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Websites who can use this FAQ without asking (cause they asked it and got the permission) :

- <http://www.GameFAQs.com>
- <http://www.RPGamer.com>
- <https://www.neoseeker.com>

***** 2. Version History *****

The latest version of my FAQ can always be found at <http://www.GameFAQS.com>

Version 1.10 (July 19th 2002) File size: 42,0K

-
- Updated on the web
 - Walkthrough up to top of the Desert Tower
 - EXP Chart up to lvl 10, added EXP chart for Ramy too
 - Began the Job Listing
 - Stopped using Notepad as the file as become too big, switched to MSWORD2K
-

Version 1.02 (July 18th 2002) File size: 30,1K

-
- Walkthrough up to the 3rd town
 - Added some more tips
-

Version 1.01 (July 17th 2002) File size: 24,2K

-
- Took a good old Lufia II map and gave names to the cities (the maps are almost identical) But still, the continent move rapidly in Lufia's world...
 - Decided I won't do the lists until I get an English version (it was almost useless)
 - Walkthrough up to after the pirate ship and auction house
 - Morphed the game's basics and tips section together
 - Added some really basic tips
 - Added the FAQ
 - Added the "Websites who can use this FAQ without asking" list
-

Version 1.00 (July 15th 2002) File size: 18,1K

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- Started the FAQ and published it, so why should it be under 1.00? Is it really necessary to beta-test an ASCII text file?
 - Started Monster Chart with some enemies I saw up to date
 - EXP chart up to level 6
 - Walkthrough up to second town
 - Did legal stuff

- Did Version History (obvious?)

***** 3. A few notes *****

This game is only available as a Japanese ROM and I don't know Japanese at all. So cities, weapons, armors, items, enemies and all that nice stuff will have strange name until it comes in English.

In the walkthrough, items with a * next to them are items I recommend buying

I decided not to continue/make/start/do, whatever, the weapons/armors/items and monster list until I get the English version of the ROM, as it is pretty useless without comprehensive names.

If you got any information I don't, please email me at athanorfaqs@hotmail.com and I'll be happy to credit you.

***** 4. Review of the game *****

To be done

***** 5. Game's basics/Tips*****

Controls:

A	Talk, Examine, Accept
B	Cancel, use weapon in dungeons
L	Change lead character
R	Rotate without moving
Select	Open the menu
Start	Field record

Stats:

The stats in Lufia: Runes of Silence are a little different from most RPGs. For example, you have no strength. When you level up, your Attack Power increases directly. So if you want to see which of your guys has the greatest strength, you need to de-equip them and then compare.

HP: Hit Point. They decrease when you get it. When they reach 0, you die. Heal them with a potion or an healing magic.

AP: Ability points. Decreases as you use skills/magics. Heal with special items

ATP: Attack Power. Determines your damage. It's basically your base ATP + your weapon's strength.

DFP: Defense Power. Reduces enemy's physical damage. It's basically your base DFP + the total of your armors' DFP.

AGI: Agility: This determines who attacks when (highest AGI goes first, than second highest,...). Also, characters with high AGI fighting against enemies with low AGI can attack more often than enemies can. Same if monsters got higher AGI. Also, if one of your guys has 50AGI and the other 30AGI, the one with 50AGI might hit 4 times while the one with 30AGI will hit 3 times, as combats are not entirely turned based.

INT: Intelligence. This affects your spells effects. The more INT you got, the more effective your spells are.

MGR: Magic Resistance. Reduces enemy's magical damage

Tips:

- Save as often as you can, this won't damage your GBA (as far as I know).
- Doing a Field Record is not actually saving, but is as useful. To do one, press Start and select the first choice. This will record your game exactly as it is when you do it. Use it when you feel your batteries are getting low. To load a field record, select the second save slot in the main menu. When you do a field record, your game automatically quits.
- Try to get a monster (using a stone) as soon as possible. Although they often run away, they level up as you do. If they die, they still remain with you, they won't disappear. And don't worry about your stone supply, you can buy some in the second town, Gruberik.
- If you got this game in Japanese, try talking to everyone and going everywhere in town. If scenes need to happen, they will.
- If the enemy's DFP is higher than your ATP, you will miss. In this case, buy some better stuff or level up.
- Don't go in fights pressing the Fast Forward button (emu users) and hammering A. Without some strategy, even the simplest fight can hurt you bad.

To be continued

***** 6. Walkthrough *****

* 1. Parcelyte, The Beginning *

Items: Potion x4, 100G, 5G from making bed

Weapon/Armor Shop	Items Shop
Sword1 7G	Potion 30G
Sword2 30G	Weird Item1 120G
Sword3 110G*	Alarm Clock 20G
Sword4 50G	Weird Item2 20G
Armor1 110G	Weird Item3 30G
Armor2 150G	
Shield1 30G	
Helm1 30G*	

In the intro, you see the Iju's father departing somewhere. This is many years ago. Then, a few years later (10 or something around it), you wake up, Torma next to you. When the girl asks you a question, answer the first choice or she'll keep asking it (and nothing is worst than a girl that keeps asking something ;). When the old man asks you something, answer twice the first choice or he'll take 50G from you (you start with 100G so that's a lot). If you go to the church you can save your game. Talk to the cleric and choose the first choice to save. Confirm the overwriting by choosing the first option (if you already saved once that is) and then choose the second option to say you want to continue playing (the first one quits the game). You can also play the organ (useless).

There are a few items to get in town. Go near the north-western house. Under the mailbox is a grass patch. Cut it (B) and go west of the house. Cut the grass patch to find a potion. Now go inside the house. In the wardrobe to the right is yet another potion. East of the exit of the town is a row of 3 trees. Under are 5 grass patches. Cut them to get another potion. Entering shops from behind is a tradition in Lufia games. Enter the items shop from behind (the

door is in the middle). Open the wardrobe to get another potion. Seems you got too much? Don't worry, you'll need them. Now, examine the bed (press A next to it) and you'll end up making it! The shopkeeper will give you 5G for this service. *Note: If you come back and make the bed again, you won't get any cash :(* You can also enter the weapon shop from behind but there's nothing of interest. Now, go in the house northeast of the inn, near the old man. In the wardrobe to the left is 100G. BTW, isn't that called stealing? Well, who cares...

Go buy the best weapon in the weapon shop (110G) and give it to Torma. Give his old sword to Iju. Don't buy any armors, they're not worth it, except maybe the helms. Keep the cash, you'll need it later.

Ok so now we need to go to the first dungeon, to become an official hunter or something like this. Go west of town to enter the castle.

Enter the castle and go north until your Torma joins you. Talk to the guy in front of you and you can choose your name and clothes color (adds to the replay value ;) After the conversation, you can talk to the cleric to save. He'll explain that he can save, revive someone for 100G and remove cursed items for 50G. Now, go southwest and enter the cave.

* 2. Parcelyte Castle's Dungeon *

Monsters: Red Jelly, Blue Jelly, Red Monkeys, Lizard, Bats

Boss: Zombie

Items: Potion x2, Sword, 5G x2, 5HP10AP Potion, Grey Stone x2, Fruit

Recommended Level: 1

Judging from what the enemies drop, you can tell this gonna be a hard game. The monster usually drops 2-4G and a potion costs 30G. Well, that's Lufia...

When you enter the dungeon, go north until you reach a narrow passage and a larger room. Go west to another room. Cut all the grasses and you'll find a potion and a sword. Go back to the large room and go north until you see a man. He can't go through cause of the grass. Cut it and continue north. In the next room, head north until you see a stone plate and a blocked door. You need a stone to open the door. Exit east to reach the next room. Cut the grass to the north to get 5G and continue west. You'll get trapped. Kill all 3 enemies for the doors to open. Take the eastern exit. There, cut the single grass patch to the north to reveal a switch. However, it doesn't stay pressed when you move out. Go west, take the pot (A) and drop it on the switch. Pass through the door to the west and head north. Cut the grass to get a potion-like item (it heals 5 hp and 10 ap, or 5HP and 5AP when used in battle) and open the chest to get the stone. Push the crates to the left (A while holding left) to make it to the next room. From there, head south (next room), south (where the man is) and west to make it back to the stone plate and blocked door. Go to the stone plate, open the menu (Select), choose Special Items (Left, 2nd from top) and choose the stone. Ta-da! The door opens. Now, if you leave the dungeon (only a few rooms south) the door will stay open.

Pass through the door and you'll reach the first real puzzle of the game. To get to the stairs, do this: push the central block north 2 times, cut all 4 grass patches then push the central block either left or right. Easy? Well... yes :P. Go down the stairs. A guy will rush at you, I really don't know what he wants, then he leaves. Push the barrel down on the switch (if you push it on a wall and can't get it out, you're an idiot. Leave the room and come back). Cut the grass patch next to the switch to reveal another switch. Pick the brown jar (the grey ones can be broken with your sword) and put it on the other

switch. You may need to rotate yourself without moving. To do so, hold R. Go through the door. The 3 chests are empty. Cut any grass patch to reveal a chest containing a grey stone. Head to the previous room and go south.

Here, you will have to switch guys (press L) and press B to go across the gaps. Once you crossed the first gap, pick the pot and drop it on the switch north. It will make a pole appear to the east. Use it to cross the gap. Go north then west to the next room. Cut the grass patches to the west to reveal another whopping 5G. Go south. Cut the lone grass patch to the west to reveal a fruit. In the only unopened chest is a gray stone. Cut all grass patches. One of them houses a potion, another a hole. Fall in it. Down there, follow the path until you come to a wall with vines. Don't go up, this is the way to the exit. Instead, go to the room to the north. Fight the bat to open the door. Make sure you are fully healed before you open the coffin, as its time to fight your first boss.

* Boss: Goblin *

HP: 145
EXP: 250
GOLD: 100
WEAKNESS: None
SUGGESTED LEVELS: 3

Well, you have no other means than regular attacks to beat this guy, so no real strategy applies. If you haven't bought any armors (which is more than likely) he'll deal around 10 damage. Attack all the time and heal when you get low on HP. He can put you to sleep, so be careful. His sleep lasts about 2 rounds. Be sure to have AT LEAST 2 potions. He/It might take some time, but is really easy.

After the fight, Torma will read something on the coffin. With this in mind (or not), climb the vines. To exit the dungeon, do this: cross the first gap to the east, cross the other one to the east, northeast to next room, up the stairs, cut the grass patch to the right, puss the block twice, cut the grass south of you, south to next room and continue south until you're out.

Once you're out, the guard will escort you to the king. He'll ask you 3 questions; answer this: 2nd choice, 1st choice, 1st choice. Now you can leave town and begin your quest.

First thing: Save, than rest. Now, we must make it to Gruberik, and not via an overworld, but via what I call an "outside dungeon". Go south and leave the town.

* 3. Outside Dungeon: Way to the Second Town *

Monsters: Red Jelly, Blue Jelly, Green Jelly, Spiders, Birds
Boss: Big Spider
Items: Potion, Strange Purple Potion, Yellow Stone x2, 10AP Potion, Shield
Recommended Level: 3

On the first screen there's nothing of interest, so head west until you reach the other. On this screen, head north where there is a lot of flowers and grass. Cut the grass and the last one will reveal a potion. Follow the path west until you see 2 fences with 4 grass patches between. Cut them to access

the fenced area. There, cut the 5 grass patches to reveal a strange purple potion. Get out of the fenced area and follow the path east the north to get to the next screen. In the next screen, head north, push the barrel left and throw your whip north on the pole. Cross the gap west, go south and pick the jar, go northmost and drop it on the suspicious-looking rock. This will lower the pole just below you, but raise 2 others. Go south and cross the gap east, north like you did before, and north again. Pushing the barrel on the switch has no apparent use. Head north until you see a fence and 4 grass patches. Cut them to find a yellow stone. Head north across the bridge, east and on to the next screen. *Note: If you continue north and cross the gap west, you will see a cave blocked by spider webs. This is for later.*

On the next screen is a house. Go in and talk with the man in the back room. I'm not sure if its necessary but still, do it. Exit the house and continue east. On the next screen, there are 8 grass patches blocking the way north, but they lead to a cave blocked yet again by spider webs. Who's causing all that trouble? We'd better find it and kill it. Continue east until you get to some plants on the north wall. Cut them and enter the cave. Inside is a yellow stone. Go back out and follow the path east, north, west. When the path starts going north, continue west and cut the grass next to the rock pit. Inside is an items that recovers 10AP. If you go down the pit, you'll find a chest, but it is blocked by a skeleton. Head north to the next screen. Here, if you head east, you'll find a big spider web blocking the path. Instead go north to the next screen. There, go north and cut the plants on the wall until you find the entrance. Inside, you realize this is the "lair of the beast". Go north and prepare to fight...

* Boss: Big Spider *

HP: 200
EXP: 365
GOLD: 400
WEAKNESS: None
SUGGESTED LEVELS: 4

Still, the only thing you can do is attack, and by now you should be able to do it pretty well. I suggest level 4 but must people should be here at level 5. So it will be quite easy. Even if you didn't bought any armors, he will rarely hit over 10. I used a single potion here. If you have difficulties fighting him, level up once more and you should be able to kill him easy, really easy.

Now that you whipped some spider's butt, much of the webs are gone. *Note: The 2 caves I stated earlier with webs blocking the way still can't be accessed. There are still webs blocking the way*. Go south twice to leave the cave, and south again until you see the path on the ground. Follow it until you see a single grass patch with some flowers around to the left of the path. Cut it to get a shield. Continue north until you reach another screen. From here, go north all the way to reach the next town, Gruberik.

Note: From now on, when you leave an area, you will come to a world map. Use UP/DOWN/LEFT/RIGHT to choose an area and press A to zoom there. Once on the area map, choose a location (red is a dungeon, blue is a city) and press A to go there. Press B to return to the world map. Obviously, you can only go to areas you already been.

* 4. Gruberik *

Items: 100G x2, Helm, 10AP Potion, Strange Purple Potion, Strange Red Potion, Strange yellow potion, Potion x2, Grey Potion x2, +3DFP ring x2

Note: some of these items can only be accessed later in the auction house
Once in this new town, its time to search stuff. In the south-eastern house, there's a bookcase. Examine it twice to get 100G. If you go to the south-western house, you'll find out you can climb on the roof. Do it and jump at the other end. Cut the grass patch to reveal a helm. To get out of there, enter via the back door just below where the grass patch was. Push the boxes and go east. You'll see a wardrobe and a bookcase. Open the wardrobe to get a 10AP potion. Now, go north via the right stairway and into the northmost house. There's a wardrobe, but its empty. However, there are 2 jars to the left. Break them and look down where they were. There is a purple potion there.

Now, go through the main stairway. Torma will leave you. Go in the first house to the right. Open the wardrobe to get a red potion. Get out of the house, and go in the big house north of the pub. Go up the stairs and open the wardrobe to get a ring that increases does +3DFP. Now go east from this house, down the stairs and into the small house. After some conversation, Torma will join back. If you open the wardrobe inside, a rat will run out (?). Now go north to reach the marketplace.

Go in the first building to the left and up the stairs. Open the wardrobe to get a yellow potion. In the item shop, the shopkeeper will ask you a question. I don't know what it is, answer anything. Go in the big weapon shop north of the items shop. Go up the stairs, push the crate near the shopkeeper and open the second wardrobe. You'll get a sword. Now, go to the left of the inn (north of weapon shop). There a pot. Break it and collect the yellow stone. Now go in the inn. In the basement (left door) there's 2 wardrobes. They both hold a potion. On the second story, the wardrobe is locked. Exit the inn. Finally, visit the north-eastern house (near the docks) and open the wardrobes to get 50G

On the docks (to the right of the marketplace) is a gray potion (heals 100HP).

Now, go back to the marketplace and north to the big Antique shop. The right door is a church where you can save. Now, enter the antique shop by the big front door. Take the door to the right to arrive in a basement. The wardrobe contains a grey potion. In this building you are supposed to be able to get jobs, but I really don't know how.

Exit the Antique and go west until you reach a new screen. Now, go back to the marketplace. You will see a scene with a thief stealing from a girl. Chase the thief around the marketplace (go south on the main path, then go west, then go near the items shop, go east until you reach the main path, he'll be there, go north until you see him, east towards the dock and finally on the docks) *BUG: You can pass through the girl on the small path east of the main path, just south from where you begin the chase* *NOTE: The thief can flee in different directions depending of the place you see him. If you arrive from the left, he'll flee right, and vice-versa.* Arrived on the docks, go north to the next screen. There, talk with the 2 guys and return to the basement of the inn. Torma will be there with the girl. Torma will join you back.

Go back to the screen with the big ship. Walk near it and Torma will ask if you want to go in. Answer the first choice (yes) and you'll go in.

* 5. The Pirate Ship and the Auction House *

Enemies: Pirate (not really an enemy but still a threat)

Items: Strange purple item, Strange purple potion, Potion, Fruit

In the ship there's no enemies, simply Pirate Guards that will take you out if they spot you. The goal here is to get back the stuff the thief stolen from the girl.

When you enter the ship, first go left where the jar is. Wait until the pirate in front of you is looking away. Quickly pick the jar and drop it anywhere. Open the chest to get a strange purple item (to be used on an enemy in battle, but it always missed with me). Now, go right 1 tile, 3 north (watch out for the pirate) and left to get a strange purple potion. Go back to the stairs you came from and this time go right. Wait for the left pirate to be looking away and for the right one to have passed the corner. Follow him in the back, he won't see you. At the next corner, continue to follow the pirate up some tiles, then go right when the top one is looking away. Around the next pile of stuff you should see 2 other pirates. Use the same strategy to avoid them. You'll see some stairs to the right. Take them down.

You'll overhear a conversation between 3 pirates. When you're back in control, go east until you see the 3rd door. Enter through it and break the jar to reveal a potion. Continue east and cross while the pirate is looking away. There are 2 treasures: the first one is a fruit, the other the stolen stuff. You'll automatically be taken outside of the ship.

>From there, return to the inn's basement. There will be a conversation with the girl. When you are asked a question, answer the first choice, as it shortens the conversation, which is rather boring. It seems that the thief also stole some other stuff, and this one is for sale in an auction at the big castle-like building north-east of the marketplace, but you need a member card. After the conversation, go to the first house on the left when you enter the marketplace area from the city. There, you will see a girl dance. Now, go talk to the cool-looking-guy with glasses. He seems to have a crush on the girl you saw dancing. He wants you to go get a gift for her. Head to Parcelyte and talk to the old man outside your house. For 50G he will sell you... a cane? Well, that's what it looks like. Return to Gruberik and talk to the man again. Now, go upstairs and talk to the girl to give her the cane. Go talk with the man again and he will give you a letter. Torma will leave you. Go give the letter to the girl and she will give you a card. With it you can access the auction.

Go to the marketplace and east near the docks. There, you will see a path going north. Follow it to the next screen. There, the girl who got robbed will meet you and give you 500G to buy the stolen stuff. She'll also join your party. Head north and enter the main door. On the left is a wardrobe with a ring like the one you already got. Examine the bookcase next to hit to get 100G. Now, go downstairs. The auction will begin immediately. Always bid higher until you the price is 550G. Offer this price and the item is yours.

Outside, the girl will ask you a question. Answer yes and she will join you. Before leaving the town, you can go get a job (aka class) in the Antique's basement. I HEAVILY recommend choosing the Top-Left kiosk, it's the fighter job. It increases your ATP and HP and allows you to equip more powerful swords and armors. Go buy the best stuff before leaving. Also, if you go west from the marketplace, you'll arrive at the Ancient Cave's entrance. I do not recommend going there for now.

Now, to get to the next town, we must venture through the mountains.

* 6. Volcanic Mount *

Items: Flame x2, 5HP10AP potion x2, Strange Purple Potion, MGR Drink, Gauntlet, AGI Potion, Sword, Potion x2, ATP Drink

Recommended Levels: 6

On the first screen there's nothing, so proceed to the next one. On the next screen, go north until the path splits, then go west to the next screen. Cut the grass to reveal a flame and a 5HP10AP potion. Return to the previous screen and this time head north. Go west, north then east to reach a single grass patch. It hides a Strange Purple Potion. Now go north until you see a cave on the right. Inside, go up the vines and then south to exit. Head north to the next screen.

Here, you will see a wall with 4 vines and a cave entrance. The cave leads to nowhere, it's the way down. On the wall, you can see some slightly whiter rocks. These can be climbed just like vines. Climb the second vines (from the left) up until you reach a platform with a cave. Enter the cave to get a MGR Drink (increases MGR in battle). Exit and climb down all the way. This time, climb the rightmost vines until you reach a platform. Continue climbing up, left and down and you'll eventually reach a cave. Enter it and go all the way around until you reach the exit. Outside, fall down where the arrow is and you'll reach another platform with a cave. Enter it. Push any block and continue to reach a chest. Inside is a gauntlet. Go down all the way to reach the bottom of the wall. Again, take the right vines and climb them up to the cave, inside, outside, and up to the top and the next screen.

You'll arrive in a rather smoky area. Go east and up the 3 vines. Cut the grass to get another flame. Go down the vines, east and north to the next screen. Go north all the way and get to the next screen. Here, the smoke is gone. Follow the one-way path until you reach 2 skulls. When you get close to them, a boulder will fall, blocking the way. Now there's no turning back. Go north to the next screen. Apparently, the bridge is broken. No way to go, and no way to turn back. Well, there MUST be a way. They won't let you here till your batteries run out won't they? To continue, cut the grass to the right. There's a hole slightly hidden by the smoke. Fall in it.

Be careful with the lava, every single step takes 1HP out of you. In the chest east is an AGI Potion. Go north to the next room. Cross the second bridge you see (the 2x2 one) and enter the room and open the chest to get a Sword. Return to the previous room and cross the other bridge (the 1x3 one) then go left to the next room. Here, you will see bridge maze. The goal is to kill all 3 monsters without stepping twice on the same tile to open the door. Be careful, as the combats are back attacks, except the last one. From where you enter the bridge, do this: 2 north, 5 east, 2 south, 2 east, fight, 2 east, 7 north, 2 west, 2 south, 6 east, 5 north, fight, 2 east, 1 north, 2 east, fight, 2 east, north to the next room. Follow the zigzag path to the top of the room, go west, then south. Grab the potion and continue south. Grab the other potion and continue to the next room. Here, follow the rock path north. You'll see 3 jellies. A scene will happen and the girl wants you dispatch them. Heal and head toward them.

* Boss: Fire Jellies x3 *

HP: 100 each

EXP: 500 each

GOLD: 200 each

WEAKNESS: None

SUGGESTED LEVELS: 7

These guys can get annoying. They are 3 and they it from 3 to 7 if you are at level 7. If you arrive fully healed, you should be able to kill the first one before having to use a potion. They should take about 4 hits each. Pretty simple fight. Use a potion when needed and attack continuously and they won't last long.

After the fight, two jellies will vanish, the other one will flee. A door will appear. Go through it and through the other. You'll find yourself the other side of the bridge. Go south to the next screen. Here, cut the lone grass patch to reveal a 5HP10AP potion. Continue south and cut the 5 grass patches to get an ATP Drink. Head back north and go west. You can go down the wall between the rock and the skull. Do it and go south to the next screen. Go south and FINALLY get off this darned mountain.

* 7. No, this can't be Bound kingdom?!? *

Items: 10G x2, Yellow Potion

Enter the town and then leave it immediately. The girl will collapse. You will then be taken to a tent. Leave it and the villagers will all leave. Head north and east to reach another area with a goblin. You'll have to fight it.

* Boss: Goblin *

HP: 145

EXP: 250

GOLD: 100

WEAKNESS: None

SUGGESTED LEVELS: 3

Attack, attack, attack, don't heal, attack, he'll die. It's the same goblin you fought in Parcelyte but you're a lot stronger. Easy fight.

After the fight, all the villagers who hid into the cave will escape. Then, Ramy will come to you. When you are asked a question, answer the first choice and she'll join you. She's pretty weak, but has a pretty high AGI and INT.

Now, when you come back to town, go in the first house you see. There are 4 pots on the right. Break them to get 10G. Now go in the westmost house. Break the jar to get a yellow potion. There's a shop in the tent east of town. Near the exit of the town, go west to see 2 pots. Break them to get 10G. Now, I recommend going back to Gruberik (eh, wasn't there a boulder blocking the way?) and get white mage job (top-right stand) for both your guys. Go in battle until you learn the first heal spell (should take around 3 fights). Now, get the fighter job (top-left) for Iju and the Black Mage (bottom-right) for Ramy. Oh, and don't forget to save too. You might also want to get a few things from the weapon/armor shop, like the 2000G armor for Iju (really worth it, 44DFP)

Now, we need to go to the tower in the middle of the desert.

* 8. The Desert Tower *

Items: EXIT item, Fire Attack Item, Strange Yellow Potion, 10AP Potion, Gray Rock,

Recommended Levels: 8

In here, go north until you reach a place where you cant continue. There'll be a conversation. Switch to Ramy (L) and use her flame (B) to light the two torches and continue north. In the next room, there's a chest to the right of the stairway that contains an EXIT item. Go up the stairs and step on the platform in the next room. Go up the stairs. This room is a big maze. Go south by pushing the blocks and follow the path until you reach an intersection. Take the first path west. Go north and west to get the chest. To go further north you need Torma. Return to the entrance and head south (not where the blocks are), east, south and west to get a Fire Attack Item. Now, return east, north, push, east, south, follow the path to the next room. Step on the switch and proceed north. Go north again to the next room. Here, push the right block twice north, go around it and push it left until it is on the switch. Enter the room. As you enter, spikes raise, blocking the way out. Get the two chests (Strange Yellow Potion, 10AP potion). Push the 4 blocks on the 4 switches (actually, you just need to walk on the 4th one) to lower the spikes. Go back to the previous room. Push down the left block, up the right one, and push it to the right switch. Enter the door and go up the stairs. Here, simply put the 8 blocks on the 8 switches to lower the spikes to the left. Be aware that the 2 monsters will also be released. Go west, than south, and up the stairs. Here, you need to fall in the middle hole, so walk once on the middle crack, then jump in the hole. You'll fall on a switch, in the room just below the stairs you took. Head north, then up the stairs. Down the room is a gray rock. Head north to the next room. Here there is 2 switch, but only 1 block. The right switch opens the right door, but it's a trap, with 2 monsters behind the door and nothing else. Put the block on the left switch and enter the door. In here, go south to the next room. Here, there are 3 pots and 4 switches. Grab the northwest pot first and drop it on the top-right switch. This will reveal another pot. Put them all on a switch to open the door north. In here there is a potion to the left. Go up the stairs and down the room to get an armor. Now head up the many, many stairs and go south to end up outside.

Go south, west and up the elevator. Grab the armor and go down. Continue west and enter the second door. Go up the stairs and south to end up outside again. Go west and up the stairs.

Remember this place from the intro (if you looked at it, that is). Apparently, the girls stolen stuff is to be used here. When she asks you something, answer the second choice or she'll explain again.

Well, that's it for tonight, I'll continue soon, pretty soon.

***** 7. FAQ *****

If you have any questions about the game, ask them at athanorfaqs@hotmail.com with Lufia IV in the title. I'll reply to you and post your question here.

***** 8. Jobs List *****

White Mage

Stats Modifications:
Level 1 Ability: Heall (3AP): Heals 30HP

?????

Haven't got this class yet

Fighter

Stats Modifications:

Level 1 Ability: Fire Attack (2AP): Attacks normally than throws a flame at the enemy

Level 2 Ability: ????? (0AP): ?????

Level 3 Ability: Ice Attack (6AP): Attacks normally than hits all enemies with ice magic

?????

Haven't got this class yet

Monk

Stats Modifications:

?????

Haven't got this class yet

Thief

Stats Modifications:

?????

Haven't got this class yet

?????

Haven't got this class yet

Black Mage

Stats Modifications:

Level 1 Ability: Fire (3AP): Fire elemental attack hits 1 enemy

Level 2 Ability: Water (4AP): Water elemental attack hits 1 enemy

Level 3 Ability: Ice (8AP): Ice elemental attack hits all enemies

?????

Haven't got this class yet

To be continued

***** 9. Items/Weapons/Armors list *****

To be done

***** 10. Monsters/Boss list *****

Note: The names of the baddies might not be the good names. These are names I gave them cause of their look and behavior, basing myself on previous Lufia games.

Another note: Monster drop random gold, but its around this number (a red jelly won't drop 1000G, won't he? However, he can drop 1G,2G,3G or even 0G)

Bat
HP: 14
Exp: 10
Gold: 6
Moves: Flee, Drain HP

Blue Jelly
HP: 23
Exp: 16
Gold: 14
Moves: Attack

Red Jelly
HP: 5
Exp: 4
Gold: 2
Moves: Attack

Red Monkey
HP: 16
Exp: 4
Gold: 5
Moves: Water bubbles

To be continued

***** 11. Experience Chart *****

This give you an idea of how much exp you need to get to higher levels through the game

For Iju and Torma:

Levels Exp

1	0
2	49
3	128
4	289
5	504
6	904
7	1632
8	2951
9	5884
10	8795

For Ramy:

Levels	Exp
11	6899

***** 12. Legal Stuff *****

Again, the legal stuff, cause many people expect it to be at the end.

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