding the FlowerX disintegrate one by one, and Cort is left standing there alone. He rhetorically asks what you have done to his Flower, but reassures himself that he won't lose his temper over this. He then let's you go for now and vanishes. Nina suggests going back to the city as everyone should be back to normal, and once you regain control of the party, head back south into the city of Gust.

Make your way into the house to the southeastern house where Nicholie, Bleu, and Tina are. Upon entering, Bleu will acknowledge that you have defeated the Poison Flower. Nina and Gobi will then notice a monster that is causing commotion, and then they will recognize that it is Nicholie. Bleu will say that she made a mistake. Tina then says that if you can't make him normal, then you should put him out of his misery. You then enter battle with the RugaX again. Refer to my strategy above (when you fought it in the Lab.) or just attack it normally until it falls.

Now that Bleu is back in your party, you may want to rearrange your setup back to your liking. As always, I recommend a team of Ryu, Karn[Shin], Nina, and Bleu. Once you are ready, exit the house and stop by the Dragon Shrine to the north to save your progress. Now continue north out of the city and into the mountain region of Gust. Make your way north past the entrance to the Lab. up to a bridge heading west. Approach the Nicholie lying on the bridge and Cort will appear once again (I'm sick of this guy). He will say that you broke the spell, but you won't break him. As he enters battle with you, he begins to transform.

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o-----o
| Boss Battle: HORNTOAD |
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0-----0-----0------0 Ahh, yet another frog-type boss that you must defeat, | though this one looks much scarier. The creators of this game must really like frogs for some reason. No | matter, HornToad's attacks are based on jumping up and down. He will either jump on one party member, doing 30-60 damage to your ally, or he will jump in place, enacting some sort of Quake attack that does anywhere from 40-70 damage to each party member. HornToad can wear your team down in a few rounds, so be sure to cure constantly with Nina, even if your HP  $\mid$ isn't really suffering. Stay healthy and he shouldn't | give you too much of a problem. You strategy when attack the HornToad should start off with heavy attack with Ryu, and Karn[Shin], and spell-casting with Nina and Bleu. Ryu should attack in his BltDgn form to do over 200 damage each round while Karn[Shin] attacks normally. Bleu should use her Blast spell each round while Nina casts FortX on | the entire party, continuing with attacks or Cura spells when necessary. With Nina keeping the team in good shape, you shouldn't have very much trouble with | .-!-.-!-.-!-.-!-.-!-.-!-.-!-. 6800 EP and 7000 EP acquired.

Once you have defeated Cort/HornToad, he will exclaim that he doesn't believe it, as he though he was stronger, and then vanish once and for all. Nicholie will then tell you that the bridge is ready and that you can cross it to get to Scande. Before crossing it, however, you will want to head back into town to rest at the Inn and save at the Dragon Shrine. Now enter the house just south of the Inn and talk to the man by the table here. He will ask if you want to listen to his flute, telling you it is under that bed. So step into the bed and press A to take the Maestro. Now head back up north and cross the bridge to the west to get back out to the World Map.

WORLD MAP

Enemies: Blaze, Buzzer, Chimera, Crab, D.Knight, Warlock, Zombie, Zoom

Well there is nothing you can do up north, so take the southern path between the water and the cliff and follow it west across a brown bridge to a dry, dirt area. Beware of the Zoom enemies here as they can cast a Blizzard spell doing 60 damage to each member of your party and Blast that does 110 damage to one ally. Once in the middle of the dirt area, head south a little ways and you should see a head poking out of a hole in the ground.

GRAMOR

Items: Cowl

As you enter the city, you will see the little boy who was peeking out of the hole in the doorway to a room. As you approach the doorway, the boy will flee again, so follow him into the room. In the room, head up and talk to the boy

who will tell you that his brother Mogu was brave and fought hard, but Mote was too strong. Apparently, Mote's spell has trapped him in the World of Dreams, so you should help him. Now talk to the person beside the bed where Mogu is and she will ask you to retrieve an item from Tunlan in order to enter Mogu's dream. Accept and she will give you a Cowl. Now with the Cowl and the Maestro from Gust, you will be able to understand as well as communicate with the Tunlanians. Now exit the room and enter the one to the right. Save at the Dragon Statue here and then leave the underground establishment.

WORLD MAP

Back up to the overworld, simply have Nina or Bleu warp the party to Tunlan.

TUNLAN

Items: Melon(x2), M.Drop, Bolster

Once in the city, exit the Dragon Shrine and make use of your newfound ability to speak with the natives. Talk to some of the people around here and you will learn of the Bolster, the treasure of Tunlan, which allows you to enter people's dreams. Speak with the lady near the steps up to the castle and she will tell you of the TmKey, another royal treasure, one of the goddess keys that controls time. Now head up the stairs and enter the large building up here. Head directly north here to a woman wearing bight green garments. Speak with her and she will tell you that if you can solve her problem, then she will let you have the Bolster. Agree and the woman will tell you that the princess wants Zog to have the TmKey because she in love with him. If you change the princess's mind, the Bolster is yours to borrow.

Once she is done speaking, the woman will move aside, unblocking the staircase, which you should take up to the next level. In this room, you will be surrounded by guards on three sides, not allowing you to see the princess, who is in her pool. Well, switch Nina or Bleu to the front of the party and the guards will be more polite, telling you that the princess is swimming so come back tomorrow. Head down the stairs and exit the castle to the south. Now head south down three sets of stairs and enter the doorway to the right of the last, large staircase (the Inn). Rest here so that it is the next day, then head north and enter the castle again. Head directly north up the stairs once again to the princess's chambers and talk to her up ahead.

When you ask her for the TmKey, she will tell you that that is ridiculous. The princess will go on to say that she and Zog will be forever when Tyr gives them eternal youth. Well that was successful - head back downstairs and talk to the woman in green who is again blocking your path. She is persistent in getting the key even though the princess refuses to give it up. The woman mentions that the marks on the princess's back show how to open the safe, and then she leaves up the stairs to the southeast. Follow her up these stairs and down some more stairs to the left to a room with the statues (the one's that came alive and chase you down traps when you got the Rod5). Talk to the woman again, in front of the safe, and she will say that you can see the marks on the princess's back in the moonlight when she swims at night. Now exit out the castle and continue south out of Tunlan. Once outside, use the HrGlas or DkKey items to switch to night and reenter the city.

Head north and enter the castle again, and take the stairs that the woman in green took (the ones to the right). In the next room, head left, but not down

the stairs to the vault room. You may notice a small crack at the bottom of the western wall. Take your party through it and then make your way north into the little space behind the palm tree that is directly south of the princess in the pool. Press A and the screen will pan up to the princess while you read the marks on her back: "Blue, red and white from left to right." Now head back south and down the stairs to the room with the woman in green and the safe. Talk to the woman in front of the safe and she will tell you to try the left door first. Head up to it and press A to push in the blue and red stars. The old woman then tells you to try the right. So head over to the right and press A, pushing the white star. It doesn't work, however, and the woman realizes that you saw the marks in a reflection, so you should reverse the order.

Suddenly, the four stone soldiers jump and then rearrange ! ! ! themselves to trap your party and the old woman as the princess and four guards approach. Once they are in front! of the safe, the statues leave down the holes to the right! ! and left and the princess asks what is happening. The old ! woman tells the princess to snap out of it, as everyone gets old sometime. The princess refuses this fact, 1 however, and the old woman tells Ryu he must get the key ! by force. The princess then orders the guards to stop you, ! ! but they are hesitant. Just then, Bleu shows her face and ! tells Ryu to leave it to her, as she can destroy anything. ! Nina tries to stop her, but Bleu performs a spell to break! 1 the door to the safe. The screen turns completely white as ! Bleu says that now is the chance to take the key, while ! the princess tries to stop you. ,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-, The screen then returns to normal as a woman named Cerl, 1 who has just appeared, exclaims that she has the key. Karn ! expresses his despair while the princess tells Cerl that she can grant her eternal youth now that she has the key. ! Cerl doesn't know what she is talking about, however, and ! Bleu and the princess bicker about how old they are. The 1 quarrel between the two, which eventually involves Nina as ! 1 well, allows Cerl the time to make his escape. The princess is angered and tells her quards to detain you. Nina and Bleu are ready and a large fight is shown between ! Nina, Bleu, the princess, and the guards while Ryu and Karn watch on. During the fight, Karn yells for them to ! stop, Nina gets kicked out but rejoins, and then Bleu performs another large spell that turns the screen white. ! .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. When the screen returns to normal, your party as well as ! the princess is resting in beds in the castle, apparently ! ! recuperating from the battle. Karn and Nina remind your party of the Bolster, and the old woman comes up to Bleu and tells her that, though the key is gone, the princess must have learned her lesson. You then regain control of the party with Bleu at the lead. 

Talk to the old woman in green again and she will tell you that the Bolster is in the safe downstairs. Well, switch Ryu back to the front of your party in the menu first off, then head west all the way to the destroyed safe room (you can reach it now because the western wall is destroyed). Grab the two Melons from the middle chests and then take the M.Drop and Bolster from the outside chests,

but approach them from the side, as you know there are trap holes just south of each chest. Well, that's all you can do here, so exit the town, saving at the Dragon Shrine on your way out.

WORLD MAP

Warp the team back to Gramor, now that you have the device to enter Mogu's dreams.

GRAMOR

Once here, exit the Dragon Shrine room and enter the one jus northwest of it, where Mogu is. Head up and talk to the person beside his bed, who will allow you to enter Mogu's dream using the Bolster. Accept and the screen will flash yellow and then become wavy.

DREAM TOWN

The scene will then switch to your party in a bed as two men approach you, asking who you are and where you come from. They continue on, asking if you have a Bolster, and tell you that they can't get rid of the spell-casting monster, which is in the North Tower. Now get out of bed and exit the house. Once outside, you may notice the odd coloring of things. I guess Mogu dreams of a world with different colors. Anyways, you can talk to the people here, who are Mogu's different emotions: Sorrow, Anger, Fear, Humor, and Reason. They give you no help but Reason mentions that Mogu will be whole again when these emotions are united again. Now enter the Dragon Shrine to the north and save there, then exit the town.

DREAM WORLD

Enemies: Buzzer, Chimera, WraithX

The new WraithX that you will come across out here aren't very much of a threat, though bearing a resemblance to the S.Riders. They have some enhancing spells and degenerating spells but they aren't that strong. Anyhow, follow the path to the east and take it north then back west to a large tower and enter it.

DEVIL TOWER

Enemies: Blaze, Chopper, D.Knight, Warlock, Zoom

The monsters in this dungeon are nothing you haven't face before, so you know how to defeat them. Keep your team healthy, however, as they can wear you down with time. This tower has a little twist to it. There are red and blue switches on the ground throughout the area. Stepping on the blue switches results in the walls becoming invisible, while the red switches make them appear once again. As you enter the tower, step north onto the blue switch, and then head east from there to a red switch. Continue on this path east, following it as it goes

north, east, and then north again. When you come to a blue switch and a path heading west, head that way to a split in the path. Head south from here and follow this path west and a blue switch, making the walls disappear.

From the switch, walk nineteen(19) steps to the left and then head north on a path that should be there. Now from that first step north on the new path, walk up four(4) more steps, and then head east on another path that you can't really see. Now take your party east as far as you can, and then north over a red switch near a staircase with a little boy standing at the bottom. Talk to him and he will say that as long as Mogu's senses are scattered, you won't have a chance against him. When he challenges you, say no (you could say yes and fight Mothro, which the boy transforms into, but you cannot damage him right now so your attempt would be futile). The boy will laugh at you, but ignore him and use Bleu's Exit spell to quickly get out of there.

DREAM WORLD

Make your way east, south, and then back west to the Dream Town, where a girl is standing, not allowing you to enter the city. The girl, named Anne, tells you that she has found where Courage, Mogu's last "sense," is. She tells you to follow her as she goes into the town, so enter it.

DREAM TOWN

Enter the house in the center of the town, where you first came into the Dream World and talk to the men there. One will tell you that one of Mogu's attributes is being held in South Cave, while the other lets you know that a man fixed the bridge to the South. Well rest at the Inn in the northwestern house and save at the Dragon Shrine to the right of there, then leave the town.

DREAM WORLD

Back out here, take the path west and follow it south across a rope bridge. Continue on as it turns east and north through some dark blue rocks.

=-=-=-WILDERNESS =-----

Enemies: Buzzer, WarHogX, Wraith, WraithX, Zoom

Items: LightSH, Life, HeadGear

The enemies that you encounter in here aren't too difficult. The WarHogX are strong but it doesn't take too much to take them down. They give good experience, however. The rest of the enemies you know how to deal with. In this desolate area, try to always stay on the path (the uncracked land). If you step to the sides, steam comes out of the cracks, which takes 2 HP from your lead party member (no big deal). Follow the linear path as it winds north, going east and west on the way up. Eventually, as you are heading west, you will come to a fork in the path. Here is nothing to the west so make your way north a couple steps to another split. Follow the path east first and take it around to a chest containing a LightSH.

Now go back and continue on the path going west. Follow it as it heads

generally up north, though on another curvy path. Eventually, you will come to an open area. If you try to go immediately north, steam will prevent you, so head east for now. Here are more hidden "steam walls" in this area, so be cautious as you make your way east and then back southwest. Follow this linear path down to a chest with a Life, and continue on to another chest containing some HeadGear. Now carefully make your way back up to the open area and weave your way up north past the "steam wall" and then make your way west to another open area. Carefully, weave your way north through more invisible "steam walls" up to the exit.

DREAM WORLD

Simply take one step into the cave ahead of you.

SOUTH CAVE

Head directly north in this place and talk to the person sitting in the chair surrounded by a bunch of cheese in baskets.

1 Cutscene Mogu's fifth emotion, Courage, who will tell you that you! ! will not find Courage here. He goes on to say that what you see is only substance...not form (good psychology). ! After he says this, Anne and a Wise man (probably the one ! who built the bridge) will tell you that Courage is ! depressed. When the two try to encourage Courage, he will ! ! still be depressed. Anne and the Wise man eventually give ! up and leave as Reason comes in and joins his body with ! ! Courage. He is followed by Humor, Sorrow, Fear, and Anger, ! ! who also join with Courage to form the complete Mogu. He ! ! then regains his courage, saying that he will do his best, ! joining your party as he does. 

Well, keep your party the same (Ryu, Karn[Shin], Nina, and Bleu is an optimal setup) but upgrade Mogu's equipment with whatever you have. Now exit the cave to the south.

DREAM WORLD

Head south back into the Wilderness and tediously make your way back through this short area. Once outside again, make your way west, north across the bridge, and then east back to the Dream Town. Stop by here to rest up at the Inn to replenish your HP and AP and save at the Dragon Shrine, and then leave. Now head east, then north, and back west into the Devil Tower once again now that you have a united Mogu with you.

DEVIL TOWER

Enemies: Blaze, Chopper, D.Knight, Warlock, Zoom

Follow the same path you took before to get to where the boy at the stairs is. Take the path east up north and then follow the path you come to heading west to a fork. Follow the southern path at this fork down to a blue switch. Take nineteen steps west from the blue switch, and then five up from there. At this point, make your way east and then north to where the boy is at the foot of the staircase. Talk to the boy again he will say that just because you found Courage doesn't mean you've won. He goes on to tell you that he will be at the top of the tower and to get him if you dare. Well, head up the stairs that he was blocking. On this floor, follow the path south, over a red switch, as it goes around and back up north a long ways to a blue switch. Continue north as far as you can, and then make your way east as far as you can.

Now head south until you hit a wall and afterwards, take your team west then north over a red switch. With visible walls again, take the first path west that you come to. Follow it up north and take the staircase at the end of the hallway. On this next floor Head around the spiral to a zigzag path heading south. On your way down, you will walk over a blue switch. Just continue heading east and south down to a group of three blue switches with a red switch to the south. Stand in the center of the three blue switches and make your way east until you hit a wall. From here, go north as far as you can, and then west as far as you can. Now take five steps to the north and then head east until you can go no further. Now take the party north over a red switch and continue on that path up to another staircase at the end, which you should take up a floor.

In this area, follow the linear path through many red and blue switches until you reach the boy at the end, healing up for a boss battle. Approach him and he will mention that fighting in the Dream World is not as same as it is in the Real World. He will then battle you as he begins to morph.

## o-----o | Boss Battle: MOTHRO |

0-----0-----Despite what the boy said, battling here is little different than in the Real World. The only differences I noticed was that Mothro doesn't have a health meter, so you won't know how far along you are | to defeating him, and the background is completely black - nothing special. Mothro's attacks aren't too special either, as all he mostly does is poison. But | when he gets low in HP, he will attempt his Shock spell, that does over 600 damage to one person, so essentially, Shock = instant kill. He uses some other | magic effect attacks that do no damage, but beware of | this Shock attack. It hits about 50% of the time but have Nina cast Shield on everyone to lessen the blow. | .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. Your strategy should be the same as always if you have kept my recommended team of Ryu, Karn[Shin], Nina, and Bleu. If you put Mogu in your party just for kicks, which you really shouldn't, just have him | attack normally each round. Ryu should use his powerful BltDgn transformation to hit Mothro for 200+ | damage each round while Karn[Shin] should attack normally, while Bleu should use her IceX spell, should she have it. If not, use her most powerful spell each round. Nina, as always, has many tasks. Protect the team by casting Shield on each ally while | using Heal on anyone who has become afflicted with a

Once you defeat the boy/Mothro, he will say that you're still trapped in this world forever even though you beat him. He then disappears as the screen flashes green and becomes wavy as you are transported back by Mogu's bedside.

GRAMOR

Ha, so much for being stuck in the Dream World forever...stupid Mothro. Back in the real world with Mogu still unconscious in his bed, the person by the bedside will notice you and thank you for saving her grandson. Mogu then wakes up and says that he had a dream...and Ryu and company was in it. He goes on to say that it didn't seem like a dream at all. He then joins the party again. After the musical interlude, exit the dwelling and continue up the stairs out of the area.

WORLD MAP

Well, now that you have Mogu, you can exploit his special Digging ability to unearth hidden items at those dirt patches that you've seen. You can find the first two sets of items right now as they are in areas you have explored, and I'll let you know when you can reach the last three places. Check out the "Digging for Treasure" side-quest for where to find these items. I highly suggest finding the Doof transformation spell for Karn, as you'll need it to get his final transformation spell. When you're done getting that, use Nina's or Bleu's Warp spell to quickly get to Bleak.

BLEAK

Items: ClearCL

In the town, exit the Dragon Shrine and enter the wide, white house just north of it. To the left, inside the house, you should notice a large crate and two large jars blocking a staircase. Put Karn[Doof] at the front of your party and push the large crate north and then move the southern jar to the left. Now head down the stairs. In this small, enclosed area, you will notice two barrels to the left. Push the left one upward and the right one either to the left or right to reach another large crate. Use Karn[Doof] to push it up and then examine it to find the ClearCL.

Equip the armor on Nina and then head back up the stairs to the south. Back upstairs, push the jar in front of you south and then head up to the southwestern part of the house, where another large crate is. As Karn[Doof], push it aside, causing your party to fall into the hole it was covering. Revert Karn back to normal and talk to the man here, who will successfully teach you the Puka transformation spell, as Karn is of his family line. This final spell for Karn fuses him with Bo, Ox, and Gobi and gives him an assload of HP. Now that you have this powerful spell, use it, and then exit the city up the stairs to the south.

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WORLD MAP

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Try out this strong new transformation that gives Karn over 800HP, even though it looks like a little flying Gonzo (from the Muppets). Anyways, you can exploit its special ability to open those stone walls that you have seen on the side of cliffs. You can access the first two right now to get some bracelets, so look for where they are in the "Open Sesame" side-quest. Once you're finished, have Nina or Bleu Warp the party back to Gramor and then exit up the stairs and out of the underground area. Make your way south from the hole in the dry earth and enter the cave down here.

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WINTER CAVE

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Enemies: Buzzer, D.Flea, M.Flea, Nautulis

Well now that you have all of Karn's fusion spells, you should keep him in his Puka form, as it is the strongest by far. A good party to use is Ryu, Karn[Puka], Nina, and Bleu. Once you're done with your party setup, walk straight ahead and down the stairs in this cave. You'll see some new enemies here, but they aren't very strong at all. In this next area, make your way along the area east, south, east again, and south again, all the way under an overpass to the exit.

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WORLD MAP

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You'll notice a scenery change in this new area - everything seems to be cold and snowy. Well that's about al that is new, as the enemies are much of the same as you've seen before. For now, just head west from the cave exit into the town there.

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SPRING

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Items: Herb

First off, head east to the Inn and heal your entire party there, then visit the Dragon Shrine to the right and save your progress. Now head northwest of there to the Weapons Shop and upgrade your party's equipment. Grab an IronCW as well as some QuartzAR for Mogu, as well as a QuartzAR for Karn, and then sell back your obsolete equipment. Now visit the Items Shop if you need any supplies, and then head to the long house south of the two shops. Talk to the residents here and they will tell you that the tower Spyre controls the climate and has made the place very cold. Now open the chest of drawers near the middle of the north wall for an Herb if you wish, and then exit the house, continuing east out of the town.

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WORLD MAP

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From outside the town, head south along the frozen riverbank and follow it west and around up north to a large tower. Briefly put Mogu at the front of the

party and stand on the familiar dirt patch with the dragon symbol on it. Press A to dig down beneath the ground into the tower.

SPYRE

Enemies: Ameblob, Blurb, Buzzer, Cactus, Creep, BlazeX, Buzzer, D.Flea, Flea, Flower, D.Knight, M.Flea, Phoenix, Prickle, SandClod, Scorp, Slime, Warlock, Wraith, WraithX, Zard, Zombie, Zoom,

Items: Cure2, Shell, A.Ptn, FlameAR, WorldAR

Well that was an odd way to enter a tower. Anyways, reconfigure your party to make it optimal for battle (take Mogu out, or leave him in if you like him). The enemies in this first part of the tower can be tough, especially the Blaze, who is difficult to bring down and has a Blast spell that damages your entire party. It only gives a little over 1000 experience points too! The D.Flea in here can appear in groups of up to five, which can be somewhat overwhelming. Be sure to utilize Bleu's spells to make quick work of them. Back to the walkthrough - to start off in this tower, make your way directly north through a long hallway and down the staircase at the end.

In this purple room filled with water, make your way south first, down a few steps and head west at the fork here, Follow this path all the way north and back east to a chest with a Cure2. Now head west, south, and east back to the fork and continue east on the path until you come to another path heading north. Follow this lighter-colored path up to a T and continue east here. Keep with this path as it turns south down some more steps and comes to some natural ground. Head here down a ramp and grab the Shell and A.Ptn in the two chests here. Make your way back up the ramp and take the bridge across west to an area with many pillars. Before heading up the steps in the middle, continue on west across another bridge to a small butte with a couple chests. Grab the FlameAR and WorldAR in the chests and then head back to the pillar area. Give the FlameAR to Mogu and the WorldAR to OX, and then make your way up the stairs in the middle of the area. Now, take the party up the stairs to the left in the next area to reach a large, yellow-green room.

In this massive area you will encounter some enemies that you first fought at the start of the game. Well just brush them off and head east to a raised platform and take the stairs on it to reach a similar large room, though black and rainy this time. Again you will encounter some older enemies, such as the Ameblob, Blurb, and Zard, but ignore them and seek out the stairs to the southwest. Once you find them, take them up to a sandy room (if you haven't noticed, these rooms resemble different climates. Make your way through the enemies of the desert to the staircase to the southwest and take it up to another large room of snow. Fight through the more recent enemies here and head north from the staircase to another staircase, which you should take up another floor. The ground in this room is kinda cool with the moving clouds and all. You'll fight a new enemy here, Phoenix, a fiery bird that looks cool but is not very hard to defeat. Head to the southwest corner of the room and up another staircase here. On this final floor with the universe as the ground, head just northeast to another raised platform with a large block switch and a pillar with a blue orb on top to the right.

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!	Cutscene	!	
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!	Examine the pillar and Mote will appear atop it, saying	!	
!	that he beat you to the Key and that he has a little	!	
!	surprise for you. The screen then turns yellow and goes	!	

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#### MARE TOWN

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If you walk around this off-colored village and talk to some of the inhabitants, you will learn that they too have been trapped here by Mote when ascending the Spyre tower. You learn that the only means of escape is by defeating Mote, and that his conscience can lead you to him. If you talk to the spirit over to the right, it will tell you that it is the guardian of the SkyKey. Well, that's basically all you need to know so take a rest at the Inn and save at the pink Dragon Shrine as well before departing from the city.

MARE WORLD

The good thing about this dream overworld is that there are no enemies to deal with. It is quite a small area, though. Well the tower you need to get to is just about north of where you are, but to get there, follow the path southwest from the town and take it south between the edge of the area and a cliff to your right. When you see a ramp to the south heading up to this elevated area, take it and follow the linear path north-northeast until you reach the upper right corner. Make your way west from there until you can go no further and then proceed south, then east to a cave. Enter it.

MARE TOWER

Enemies: Bain, Blaze, Buzzer, D.Flea, D.Knight, M.Flea, Nautulis, Warlock, Wraith, WraithX

Items: Cure, JadeBW, L.Ptn, Trident, Smoke, CursedHT, FaceMask

In this first room, simply take your party north and down the staircase here. You will encounter enemies in this next area, but you've dealt with them all in Spyre so it should be nothing new. Make your way directly north, past a path heading east, heading down the staircase at the end of the hallway. In this next room, follow the path west, north, and back east until you reach a path heading south. Make your way down here to four chests. Grab the Cure, JadeBW, L.Ptn, and Trident. Give the Trident to Gobi and the JadeBW to Bo, and then drop down the hole in the center of the area, as a gate has risen to the north, blocking the entrance/exit to this little alcove. In this next large room below, simply head up the stairs to the right to get back to another area of the room you were previously in. Follow the path east and down southwest, heading up the staircase at the end of the path.

Now, back in the first part of the tower, make your way west to a fork in the path, and head north and down the stairs at the end of the hallway. Again, follow the path west, north, and around to the east, this time passing the path heading south to the chests. Continue on, taking the stairs at the end of the pathway. On this following floor, grab the Smoke, CursedHT, and FaceMask from the three chests to your right and equip the CursedHT to either Nina or Bleu. Now head north from there and follow the path as it goes west to a split. Take the northern route up to a little person know as Mote's Conscience. He will break down the wall to the cave ahead of you and then move aside, allowing you to pass through. If you talk to him again, he will implore you to fight Mote

while he still has energy. Well pass through the new entrance and head up the stairs in the room beyond.

In the following small room, there are two springs, one on either side of the room, which you can drink from to heal your entire party. The urn in the center of the room on the raised platform serves as a Dragon Shrine, so once you're healed up, save your game, and then head through the doorway to the north. This next area is kind of strange. It is completely black except for a transparent path before you. Also, the path is littered with spinning tiles that twist the path multiple times and tries to screw you up. You can keep a good eye on how the path is spinning so that you don't get turned around, or you can simply just follow my simple walkthrough. Head directly north until you hit a spinning tile, and then continue west once the path stops spinning. Upon hitting the next spinning tile, make your way south, west, and north on the path to the next spinning tile. Now once you stop rotating, continue on way north up to another spinning tile and from here, head east a short ways.

When you come to a path leading south, take it and follow it as it goes east to a fork. Now take the southern path to yet another spinning tile. When you stop spinning around, make your way west, past a southbound path, until you come to another spinning tile. Continue on west after you stop and pass one path heading north, taking the next one you come to up, left and back down to a final spinning tile. Once it stops, continue on west and north a ways to a different-looking tile that will transport your party to a different area with a bunch of rats on top of the walls. Anyways, head north up to a fork in the path, with the left path leading to a yellow tile with a staircase behind it and the right one leading to a purple tile with a staircase. Take the right path, heading up the stairs at the end. Passing over the purple tile makes the screen flicker slightly as if you are taking damage but it doesn't appear to do anything.

In this room, take one step to the west and then make your way south, over the yellow tiles until you are one step from the southern wall. Now make your way east until you fall into a trap near the eastern wall. Back in the room below, though in another section, simply head north up the set of stairs and head left up the next set of stairs on the following floor. In this good-sized room with many pillars and purple tiles, simply make your way to the southwest corner of the room and up the staircase there. This small room has five sets of stairs in it, four of which lead back to the first room after the black room with the spinning tiles. Make your way up the southeastern set of stairs to get to the next area, and once there, take a few steps north and to come across Mote. He will call you foolish outsiders and say how dare you come to his world to fight him. He transforms as he enters battle with you.

### 0-----Boss Battle: MOTE 0-----0 Defeating Mote can take a while, especially if you don't know how to beat him effectively. To start off with his arsenal of attacks, it is not great, but it | can deal out some damage efficiently. His normal isn't strong at all, inflicting a measly 20-40 on one | party member. He also uses an Inferno attack, however, that does over 100 and up to 150 damage to a single ally! This is a large amount of damage, but | you can counter it easily the next round with a Cura3 | spell from Nina. This battle is one of the longer ones, so keep your party healthy throughout to outlast Mote. .-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,

Okay, defeating Mote successfully will take a much different strategy than any previous battles that you | have fought. At first, you can't damage him, so just | him Mote with normal attacks for the first one or two | rounds until the battle stops as Mote taunts you, saying that you can't touch him. His Conscience arrives just then from the stairs behind you, telling | you to hurry and attack him while he blocks Mote's power. Mote then exchanges words with his Conscience | and the battle ensues. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. Now, you should notice that Mote is quite blurred by | ginormous pixels. Each time you attack with a normal attack, these pixels will get smaller and more numerous, essentially unblurring his image. Each time | Mote becomes less blurred, normal attacks do slightly | less damage, until he is fully clear, when normal attacks have little effect on him. When this occurs, however, magic attacks work fully against him, whereas they work crappily on him when he is the slightest bit blurred. To do effective damage to

slightest bit blurred. To do effective damage to

Mote each round, continue to attack regularly with

all allies until he is completely unblurred. Then,

continue to attack normally with everyone except Bleu |

who should use her strongest spell (hopefully you |

have NovaX by now) on Mote. Keep pattern up, healing |

every so often with Nina, until Mote falls.

.-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.

5400 EP and 6000 GP acquired.

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#### SPYRE

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Enemies: Ameblob, Blurb, Buzzer, Cactus, Creep, BlazeX, Buzzer, D.Flea, Flea, Flower, D.Knight, M.Flea, Phoenix, Prickle, SandClod, Scorp, Slime, Warlock, Wraith, WraithX, Zard, Zombie, Zoom,

Items: SkyKey

Well, examine the pillar and you will receive the SkyKey. Now take it over to the box switch thing to the left and press A, making it rise and causing the cold weather to go away. Now have Bleu use her Exit spell to quickly depart from this tower and once outside, make your way back around and into the town of Spring (or you could Warp there if you are a lazy bum).

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SPRING

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Rest at the Inn and save at the Dragon Shrine you came out of first off, and then talk to some of the people around here who are happy again now that Spring has come. Now make your way up to the Items Shop and you should notice some steps leading down into the river that is now unfrozen and flowing. I recommend going for the next piece of Dragon equipment now that you have access to the river. Check out the "Dragon Armor" side-quest for information on how to get the armor nearby, and once you're finished, head north and into the little entrance beyond the waterfall ahead.

WATERFALL CAVE

Enemies: Bain, Blaze, Crab, Warlock, Zombie

Simply follow the linear path in this short cave north a ways and then west to a staircase at the end of the path. Continue on west on the next level, and follow the path as it heads south to the exit.

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WORLD MAP

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Out here, head down the path south and a little west, following the mountain range to the right of you. When the mountains stop going to the south, continue heading down to a little group of trees and enter the town to the east of the small forest.

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CARMEN

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Items: W.Ant, RubyRG

To start off in this little town, save at the Dragon Shrine just to the northeast and then check out the town. You will probably notice that most of the inhabitants won't speak to you, or even move. Heck, the livestock in the little barn to the northwest don't even move. There is one guy near the middle of the area who is moving, however, so talk to him and he will tell you that upon returning to the town a few days ago, has found that time has stopped. He also mentions Tock to the east. Now head into the house just north of the Weapons Shop (with the windmill) and head up to the second floor. Make your way directly left and push the little barrel there to the left, and then examine it for a W.Ant. Keep this item as you will need it in the future. Now exit the house and, if you choose, enter the Inn to the south. Head to the northern part in here and check the chest of drawers for a RubyRG. Well, that's all for now, so simply exit the town.

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WORLD MAP

Now that you're here, you can now find the third and final of the sealed stone doors and the fourth dirt patch. For more specific details as to their

locations, check out the "Open Sesame" and "Digging for Treasure" side-quests, respectively. Once you're finished, take the party south from Carmen, and then east around another small forest. Upon reaching a dead tree along the path, continue on northeast and then north up a ramp that you come to. Now head back west and take the southern path at the fork. When you reach another ramp, take it up north and then switch either Bo, Karn[Shin], or Karn[Doof] to the front of the party and head northeast through the trees and into the large tower here

TOCK

Enemies: Buzzer, DogFishX, D.Rider, FireHead, Widow, Wraith, WraithX Items: Life, EvilCN, IcyAR, Cure, G.Tiara, GuardSH, Life2, AgileHT, WolfSkin

The enemies that you will find in here are mostly ones that you have encountered before, save the FireHead's, which aren't much of a threat to you even in groups. Anyways, once inside the tower, you will have a choice of three paths before you. Take the one directly ahead under the overpass. You will come to a circle of tiles with arrows on them. Upon stepping on one of these tiles, your party will be transported two spaces in the direction of the arrow on the tile. There is nothing to do with this formation, so just head north past it and drink from the clean water ahead to fully heal your party. Now make your way west from there and south down to a teleportation tile. Step on it to get past the wall to the west and then had north from there along the linear path up to a chest with a Life. Now continue on east and north again to another chest containing an EvilCN. After equipping the weapon to Bleu, head all the way back southwest and hit the teleportation tile here to get west through another wall.

Now follow the path up north past a teleportation tile, through some columns and under an overpass to another chest. Grab the IcyAR here and equip it to Bo. Once you're done with that, hit the teleportation tile to the right to get east past the wall, and then take your team up north to another tile to get back west. In this area, simply step on the tile here to be teleported further west past another wall, and then head up the stairs here. In this area, head to the northwest and grab the Cure in the chest in the little room here. Now head to the northeast and onto the tile here to be teleported east into a narrow hallway. Now head south onto another tile that takes you east into another open room. Head east in this empty space over to another tile, bringing you east outside the room. Make your way north over another tile and then follow this linear hallway all the way around the area, going west to the wall, south to the wall, back east to another wall, and then north to a teleportation tile. In the room that the tile transports you to, head north up the stairs here.

On this next floor of the tower, grab the G.Tiara in the chest nearby and then step on the teleportation tile to the southwest to get down from the raised platform. Now head all the way west past some steps and then north up to a teleportation tile, which brings you up to another raised platform to the left. Grab the GuardSH in the chest up here, equip it to Gobi, and then step on the teleportation tile here to get back down to the right. Now head up further north to another chest and open it for a Life2. Now head back south and west, and then north up the steps you passed, continuing north up the stairs ahead. Now this next room can be a bit confusing as there are many teleportation tiles, two chests in the room, and the staircase that you need to reach in the opposite corner of the room. Start off by going west from the stairs to the wall and then all the way north to the northwest corner of the room. Now take ten steps to the east and then two steps to the south to be teleported back west. Now take one step to the right and another two steps south to be

teleported west once again, into the middle of four teleportation tiles.

Take one step south onto a tile, which will take you further west, and then a step to the left onto another tile teleporting you south. Step on the tile just to the left of you here and you will be teleported into the middle of a circle of tiles with a chest here. Take one step west and grab the AgileHT in the chest to the north, equip it to Karn, and then take another step west to be transported north out of the circle. Now take a step to the left and then head north all the way up to the wall again. Take ten steps to the east once again and then two steps south onto a teleportation tile taking you west, just like you did the first time. Again following the first path, take a step east and then two steps to the south to be teleported west and then a step south on another tile to get further west. Now take a couple steps to the south onto a tile that will take you east. Now take one step south to be teleported to the right, and afterwards, take a step to the right to be transported to the south. From here, step east on a tile taking you east and then north onto a tile that will take you back west into the area with the second chest. Take the WolfSkin from the chest to the north here and equip it to Bo.

To get to the stairs from here, take a step south onto a teleporter taking you east, and then step once to the east onto a tile transporting you south. Now take a couple more steps to the east, hitting a teleportation tile up north. Step north from here onto another tile that takes you north, and then take another step north to be teleported west across a wall. Simply head north up the stairs from here. On this floor, head west a little and then up north to where Cerl is.

Cutscene Cerl will say that you've given her all kinds off trouble ! (when?) but that it is all over now. She will taunt you ! saying that time is on her side (remember she stole the TmKey at Tunlan), and she will open up a portal in which you can see the town of Carmen where she has stopped time. ! She will say that this is just the beginning, as she will! soon make it like this all over the world. Just then, she ! 1 will notice a man named Alan (the only moving guy you talked to when you visited the city). The scene will then ! shift back to Tock where a message tells you that time and ! space have begun to distort. The screen then becomes wavy ! and your party enters the black portal in the middle of ! the screen. Your party spins faster and faster until suddenly the screen goes blank and a message tells you that "Ryu and his companions are caught in the middle." You then see your party fall back into Carmen, while Ryu! falls off by himself in another part of the World Map. You! now regain control of Ryu. 

WORLD MAP

Though this area may be unfamiliar to you, you are not very far from Carmen and Tock. Simply head northeast from the large tree here and north up the ramp. Now head back west and north around the small forest you come to. Continue up north to another forest where Carmen is. Enter the town.

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!	Cutscene	
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! [	Jpon entering the town, Nina will be astonished that	
! >	you're alive and she will tell you that everyone is here.	
! Y	You will then be teleported into Alan's house where Bo	
! t	tells you that apparently Alan and Cerl know each other.	
! #	Alan tells you that Cerl is a friend, and that he knows	
! t	that she'll never help the Dark Dragons. Bleu mentions	
! t	that people do change and Alan says that he is going to	
! 1	Tock to find out what has happened, and he leaves. Bo says	
! t	that it is not safe and tells Alan that the party is	
! <	coming with him, and your party is transported outside the	
! 0	city.	
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WORLD MAP

First off, switch out Bo for Karn and refuse him with the Puka transformation spell. Now take the party south from Carmen, and then east around another small forest. Upon reaching a dead tree along the path, continue on northeast and then north up a ramp that you come to. Now head back west and take the southern path at the fork. When you reach another ramp, take it up north and then switch either Bo, Karn[Shin], or Karn[Doof] to the front of the party and head northeast through the trees and back into Tock.

TOCK

Enemies: Buzzer, DogFishX, D.Rider, FireHead, Widow, Wraith, WraithX

To quickly get back up to where Cerl is, head directly north, around the teleportation tiles and heal at the clean water here. Now head west and south onto a teleporter. Head north northeast from here up a narrow hallway, past a couple opened chests, to another teleportation tile, taking you west. Take the path here north, west, and then south to another westbound teleportation tile, and head up the stairs in the next area. Head northeast to a teleporter, south to another teleporter, and then further east to another teleportation tile. Follow the long path around the room north to the wall, west to the wall, south to the wall, back east to the wall, and north up to a teleportation tile. In this area, head north up the staircase. Here, head southwest onto the teleporter, and then west and north up to the stairs.

On this floor, head west to the wall, north to the wall, ten steps east, two steps south onto a tile, one step east, two steps south onto a tile, one step south onto a tile, two steps south onto a tile, one step south onto a tile, one step east onto a tile, another step east onto a tile, yet another step east onto a tile, two more steps east onto a tile, one step north onto a tile, another step north onto a tile, and then up the stairs to the north. Now head west and north up to where Cerl and Alan are. Cerl will notice Alan, and Alan will try to get her to remember their childhood days together. She will say yes but then laugh and strike Alan back, saying that her memories are lost and that she's learned to be tough to survive. She continues on saying that she'll destroy anything in her way, morphing as she enters battle with you.

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| Boss Battle: CERL |

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Wow, for a supposedly tough boss, Cerl is quite easy. |
She has a single attack that does around 50 damage to |
a single party member. She also has some spells that |
do no damage but can enhance herself or disable a |
party member from battling for a round. Her spells |
are nothing special, and Cerl really can't hurt you, |
so this battle should be a piece of cake for you. |

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Your strategy should not be complex at all, as Cerl | doesn't have a great amount of HP and you are not in | any rush to defeat her. I simply just put my party on | AUTO and let them beat Cerl with normal attacks. Even | with this simple strategy, Cerl should be downed | fairly quickly and before she can do relatively any | damage to you. You could use some elaborate strategy | with Ryu attacking as BltDgn, and Bleu using her | powerful spells, but it really isn't necessary. Just | keep up attacking with Ryu, Karn[Puka], Nina, and | Bleu, and when Cerl gets low on HP, the battle will | end without any reward.

0-----0

! After she quits the battle, Cerl will acknowledge your ! strength but say that you have no chance. Another portal ! appears in the middle of the screen showing the people of ! Carmen rapidly growing up as a result of Cerl accelerating ! time. Gobi suggests that you retreat and the party gets ! "caught in the middle" once again as you are warped ! outside some castle with Cerl. She says that it was a ! mistake to let you come here, but you cannot break her ! seal of magic. Cerl withdraws into the castle as a message ! tells you "As Cerl closes her mind, the gate of the castle! closes." Nina checks the door and it is locked. She ! suggests returning to the village for now. You now regain ! control of the party outside the castle. !

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WORLD MAP

Simply use Nina's Warp spell to quickly get back to Carmen.

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CARMEN

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Save at the Dragon Shrine here and then exit the building once you're finished. You will see the some of the rest of your party walking around the town, while the rest of the inhabitants are still motionless. Talk to Mogu and he will tell you that though time has stopped in the town, the people are still aging. Now enter the house just north of the fountain in the center of town. Bleu, Ox, and Bo are here tending to Alan in the bed who says that he is to be blamed for

what Cerl is now. He goes on about how he should have protected her when others rejected her because she isn't human. The party wants to help him help Cerl, however, and Alan says that she'll remember the Fruit from a Holiday Tree, which she loved. Bleu suggests that you get the Fruit and go see Cerl in the south castle and the party is transported out of the town.

WORLD MAP

Remember that large tree where you were warped to when you encountered Cerl at Tock the first time? Well that tree bears the fruit that Cerl loves. So take your party south and then east around the little forest you come to. Just after you pass a dead tree, take the ramp heading south and then follow the dirt path back west to where the tree is. Place Ox at the front of the party and stand in front of the tree. Press A while facing it to punch the tree, making the Fruit pop out to the side. Head over and pick it up and then follow the dirt path as it goes east and south. Once it ends, head south in through the path between the mountains and follow it as it turns east back to the castle. Enter it.

SOUTH CASTLE

Items: TmKey

Approach the doors of the castle and Cerl will recognize the sweet scent of the Fruit, and you will now be able to enter now that she feels warmth in her heart. Once inside, head up the stairs ahead of you.

Cutscene The party will approach Cerl here and she will tell you that she is tried and can't go on. Bo shows her the Fruit ! and she asks what kind of stunt he is trying to pull. Though she remembers the Fruit, she won't come back because she thinks Alan will not forgive her for hurting me badly. She tells you to take the TmKey with you from the chest, and since she won't listen, Bo suggests taking ! the Key and bringing Alan here. [Take the TmKey from the ! chest]. Just then, a boulder flies from the right side of ! the screen and smashes on Cerl. .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-. ! A voice from someone named Goda yells at Cerl for betraying them. Goda then appears and tells Cerl to not be ! stupid and that he won't let Ryu and the party take the Key. As he rushes towards the party, Cerl blocks his way ! ! and tells you to run and bring the village back to the present time. As she struggles, she says a farewell to Alan. Outside the castle, Alan runs up and enters the castle despite Bo trying to stop him. A message then tells! you that as Cerl disappears, so does the castle (nice ! metaphors), and then castle fades away with Cerl and Alan! inside. Nina apologizes to the lost Alan and Bo mentions ! that the war has made people crazy. Bleu then reminds the party that Cerl wanted them to restore time to the village, so you are warped off to ! Tock. [Once there, walk up the stairs to the north]. Nina!

WORLD MAP

Take the party into Tunlan just to the northeast.

TUNLAN

Back in this island town, go straight ahead up the wide steps and then make your way northeast and up the steps here, continuing ahead into a doorway. You will find Nina in his house, so talk to her. She will not say much so talk to the two residents of the house and you will find out that she has amnesia. Now exit the house and make your way back south to where the Dragon Shrine is. Talk to the strangely dressed figure to the left of the shrine and he will mention a famous doctor in Carmen. Now exit the city.

WORLD MAP

To get back into Carmen quickly, have Bleu use the Warp spell.

CARMEN

Save at the Dragon Shrine once you get here and then exit the building, making your way into the Inn to rest up (it's been a while since you've rested at an Inn). Now exit the Inn and head into the Weapons Shop just to the northeast; now that time is back to normal in the town, the shop owners have returned to their positions. The items are quite expensive here, so hopefully you've got some cash on you. Grab an IcyCW for Mogu, the FlameSD for Ryu, the LoyalRP for Nina (when you get her back), a PowerHT for Karn and Gobi, and a MystSH for Ox. Sell back your older items and once you're done equipping, leave the building. Now enter the tall building north of the Weapons Shop (with the spinning windmill), and talk to the old man in green once there. He will tell you that the Tonic is effective at curing amnesia, and that it contains P.Fish, Root, C.Nut, and W.Ant. Well you should already have the W.Ant when you found it in this town earlier, so we must find the other three for the doctor. Exit the town for now.

WORLD MAP

Items: P.Fish, C.Nut, Root

Lead the party south and east around the small bunch of trees you come to. Take the first ramp heading south that you come to, and the follow the dirt path it leads you to east and south. When it ends, continue south and east through the mountains to where the South Castle used to be. Enter the area and you will watch a flashback of when Cerl was younger, telling another boy that she will marry Alan when she grows up. Once they run off, continue north out of the area and then follow the path between the mountains as it turns south. When you reach a dirt path, follow it west and then south down to a broken bridge. Step on the edge of the bridge and equip Ryu with the Rod5 and some bait. Fish there and you should catch a P.Fish. Once you've gotten it, equip Ryu with the ETC items he originally had on, and then have Bleu Warp the party to Tunlan.

Once there, exit the city and switch Ox to the front of the group. Punch any of the palm trees here by pressing A while facing them and a C.Nut will pop out. Pick it up once it comes out and then uses Bleu Warp spell to quickly get to Gramor. Exit the Dragon Shrine and continue up the stairs to the left to get out of the underground establishment, and once outside, make your way southwest and you should find a weird plant with curvy leaves...or petals. Stand on the dirt patch in front of it and switch Mogu to the front of the party. Press A to dig down in the earth and you should find a Root. Once you have all three of these items (and the W.Ant you already have), Warp the party back to Carmen, courtesy of Bleu.

CARMEN

Items: Tonic, Pass

Enter the house with the windmill just north of the Weapons Shop once again and talk to the old doctor in green. Give him all of the ingredients and he will give you the Tonic after a short fading of the screen. Well leave the house and head just northeast, near a water container, and you should see the same mysterious figure that you saw at Tunlan. Talk to him again and he will tell you to search where he is standing. Once he leaves, step to where he was and press A to find a Pass, which you will need later. Now leave the town.

WORLD MAP

Have Bleu use her Warp spell to transport the party back to Tunlan.

TUNLAN

Exit the Dragon Shrine and head north up the wide steps, continuing up the right set of steps on the next level. Enter the doorway straight ahead and your party will rush up, giving Nina the Tonic. She will regain her memory and ask why you are staring at her. Karn will verify her recovery from amnesia and Nina will say that she feels great...and she can fly (where did that come from?). She rejoins your party, so configure it to fit your desires (as always I recommend Ryu, Karn[Puka], Nina, and Bleu) and then leave the town.

WORLD MAP

Now that Nina can turn into a bird and fly, you can now obtain the final Dragon

item as well as finish the fourth and fifth parts of the "Digging for Treasure" side-quest. Check that as well as the "Dragon Shield" side-quest to find these items, and once you're finished, have Nina or Bleu Warp the party to Gust. Once there, leave the town and press A with Nina at the front of the party to transform into the large bird. Fly just northeast until you spot a large waterfall, and then land on the small island north of the waterfall, with a large castle, and enter it.

DRAGON TEMPLE

Items: Melon

Once here, continue straight ahead into the temple itself, and then switch Ryu back to the lead of your party. Talk to the old man up ahead in here and he will allow Ryu alone to pass beyond. Before challenging the spirit ahead of you, grab the Melon in the chest over to the right and then heal at the clean water fountain to the left. Now talk to the spirit on the raised platform in the center of the room and it will battle you.

0-----| Boss Battle: AVIAN | 0-----Well, opposed to the other two dragon shrine bosses, | which looked really cool, Avian is just a rehashed, ugly GrimFowl, though much more of a challenge. The bird has one attack, which is launching some sore of | fireball at you, doing about 40 damage each time. It attacks first every round, however, so do not wait until you have next to no HP before healing. Your strategy with just Ryu should be to attack round | after round in the BltDgn form. Every three or four rounds, however, you should use a Cure item, Melon item, or any other healing item to stay fresh whenever you drop to about 60-70 HP. Keep this up and | you should have little problem with Avian. .-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-, | 1400 EP and 1600 GP acquired. 0------

Once you defeat the entity, it will congratulate you, telling you that your training is complete. It will then leave, telling you to use your powers to restore peace to the world, and bestow upon you the Rudra dragon transformation spell. Now head back south and talk to the old man again who will allow you to rejoin the party, and then continue south out of the building and the area.

WORLD MAP

Quickly transport to Carmen courtesy of a Warp spell from either Nina or Bleu. Once there, exit the town and then transform into the large bird with Nina at the front of the party. Now fly east just past Tock (so you can still see it in your screen) and then turn directly south. Fly over some water and you will come to the poisonous water with the broken bridge that you fished from for the P.Fish. Now continue flying south a little ways and you will come to a large tower surrounded by mountains and a wall. Land to the west and then enter the area.

=-=-=-SCANDE

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Items: Herb

Walk up to one of the three guards here and talk to him. Upon seeing the pass, the middle of the guards will move back, allowing you to enter the area. Walk to the center of the area and you will see an elevator, but try to activate it with the switch to the left and you will find that the Parts are not in the right place (it doesn't work). Now head down the steps below you and enter the door on your right. Rest at the Inn here and grab the Herb in the chest of drawers if you wish. Now exit and head over and into the room to the left of the steps. Save at the Dragon Statue here and then exit, heading back up the stairs. You can enter the rooms below and talk to the people but it's really not important. Basically you learn that Zog is in the tower above and that he forced people to work for him, but some mole people (like Mogu) dug a hole and got away so now the Dark Dragons can't excavate the Obelisk now. Nothing big unless you're really into the storyline, so just exit the area to the west.

WORLD MAP

Once outside, have Nina or Bleu Warp the party back to Spring.

Exit the Dragon Shrine and then enter the house just southwest of the Shrine (south of the Inn) with the smoke coming out the chimney. Talk to the man in the bed and he will tell you that he climbed the Scande tower and brought the Parts home, and he will give them to you, though they are broken. Once you receive the B.Part from the man, exit the house and continue east out of the town.

WORLD MAP

Have either Nina or Bleu use the Warp spell to teleport to Gant quickly.

GANT

Thee craftsmen...er oxen of Gant will surely be able to repair the broken parts for you. Exit the Dragon Shrine and then make your way all the way north, up three flights of stairs and into the large building up here. Once inside, take the stairs to the right up a floor and then head over to the left and talk to the old woman in pink. She will wake up the mayor, who will pop out of bed abruptly with a yawn. Talk to him and you will give him the B.Part. After a short pause, he will have the Parts for you, completely fixed. Now leave the house and exit the town to the south.

WORLD MAP

Now you can either fly southwest back to Scande from Gant, if you know your World Map well, or you can have Nina or Bleu Warp the party to Carmen and then fly back down south to Scande. Whichever way you choose, just get back into Scande.

SCANDE

Once here, talk to one of the guards again, showing them the Pass to allow you to enter. Now head over to the elevator in the center of the area again and try the switch this time. The Parts will fit perfectly, so step on the elevator and it will take you up quite a ways to another elevator shaft. Ride this one up as well another long distance and you will arrive at some intricately designed double doors. Press A to open them and then enter the tower.

#### SCANDE TOWER

In here, walk directly ahead and talk to the strange figure that you have encountered a couple times before. He will ask if you are wondering why he is here. He will then say that you can get to Zog if you wish, but he will tell you of a weapon in Tunlan, called D.Hrt, which can destroy any dragon. You might need this against Zog, so exit the tower and head back down the elevators, continuing west out of the area.

Simply have Nina or Bleu use the Warp spell to quickly transport the party to Tunlan.

TUNLAN

Once here, exit the Dragon Shrine and then head up the broad stairs to the right, continuing directly north into the doorway just ahead. Talk to the woman in this household and she will say that she doesn't know of any legendary weapon but she does know a Dragon song. After singing it, the screen flashes and Ryu becomes disturbed. Evidently, the song is called the D.Hrt and she gives it to you in a bottle. Well, since Ryu is a member of the Dragon clan, he is hurt badly by the song, so rest at the Inn to the south, and then leave the city.

WORLD MAP

Now, again you can Warp back to Carmen and head south from there, or you could simply use Nina and fly south and a little west to where Scande is. Land on the island surrounded by mountains and enter the tower area.

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Show the guards your Pass one more time and then continue east and down the stairs here. Enter the door just to the left of the foot of the stairs and save at the Dragon Statue here. Then head back up the stairs and continue north into the elevator, riding it up to another elevator, which you should also take up to the doors into the tower. Enter them.

#### 

SCANDE TOWER

Enemies: BowManX, Claw, Entity, LancerX, Soldier

Items: IcyCN, Mrbl1, Glove, PowerHT, Cure

The mysterious figure will be gone now, so you can pass on. Hey, guess what? There are no random enemies in this tower. Thank God you get a break from that. Anyways, head up to a split in the path and take the eastern path. Soon afterward, you will encounter another fork, where you should continue on east, following the path as it goes north up to a clean water spring and some switches to the right. If you need a healing, take a sip from the spring and then head up the stairs to the right. Ha, I was just kidding about the no enemies thing. It turns out that there are enemies on this floor, and the new ones have a lot of HP. Despite being hard to bring down, they aren't very tough in general, so you shouldn't have too hard of a time. There are also some Dark Dragon enemies here but they were never very hard, even in groups. Anyhow, make your way west in this area and you will come to an open room to the north. Enter it and take the IcyCN and Mrbl1 from the two chests and then make your way back east and down the stairs you came up.

Now head back south as far as you can and then make your way west from there as far as you can go. Make your way north from here, under an overpass to a large raised platform. There is nothing on it, however, so head over to the left and continue on north and up the stairs you come to. Head south to an area with many columns and then back up through the opening to the right. Continue northeast form there into a little cove with two chests and grab the Glove and PowerHT in them. Now head back southwest to the opening into the large room with the columns and head all the way south, past a red table, and up the stairs at the end. Here, head north down a long hallway and up the stairs at the end, and in the next room, head south, west and around to the north down some more stairs. Grab the Cure from the chest in this area and then continue up the stairs to the northeast. Head south to some more stairs and you will come to a floor with a clean water spring. Get a good recovery from it and then make your way all the way north, through many columns, to a large doorway. Enter into Zog's lair, preparing for battle, and head north to encounter Zog himself. He will be surprised to see you here and then go on about how it is good to have power before entering battle with you, transforming as he does.

# o-----o | Boss Battle: ZOG |

O------O

Zog is one of the tougher bosses in the game, mostly |
because he has a buttload of health and some pretty |
nasty attacks. He has two fire strike attacks, both |
of which hit all party members. The milder one only |
does about 30-40 damage to each party member, though |
it does over 100 damage to a fused Karn. His other |
fire attack does over 100 damage to all allies, a |
very devastating attack. Also, watch out for his |
thunder attack that does a whopping 130 damage to |
each party member. Zog also has a normal attack,

inflicting only about 50 damage to a single ally, but | it is nothing to worry about. Zog has the capability of taking out your entire team, with the exception of | Karn[Puka] maybe (as he has close to 900 HP), so always keep everyone healthy or at least above 200 During the first round of battle, have Ryu transform into Rudra, Karn[Puka] use the D.Hrt item, Nina use a | Cure on Ryu, and Bleu use her NovaX spell. Karn[Puka], the first to attack will use the D.Hrt, inflicting over 2200 damage to Zog (holy shit!) but also reducing Ryu's health to 1. Luckily, this is countered by a Cure item from Nina, so you've got your bases covered. With everyone still healthy, just | keep attacking with Ryu in his Rudra form, Karn

normally, Bleu using her NovaX spell until she runs out of AP, and Nina should always be healing or fortifying. Since the D.Hrt took away about 3/4 of of his HP, Zog should be in his "grinning fearlessly" | stage quite soon, but he has just about as much HP to | go as when he had a health bar. Just continue attacking fiercely and staying healthy and he shouldn't take much out of you. 

7000 EP and 7000 GP acquired.

!

1 Cutscene 

After the battle, Zog will acknowledge that he underestimated you and that you've beaten him, but not his ! dream. He will then depart, telling you to go and rebuild ! the world for a new generation of Dragons. After he leaves ! with an explosion, the tiles behind you begin to fall and ! eventually reaches you, causing your party to fall to a room far below. After the screen goes black, someone will! tell Ryu to wake up. When the screen returns to normal, Sara, Ryu's sister will be standing in front of Ryu, telling him how glad she is. Nina will say how she's heard! about how Sara left to fight the Dark Dragons alone. Sara ! will thank everyone for helping Ryu and tell him that she ! was looking forward to the day when they could celebrate ! together. Ox apparently starts to cry with joy.

.-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.

The screen then shifts to a close-up of Sara (pretty girl) ! saying that the world has been saved as the legend said. Back to the room, she will grab a goddess key from the chest behind her and then ask Ryu for the remaining keys so she can destroy them. Ryu gives them to her and she steps back, laughing. Just then, the mysterious figure that you have encountered many times appears and transforms into Jade! Sara will hand her the keys and Jade! will thank you for killing Zog and finding the keys for ! them. Jade will then reveal to Ryu that she has his sister ! under her spell. They then depart as Jade clues you in that they make for Agua to release Tyr. She also reveal that there is no escape from this dungeon as you retake control of the party.

Try to exit to the south, but as you know, thee is no exit here. Luckily a mole person will pop out of a hole in the ground in the center of the room, telling you to follow him out. Head down the hole into an underground-looking area (though you're still fairly high up) and once in this maze of an area, head north and then around and back south until you come to a mole person. Talk to him and he will shush you so that you don't disturb the master digger as he must concentrate. Apparently they're running away from the Dark Dragons. Just then, the Great Digger spins rapidly and digs a hole into the ground and all of the moles jump in. Follow them into the hole and you will be back in a lower room of Scande.

Exit the room to the south and then head over to the left. Make your way up the stairs here and then up a couple more flights, continuing west out of the area.

WORLD MAP

Now we're headed all the way back to Agua so have Nina or Bleu use the Warp spell to Romero, the nearest city to the floating tower. Once there, recover at the local Inn and then save at the Dragon Shrine before leaving the city. Now with Bo, Karn[Doof], or Karn[Shin] at the front of the party, head northwest through the trees and enter the floating tower area.

AGUA

Enemies: G.Knight, S.Rider, WarHog, Zombie

Head left over to the large tile and read the inscription on the Tablet to make the steps lower down to you. Now head north into the tower, and once inside, go straight ahead and up the stairs. Head forward and up some more stairs and then up another set to the left on the next floor. Head back to the right and up these stairs and in this next area, head southwest and ride the floating platform here across just to the south. Now head south and out the exit here. Walk on this outside ledge over to the right and enter the doorway there. Once back inside, head over to the left and ascend the staircase here.

This is the room where you got the LifeAR and IcyDR from the two statues on either side of the path, assuming you did the first side-quest. Simply just head into the temple in front of you and you will find Sara standing in front of you. Approach her and she will tell Ryu to stop Jade before she (Sara calls Jade a "he" but I'm still going with a female, because Jade just seems like a feminine name) succeeds. She then shares that she won't let herself interfere, and then she leave up the stairs to the left. Follow Ryu's sister up the stairs to the west and in this cosmic room, head up north to encounter Jade.

Well, step on the teleporter as well to get transported to the risen towers.

PAGODA

Enemies: Buzzer, Entity, Ghoul, ICU, Nautulis, PincherX, Widow, Zombie Items: Domino, PowerAR, AgileAR, TrapGrd, FlameDR, StoneHT

The enemies in this new area are some of the same you have seen before with some really weak Zombies thrown in there. The new ICU (clever name) and PincherX are pretty hard to bring down but aren't hard in general, while the Ghouls have a tendency to turn you into zombie's as well, so you will be using Nina's Heal spell often. Once here, take stairs to your left and on the next floor, head west and then south around the hole in the ground to a chest with a Domino. Give this helmet to Nina and then head back north and east down the stairs you came from. Back in the first room, head directly west to a wall of a raised platform and then north up to a switch. Step on it to make some steps appear in front of you and walk up them to the raised platform here. Continue southwest and up the stairs here. In this area, make your way north, west, and then south around the large gap in the floor to the chest and open it for some PowerAR.

Give this armor to Bleu and then make your way back around, stepping on the switch near the stairs to make the gate south of you lower. Now head down through where the gate used to be and head down the stairs to the right to get back to the original room. Now head over to the right and then up to another switch, which you should step on to make more steps appear. Take them up to the raised platform and then make your way back down south to a staircase. The two holes in the floor here just lead back to the floor below, so ignore them and make your way directly east across a long bridge to a room in the opposite tower. On this new tiling, follow the path to a fork, and take the northern path as it turns back west to a chest. Grab the AgileAR inside and equip it to Bleu, then make your way back to the fork and continue on the southern path. Follow it east and then around back to the west to some stairs, which you should take down to the next room.

In this area, hit the leftmost switch of the two to make a couple gates ahead of you lower and one to the northwest rise. Of the two paths north of you, take the eastern one and follow it as it turns back south to the southeastern corner of the area. Now head east a little to the wall and then make you way all the way north, over a switch lowering a gate in front of you, to a chest containing a TrapGrd. Now head back south, over the left switch to make the gates as they need to be and then make your way west to the southwestern corner of the area. Of the two paths that lie parallel in front of you, head up the right one and follow it as it comes back south to more switches. This time, depress the right one to lower the gate ahead of you, and then continue on north through another gateway up to a chest. Grab the FlameDR inside and then proceed up the stairs to the right. In the next room, follow the linear path as it goes around to some more stairs.

In this new area, head down and then head up the stairs to the raised platform in the center of the area. Now approach the stairs and your party will be thrust back as Sara comes from the stairs ahead. Apparently a shield blocked Ryu and company and you have received damage from it. Sara tells you that

you'll never be able to penetrate the shield and that you can only watch Jade march to World Domination. She then relents and jumps into the shield to remove it for you. Apparently she is slipping in and out of being controlled by Jade. She gets up and allows you to head down the stairs, but your party has all been reduced to 1 HP from hitting the shield so heal everyone with an M.Drop item or any other means and then proceed to the stairs. Sara will tell you that she ahs one last thing to say, so step back to her and she will tell you that she know you will do whatever it takes to stop Jade, and then she starts to morph as she enters battle with you.

```
0-----
                | Boss Battle: SARA
0-----
   Sara in her large dragon form takes quite a while to |
  bring down. I wonder if I didn't use the D.Hrt item
   on Zog (I didn't really need it), could I use it on
   Sara? No matter, Sara's attacks don't hit very hard,
   but with the length of the battle, they can start to |
   get to you if you don't keep your health up. She uses |
   a normal fire breath attack that hits one ally for
   50-70 damage, though it does over 300 damage to Karn |
   in his Puka form for some reason. She also uses a
   fairly weak T.Bolt strike that hits all allies for 55 |
   damage. It's nothing devastating to you a this point, |
   but again, it can wear on you after a while, so keep |
   your health up.
          .--.-!-.-!-.-!-.-!-.-!-.-!-.-!-.
   Your offensive strategy against Sara should be pretty |
   much of the same. Ryu should attack every round as
   the Rudra dragon while Karn[Puka] attacks normally.
   When needed, Nina should do the healing routine, and |
   attacking when not healing. Bleu should use her Comet |
   spell, hitting your dragon foe for a nice 600 damage |
   each time, until her AP runs dry, following up with
   normal attacks when this happens. She has a lot of HP |
   but none past her health bar so just stay healthy and |
  keep up the onslaught to bring her down.
         .-!-.-!-.-!-.-!-.-!-.-!-.-!-.
   8000 EP and 8000 GP acquired.
```

After the battle ends in her defeat, Sara will rejoice, telling her brother that she is finally free from Jade's control. She will then tell Ryu not to grieve for her as he did the right thing before floating into the sky. Well that was touching. Now make your way down the stairs just to the right of you. Back in this area, make your way all the back west over another bridge to the first tower and drink from the clean water spring there to recover you health and AP. Now continue on west and then south down another staircase. On this platform grab the StoneHT, which turns into a LoveHT I guess. Equip the LoveHT on Nina and then proceed up the stairs to the right. In this next room, ignore the hole south of you and step just to the right of it. Now head over to the right on a path hidden by the wall and make your way around to the staircase.

0-----0

Start by going west over the red circle to a split in the path. Head south and follow this linear path as it heads east, north, back west, and then on a rapid zig-zag down to a floating platform. Step on it and ride it across to the west. Head south again from here and follow this linear path as is winds down, heads back west, and then goes up north, past a floating platform to your left, to some stairs. Head up these, and in the next room with the cosmic backdrop, ride the platform ahead of you north to another ledge. Head directly north from here

Cutscene Strong pressure will push your party back and Jade will 1 come up to you asking what took so long, and if Ryu's ! sister gave them a hard time. She will then announce that ! the goddess Tyr has been released and is in her control, making her all-powerful. Just then, the screen begins to 1 shake as explosions surround you. The screen starts to ! flash and then cuts to the Pagoda towers, where explosions !

.-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.

are occurring outside. Jade laughs one final time as the !

Suddenly, a voice tells Ryu to wake up and not to leave. The screen blinks and you are suddenly back in the house in Drogen with the old woman and old man beside Ryu. The old woman is astonished that Ryu is alive and the old man ! tells him that Ryu's sister asked him to take care of Ryu! in his dreams, and when he woke up and walked outside, he ! found Ryu. Nina runs inside and is overjoyed that Ryu is alive, announcing that you've been unconscious for three days. She also reveals that Sara brought the party here, saving their lives.

,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,

Karn then runs in yelling that there is an emergency but sees Ryu awake. He then reveals that Jade has resurrected ! the Obelisk. Nina and Karn leave urging you to go (just after you woke up from a coma?). [After talking to the old! man and woman if you wish, exit the house]. Outside, Bo despairs about he strength of the enemy, but Ox and Mogu reassure him that it is their responsibility and that they ! are the last hope against evil. Gobi tells you that the Obelisk moves around, but it is in Scande now, and Nina can take the party there. They all leave and hop on Nina as she transforms into a bird once outside Drogen. You now! regain control of the team in Nina's bird form.

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WORLD MAP

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Well you near the conclusion to the game, it's time to obtain Ryu's final dragon transformation spell as you will need it against the few final bosses of the game. From Drogen, simply fly north, up past Camlon, and just a tiny bit to the left until you reach a cave on an island in the middle of a lake. Land here and enter the cave, which you visited once before to get the Cleansing Water.

=-=-=-=-=

EASE CAVE

=-=-=-=-=

Enemies: Ameblob, Blurb, G.Knight, Mage

screen goes black.

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Once inside, you may want to rearrange your party to your liking as Gobi and Bo have been put in your front four. Afterward, head north past one path split and then east at the next one you come to shortly afterward. Follow it as it turns northbound and then back west to a staircase, which you should take down a

level. Now make your way north from the stairs and continue upward at the fork you come to. Keep with the path as it goes east and around south, going down the staircase at the end. Of the two paths to the left in the following area, take the southern one to some more stairs downward. In the next water-filled room, head directly south down some stairs and you will end up underwater.

DRAGON TEMPLE

Head down a couple more flights of stairs and then into the doorway at the bottom of the temple to enter the inner shrine. Head north and up some stairs onto a raised platform. Talk to the entity between the columns there and it will tell you that you've learned Agni, but you need assistance in order to use it. The picture of an awesome looking dragon (which kinda looks like a bird) and then the spirit will disappear and Ryu will raise his sword in triumph as lightning strikes him. Now leave the shrine via an Exit spell from Bleu.

WORLD MAP

Now put Nina back in front of the party and press A to transform into the large bird. Fly south from the cave and a little east until you reach Camlon. Now fly east to an island in the ocean with a single small house and many rocks blocking access to the house from the beach. Land just east of the house and then enter it.

I-WOMAN HOME

Go directly ahead and talk to the old woman standing outside the house. She will tell you that collecting weapons is a hobby of hers and that she would like to share her hobby, inquiring if you know any other weapon buffs. Now exit the area and take flight with Nina again, flying directly south until you come to another small house in the middle of some palm trees. Land there and enter the house.

W-MAN HOME

Items: List

Head up and talk to the old man standing beside the goat outside the tent and he will find that someone else who loves weapons like him is intriguing. He asks you to take a List from his collection to her and then enters his tent. Follow him inside and then push the furthest urn to the left backwards and take the List from the chest to the right. Now exit the area and fly back north to visit the old woman again.

I-WOMAN HOME

Items: Wtzit

Talk to her outside her abode and your leader will hand her the List. He will be surprised and tell you to come and get her weapon to bring to the old man.

Follow her inside and then head over to the right of the room and then back left through the bed so that you are between the bed and the table. Push the urn straight ahead of you upward and then push the urn on you left to the left. Now grab the Wtzit from the chest and then exit the house and the area. Now fly back south to the old man's place.

W-MAN HOME

Items: Note1

Talk to the old man by the entrance to his tent and you will hand him the Wtzit. He will shortly depart into his tent to check out the mysterious weapon and then come back outside to tell you that he doesn't think it is a weapon, and that he must study it. He then gives you a letter with all the details to bring back to the old woman. So exit the area and fly back up north and reenter her living area.

I-WOMAN HOME

Items: Note2

Talk to the woman once again standing outside her house and your lead party member will hand her the letter. She will reveal from the letter that it isn't a weapon, but a tool for the mole people. She will tell you that she doesn't want it if it isn't a weapon and she gives you a letter to bring back to the old man. So exit the area and fly back down to visit the old man one more time.

W-MAN HOME

Items: I.Claw

Talk to him once again and he will give you good news: the weapon is actually a tool for the mole people called the I.Claw. You then hand him the letter from the old woman and he gives you the I.Claw shortly afterward. Now talk to the goat just for kicks and then leave the area.

WORLD MAP

Now that you have the I.Claw, you need to learn how to use it, so have Nina or Bleu Warp the party to the mole establishment at Gramor.

GRAMOR

It seems that all of the mole people that escaped from Scande have found refuge here. Exit the Dragon Shrine room and then head up and enter the room north of it. Switch Mogu to the front of the party and then talk to the mole person (the Great Digger) here. He will praise you for finding the I.Claw and he will show Mogu how to use it. After spinning around rapidly (reminds me of Taz the Tasmanian devil, you know, from Looney Tunes), Mogu will try it. With the Great Digger's approbation, Mogu will learn how to learn the I.Claw, but he reminds

you that it is old and can only be used once. Now exit the room and proceed south and west and up the stairs to get back above ground.

WORLD MAP

Now, I recommend finishing up any side-quests that you did not complete before making for the final dungeon in the game. When you're ready, have Nina transform into the large bird and fly directly south from Gramor quite a long ways until you reach the large poisonous lake. You should notice a floating fortress in the middle of the lake where the tower Scande once stood. Fly into the area.

OBELISK

Enemies: BlazeX, Claw, D.Knight, Gargoyle, Golem, ICU, PincherX, Ruga, Warlock Items: FlameHR, EmporSD, StarHR

Nina will fly up here to a closed doorway and then land. If you try to open them with Nina, she will just take flight again and leave the area, so just switch Mogu to the from of the team and press A to open the doors. Enter them and, in the following room, proceed directly ahead and stand on the cracked area. With Mogu still at the lead of the party, press A to drill a hole down into the actual Obelisk. Now, make your party as you wish once again for this new area. The enemies here are much of what you've seen before. Be extra careful of the BlazeX and ICU enemies, however, as they can cast attack spells that do much damage to all allies. They don't even give good EP when you beat them. Anyways, always stay healthy here and if you need more supplies or whatnot, use the teleportation circle that you landed on to get out quickly. Now on to the walkthrough...

Of the two paths that lie before you upon entering this area, head east to a split, where you should head down the southern path and follow it as it comes up north to a floating platform. Ride it across a large, empty, gap to another path, and take this one north to a fork. Both paths lead to the same route so take either one west to another floating platform, which you should ride further west to an island ledge. Head down the stairs here, and in the following area, head north up to another floating platform. Ride this up to more ledges, and once there, head east and north to a path split with four paths before you. For now, take the northern path and keep on it as it goes northeast to a platform. Ride this east and then continue on east and south to another platform, which will take you south. You will see Goda to your left here, but you can't reach him from here, so just head south and a little west to a chest.

Grab the FlameHR and then continue on west, riding another platform across that direction. Head back west to the stairs you came down earlier and continue on north, riding the platform at the end of the path again. Now head east and north back up to the path split you were at once before. This time, head down the southern path just to the right, and take it south and east to a floating platform. Ride this to the south and on the next ledge you come to, head west, south, and then back east to another platform, which you should take to the east. Continue on east and north up to where Goda stands and he will tell you that he will not let you interfere with emperor Jade, and that he'll stop you when you try. After he storms off to the left, follow him and ride the platform there to another island ledge, heading down the stairs on it.

Now make your way north across a cosmic abyss via floating platform and you will come to a yellow-walled area. Before moving on, make sure you are healed up and your party is how you like it for an upcoming boss battle. If you want to use Agni, Karn cannot be fused, so if you have Karn fused as Puka or any other form in your main party, revert him back to normal before moving on. When you're ready, head north and a voice will give you a warning. Just then, Goda will pop out of the wall ahead of you, telling you that your journey has come to an end as he enters battle with you.

```
0-----
               | Boss Battle: GODA |
0-----0-----0
Goda isn't all that hard, even though he is one of
   final bosses in the game. This stone warrior has a
   single attack in which he forms a ball of blocks from |
  his torso and launches it at a single party member,
   inflicting anywhere from 50-80 damage upon him/her,
   though it only does about 20-30 damage to Ryu in Agni |
   form. Keep in mind that he becomes slightly more
   powerful once you deplete his visible health bar,
   though it really isn't anything to be worried of.
          ,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,-!-,
   Well, when you use the Agni spell, there isn't much
   strategy involved. Simply have Ryu cast it the first |
   round and then attack with it each round afterwards |
   to hit Goda for 999 damage each round. Though
   transforming into Agni greatly increases Ryu's
   defense, have Nina cast FortX the first round to add
   a little extra boost. Just keep up the strong attack
   each round and use a Cure or any other health
   recovery item if your health reaches around 50 or so |
   (though it shouldn't). Goda may have even more HP
   without a health bar than with one so don't let up
  until he is defeated.
          .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.
  6000 EP and 6000 GP acquired.
```

After Goda is defeated and the battle ends, he will be astonished that you beat him and then explode. Now refuse Karn if you wish and then proceed through the hole that Goda left in the wall, and on the other side, head down the staircase. Each of the four floating platforms here lead to staircases that all lead to the same room. Even though the four staircases are far apart from each other, they lead all end up at he same area in the room below, so take your pick to get down there. The new Gargoyle and Golem enemies here aren't much of a challenge and they don't reward you with much EP, so I just ignore them. Anyhow, ride the platform just to the southeast across to a platform with a large grey heart sort of like the one in the Stone Robot a while back. Head south from here down some steps and then head up so more just northeast of you.

Up here, head north and a little east, riding the platform here further east. Make your way west and south on this ledge and down some stairs. Head up another flight just to the southeast to another large grey heart area and ride the floating platform here to the south. Head down the stairs to the south on this third grey heart platform and make your way west and north up some more stairs to a raised area. Take the party south up here and then east, riding the floating platform across to another raised area. Proceed east and north, and then south down a flight of stairs. On lower ground again, make your way up the stairs to the southwest to another heart area, and head east and north from there to a staircase heading down, which you should take. In the next room,

ride the floating platform west of you further to the west and then head down the stairs on this island to get to Jade's lair.

Before proceeding, revert Karn back to normal if you fused him again, and heal up you party to prepare for battle. Now proceed straight ahead and present yourself before the evil emperor. He will congratulate you for keeping up with him in spite of the odds and then he will offer you to join him. Say "No" and she will battle you, but you may want to check the Secrets section under the "Tips & Tricks" chapter for a way to battle some enemies including one that will give you 9999 EP and 9999 GP (though you don't really need money now) before fighting Jade. Whichever way you choose, you inevitably must enter battle with him as he transforms.

0-----

```
| Boss Battle: JADE
Wow, Jade is one ugly bug, but luckily, it isn't very |
   tough, though it can take down Agni in one hit.
   Jade's normal attacks consist of it launching a white |
   orb at a single party member doing around 70-100
   damage. It also can launch some small spores into the |
   air that lands on your party doing around 30-50
   damage to each party member. Keep in mind, however,
   when in Agni form, these attacks only doing around
   15-35 damage. Occasionally, however, Jade will use a |
   strong T.Bolt strike that does a significant amount
   of damage, and a weaker Blizzard attack. What you
   must beware of is the Shock attack, which is an
   instant kill to one party member, but has only about
   a 50% chance of hitting. Jade will only use this
   once or twice during the battle and it is used, pray
   that it doesn't take Agni down, because you can't
   afford to cast it again.
          To effectively defeat Jade, you're going to have to
   use Ryu's Agni transformation. Hopefully you still
   have some Acorns or other AP recovery items because
   you're going to need it once more and there is
   nowhere else to heal. But back to the strategy, just
   attack each round, hitting Jade for 999 damage, as
   that is all you really can do. Once your HP gets down |
   to around 200, use a Cure or any other healing item
   to keep you in the fight. After Jade starts to grin
   fearlessly, it doesn't have very much health left, so |
   continue to pound it with the strong attacks for a
```

Once he is defeated, Jade will laugh and ask if you are happy now that you've beaten him. He goes on to tell you to now let it get to your head, as you didn't really defeat him. He continues saying that it was his destiny to lose, which he realized when he released the goddess. He then explodes as he tells you to enjoy meeting Tyr, the goddess of destruction. Before stepping on the gray circles in front of your party, make your way directly forward, to the left side of the throne, facing the wall, and press A to find the EmporSD, Ryu's most powerful weapon. Now search the back of the eastern column in this room to find a StarHR, Ox's most powerful weapon. Give the sword to Ryu and the hammer Ox and then step on either of the grey tiles on the floor below the

few more rounds and you should have the victory.
.-'-.-'-.-'-.-'-.-'-.-'-.

8000 EP and 8000 GP acquired.

throne to activate a lift. A floating platform will drop down soon after you stop so ride it across to the north, and on this ledge, head just up north to girl standing in the middle of the pathway.

This is the goddess Tyr, so talk to her and she will ask if you came here to have a wish granted. Say yes and she will heal your wounds for you (goddess of destruction my ass), so forget everything I said about needing Acorns to replenish Ryu's AP. Now when she if you have a wish again, say "No" and she will notice that your sword is out (hehe), proceeding to battle you. She will not attack you at all at first, and there are a couple outcomes you could have in this battle. If you do not use Agni and wear her down with whatever else, when her health gets to about 1/3, she will stop the battle and tell you to stop hurting her as she hasn't done anything. Talk to her again and she will ask if you want to be friends. Say yes and an apparition of Sara will appear in front of you, telling you to use the magic of Agni to reveal the girl's true self. The Goddess will get mad and enter battle with you again, this time, a little deranged. Continue to not use Agni and you will get the "bad" ending. Use Agni at any time during the battles, the fray will stop for a moment when she will transform into her true self, which looks like it would be out of the movie Alien. Defeat this for the "good" ending. Here are strategies and endings for both scenarios:

## ENDING #1 - "BAD" ENDING

```
0-----
        | Boss Battle: GODDESS[DERANGED GIRL]
 0-----0
 | Well, this battle is quite hard, due to the immense
    amount of health that this little crazy girl has. Her |
    attacks are strong as hell to, as her normal attack,
    which consists of her launching a white orb at you,
    can do anywhere from 80 to over 100 damage to one
    ally. She also casts a Blizzard spell that does 100
    damage to each party member. These strong attacks
    make the battle against the goddess hard to outlast.
    Make sure that Nina keeps everyone as healthy as she
    can, and you may even need others to help out with
    Cure or M.Drop items to stay alive.
           .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.
    Without being able to use the Agni transformation
    spell, you will want to attack at least in his Rudra |
    dragon form, which, though less than half as powerful |
    as Agni, is the next best thing. If Karn is not fused |
    anymore, you may want to take the first round to fuse |
    him again into the Puka form and then attack normally |
     each round afterward Have Nina cast FortX while
    everyone is still healthy and then heal just about
    every round afterward. Bleu should cast Comet each
    round until she runs out of AP, wherein she with
    normal attacks. This will be a long, grueling, and
    tough battle, and if you can manage to stay healthy
 throughout, you will defeat the Goddess.
           .-!-.-!-.-!-.-!-.-!-.-!-.-!-.
    10 EP and 12 GP acquired.
 0------
```

## ENDING #2 - "GOOD" ENDING

```
| Boss Battle: GODDESS[ALIEN]
0-----0-----0
   The goddess Tyr in this alien form surprisingly is
   not as difficult to defeat as in the deranged girl
   form, mostly because it doesn't have as much HP and
   because you can use Agni now. Goddess has a couple
   projectile attacks, one of which consists of small
   white orbs launched at one party member, inflicting
   around 110-140 damage. The second is a black
   projectile that does a little more damage, also to a
   single ally. Goddess can also cast a Comet-like
   BigCrash spell that does 70 damage to each party
   member. Though these attacks are stronger than the
   goddess in her girl form, keep in mind that they are
   only about 40-50% effective against Agni.
          Your strategy against this monster is very simple:
   have Ryu fuse with all party members to form the
   ultimate Agni dragon and then attack round after
   round to inflict 999 damage upon the Goddess with
   each attack. The alien's health level may be a bit
   deceiving as it only takes two Agni strikes to
   deplete his visible health bar but the battle will
   continue another 15-20 rounds until the Goddess is
   truly defeated. Your HP will get low throughout the
   battle so when you get to around 150 HP, make sure to |
   use a Melon item to fully replenish your health
   completely and then return to the attacking. This
   final fight is not difficult at all as long as you
   heal accordingly and outlast the fiend.
          .-!-.-!-.-!-.-!-.-!-.-!-.-!-.
   10 EP and 12 GP acquired.
```

C u t s c e n e !

C u t s c e n e !

Previously empty abyss. The child tells you that you can't!

win as you are only humans and that this is only !

temporary. She leaves in a burst of flame, announcing that!

she will return as she departs. The area begins to shake!

as the tiles behind you begin to fall off. Eventually they!

reach Ryu and the party begins to fall, but just then, !

many large birds of Winlan fly up and catch them, !

apparently bringing them outside the city. !

```
The scene switches there as the ghost of Sara expresses
        her pride in Ryu saying that he and his companions
        completed the mission of the legendary warriors. She goes !
        on to announce that this is the beginning of a new legend, !
     !
        and shortly afterward, she departs with a farewell to her !
        brother. Now the Dragon Lord appears and congratulates
     !
        Ryu, saying that he'll remember that he saved the world. !
             1
        Nina jumps in saying that it is finally over, but the
        Dragon Lord says that there is still much work to do,
     1
     !
        which is to help those who lost much during the war. Karn !
        wants a break but Bo knows that a real hero would not quit !
        until the job is done. Gobi gets a word in saying that the !
       party still owes him money and Karn gets on his case.
     !
       Everyone then decides it's time to go, but one of the
     !
       Winlan soldiers wants Nina to return to the castle. Nina
       tells him that she'll return when the work is done and the !
        screen goes black.
     1
             .-!-.-!-.-!-.-!-.-!-.-!-.-!-.-!-.
       The scene switches to the area of Romero and Agua where
       Nina is shown in bird form flying across the screen, and !
     1
       then to Camlon, where she flies south across, now the
       desert around Arad, and lastly by Gust. Now in Gramor, the !
       Mogu is teaching other mole people how to spin rapidly and !
       dig. Ox returns to Gant, Gobi returns to Prima, Karn
       returns to some city that I forget the name of, Bo is left!
       in the wild somewhere, and Nina returns to the king in !
       Winlan. Ryu, now alone, is shown heading towards Drogen as !
       Sara's portrait is shown in the sun behind him as he
       departs. The end. Go get a new game now.
     IV.
                       SIDE-OUESTS
             /=========
                <><> a. Unlocking Doors
```

You can only accomplish this side-quest once Karn is a member of your party. With his lock-picking skills, you can revisit some areas that had locked doors leading to other areas and ultimately, other chests. Wherever you are on the World Map, have Nina use her Warp spell to warp back to the kingdom of Winlan.

\========/

WINLAN

Items: FlameRP, Turban, BrokenSD, Life, Life2, Cure

Exit the Dragon Shrine here and head all the way north up various flights of stairs and enter the castle. Head to the northeast corner of the area and go down the stairs here. Now head left out of the little room with the staircase

and head south to a wall, not into the doorway. Head east from there into the small hallway that leads to the bridge. But instead of going further east to the bridge, unlock the gates just to the right of the guards with Karn. In the six chests here, grab the FlameRP, Turban, BrokenSD, Life, life2, and Cure. Give the FlameRP to Nina and the BrokenSD to Ryu. Now head back up the stairs to the northwest, exit the castle, and leave the kingdom after saving at the Dragon Shrine.

WORLD MAP

Your next stop on this short side-quest is Aqua, the floating tower. Use Nina to Warp to Romero. Exit the Dragon Shrine here and then exit the town. Switch Bo to the head of your party and make your way around the city and northwest through the forest and enter the bridge leading to the tower.

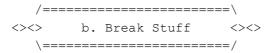
AGUA

Enemies: G.Knight, S.Rider, WarHog, Zombie

Items: LavaSH, LifeAR, IcyDR

Walk to the end of the stone bridge here and read the inscription on the Tablet to make the tower lower to you. Once it does, enter it and switch back to Karn as the leader of the team. In this first room, go straight ahead and up the stairs here. Use Karn to unlock the door ahead and proceed up the stairs just behind it. Now unlock the door to your left and continue left and up the staircase. Do the opposite in this room: unlock the door to the right and continue on to the staircase. Now in this room, head west and south to another locked door and open it with Karn. Ride the floating platform just behind it to another ledge, and then head south from here out to a green ledge just outside the tower.

Follow it around to another doorway inside and take the LavaSH in the chest here. It is a great shield that adds greatly to your defense so equip it to either Ryu or Karn. Now head over to the left of the chest and up the staircase here. In this water-filled room, walk up until you see a statue of a dragon on either side of you. Stand in front of each statue and examine them for some LifeAR and an IcyDR. You obviously were not supposed to get these two items so early in the game as they are some of the best items in the game. Equip the armor to Ryu and the dagger to Karn and then head back down the stairs. Now ride the platform here across to the original ledge that you were on and make your way down the stairs. Continue on down the nearby stairs until you are out of the tower.



Once you have Ox in your party, you can complete this small side-quest by making use of his ability to break down weak walls and destroy rocks. Like the first side-quest, this is an optional adventure to gain some new items that were previously unattainable from dungeons that you had visited.

WORLD MAP

From the world map, use Nina to Warp your team to Romero. Exit the town and place Bo at the lead of your party. Now head northwest through the woods and enter the floating structure that is Agua.

AGUA

Enemies: G.Knight, S.Rider, WarHog, Zombie

Items: Life, 3000GP, Life2, SilverBR

Head west along the stone bridge and read the inscription on the Tablet to make the floating tower come down to you. Head north into the tower, and once inside, head directly ahead up a staircase. In this room, ride the floating platform to the south over the gap here. Now head east and north up a hallway to a breakable wall, which you should take down with Ox. Now grab the Life, 3000GP, Life2, and SilverBR from the four chests in this little area. Now head back south and ride the platform back across the gap, taking the stairs down. Now make your way south out of the tower and then head back east across the stone bridge back out to the World Map.

WORLD MAP

Simply use Nina's Warp spell to transport to Auria. Head out of the Dragon Shrine here and southwest out of the city. Now head east and into the L & D Cave here.

L & D CAVE

Enemies: Bully, Fly, Midget

Items: L.Ptn, A.Ptn

In here, head north and east down the stairs here. Now make your way south through a doorway and follow the path around to the north and up a stairway. Now head east from here until the path splits, and take the northern way. Follow this linear path around to the east, past a doorway to a breakable wall. Use Ox to destroy it and take the L.Ptn and the A.Ptn from the chests behind it. Now continue on the path heading west and follow it around to a ground switch. Step on it to make the gate lower, then head all the way south out of the cave.

/=======\
<><> c. The Slab <><>
\=======/

As soon as you acquire the Rod5 from Tunlan (you must have acquired the Sphere for Gobi to become a big fish), you can go and fish for the first of some great equipment. To start off, if you haven't fished in the game before (I don't blame you, it's pretty worthless), then, from the World Map, use Nina or Bleu to warp you to Auria.

=-=-=-= AURIA =-=-===

Once in the city, exit the Dragon Shrine and head over to the second door to

the left, where the Weapons and Items Shops are. Purchase about 9 or so Worms, and then exit the city. Back out on the World Map, Warp the party to Tantar. Now exit that town.

WORLD MAP

Items: Slab

From outside Tantar, head north a step to a bank of the river, then make your way directly west from there until you are near the ocean. Now head north through a little strip of land between the water and a cliff. Follow this little path northwest to a stone well. Equip the Rod5 and the Worms in Ryu's two ETC slots and then press A to fish in the well and catch the Slab. If you do not get it on your first try, keep fishing - it shouldn't take you long to catch it. Once you retrieve it, look it up in your Vital (VITL) items area. It says that ultimate power sleeps where mystic water lies. This isn't really important in your quest but it is referring to Agni, the ultimate dragon transformation. Well this side-quest is finished.

/=======\ <><> d. Dragon Sword <><> \=======/

Time to go fishing again. Hopefully you still have some bait, but if you don't, just head back to Auria for some more. Once you're ready, have Nina or Bleu Warp your party to Romero and exit the town.

WORLD MAP

Items: DragonSD

From the town, place Bo or Karn[Shin] at the lead of your party and head directly west through the trees to a small strip of mountain. Now take your party north, west, and south around the mountains and once you reach a solitary tree, make your way west a short ways to an old stone well. Switch Ryu to the front of the party and equip the Rod5 and Worms in his two ETC slots. Now face the well and press A to fish to catch the DragonSD. If you do not get it on your first try, keep fishing - it shouldn't take you long to catch it. Once you have it, equip it for a hefty boost in ATTACK and reequip whatever else you had in the ETC slots. This simple side-quest is now complete!

/======\ <><> e. Dragon Helmet <><> \======/

Ready for some more fishing for powerful equipment? Well grab your fishing pole (Rod5) and use Nina's Warp spell to quickly transport your party to Arad. Now exit the small camp to get out into the desert.

WORLD MAP

Items: DragonHT

As soon as you are outside, take about ten steps to the west and then proceed

south to some mountains. Now continue with your party west, following the mountain range to the ocean. Once there, you should notice a little opening to the south between the mountains and the water. Head down into this little alcove and you will find another old, stone well here. Do the routine with equipping the Rod5 and Worms on Ryu and fish in the well for the DragonHT. Once you obtain it, equip this strong helm on Ryu and this small side-quest is done.

/=======\
<><> f. Digging for Treasure <><>
\=======/

Well, once you receive your eight and final party member, Mogu, you can use his special ability to Dig to secret chambers where treasures lie. Remember those dirt patches with those funny symbols on the ground? Well if you don't, you will when you see one again. They represent where hidden treasures lie. To find the first, use Nina or Bleu to Warp the party to Camlon and exit the city once you get there.

WORLD MAP

From the large city, follow the path northwest and then back east across a stone bridge. Make your way up the ramp here and then go east across another stone bridge. When you reach the mountains, head north a little to the first dirt patch (remember now?) and put Mogu at the lead of the team. Press A to dig down into a Hidden Room.

HIDDEN ROOM

In this area, head all the way to the left and north up the platform where a man is standing. Place Karn at the front of the party and talk to the man. He will notice you and teach you a new transformation spell, Doof, as you a member of his family line. Now that you have this spell, which fuses Karn with Bo and Ox to make a huge pig-like creature, leave the area on the transportation circle to the northeast back out to the World Map.

-----WORLD MAP

For the second dirt patch, have Nina or Bleu Warp the party to Tantar, exiting the city once you arrive. From outside the city, head north and then east across the stone bridge you come to. Continue north up the dirt ramp and then follow the dirt path northeast until come to a large ramp. Do not head up it, however. Instead, head to the right of the cliff and then make your way north to another dirt patch. Switch Mogu to the lead if the party and press A to Dig open a hole to another Hidden Room.

HIDDEN ROOM

Items: L.Ptn, Clog, V.Ptn, A.Ptn

There are four chests in this room, one in each of the four corners of the room. Grab the L.Ptn, Clog (this chest causes your lead party member to collapse), V.Ptn (this chest completely recovers your lead party member's HP

and AP), and A.Ptn. Deal the enhancements out as you like and then exit using the blue teleportation circle in the center of the room.

WORLD MAP

Now Warp the party to Carmen, courtesy of Nina or Bleu and then exit the town once you arrive. Make your way south from the town and then east around the trees here. When you reach a dead tree near a ramp heading south, continue on northeast past a couple more dead trees, and after the second, continue east past a couple ramps heading north and south. Now take your party north to a dirt area. Just northwest of here is another dirt patch. Switch Mogu to the front of the party and press A while standing over the dirt patch to dig down into a Hidden Room.

HIDDEN ROOM

Items: HeroBW

In here, head up the raised platform to the left and open the chest to obtain the HeroBW. Equip this weapon to Bo and then heal whoever was poisoned by the Toxin trap on the chest. Now make your way up the raised platform to the right and step on the blue circle there to be transported back up to the surface.

WORLD MAP

Now, once Nina has gotten the ability to transform into a bird and fly around the World Map, you can find the fourth dirt patch. Have either Nina or Bleu Warp the party to Winlan, and once there, exit the city. Switch Nina to the front of the party and press A to become a large bird. Now, from outside Winlan, fly north a little ways until you reach the island with a dirt patch on it. Land there and switch Mogu to the front of the party, pressing A while standing on the dirt patch to dig underground.

HIDDEN ROOM

Items: V.Ptn, S.Ptn, Sash

In here, take the V.Ptn from the chest in front of you, and then switch Ox to the front of the party to knock down the two weak walls on either side of the room. Grab the S.Ptn and Sash from the two chests in the rooms that lay beyond the broken walls and then heal from the chest traps at the clean water in the center of the room, unless you removed them with Karn. Reconfigure your party as you wish and deal out the enhancements as you see fit, and then step on the blue circle to get teleported out of the room.

WORLD MAP

To access the final dirt patch, have Nina or Bleu Warp the party quickly back to Carmen. Exit the town once there and, with Nina leading the party, press A to become the large bird. Fly directly east, past Tock, until you reach some

water. Once you do, fly directly south for some time and you will see the final dirt patch. Land on this peninsula and switch Mogu to the front of the party, pressing A while standing on the dirt patch to dig down underneath.

HIDDEN ROOM

Items: LoveHT, StarSH, MystCW, S.Ptn, A.Ptn, L.Ptn, Life2, AgileHT

Well, there are eight items in here, and all are good. Starting from the bottom center and working around clockwise, grab the LoveHT, StarSH, MystCW, S.Ptn, A.Ptn, L.Ptn, Life2, and AgileHT. Give Nina the AgileHT or the LoveHT, Karn the StarSH, Mogu the MystCW (which allows him to hold a shield now), and then dole out the enhancing potions as you see fit. Once you are ready, step on the teleportation circle in the center of the room to get back to the surface, and this long side-quest is finally finished.

/=======\ <><> g. Open Sesame <><> \======/

As soon as you get the final transformation spell for Karn, Puka, you can use its special ability to open the stone doors in the sides of cliffs that have the weird emblem on them. To access the first one, use either Bleu or Nina to Warp the party to Auria, and once there, exit the city.

WORLD MAP

Make your way directly north of the city and you will come to the first of these stone walls. With Karn[Puka] at the lead of your party, press A while facing the wall and it will slide over, revealing a cave entrance, which you should enter.

HIDDEN ROOM

Items: DarkBR

In this room, make your way north to a solitary chest on a raised platform. Grab the DarkBR, equip this ETC item on Karn, and then exit the hidden cave.

WORLD MAP

Now Warp the party to Gust, courtesy of Nina or Bleu. Once there, exit the town to the south and then make your way southwest down a dirt ramp. Continue south across the stone bridge to the left, and from there, head west all the wall to the beach where another sealed stone wall is. With Karn[Puka] at the lead of the party, press A in front of the stone door to make it slide over. Enter the entrance it reveals.

HIDDEN ROOM

Items: LoveBR

Again, make your way directly ahead to a chest containing a LoveBR. Give it to either Nina or Bleu, giving them HP regeneration (regain 1 HP with each step taken), and then exit back outside.

WORLD MAP

Now, from wherever you are, have Nina or Bleu use the Warp spell to transport your party to Carmen, and once there, exit the city. Make your way south from the town and then east around the trees here. When you reach a dead tree near a ramp heading south, continue on northeast past a couple more dead trees, and just after the second, take the ramp heading down south. Now make your way just northeast to where the final sealed stone door is. With Karn[Puka] at the lead of your group, press A to reveal an opening and enter it.

HIDDEN ROOM

Items: WindBR

Simply make your way directly forward to a chest, and open it to obtain the WindBR. Give the bracelet to either Nina or Bleu and this side-quest it over.

/========\
<><> h. Dragon Armor <><>
\=======/

You can obtain this third piece of Dragon equipment after defeating Mote in the Mare Tower and using the SkyKey in Spyre to warm up the climate of the area. Wherever you are on the World Map, have Nina or Bleu use the Warp spell to quickly get to Spring.

=-=-=-SPRING =-=-=-

Items: DragonAR

In the town, cross the bridge to the west and then head northwest up to near the Items Shop. Head down the steps to the left of the shop to get down into the river, and make your way just north from there to some more steps to the left. Go up these and continue west onto a dock in a small pond with three ducks swimming back and forth. Approach the edge of the dock and equip Ryu with the Rod5 and some bait, pressing A to fish after you do. Once you catch the DragonAR, it is up to you whether you want to equip it to Ryu. The LifeAR from the "Unlocking Doors" side-quest has a higher armor rating by 5 points but it weighs 8 points more. I personally would go with the DragonAR, as the extra 8 ACTIVE points will benefit you more than 5 DEFENSE points. Well, once you're done deciding, this short side-quest is finished.

/======\ <><> i. Dragon Shield <><> \======/

Once you have Nina's ability to transform into a bird and fly wherever you want on the World Map, you can acquire this final piece of Dragon equipment. For the

quickest way to get there, have Nina or Bleu Warp your party to Tunlan, and once there, exit the city.

WORLD MAP

Items: DragonSH

Out here, switch Nina to the front of the party and press A to transform into a large bird. Now fly directly north from outside Tunlan. Shortly after you come to some more land, you should reach some mountains. Fly just east from there and land in the middle of the mountains, where an old well is. Switch Ryu back to the lead of the party, equipped with the Rod5 and some bait, and press A to fish out the DragonSH. Give this freaking strong shield to Ryu as well as any ETC items you previously had on him, and this side-quest is over.

Learned at the Dragon Shrine upon defeating Talon:

LEVEL   SPELL	AP	DESCRIPTION
N/A   SnoDr   	7   Ryu transforms into	
N/A   FlmDr   	10   Ryu transforms into   and can attack with	
N/A   ThrDr   	12   Ryu transforms into   round and can attac	a small thunder drake the first   k with a weak thunder attack.

Learned at the Dragon Shrine upon defeating Bain:

LEVEL	SPELL	AP	=====================================
N/A	IceDgn	20     1	Ryu transforms into a large ice dragon the first   round and can attack with a strong ice attack.
N/A	   FirDgn 	27   	Ryu transforms into a large fire dragon the first   round and can attack with a strong fire attack.
N/A	BltDgn	30   	Ryu transforms into a large thunder dragon the first   round and can attack with a strong thunder attack.
N/A	GldDgn	40   	Ryu transforms into a large gold dragon the first   round and can attack with a strong angel attack.

Learned at the Dragon Temple upon defeating Avian: DESCRIPTION | LEVEL | SPELL | AP | | N/A | Rudra | 50 | Ryu transforms into the Rudra dragon the first round | | and can attack with a strong attack. |-----|----|----|----|----|-----| Learned at the underwater Dragon Temple at Ease Cave: DESCRIPTION | LEVEL | SPELL | AP | | Ryu fuses with all characters to become the ultimate | N/A | Agni | 60 | Agni dragon the first round and can attack all enemies | | for 999 damage. All allies must be in good condition | | and Karn cannot be fused to use the spell. |-----|----|----|----|----| /========\ <><> b. Nina <><> \=======/ DESCRIPTION | LEVEL | SPELL | AP | | N/A | Cura1 | 3 | Recovers HP of one ally by 50 points. |-----| | N/A | Fort | 6 | Briefly ups defense power of one ally. |-----|  $\mid$  N/A  $\mid$  Heal  $\mid$  5  $\mid$  Cures any abnormal status of one ally. |-----| 6 | Lk-Up | 6 | Briefly ups luck of one ally. |-----| 7 | Atk-Up | 15 | Briefly ups attack power of one ally. 9 | Cura2 | 6 | Recovers HP of one ally by 100 points. | 11 | Hold | 8 | Hold enemy's move for one round. |-----| | Ag-Up | 8 | Briefly ups the agility of one ally. |-----| | Warp | 2 | Warps the party to any town that you have visited. |-----| 14 | Zom1 | 5 | A level 1 angel attack to be used on an undead enemy. | |-----| | 15 | Cura3 | 15 | Recovers HP of one ally by 250 points. | 17 | Renew | 10 | Cures an ally in the "Stun" state with 1HP. |-----| | Idle | 5 | Slows one enemy down. |-----| | Shield | 8 | Lessens the damage done by a magic attack. |-----| | 23 | Cura4 | 20 | Recovers HP of one ally fully. |-----|

| 24 | Zom2 | 15 | A level 2 angel attack to be used on an undead enemy. |

26	FortX	14	Briefly ups the defense power of the party.
28	Hush	6	Briefly seal the enemy's magic.
30	Dispel	20	Void an enemy's magic for one round.
34	RenewX	30	Cures an ally in the "Stun" state with full HP.

1	'	
LEVEL   SPELL		DESCRIPTION
N/A   Flare	3	A level 1 fire attack on a single enemy.
N/A   Spark	4	A level 1 thunder attack on a single enemy.
N/A   Cold	5	A level 1 ice attack on a single enemy.
N/A   Fry	10	A level 2 thunder attack on a single enemy.
N/A   Flame	6	A level 2 fire attack on a single enemy.
N/A   Frost	9	A level 2 ice attack on a single enemy.
N/A   Cura1	. 3	Recovers HP of one ally by 50 points.

======	=====	====			
LEVEL	•		DESCRIPTION		
======	=====	====			
N/A	Shin	10	Karn fuses with Bo and Gobi. Learned from man in Gant.		
N/A	Debo	15	Karn fuses with Ox and Gobi. Learned from man in Gust.		
I		l l	Can only be used underwater.		
N/A	Doof	25	Karn fuses with Bo and Ox. Learned from man under the		
1			dirt patch to the north of Camlon.		
N/A	Puka	40	Karn fuses with Bo, Ox, and Gobi. Learned from man in		
1			Bleak.		
======	======	====			

All of Gobi's spells can only be used underwater.

LEVEL   SPELL   AP	DESCRIPTION
======   =====   ====	
	A group of fish attack multiple enemies.
N/A   EbbX   5	A larger group of fish attack multiple enemies.
N/A   Eco   8	A group of big fish attack multiple enemies.
N/A   EcoX   10	A larger group of big fish attack multiple enemies.
====== ===== ====	

| LEVEL | SPELL | AP | DESCRIPTION |-----|----|----|----|----|-----| | N/A | Exit | 20 | Escapes from a dungeon. |-----| | N/A | Flare | 3 | A level 1 fore attack on a single enemy. |-----| | N/A | Spark | 4 | A level 1 thunder attack on a single enemy. | N/A | Cold | 5 | A level 1 ice attack on a single enemy. |-----| | N/A | 3.5 | 3 | A level 1 quake attack on multiple enemies. |-----| | N/A | Para | 10 | Stops enemy movement for a short time. |-----| N/A | Bomb | 5 | A level 1 explosion attack on a single enemy. |-----| N/A | Sap | 1 | Absorbs some HP of a single enemy. |-----| | N/A | Warp | 2 | Warps the party to any town that you have visited. |-----| | N/A | Rub | 20 | Death penalty to a single enemy (excluding bosses). |-----| | N/A | Flame | 6 | A level 2 fire attack on a single enemy. |-----| | N/A | Fry | 10 | A level 2 thunder attack on a single enemy. |-----|  $\mid$  N/A  $\mid$  Frost  $\mid$  9  $\mid$  A level 2 ice attack on a single enemy. |-----|  $\mid$  N/A  $\mid$  5.5  $\mid$  8  $\mid$  A level 2 quake attack on multiple enemies.

```
|-----|
| N/A | Boom | 11 | A level 2 explosion attack on multiple enemies.
|-----|
\mid 20 \mid F.Ball \mid 9 \mid A level 3 fire attack on a single enemy.
|-----|
| 21 | LStorm | 11 | A level 4 thunder attack on multiple enemies.
|-----|
| 22 | Chill | 13 | A level 3 ice attack on multiple enemies.
|-----|
| 23 | Flee | 20 | The party escapes from battle.
|-----|
  | 9.5 | 15 | A level 3 quake attack on multiple enemies.
|-----|
25 | Blast | 18 | A level 3 explosion attack on a single enemy.
|-----|
\mid 26 \mid Gale \mid 24 \mid A level 5 thunder attack on multiple enemies.
|-----|
| 28 | Ice | 30 | A level 4 ice attack on multiple enemies.
 | 29 | Char | 36 | A level 5 fire attack on multiple enemies.
|-----|----|----|----|----|-----|
| 30 | Nova | 42 | A level 4 explosion attack on multiple enemies.
|-----|
| 31 | IceX | 48 | A level 5 ice attack on a single enemy.
|-----|
32 | FireX | 30 | A level 4 fire attack on a single enemy.
|-----|
| 33 | Drain | 2 | Absorb some of the enemy's AP
 | 35 | BoltX | 30 | A level 3 thunder attack on a single enemy.
| 37 | NovaX | 54 | A level 5 explosion attack on a single enemy.
|-----|
| 40 | Comet | 75 | A large meteor storm attacks multiple enemies.
/=============
           <><> h. Mogu <><>
            \=======/
DESCRIPTION
| LEVEL | SPELL | AP |
\mid N/A \mid Dig \mid 5 \mid Dig to escape from battle.
|-----|----|----|----|----|-----|
VI. MONSTERS
        [ MNSTR ]
/========
          <><> a. Regulars <><>
            \=======/
```

This is a chart of the normal enemies in alphabetical order that you find throughout the game (I call them "Regulars"). Thanks a million to Scott Clemmons for letting me use the information in his FAQ. Be sure to check it out

o-			
		K E Y	
0-			- C
	HP =	health points of the enemy	I
	EP =	experience points gained after defeating the enemy	
	GP =	gold gained after defeating the enemy	
_			_

========   ENEMY	======   HP	======   EP	======    GP
========   AmeblobX	======================================	======	======
   Ameblob	   75		
Archer	180		180
Beak 	14	8	8   
Blaze 	400 	860 	360   
BlazeX 	2400	840 	200   
Blurb	50	40	20
BowMan 	180	100	140
BowManX	110	280	90
   Bulla	20	3	4
   Bully	45	120	60
   Cactus	54	130	
   CactusX	70	360	270
   Chimera	180	560	180
   Chopper	100	480	300
   Claw			400
   Crab 	300	1020	360
CrawlerX	80	1	150
   Creep 	25	8	8
   Creon 	100	220	120
   CreonX 	120	600	400
D.Flea	200	1	90
   D.Rider 	44	50	30
D.Knight	1	1	

DogFish	140	560	160   
DogFishX	300	560	180
E.Chest	45	860	360
Entity	700	1680	800
   FireHead	240	1400	1000
Fishy	65	360	300
Flea	15	3	4
Flower	700	1800	600
Fly	45	40	20
Frog	180	500	350
Fungus	80	240	120
G.Knight	50	100	200
G.Slime	120	800	300
Gargoyle	2200	1200	400
Ghoul	280	700	300
Gloom	12	5	12
Golem	3000		
ICU	2500	1290	540
Knight	390	700	240
Lancer	100	120	100
LancerX	300	500	340
M.Scorp	65	640	240
M.Slime	2000	5400	6000
M.Flea	100	1680	400
Mage	85	140	70
Midget	55	80	40
Mimic	300	800	3000
Nautulis	200	700	300
_	8	5	12
Peril	•		

l <b></b>	l <b></b>	l <b></b>	l <b></b> l
Phoenix	240	720	360
Pincher	1000	4800	4800
PincherX	1700	1800	600
   Prickle	90	40	20
R.Slime	66	240	160
   Roach	180	460	200
   Rogue	2000	6520	1200
   Ruga	3500	2520	1200
   S.Rider	45	120	90
   SandClod	100	340	120
   Scorp	70	120	   60
   Shadow	100	120	60
   Slime	12	1	3
   SlimeX	2000	9999	9999
   Soldier	600	1320	720
Sorcerer	200	600	200
   SpearMan 			
Spider	40	20	40
   Stool 	25	40	20
Tentacle	1 60	240	150
   Tronk	1 40	140	72
_	I 50	160	80
WarHogX		1360	480
   Warlock	250	1020	360
   Widow	300	1400	450
   Wraith	220	600	300
   WraithX	320	480	240
Zard		60	45
   Zombie	25	70	36
   Zoom	'	'	'

```
/========|=====|
/=======|
<><> b. Bosses <><>
\========/
```

This is a chart of the boss and mini-boss enemies in alphabetical order that you find throughout the game. The strategies for these bosses are found throughout the walkthrough. Again, thanks to Scott Clemmons for letting me use the information in his FAQ. Be sure to check it out for more information.

0		0
I	X E Y	
0		0
HP = health points of the	e enemy	
EP = experience points ga	ained after defeating the enemy	
GP = gold gained after de	efeating the enemy	
0		0

ENEMY	HP	======    EP	GP
Avian	3000	======     1400	1800
Bain	1800	1020	360
Cerl	3500	8000	9000
Cloud	1400	4800	1200
EyeSpy	1600	2800	2800
FlowerX	2900	3200	3000
Frog	180	500	350
General	250	1120	300
G.Fly	1000	5600	6400
Goda	11000	6000	6000
Goddess	16000	10	12
Gremlin	1200	1400	800
GrimFowl	2000	4200	4800
HornToad	4000	6800	7000
Jade	25000	8000	8000
	2800		
Knight	450	2800	2000
	120	280	200
Mortea		280	200

Morteo	1500	3200	3000
Mote	3500	5400	6000
Mothro	3500	6000	8000
Myst	1100	4000	3600
Octo	1000	6000	1500
Pog	280	1400	800
RugaX	1400	3200	2400
SandWorm	1600	1200	1200
Sara	15000	8000	8000
Squid	1000	6000	4200
Talon	700	400	190
Toad	2300	6000	1500
Wisp	730     730	1200	300
Wizard	180	1000	700
Zog  ======	16000     ======	7000	7000   

> /======\ <><> a. Weapons <><> \======/

'		'	1	1	========    EOUIP TO:	
•				•	EQUIT 10.	
			2		•	
l Bor	ieCN	14	4	One	   Bleu	
Broa	dSD	34	5	One	·	
1		'	14	1	I I	
Bror	ızBW	14		   Two	   Bo	
Bror	zRP	'	2	One		
1	zSD	'	3	One	   Ryu	
Ca	ne	8	2	one	Bleu	

	l <b></b> _	l <b></b> _	l <b></b>	
Club	30	   6	Two	Ox
Dagger	32	2	One	   Karn
DarkDR	140	1	   One	   Ryu, Karn
Dart	46	2	   One	   Karn
DigCW	42	2	   One	Mogu
Dirk	5	1	   One	Ryu
DragonSD	110	20	   One	Ryu
DwarfBW	150		   Two	Bo
EmporSD	255	1	   One	Ryu
EvilCN	20	   6	   One	Bleu
EvilRP	55	7	   One	   Nina
FlameDR	74		   One	   Karn
FlameHR	120		   Two	Ox
FlameRP	28	5	   One	   Nina
FlameSD	122	10	   One	   Ryu
Foil*	18	2	   One	   Ryu
GiantHR	60	12	   Two	Ox
GlowCN	100	8		   Bleu
HeroBW	220	8	   Two	   Bo
HeroSP	56	4		   Gobi
IcyCN	30	10	   One	   Bleu
IcyCW	88		   Two	   Mogu
IcyDR	   75		   One	   Karn
IronCW				   Mogu
IronHR			   One	   Ox
IronRP		   5	   One	   Nina
JadeBW	80		   Two	Bo
Javelin			   One	   Gobi
LightRP	10		   One	   Nina
LongBW			   Two	   Bo

	1	1	1	1
LongSD	26	4	One	Ryu
LoyalRP	64	6	One	   Nina
Mallet	255	1		Ox
MoonBW	   66		   Two	   Bo
MystCW			   One	
MystSD	100	3		
OldSP	42	5		   Gobi
Pike	24	4	   One	   Gobi
PoisonBW	42	6	   Two	Bo
PoisonRP	20	5	   One	   Ryu, Nina
Pole	12	2	   One	   Gobi
PowerDR			   One	   Karn
PowerRP	82	0	   One	   Ryu, Nina
PowerSD	62		   One	   Ryu
RageHR	   75		   One	Ox
Rapier	10		   One	   Nina
			   One	
Sabre	8	2	One	· -
Scythe	20	3	One	   Ryu
SharpBW	54	7	Two	   Bo
ShortBW	20	4	Two	   Во
ShortRP	5	1	One	   Nina
Sickle	50	6	one	   Ryu
SilverDR	10	6	One	   Karn
Sleeper	100	8	One	   Gobi
SpineHR	120	15	One	   0x
StarHR	210	8	One	   Ox
SteelBW	35	5	Two	   Bo
Stick	5	1	One	   Bleu
ThrowDR			1	   Karn

   ThundrRP				
•	74	6	One	   Gobi
Tri-BW	96	12	Two	l Bo
Tri-DR	54	6	One	   Karn
Tri-Rang*	150	2	One	l I
WingRP	34	2	One	ı
WingSD	96	8	One	•
				* attacks all enemies

/=======\ <><> b. Shields <><> \======/

========	=======	======	======================================
SHIELD	DEFENSE	WEIGHT	   EQUIP TO: 
ArmPad	8	2	   Ryu, Bo, Gobi 
Bandage	5	1	All
Bracelet	12	3	Nina, Bleu
BronzSH	8	3	   Ryu, Bo, Karn, Gobi, Ox, Mogu
ColdSH	50	15	Ryu, Bo, Ox
DragonSH		5	Ryu
FlameSH		5	Ryu, Bo, Karn, Gobi, Ox, Mogu
Gauntlet	•	1	All
Glove		6	Во
GuardSH	32	10	Ryu, Nina, Bo, Karn, Gobi, Ox, Mogu
HuntGL	30	8	
IcySH	30	5	   All
IronSH	12	4	   Ryu, Bo, Karn, Gobi, Ox, Mogu
IronSL	22	5	   Gobi
LightSH	36	10	   Nina, Bleu
MaskSH	65	8	   All
			   Ryu, Bo, Karn, Gobi, Ox, Mogu
1			   Gobi

   MystSH			   Ryu, Bo, Ox, Mogu
'	32	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
SkySH	15	1	   Nina
   StarSH	70	2	Ryu, Bo, Karn, Gobi, Ox, Mogu
SuedeSH	2	1	•
TrapGrd	40	4	•
WoodSH	5		   Ryu, Karn
Wrist	10	2	·
		ı	All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu

/=======\ <><> c. Armor <><> \======/

	=======	======		
			EQUIP TO:	
AgileAR	92 	0	Nina, Bleu	
AngelAR	-		Nina, Bleu	
BronzAR			Ryu, Ox, Karn, Gobi, Ox, Bleu, Mogu	
	20	2	Ryu, Bo, Ox	
ClearCL			Nina, Bleu	
Cloth	-		All	
DragonAR	1	0	Ryu	
Dress	25	8   8	Nina, Bleu	
EarthRB	88	8	Ryu, Bo, Go, Ox, Bleu, Mogu	
EvilRB	90	1	Nina, Bleu	
FlameAR	82	10	Ryu, Mogu	
Gown	18	1	Nina, Bleu	
GuruCT	70	•	   Bleu	
HuntCL	16		Ryu, Bo, Karn	
IcyAR	80 	10	Ryu, Bo, Ox	
IronML	27	•	   Ryu, Bo, Ox	
LifeAR	115	8	Ryu	

-	68   I		Nina, Bleu	
'	39	10	Ryu, Bo, Ox, Mogu	
MystRB	60	8	Ryu, Nina, Bleu	
PlateAR	24	4	Ryu, Bo, Karn, Gobi, Ox, Mogu	
PowerAR	84	4	Nina, Bleu	
PrisnCL	10	2	All	
QuartzAR	50	9	All	
RangerVT	40	8	Ryu, Bo, Gobi	
Robe	2	1	Ryu, Bleu	
	25	14	Ryu, Bo, Karn, Gobi, Ox, Mogu	
SilkGN	15	4	Nina, Bleu	
SpineCL	'	10	Gobi	
SuedeAR	14	7	Ryu, Bo, Karn, Gobi, Ox, Mogu	
SuedeGN	10	6	All	
SuedeRB	'	2	Nina, Bleu	
ThiefCL	30	4	Ryu, Karn	
WolfSkin	80	11	Bo	
WoolRB	25	2	Bo, Bleu	
WorldAR	80	9	Ox, Mogu 	
WorldML	75 I	11	Ryu, Bo, Ox, Mogu	
====== :	======	1	All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu	
		' -	· ·	

/========\ <><> d. Helms <><> \=======/

HELM	-	WEIGHT	EQUIP TO:
AgileHT	42		All
Bandana	5	1	·
	10	4	Ryu, Bo, Karn, Gobi, Ox, Mogu
'	25	8	•
CursedHT		'	All

DivingHT	32   I	6	Gobi 
Domino	'		Nina, Bleu
DragonHT	'	1	Ryu
EchoHT		3	All
FaceMask	35	6	   Ryu, Karn, Mogu
 G.Tiara	5		   Nina, Bleu
GaiaMask		4	Ryu, Ox, Mogu
GoldHT		6	All
HairBand	·	2	   Nina, Bleu
HeadGear		5	All
HornHT	37		Ryu, Bo, Karn, Gobi, Ox, Mogu
IcyHT	16	6	   Ryu, Bo, Ox
IronHT	32   		Ryu, Bo, Karn, Gobi, Ox, Mogu
IronMask	30	7	Ox   Ox
LoveHT	64		   Nina
NiceHT	6	3	   All
	44		   Karn, Gobi 
ShellHT	25	1	   Gobi 
SkullHT	25	10	All
StoneHT	48	16	   Mogu 
StrawHT	2	1	All
SuedeHT	6	3	   All
SunHT	12	8	   Ryu, Bo, Karn, Gobi, Ox, Mogu
Tiara	10	2	   Nina, Bleu 
TideHT	0	0	All
'	11	1	   All
Visor	6	2	Ryu, Bo, Karn, Gobi, Ox, Mogu
WolfHT	12	4	

## =-=-=-

## ETC. ITEMS

=-=-=-

ITEM	EFFECT(S)	EQUIP TO:
Clog	=====================================	=====================================
	Increases MAG DEF by 2 points.	 
DarkBR	Increases ACTIVE points.   Increases FATE by 20 points.	     Karn
Darkbit	Increases MAG DEF by 5 points.	Nain 
DreamRG	Does nothing.	All
LoveBR	Recover HP gradually.	Nina, Bleu
MystSF	Does nothing.	Nina, Bleu
Ring	Increases ATTACK by 10 points.	
Rod1-5	Equip to Ryu to go fishing.	
RubyRG	Does nothing.	Nina, Bleu
Sash	Increases ATTACK by 10 points.	   All
Shell	Use as fishing bait.	   Ryu
	Use as fishing bait.	   Ryu
SilverBR	Does nothing.	   All
SkullRG	I	   All
Urchin	Use as fishing bait.	
WindBR	·	   Nina,
	Increases MAG DEF by 5 points.	Bleu 
	Use as fishing bait.	Ryu 
	Use as fishing bait.	Ryu 
		, Bo, Karn, Gobi, Ox, Bleu, Mogu
	=-=-=- USABLE ITEMS	=-=-
	=-=-=-=-=-=	=-=-
ITEM	   EFFECT	
	=====================================	

Acorn	Recovers some AP.							
Antdt	Cures Poison status.							
Antler	   Cures Poison status. 							
Apple	   Recovers some HP.							
B.Stn	Use thunder attack in battle.							
C.Fsh	One party member becomes fully healthy.							
C.Stn	Use an ice attack in battle.							
Charm	Status returns to normal.							
Cure	   Recovers some HP.							
Cure2	Recovers all HP of entire party.							
F.Stn	Use a fire attack in battle.							
Herb	   Recovers some HP.							
L.Ptn	Permanently increases luck by 1 point.							
Life	Cures Stun state with 1 HP recovered.							
Life2	Cures Stun state with all HP recovered.							
M.Drop	Entire party becomes fully healthy.							
Mackrl	Cures Poison status.							
Meat	Recovers some HP of entire party.							
Melon	Recovers some HP.							
Mrbl1	Produces one fatal attack in battle.							
Mrbl2	Produces one fatal attack in battle.							
Mrb13	Travel without encountering enemies for a limited time.							
S.Ptn	Permanently increases strength by 1 point.							
Snapr	One party member becomes fully healthy.							
Sole	Recovers some HP.							
Srdine	Recovers some HP.							
T.Drop	Cures Zombie status.							
Trout	Cures Poison status and recovers some HP.							
Tuna	One party member becomes fully healthy.							
	Permanently increases vigor by 1 point.							

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|-----|
| W.Ant | Recovers some AP.
|-----|
| W.Ptn | Permanently increases wisdom by 1 point.
[-----|
| Wmeat | Recovers all HP of entire party.
|-----|
VIII. SHOPS ~~~~~
          [ SHOPS ]
/=======
            <><> a. Drogen <><>
             \=======/
    =-=-=-=
                    =-=-=-=-=-=-=
                    | ITEMS
    | WEAPONS AND ARMOR |
    =-=-=-=
                    =-=-=-=-=-=
             50G |
    | Dirk
                    | Mrbl3
    | Sabre
            400G |
                    | Herb
                              9G |
    | Cloth
             10G |
                    | Antdt
                             13G |
                             18G |
    | SuedeCP
            240G |
                    | T.Drop
    | ArmPad
            300G |
                    | Apple
                             90G |
    | WoodSH
            300G |
                             450G |
                    | Life
           1000G |
    | HairBand
                    | Cure
                            1800G |
                    =-=-=-=-=-=
    | SilkGN
            2800G |
    =-=-=-=
             /=======
            <>> b. Camlon <><>
             \========/
            =-=-=-=-=
                ITEMS
            =-=-=-=-=
                     8G |
            | Mrbl3
                      8G |
            | Herb
            | Antdt
                     12G |
                     16G |
            | T.Drop
                     24G |
            Acorn
                     80G |
            | Apple
            | Life
                     400G |
                    1600G |
            | Cure
            =-=-=-=
             /========
            <><> c. Nanai <><>
             \=======/
            =-=-=-=-=
             WEAPONS AND ARMOR |
            =-=-=-=-=-=-=
                    1800G |
            | IronRP
                    2250G |
            | LongSD
            | Cloth
                     9G |
```

```
| SuedeSH
                        135G |
           SuedeCP
                       216G |
           | WoodSH
                       270G |
           | HairBand
                       900G |
           | SilkGN
                      2520G |
           =-=-=-=-=-=
            /======
          <><> d. Winlan <><>
            \=======/
=-=-=-=-=
| WEAPONS AND ARMOR |
                            ITEMS |
=-=-=-=
                      =-=-=-=-=-=
| Sabre
            400G |
                      | Mrbl3
                                    10G L
BronzSD
           700G |
                      | Herb
                                   10G I
                      | Antdt
| BronzRP
           800G |
                                   15G |
SuedeHT
           200G |
                      | T.Drop
                                   20G |
| WoodSH
            300G |
                      Acorn
                                   30G |
| SuedeGN
           500G |
                      | Charm
                                  150G |
| Visor
           800G |
                      | Life
                                   500G |
| ChainML
           2000G |
                      | Cure
                                  2000G I
=-=-=-=-=
                      =-=-=-=-=-=
            /=======\
          <>> e. Romero <><>
            \======/
=-=-=-=
                      =-=-=-=
                      | ITEMS |
| WEAPONS AND ARMOR |
=-=-=-=
                      =-=-=-=-=-=
                      | Mrbl3
| Sabre
            400G I
                                    10G L
                      | Herb
| ShortRP
           400G |
                                   10G |
| BronzRP
           800G |
                                   15G |
                      | Antdt
BronzSH
           500G |
                      | Acorn
                                   30G |
           1200G |
                      | Life
                                  500G |
BronzHT
                      | Cure
| Gown
           2000G |
                                  2000G I
| ChainML
           2000G |
                      =-=-=-=-=
| SilkGN
           2800G I
=-=-=-=-=-=
            /========\
          <><> f. Tantar <><>
            \======/
           =-=-=-=-=-=
           | WEAPONS AND ARMOR |
           =-=-=-=-=-=
           | Sabre
                        400G I
           BronzRP
                       800G |
           | ShortBW
                      1000G |
           | Scythe
                      1200G |
           | Bandana
                       400G I
           BronzSH
                        500G |
           | SuedeAR
                       750G |
           | Visor
                       800G I
           =-=-=-=-=-=-=
            /=======
          <><> q. Tuntar <><>
```

```
=-=-=-=-=-=
           | ITEMS |
           =-=-=-=-=-=
           | Mrbl3
                        10G I
           | Herb
                        10G |
           | Antdt
                        15G |
                        30G |
           Acorn
                      2000G |
           | Cure
           | Life
                       500G |
           | T.Drop
                        20G |
           =-=-=-=-=
             /========
           <><> h. Auria <><>
             \======/
=-=-=-=-=-=
                      =-=-=-=-=
                      | ITEMS |
| WEAPONS AND ARMOR |
=-=-=-=
                      =-=-=-=-=
| Rapier
           1650G I
                      | Herb
                                   13G I
| Dagger
           2200G |
                      Worm
                                   65G |
           2750G |
                      | Life
                                  650G |
| LongSD
| LongBW
                      | Vitamn
           2860G |
                                  650G |
| BroadSD
           5500G |
                      | Mrbl1
                                 1300G |
                                  1300G I
| Tiara
           1650G |
                      | Pouch
| SunHT
           2750G |
                      | Rod1
                                  1300G |
                             65000G |
| SageML
           3300G |
                      | G.Bar
=-=-=-=
                      =-=-=-=
             /========
           <><> i. Bleak <><>
             \======/
=-=-=-=-=-=
                     =-=-=-=-=-=
| WEAPONS AND ARMOR |
                      | ITEMS
=-=-=-=
                     =-=-=-=-=
| Dagger
           2000G |
                      | Mrbl3
                                    12G |
LongBW
           2600G |
                      | Herb
                                   12G |
           5000G |
| BroadSD
                      | Antdt
                                   18G |
| MetalSH
           1400G |
                      | T.Drop
                                   24G |
| HuntCL
           1500G |
                      | Acorn
                                   36G I
           2000G I
| IronSL
                      | Charm
                                  180G |
BronzAR
           3600G |
                      | Life
                                  600G |
           5000G |
                      | Cure
                                  2400G |
| WoolRB
=-=-=-=-=
                      =-=-=-=-=
             /=======
           <><> j. Prima <><>
             \======/
=-=-=-=
                      =-=-=-=-=-=-=
                      1
  WEAPONS AND ARMOR |
                            ITEMS
=-=-=-=-=
                      =-=-=-=-=
           3250G |
                      | Mrbl3
                                   9G |
| Club
| IronHR
           4550G |
                      | Herb
                                   9G |
                                   13G |
| PowerSD
          10400G |
                      | Antdt
| Glove
           3900G |
                      | Charm
                                   135G |
```

| IcySH

5200G I

| Life

450G I

\=======/

FaceMask GoldHT =-=-=	7800G 26000G		-=-=-=-	
	20000G			
	-=-=-	=		
=-=-=-=	:-=-=-=-	= =-=	:-=-=-:	=-=-=-
WEAPONS AND		  -	ITEMS	
 Dart	3000G	      M	rb13	10G
SteelBW	4000G	H	erb	10G
BroadSD	5000G	A	intdt	15G
Sickle	6500G	Т	.Drop	20G
EvilRP	20000G	A	corn	30G
Bandana	400G	C	harm	150G
NiceHT	600G	M	Irbl1	1000G
WoolRB =-=-=-=	5000G	·	ure 	2000G =-=-=
WEAPONS AND		= =-= 	ITEMS	=-=-=
=-=-== LongBW	-=-=-=- 2280G	= =-= 	:-=-=-: /orm	=-=-= 50G
SteelBW	4400G	S	rdine	50G
PoisonBW	5500G	W	orm2	100G
ChainHT	2750G	M	lackrl	100G
PlateAR	3740G	l S	ole	250G
IronMask	4400G	I Т	'rout	500G
RangerVT	5500G		tod1	1000G
G.Tiara	22000G		lod2	2000G
WEAPONS AND			ITEMS	
=-=-== Dart	-=-=-=- 3300G	= =-=   M	-=-=-=-  rb13	=-=-= 11G
PoisonRP	3300G	B	.Stn	22G
Tri-DR	4400G	F	.Stn	22G
Cane	6600G	A	corn	33G
Visor	880G	C	.Stn	44G
MetalSL	3300G	L	ife	550G
BronzAR	3930G	=-=	:-=-=-=-	=-=-=
[ronML 	5500G	 =		
=-=-=-=	-=-=-	= =-=	:-=-=-=	=-=-=
WEAPONS AND	ARMOR	 = =-=	ITEMS	=-=-=
Pike	2750G		Irbl3	13G
Javelin	4400G		ife	650G
RustCW	7700G		'itamn	650G
IronCW	11000G		Irbl1	1300G
DivingHT	4400G	P	ouch	1300G
LightSH	4400G	G	.Bar	65000G
SuedeRB	6600G	=-=	-=-=-=-	=-=-=
SpineCL	8800G	I		
=-=-=-=	-=-=-=-	=		
	/===		:=\	

\======/

=-=	=-=-=-=-	-=-=-	-=-=-=-	=		=-	-=-=-=-	-=-=-=	-=-=-	=
	WEAPONS	AND	ARMOR	 =		 =-	-=-=-=-	ITEMS	-=-=-	
	IronHR		3150G	_ 		_ 	Mrbl3		8G	_ 
(	GiantHR		4050G	İ		İ	Herb		8G	İ
I	HeroSP		6750G	İ		Ì	Antdt		12G	ĺ
5	SpineHR		27000G	İ		İ	F.Stn		16G	İ
	IronSL		1800G	İ		İ	B.Stn		16G	İ
1	MetalSL		2700G	İ		İ	C.Stn		32G	İ
i	IronHT		6300G	İ		İ	Charm		120G	İ
1	MetalAR		8100G	Ī			Cure		1600G	l
=-=	=-=-=-	-=-=-	-=-=-=-	=		=-	-=-=-=	-=-=-=	:-=-=-	=
			/====		=====		`			
			<><>		Tunlan		<><>			
			\====	====	=====	==	====/			
=-=	WEAPONS		-=-=- ARMOR	= 		=- 	-=-=-=·	 ITEMS	-=-=-	=
=-=	=-=-=- BoneCN	-=-=-	-=-=- 2412G	=		=- ı	-=-=-= Mrbl3	-=-=-=	-=-=- 13G	=
•	PoisonRP		2712G 2700G	1		1	Herb		13G	l I
•	Cane		5400G	1		1	Antdt		19G	1
•	EvilRP		18000G	1		1			19G 26G	1
•			900G	1			T.Drop Acorn		20G 39G	1
•	Oress Gown		1800G	1		1	Charm		195G	1
•			5400G	1		1	Mrbl1			1
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- o Save often and rest at Inns whenever you can to stay healthy.
- o Stock up on healing and curing supplies at Item Shops. Earlier in he game, you will need a lot of Herbs, so keep them handy.
- o If a party member has low health and you cannot heal him/her quickly, switch him/her to the back row to enhance his/her defense until you can get to an Inn or some means of healing.
- o Always enter a boss battle with full health. It can be a pain to start off with low HP and have to use the first couple rounds to heal.
- o Perform the side-quests as soon as you can to get some of the best equipment in the game quickly and fairly easily so that you won't need to upgrade your armaments for a long time.
- o Don't suck like Dan.

In the Dark D. Fort, when the imposter chief tries to lead you to the guard's weapons, continue to tell him "No" and eventually Bo will appear, skipping the whole Pog sequence. If you choose to do this, however, the battle against the General will be harder.

CHUN LI CAMEO

In Bleak, visit the boy who thinks he is a magician. Talk to him and he'll tell you to put 100 coins on the table and he will make them disappear. Agree to his trick and when he tells you to look behind you, tell him "No" twice and then "Yes." You should see Chun Li practicing her lightning kick.

ENTERTAINING JADE

When you encounter Jade in the Obelisk, right before you are about to fight him, he will ask if you want to join him. Say "Yes" and he will say that you

know what is best for you. Don't press a button and after a pause he will say that you are boring and send a D.Flea to fight you as entertainment. Defeat it and Jade will then send out a Crab to attack you. Defeat it, and the Flower and G.Slime that he sends afterward. He will then send a large M.Slime against you. Defeat it and it will reward you with 9999 EP and 9999 GP. Note that if you press a button in the pauses between battles, Jade will ask if you've changed your mind. Say "Yes" and you will battle him; say "No" and he will continue the charades, sending out a Buzzer, then a Crawler, and finally a red Ruga, which also gives a fairly good amount of EP, before restarting with a D.Flea. You can do this as many times as you want to level up before fighting Jade.

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All work on this FAQ was done entirely by me but could not have been done without:

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GameFAQs

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Thanks to CJayC and all who have contributed to GameFAQs. This is an awesome sight providing free gaming help to anyone and everyone and has inspired me to write FAQs.

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Capcom

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The creators of this game deserve most of the credit for creating an amazing RPG experience for the dragon-lover inside us all.

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Nintendo

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These guys deserve much credit as well for creating both the GameBoy Advance as well as the earlier Super Nintendo gaming systems. Heck, without these, how would we play this awesome game? =-=-=-= The Game Manual =-=-=-=-= Some of the information in this FAQ came directly from the game manual, so I have to give it, and its creators, much credit for the information. It helped greatly. =-=-=-Myself =-=-=-Lastly, I guess I can give credit to myself as I put a lot of time and effort into making this FAQ for the benefit of others. I hope some people find this Walkthrough useful. Scott Clemmons =-=-=-=-Thanks for allowing me to use the information from your Monster List FAQ in my composite guide. It was a ton of help. 

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