

# Breath of Fire Advance FAQ/Walkthrough

by Hylianhero

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Breath of Fire GBA  
FAQ/Walkthrough

Version 0.3

By: Hylianhero  
hylianhero@waveraceonline.com

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Table of Contents  
=====

- 1) Introduction
- 2) Version History
- 3) Story
- 4) Characters
- 5) Controls
- 6) Walkthrough
- 7) Weapons
- 8) Magic List
- 9) Shops
- 10) Enemy List
- 11) FAQ
- 12) Secrets/Codes
- 13) Credits
- 14) Copyright Information

=====  
1) Introduction  
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Breath of Fire was one of the few non-Square RPGs for the SNES. It was also an unusual one, since you had 8 party members, but could only use 4 at a time. You could also merge some of the members to new, stronger forms. Needless to say, BoF was highly innovative.

Now Capcom has ported it to the GBA, better than ever. It involves a run button, new character portraits, and new battle menus for you to use. Jump in and enjoy the world of Dragons!

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2) Version History  
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Version 0.3  
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Biiiiiiiiiiig update. Added in the completed Magic List and Enemy List sections, a Game Overview sub-section under Walkthrough, updated the walkthrough through the Winlan quest (the remedy for the King) and updated the Shops list up to Romero. This guide nearly DOUBLED in size. I hope to make many more updates like this ;)

Version 0.2  
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Uploaded the completed weapons list and an extra secret. This update is basically to put up the Weapons list, so it really was bad in the last version and I wanted to fix that.

Version 0.1  
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This is a very, very light version of the guide, since I'm working with the Japanese version. Expect better updates once I get the American game. Please send in questions to be posted in the FAQ section.

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3) Story  
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Dragon: Wake up Warrior! Disaster has struck! We need the power of the dragon!  
Wake up now or face a fiery fate!

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(Ryu wakes up)

Old Woman: The village is engulfed in flames! Everything is burning! We must go!

(Ryu and Woman head downstairs)

(Sara, village girl and your sister, walks in)

Sara: The Dark Dragons are outside the village! We're surrounded!

Boy: Zog's first target is the Light Dragons!

Old Man: Zog is an evil fool! He still thinks we possess the power of the

dragons!

Villagers: We will help you fight Sara!

Sara: No.....I must do my part on my own....

(Sara turns everyone to stone to protect them)

(Sara heads outside and gets captured)

Villagers(unfrozen): We msut fight to reclaim Sara!

Old Woman: No! We must stay with our village!

(Woman pounds ground and scares away villagers)

Old Man: I know I can't stop you Ryu. You must go.

-----  
And so, the Light Dragons balanced the power of family and peace reigned again.  
But not for a long time.....

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4) Controls  
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Control Pad  
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Moves your party around the screen. It can scrolls through options on in-battle of in-game menus. Use it to target enemies to attack.

A Button  
-----

Confirms selections in battle/in-game menus. Moves to the next block of text, and talks to people/checks items in overworld and dungeons. Uses map ability once earned.

B Button  
-----

Cancels selections in battle/in-game menus. Runs in the overworld, cities, dungeons, and other places.

R and L Buttons  
-----

Toggles through different commands in battle/in-game menus.

Start Button

-----

Brings up menu anywhere, thus pausing the game with it. Can be used to start game (duh).

Select Button

-----

Used to toggle map on once received. You get the map in Romero. To remove the map, press the B Button.

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5) Characters

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Hero- (Default Name: Ryu)

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Ryu is your average "star" of the game. He fights with a sword most of the time, has good all around stats, and can use a few spells later on, once he's learned them. Ryu begins with very few abilities, but later gains them as he progresses in the game, such as turning into dragons and fishing. Ryu should be at the top of your party at all times, unless you need another member to do something.

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Special Ability: Fishing. Equip bait and a rod to your Etc equipment positions, then go up to a well and press A.

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Starting Stats:

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- Level: 1
- HP: 20
- AP: 0
- Strength: 10
- Vigor: 10
- Agility: 8
- Wisdom: 12
- Luck: 12

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Starting Equipment:

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- Weapon: Dirk
- Shield: WoodSH
- Armor: Robe

Helmet: StrawHT  
Magic: None

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Nina

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Nina is the healing sorceress of the game. All the spells she learns usually deal with protecting you or healing your HP or status effects. Her melee attacks are very weak, so use the FlameRP or E Key until she gains a few levels and becomes a respectable fighter. She is a member of the bird clan, which can turn into birds as adults.

-----  
Special Ability: Flying. This allows you to easily move from one place to another, without wasting AP warping or running into enemies walking. Learned after you gain Adult Nina near the end of the game, after Carmen.  
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=====  
Starting Stats:  
=====

Level: 5  
HP: 36  
AP: 45  
Strength: 10  
Vigor: 24  
Agility: 35  
Wisdom: 38  
Luck: 30

=====  
Starting Equipment:  
=====

Weapon: ShortRP  
Shield: None  
Armor: Dress  
Helmet: None  
Magic: Cura, Heal, Fort

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Bo

\*\*\*\*\*

Bo is the archer of the game. He's pretty good with his bow attacks, and packs a good whallop with his magic. He'll learn mainly offensive attacks, but does come along with cure to heal your party. He levels up faster than the hero, so he may be at higher levels at many points in the game.

-----  
Special Ability: Hunting, walking through forest. Bo can fire arrows at animals to kill them for meat in the overworld, and can walk right through forests.

Handy, eh?

-----  
=====  
Starting Stats:  
=====

Level: 9  
HP: 68  
AP: 21  
Strength: 40  
Vigor: 40  
Agility: 42  
Wisdom: 33  
Luck: 9

=====  
Starting Equipment:  
=====

Weapon: BronzBW  
Shield: None  
Armor: Armpad  
Helmet: SuedeHT  
Magic: Flare, Spark, Cold, Fry, Flame, Frost, Cura

\*\*\*\*\*  
Karn  
\*\*\*\*\*

Karn is the respected thief character of the game. He can pick locks off doors and can deactivate traps on chests. Karn can later merge into greater and more powerful forms with other characters after he has learned a few spells. Unfortunely, Karn can't steal items from enemies or from shop owners.

-----  
Special Ability: Lock Picking/Trap Deactivating. Just walk up to a lock or a chest and press A when Karn is in front of your party. Then just proceed as normal.  
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=====  
Starting Stats:  
=====

Level: 12  
HP: 116  
AP: 53  
Strength: 38  
Vigor: 34  
Agility: 69  
Wisdom: 42  
Luck: 51

=====  
Starting Equipment:  
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Weapon: ThrowDR  
Shield: None  
Armor: SuedeGN  
Helmet: NiceHT

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Gobi

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Gobi is a fish and is the only one who can travel underwater before you get the gills. After a while you will gain a sphere which will let Gobi turn into a giant fish underwater. Everyone will hop in and you can travel without any monsters trying to battle you. Nice, eh?

-----

Special Ability: Press A once you have regained the sphere to turn Gobi into a giant fish that can ferry the party across the ocean. Necessary for completing the game.

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Starting Stats:

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Level: 15  
HP: 90  
AP: 48  
Strength: 35  
Vigor: 40  
Agility: 32  
Wisdom: 49  
Luck: 69

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Starting Equipment:

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Weapon: Pole  
Shield: None  
Armor: BronzAR  
Helmet: BronzHT  
Magic: Ebb, EbbX

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Ox

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You know the big strong warrior dude in all RPGs that are slow and know little spells? Well, that's Ox. He's exactly what his name suggests, but packs quite a whallop in his melee attacks. He does know Cure3 however, so you may find yourself using that sometimes.

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Special Ability: Iron Fist. Ox can break through walls that look like you can break them, and it'll save you time on dungeons.

-----  
=====  
Starting Stats:  
=====

Level: 16  
HP: 168  
AP: 30  
Strength: 73  
Vigor: 71  
Agility: 14  
Wisdom: 40  
Luck: 21

=====  
Starting Equipment:  
=====

Weapon: Club  
Shield: SuedeSH  
Armor: BronzAR  
Helmet: None  
Magic: Cura3, Heal

\*\*\*\*\*  
Bleu  
\*\*\*\*\*

Bleu is the offensive mage of the group. All her spells will be geared towards attacking the enemy, and they'll also gain in power as her levels go up. Bleu is always a good member to have around, as she can easily get you out of jams once she learns Flee.

=====  
Starting Stats:  
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Level: 19  
HP: 119  
AP: 159  
Strength: 28  
Vigor: 38  
Agility: 59  
Wisdom: 75  
Luck: 41

=====  
Starting Equipment:  
=====

Weapon: Stick  
Shield: SuedeSH



Armor: Gown  
Helmet: None  
Magic: Exit, Flare, Spark, Cold, 3.5, Para, Bomb, Sap, Warp, Rub, Flame, Fry,  
Frost, 5.5, Boom

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Mogu

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Mogu is a mole, and is the tiniest character of the party. At first, you may think he is a walking rock. Mogu is a fast mole that packs a decent attack. His Dig spell is incredibly useful when your party is in a jam or low on health.

=====

Starting Stats:

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Level: 22  
HP: 91  
AP: 54  
Strength: 80  
Vigor: 52  
Agility: 76  
Wisdom: 45  
Luck: 22

=====

Starting Equipment:

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Weapon: DigCW  
Shield: None  
Armor: BronzAR  
Helmet: None  
Magic: Dig

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6) Walkthrough

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Game Overview

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Breath of Fire is a very unique game in many ways. First of all, you can have 8 party members. Eight party members! Can the GBA scale that many sprites on the screen at one time? Well, I guess we'll never know. Cause only 4 are on screen and battling at the same time. Kinda like a bench in basketball, as that you have to have a good sixth man(fifth in this case).

All bosses also have a second wind. This means that after you take away all

their HP, their meter shows they still have 1 HP left. However, 1 HP isn't all they really have gained back. Depending on the boss, their second wind HP may have been more than their original hit points-or it might be incredibly less, like the Wizard in Karma Tower.

Another awesome thing is this game is transformations. The Hero can find up to 9 Dragon transformations, the strongest merging ALL party members together and dealing 999 damage every turn, no matter the enemy. Karn can also learn transformation spells from various wise men in his travels, that fuse him and other party members together at once, to be used in the Overworld and in battle.

Also, you can equip Ect items to your character, such as fishing rods and bait to the hero. These are usually used to add some extra punch to a member's stats other than the regular equipment.

And finally, when you have to backtrack to a city, I will label it as the next Part. For example, the second time you visit Romero, I will label it: Romero-Part Two.

=====  
Drogen  
=====

You will wake up in your bed. Follow the old woman around, then down the stairs. Here, talk to the lower and left most girl and she will move. Now head down a step and talk to the middle girl. Suddenyl, Sara will come in, warn you, and turn you all to stone. Now watch the cinema scene of her being captured, then wait until you resume control again after talking to the old man.

Now walk up and open the blue chest for 300GP. Now leave this building. Head into the Dragon Shrine(the building with a Dragon symbol on it) and talk to the Dragon Statue to save your game. Head out of town through the south entrance, and you're now in the Overworld for the first time ever.

=====  
Overworld  
=====

Head left, then up, and cross the bridge. You'll probably have to fight some Slimes and Bullas along the way-don't worry, they're not too tough to defeat, and if you get in trouble, you'll probably be able to run from battle. Try to level up to Level 2 around here, while heading up, then right and entering the city of Camlon.

=====  
Camlon  
=====

Walk north, then enter the Dragon Shrine and save your game. Exit the shrine, then walk north toward the castle. Talk to the king to learn it's been taken over by monsters, then enter.

\*\*\*\*\*  
Camlon Castle  
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Goodies: 70GP x2, Herb x5, BronzSD, Gauntlet, SuedeCP, Visor, Antdt x2, 150 GP

As soon as you enter, walk up a bit, then take a left turn, then walk up again. Heal yourself at the water pool by pressing A next to it, then go right, up, then right again. Now go down then right, and then down again, right, and finally up. Go all the way up, then go down the steps. Here, go down, then walk all the way left, across the room to the other steps. Go up these.

Now go down. Go down the steps, then head right this time, and up another pair of steps. Now go left, then up. Go up the steps here, then walk upwards and engage in a battle with the first boss, the frog.

-----  
Frog  
-----

This guy should be very easy. Have you character keep on attacking, and heal with herbs when necessary. If you find that you keep dying, level up a bit, then come back. After the fight, your character should gain about 2 levels.

Now that the castle is restored to it's original beauty, exit the place from the same way you came in.

=====  
Camlon-Part 2  
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As soon as you exit the castle, the King will thank you for your courage. Then, an earthquake will shake the land. The King concludes that the Quake Control is active in a dungeon under the town Nanai, and asks you to take it back from the Dark Dragons. Now save your game at the Dragon Shrine, then leave town and into the Overworld.

=====  
Overworld  
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Walk north from Camlon, than when you can, head east, and finally south. You'll find a large looking town called Nanai, the current headquarters for the Dark Dragons. Wait around outside until night falls, then enter the town.

=====  
Nanai  
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Since it's nighttime, some guards will be sleeping, allowing you access to the town. Make your way around town, avoiding the vigil guards that are near shops and inns. Around the center of Nanai is a large Castle with a dragon mark on it. Enter the castle while avoiding the one guard.

\*\*\*\*\*  
Nanai Palace  
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Goodies: 650 GP, B. Stn, Antdt, F. Stn, Cure, 70 GP, Armpad, E. Key

This place shouldn't have any enemies you didn't see in the Camlon Castle, but they'll be in greater numbers. Level up to about Level 10, and collect the B. Stn and F. Stn found here. After that, go find and fight the boss.

-----  
Knight  
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This guy is easy if you know how to fight him. Make sure you have the Long Sword, at least 3-6 herbs, the B. and F. Stones, and are at the level 9 or 10. Fight him with your sword and heal yourself with herbs, then hit him with the B. Stn. In his second wind, immediately use the F.Stone, then finish him with normal attacks.

After defeating the Knight, walk up to the monument in front of you and press A. Say yes to take the key out, then use the hole in the floor to warp outside of town. Nanai will then be destroyed. One of the King's servants will bring you back to Camlon, and tell you to then go to Winlan to find another kingdom. So, you must do so.

=====  
Overworld  
=====

Go back to the place where Nanai once stood. Now go east, the north, and then go up the steps to find the town of Winlan. The monsters on the walk there are nothing you haven't seen before.

=====  
Winlan  
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Save your game in the Dragon Shrine. Now head north, all the way up to the Castle. Talk to the Queen there, and she'll go back and talk to the Princess Nina. They'll give you a room for the night, which you will proceed to sleep in. Once you're asleep, you take control of Nina.

Once you gain control of Nina, walk down the steps. Open all the chests here for a couple of herbs, an antidote, a SuedeHT and a SuedeSH. Equip those, then head to the Weapon Shop. Trade in your ShortRP for a BronzRP, then leave town.

=====  
Overworld  
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Head south a bit from Winlan, then go west. You'll see a cave opening. However, before entering, take the time to level up Nina to level 6(only one level). Then enter the cave.

=====  
Aura Cave  
=====

Goodies: Cure, SuedeGN, 150 GP, I.Ore, 70 GP, Herbx2, B.Stone, C.Stone

Walk a few steps up and two Winlan soldiers will confront you. They say you can't go on without their help. Choose yes and they will join you, packing more power to your punch. Now continue forward.

The rest of the cave is very straightforward. Make sure you pick up the SuedeGN, which will really help Nina's stats, and the I.Ore, which will save you a trip later in the game. Just walk through the cave and kill the enemies that approach you, since they're ones you have seen before.

Now, once you exit the cave, head west to Romero.

=====  
Romero  
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Goodies: Map

The first thing you'll want to do here is heal at the Inn and save your game at the Dragon Shrine. Then, head to the house above the Inn that's on the right, and fall down the hole inside. Here's what the pots will look like:

-----  
43  
2  
1  
-----

Push pot 1 to the left, then push pot 3 upwards, and finally pot 4 to the left. Now walk up to the barrel and push it to the side, then search it for the Map. Exit out the staircase to the Overworld, then come back into Romero.

Once you're in Romero again, go up, then head west and exit the town. Now walk directly west and you'll enter the Karma Forest.

=====  
Karma Forest  
=====

Goodies: Herbx2, Bandage, 150 GP

This forest is uber easy. Just take the south path first, then take the middle one and you'll make it out of here in no time. You may wanna earn some experience in here, but I prefer earning it in Karma Tower instead. Anyway, you'll soon exit the forest. Then, there is a large tower right next to you. Guess where you have to go next...

\*\*\*\*\*  
Karma Tower  
\*\*\*\*\*

Goodies: Herbx3, MDropx2, Life2, Curex2, Charmx2

First, walk up and take a dring from the fountain. Then walk up and talk to the ghost to engage in a very easy boss fight.

-----  
Morte  
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This guy is a push-over. Have Nina use E-Key for an easy thirty damage, and have the two soldiers attack. if anyone gets injured, have Nina use Cura on them, while somebody reguarly attacks, and the other uses the E-Key. Make sure somebody uses the E-Key every turn-it deals the most damage at this point.

After the fight, proceed as normal through the tower. Soon, you'll reach the ghost's sister, who is known as Mortea. That extra letter brings extra hit points, defense, and attack with it too.....

-----  
Mortea  
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This boss is a bit harder then Morte. After the first turn, you're gonna have to use Nina use Cura every turn. Cure who was hit last turn, have one soldier attack, and the other use E-Key. You'll bring her down before long, so just have patience.

After defeating the girly ghost, climb up the steps behind where she used to be. Now head left and step on the switch. Cross the bridge to the other side, and talk to one of the girls. Then open the door and hit the switch, causing the middle girl to move. Now go down the steps to another floor.

Here, open the one chest for a Cure, then head down the steps. Here, walk around the path and head down more steps. When you enter this room, Nina should say the Remedy is near. head forward, and the Wizard will corner you. He'll fill the room with Xeon Gas, which is hazardous to the Winlan people. All your party members will be at 1 HP, and he'll battle you.

Just hit Auto-battle until the fighting stops, and Soldier 2 will leave to warn the others. You'll then engage in battle again, and let Wizard kill Nina and the soldier. Then you'll see Soldier 2 fly back to Winlan and warn the guards. They get a search party together, and walk you, the hero up.

When you gain control of Ryu, head out of Winlan. Talk to the people and they'll give you a ride to the Wizards tower. They'll drop you off at the top. Walk back down to where the Wizard was, and battle him.

-----  
Wizard  
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Use E-Key, to put it simply. You'll have to use your stash of herbs and cures every so often to heal yourself. Just keep using the E-Key to put 30 quick damage on him. Hopefully, he won't attack you too often.

After you defeat him, Nina will walk up and collapse in your arms. You'll grab the Remedy, and a soldier will fly you back to the castle.

=====  
Winlan-Part 2  
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Head to where the King is sleeping and talk to Nina. She states how the remedy isn't working.....but somehow your presence makes it work. The King wakes up and grants you permission of the underground passage to the Overworld. Nina will then join your party. Now, head down to under the castle, and talk to the two guards. They'll let you exit the castle, and you can then cross a bridge into the Overworld. Now, head south to two more cities with two more problems.

More to come soon.....

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7) Weapons  
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\*\*\*\*\*  
Attack Weapons  
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| Name     | Stats                 |
|----------|-----------------------|
| B-Rang   | Attack 60, Weight 2   |
| BoneCN   | Attack 14, Weight 4   |
| BroadSD  | Attack 34, Weight 5   |
| BrokenSD | Attack 42, Weight 15  |
| BronzRP  | Attack 07, Weight 2   |
| BronzSD  | Attack 12, Weight 3   |
| Cane     | Attack 08, Weight 2   |
| Club     | Attack 30, Weight 6   |
| Dagger   | Attack 32, Weight 2   |
| DigCW    | Attack 42, Weight 2   |
| Dirk     | Attack 05, Weight 1   |
| DragonSD | Attack 110, Weight 20 |
| DwarfBW  | Attack 150, Weight 1  |
| EmporSD  | Attack 255, Weight 1  |
| EvilCN   | Attack 20, Weight 6   |
| EvilRP   | Attack 55, Weight 7   |
| FlameDR  | Attack 74, Weight 7   |
| FlameSD  | Attack 122, Weight 10 |
| GiantHR  | Attack 60, Weight 12  |
| HeroBW   | Attack 220, Weight 8  |
| HeroSP   | Attack 56, Weight 4   |
| IcyCN    | Attack 30, Weight 10  |
| IcyCW    | Attack 88, Weight 3   |
| IronCW   | Attack 74, Weight 3   |
| IronHR   | Attack 45, Weight 8   |
| IronRP   | Attack 14, Weight 5   |
| JadeBW   | Attack 80, Weight 8   |
| Javelin  | Attack 34, Weight 3   |
| LightRP  | Attack 10, Weight 2   |
| LongBW   | Attack 28, Weight 5   |
| LongSD   | Attack 26, Weight 4   |
| LoyalRP  | Attack 64, Weight 6   |
| Mallet   | Attack 255, Weight 1  |
| MoonBW   | Attack 66, Weight 1   |

|          |                       |
|----------|-----------------------|
| MystCW   | Attack 120, Weight 1  |
| MystSD   | Attack 100, Weight 3  |
| OldSP    | Attack 42, Weight 5   |
| Pike     | Attack 24, Weight 4   |
| PoisonBW | Attack 42, Weight 6   |
| PoisonRP | Attack 20, Weight 5   |
| PowerDR  | Attack 66, Weight 7   |
| PowerRP  | Attack 82, Weight 0   |
| PowerSD  | Attack 62, Weight 8   |
| RageHR   | Attack 75, Weight 8   |
| Rang     | Attack 18, Weight 2   |
| Rapier   | Attack 10, Weight 4   |
| RustCW   | Attack 60, Weight 4   |
| Sabre    | Attack 08, Weight 2   |
| Scythe   | Attack 20, Weight 3   |
| SharpBW  | Attack 54, Weight 7   |
| ShortBW  | Attack 20, Weight 4   |
| ShortRP  | Attack 05, Weight 1   |
| Sickle   | Attack 50, Weight 6   |
| SilverDR | Attack 10, Weight 6   |
| Sleeper  | Attack 100, Weight 8  |
| SpineHR  | Attack 120, Weight 15 |
| StarHR   | Attack 210, Weight 8  |
| SteelBW  | Attack 35, Weight 5   |
| Stick    | Attack 05, Weight 1   |
| Tri-BW   | Attack 96, Weight 12  |
| Tri-DR   | Attack 54, Weight 6   |
| Tri-Rang | Attack 150, Weight 2  |
| Trident  | Attack 74, Weight 6   |
| WingRP   | Attack 34, Weight 2   |
| WingSD   | Attack 96, Weight 8   |

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Shields

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| Name     | Stats                 |
|----------|-----------------------|
| Bandage  | Defense 05, Weight 1  |
| Bracelet | Defense 12, Weight 3  |
| BronzSH  | Defense 08, Weight 3  |
| Domino   | Defense 42, Weight 7  |
| FlameSH  | Defense 38, Weight 8  |
| Gauntlet | Defense 08, Weight 1  |
| GuardSH  | Defense 32, Weight 10 |
| Glove    | Defense 20, Weight 6  |
| HuntGL   | Defense 30, Weight 8  |
| IcySH    | Defense 30, Weight 5  |
| IronSH   | Defense 12, Weight 4  |
| IronSL   | Defense 22, Weight 5  |
| MaskSH   | Defense 65, Weight 8  |
| MetalSH  | Defense 16, Weight 5  |
| MystSH   | Defense 48, Weight 5  |
| ProSH    | Defense 32, Weight 5  |
| SkySH    | Defense 15, Weight 1  |
| StarSH   | Defense 70, Weight 2  |
| SuedeSH  | Defense 02, Weight 1  |
| TrapGrd  | Defense 40, Weight 4  |
| WoodSH   | Defense 05, Weight 2  |



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## Armors

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| Name     | Stats                 |
|----------|-----------------------|
| AgileAR  | Defense 92, Weight 0  |
| ArmPad   | Defense 08, Weight 2  |
| BronzAR  | Defense 25, Weight 9  |
| ChainML  | Defense 20, Weight 2  |
| ClearCL  | Defense 100, Weight 0 |
| Cloth    | Defense 01, Weight 1  |
| Dress    | Defense 08, Weight 25 |
| FlameAR  | Defense 82, Weight 10 |
| Gown     | Defense 18, Weight 1  |
| GuruCT   | Defense 70, Weight 0  |
| HuntCL   | Defense 16, Weight 4  |
| IcyAR    | Defense 80, Weight 10 |
| IronMask | Defense 30, Weight 7  |
| IronML   | Defense 27, Weight 9  |
| LightCL  | Defense 68, Weight 1  |
| MetalAR  | Defense 39, Weight 10 |
| MystRB   | Defense 60, Weight 8  |
| PlateAR  | Defense 24, Weight 4  |
| PowerAR  | Defense 84, Weight 8  |
| QuartzAR | Defense 50, Weight 9  |
| RangetVT | Defense 40, Weight 8  |
| Robe     | Defense 02, Weight 1  |
| SageML   | Defense 25, Weight 14 |
| SuedeAR  | Defense 14, Weight 7  |
| SuedeCP  | Defense 05, Weight 4  |
| SuedeGN  | Defense 10, Weight 6  |
| SuedeRB  | Defense 35, Weight 2  |
| SilkGN   | Defense 15, Weight 4  |
| SpineCL  | Defense 60, Weight 10 |
| ThiefCL  | Defense 30, Weight 4  |
| WolfSkin | Defense 80, Weight 11 |
| WoolRB   | Defense 25, Weight 2  |
| WorldAR  | Defense 80, Weight 9  |
| WorldML  | Defense 75, Weight 11 |

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## Helmets

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| Name     | Stats                 |
|----------|-----------------------|
| AgileHT  | Defense 42, Weight 1  |
| Bandana  | Defense 05, Weight 1  |
| BronzHT  | Defense 10, Weight 4  |
| ChainHT  | Defense 25, Weight 8  |
| CursedHT | Defense 62, Weight 20 |
| DivingHT | Defense 32, Weight 6  |
| DragonHT | Defense 80, Weight 1  |
| EchoHT   | Defense 28, Weight 3  |
| FaceMask | Defense 35, Weight 5  |

|          |                       |
|----------|-----------------------|
| G-Tiara  | Defense 02, Weight 5  |
| GaiaMask | Defense 36, Weight 4  |
| GoldHT   | Defense 14, Weight 6  |
| Hairband | Defense 08, Weight 2  |
| HeadGear | Defense 16, Weight 5  |
| HornHT   | Defense 37, Weight 6  |
| IcyHT    | Defense 16, Weight 6  |
| IronHT   | Defense 32, Weight 6  |
| LoveHT   | Defense 64, Weight 10 |
| NiceHT   | Defense 06, Weight 3  |
| PowerHT  | Defense 44, Weight 3  |
| ShellHT  | Defense 25, Weight 1  |
| SkullHT  | Defense 25, Weight 10 |
| StoneHT  | Defense 48, Weight 16 |
| StrawHT  | Defense 02, Weight 1  |
| SuedeHT  | Defense 03, Weight 6  |
| SunHT    | Defense 12, Weight 8  |
| Tiara    | Defense 10, Weight 2  |
| TideHT   | Defense 00, Weight 0  |
| Turban   | Defense 11, Weight 1  |
| Visor    | Defense 06, Weight 2  |
| WolfHT   | Defense 12, Weight 4  |

=====

=====

8) Magic List

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=====

Ryu's Spells

=====

| Spell Name | Requirement  |
|------------|--|
| SnoDR      | Pass Dragon Training 1   |
| FlmDR      | Pass Dragon Training 1   |
| ThrDR      | Pass Dragon Training 1   |
| IceDGN     | Pass Dragon Training 2   |
| FirDGN     | Pass Dragon Training 2   |
| BltDGN     | Pass Dragon Training 2   |
| GldDGN     | Pass Dragon Training 2   |
| Rudra      | Pass Dragon Training 3   |
| Agni       | Pass all Dragon Training, Have all Dragon Equipment,<br>Find Spirit in Cave of Cleansing Water |

=====

Nina's Spells

=====

| Spell Name | Level Learned |
|------------|---------------|
| Cura       | Default       |

|        |          |
|--------|----------|
| Fort   | Default  |
| Heal   | Default  |
| Lk-up  | Level 6  |
| Atk-up | Level 7  |
| Cura2  | Level 9  |
| Hold   | Level 11 |
| Ag-up  | Level 12 |
| Warp   | Level 13 |
| Zom1   | Level 14 |
| Cura3  | Level 15 |
| Renew  | Level 17 |
| Idle   | Level 19 |
| Shield | Level 21 |
| Cura4  | Level 23 |
| Zom2   | Level 24 |
| FortX  | Level 26 |
| Hush   | Level 28 |
| Dispel | Level 30 |
| RenewX | Level 34 |
| CuraX  | Level 37 |
| Wall   | Level 41 |
| ZomX   | Level 46 |

=====  
Bo's Spells  
=====

| Spell Name | Level Learned |
|------------|---------------|
| -----      |               |
| Flare      | Default       |
| Spark      | Default       |
| Cold       | Default       |
| Fry        | Default       |
| Flame      | Default       |
| Frost      | Default       |
| Cura       | Default       |

=====  
Karn's Spells  
=====

| Spell Name | Requirements              |
|------------|---------------------------|
| -----      |                           |
| Shin       | Find Old Man in Overworld |
| Debo       | Find Old Man in Overworld |
| Doof       | Find Old Man in Overworld |
| Puka       | Find Old Man in Overworld |

=====  
Gobi's Spells  
=====

Spell Name Level Learned

-----  
Ebb Default  
EbbX Default  
Eco Level 16  
EcoX level 17

=====  
Ox's Spells  
=====

Spell Name Level Learned

-----  
Cura3 Default  
Heal Default

=====  
Bleu's Spells  
=====

Spell Name Level Learned

-----  
Exit Default  
Flare Default  
Spark Default  
Cold Default  
3.5 Default  
Para Default  
Bomb Default  
Sap Default  
Warp Default  
Rub Default  
Flame Default  
Fry Default  
Frost Default  
5.5 Default  
Boom Default  
F.Ball Level 20  
LStorm Level 21  
Chill Level 22  
Flee Level 23  
9.5 Level 24  
Blast Level 25  
Gale Level 26  
Ice Level 28  
Char Level 29  
Nova Level 30  
IceX Level 31  
FireX Level 32  
Drain Level 33  
BoltX Level 35  
NovaX Level 37  
Comet Level 40

=====  
Mogu's Spells  
=====

| Spell Name | Level Learned |
|------------|---------------|
|------------|---------------|

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|     |         |
|-----|---------|
| Dig | Default |
|-----|---------|

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-----  
9) Shops  
-----

=====  
Drogen Weapon Shop  
=====

| Weapon   | Gold  |
|----------|-------|
| Dirk     | 50G   |
| Sabre    | 400G  |
| Cloth    | 10G   |
| SuedeCP  | 240G  |
| ArmPad   | 300G  |
| WoodSH   | 300G  |
| Hairband | 1000G |
| SilkGN   | 2800G |

-----

=====  
Drogen Item Shop  
=====

| Item    | Gold  |
|---------|-------|
| Mrbl3   | 9G    |
| Herb    | 9G    |
| Herb x9 | 81G   |
| Antdt   | 13G   |
| T. Drop | 18G   |
| Apple   | 90G   |
| Life    | 450G  |
| Cure    | 1800G |

-----

=====  
Camlon Item Shop  
=====

| Item    | Gold  |
|---------|-------|
| Herb    | 8G    |
| Herb x9 | 72G   |
| Antdt   | 12G   |
| T-Drop  | 16G   |
| Acorn   | 24G   |
| Apple   | 80G   |
| Life    | 400G  |
| Cure    | 1600G |

=====  
Nanai Weapon Shop  
=====

| Weapon     | Gold  |
|------------|-------|
| IronRP     | 1800G |
| Long Sword | 2250G |
| Cloth      | 9G    |
| SuedeSH    | 135G  |
| SuedeCP    | 216G  |
| WoodSH     | 270G  |
| Hairband   | 900G  |
| SilkBand   | 2520G |

=====  
Winlan Weapon Shop  
=====

| Weapon  | Gold  |
|---------|-------|
| Sabre   | 400G  |
| BronzSD | 700G  |
| bronzRP | 800G  |
| SuedeHT | 200G  |
| WoodSH  | 300G  |
| SuedeGN | 500G  |
| Visor   | 800G  |
| ChainML | 2000G |

=====  
Winlan Item Shop  
=====

| Item   | Gold |
|--------|------|
| Mrbl3  | 10G  |
| Herb   | 10G  |
| Antdt  | 15G  |
| T-Drop | 20G  |

|       |       |
|-------|-------|
| Acorn | 30G   |
| Charm | 150G  |
| Life  | 500G  |
| Cure  | 2000G |

=====

Romero Weapon Shop

=====

| Weapon  | Gold  |
|---------|-------|
| Sabre   | 400G  |
| ShortRP | 400G  |
| BronzRP | 800G  |
| BronzSH | 500G  |
| BronzHT | 1200G |
| Gown    | 2000G |
| ChainML | 2000G |
| SilkGN  | 2800G |

=====

Romero Item Shop

=====

| Item     | Gold  |
|----------|-------|
| Herb     | 10G   |
| Herb x9  | 90G   |
| Antdt    | 15G   |
| Antdt x9 | 135G  |
| Acorn    | 30G   |
| Acrn x9  | 270G  |
| Life     | 500G  |
| Cure     | 2000G |

=====

10) Enemy List

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| Monster  | Hit Points |
|----------|------------|
| Ameblob  | 75         |
| AmeblobX | 400        |
| Archer   | 180        |
| Beak     | 14         |
| Blaze    | 400        |
| BlazeX   | 2500       |
| Blurb    | 50         |
| Bowman   | 112        |
| BowManX  | 110        |
| Bulla    | 20         |
| Bully    | 45         |
| Buzzer   | 100        |

|          |      |
|----------|------|
| Cactus   | 54   |
| Chimera  | 180  |
| Chopper  | 100  |
| Claw     | 2500 |
| CrawlerX | 80   |
| Creep    | 25   |
| Creon    | 100  |
| CreonX   | 120  |
| D.Flea   | 200  |
| D.Knight | 180  |
| D.Rider  | 44   |
| DogFish  | 140  |
| DogFishX | 300  |
| E.Chest  | 45   |
| Entity   | 700  |
| FireHead | 240  |
| Fishy    | 65   |
| Flea     | 15   |
| Flower   | 700  |
| Fly      | 45   |
| Fungus   | 80   |
| G.Knight | 50   |
| G.Slime  | 120  |
| Gargoyle | 2200 |
| Ghoul    | 280  |
| Gloom    | 12   |
| ICU      | 2500 |
| Lancer   | 150  |
| LancerX  | 300  |
| M.Slime  | 2000 |
| M.Flea   | 100  |
| M.Scorp  | 65   |
| Mage     | 85   |
| Midget   | 55   |
| Mimic    | 300  |
| Natlius  | 200  |
| P.Bug    | 8    |
| Peril    | 250  |
| Phoenix  | 240  |
| PincherX | 2500 |
| Prickler | 9    |
| R.Slime  | 66   |
| Roach    | 180  |
| Rogue    | 2000 |
| Ruga     | 3500 |
| S.Rider  | 25   |
| SandClod | 100  |
| Scorp    | 70   |
| Shadow   | 100  |
| Slime    | 12   |
| Soldier  | 600  |
| Sorcerer | 200  |
| Spearman | 150  |
| Spider   | 40   |
| Stool    | 25   |
| Tentacle | 60   |
| Tronk    | 40   |
| WarHog   | 50   |
| WarHogX  | 280  |
| Warlock  | 250  |



|         |     |
|---------|-----|
| Widow   | 300 |
| Wraith  | 220 |
| WraithX | 362 |
| Zard    | 35  |
| Zombie  | 25  |
| Zoom    | 300 |

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11) FAQ  
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Q: How do I walk through forests? I have Bo in my party!

A: He must be in the front of your party. Then just walk into the forests.

-----

Q: What are those dragon panels and those dragon dirt marks?

A: The Dragon Panels can be moved by one of Karn's transformations later in the game. The dragon dirt marks can be dug into by your eighth party member, Mogu.

-----

Q: How can I walk faster?

A: Press and hold the B button to run.

-----

Q: Where do I find the dragon items?

A: You must fish in various wells that you find throughout the overworld. Attach a Rod5 and bait to both of your Etc positions, then walk up to a well and press A. With luck, you'll get a piece of the Dragon Equipment.

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Q: How do I open locked doors?

A: You must have Karn leading your party, then walk up to the door and press A to unlock and open it.

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-----  
12) Secrets/Codes  
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\*\*\*\*\*

Chung-Li Cameo

\*\*\*\*\*

Go to a house in Bleak. Talk to the kid, then answer yes when he tells you to put 100GP on the table. Then, when he asks you to turn around, choose no twice, then the third time say yes. After that, you'll see Chung-Li.

\*\*\*\*\*

9999 Experience and 9999 Gold

\*\*\*\*\*

Before battling Jade in Obelisk, he will ask you if you want to join him. Answer "Yes", and whenever he asks you if you want to change your mind, answer "No". Do not push any buttons and he will soon say, "I'm bored. Entertain me!". After this, there will be a battle scene. You will fight a D.Flea, a Crab, a Flower, a G.Slime, and finally an M.Slime. The M.Slime will give you 9999 Gold and Experience. You can easily repeat this process as many times as you wish.

=====

13) Credits

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Capcom, for making this game and then remaking it for the GBA-and adding the run feature in the overworld.

Nintendo, for publishing the game and for making the ultimate travel accessory.

Ceej for running a great site and taking the time to email me back.

My SNES BoF cartridge that helped me sort out some of the names I forgot.

GameWinners, for the 9999 Exp. And Gold trick.

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14) Copyright Information

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Thank you for reading my BoF for GBA FAQ. I hope you have as much fun as I had with the game-and there's plenty more to come!



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